

GENERAL GUIDELINES

1. The following are *guidelines* for shows to follow. *In case of a discrepancy with these rules and official rules and regulations of any show, the official rules of the show Prize List will take precedence over these guidelines.*

2. All shows are open to miniature donkeys registered with the Canadian Donkey and Mule Association (CDMA); the miniature Donkey Registry of the United States (MDR); the American Donkey Registry (ADR); or any other registry recognized by the CDMA.

3. SHOW ENTRIES

- A. To enter a miniature donkey show that is being run by these rules, the exhibitor must use the complete name and number of the animal as it is shown on the miniature donkey's registration certificate.
- B. Entry forms must be completely filled out at all shows and must not be accepted by the show management until all information has been listed, copies of the registration papers received, and the entry blank signed by the exhibitor and/or owner.
- C. Owners, trainers and exhibitors must be aware of current show rules.

4. HEIGHT VERIFICATION

- A. No miniature donkey shall exceed 36 inches in height, measured at the withers.
- B. In the event of a dispute, the donkey's height must be verified on a hard, level surface (preferably concrete or pavement), by a show steward and witnessed by a show official.
- C. The same measuring device shall be used for all the animals.
- D. Show management shall announce the time and place for height verification.

5. INSURANCE

- A. It is recommended that all exhibitors carry liability insurance for their own protection.

6. SHOW REGULATIONS CONCERNING MINIATURE DONKEYS

- A. A registration certificate is required for any donkey shown.
- B. Copies of registration certificates shall be accepted by show officials.
- C. Proof of ownership shall be the name on the registration certificate.
- D. Health certificates may be required if specified in the show premium/entry form. When health certificates are not required, show management shall see that all donkeys brought to the show grounds are in good health and free from noticeable disease.
- E. Jacks 2 years and over must be shown in a bridle or with a stud chain worn over the nose or under the chin. Two handlers may be required for jacks in any halter or "in-hand" class. The show premium must state this requirement.
- F. Exhibitors age 18 years and under may not show a jack age 2 years and over in the show ring, or be in control of a jack while on the show grounds.
- G. To be entered in a Novice class, a donkey shall not have won more than three (3) firsts or be past the age of 6 years old. Donkeys shall be allowed to compete in both Novice and Open classes at the same show if both divisions are offered.
- H. Amateur classes are for those who have not won more than three first place ribbons in the previous Amateur classes, excluding the Junior Show. In Amateur and Novice driving classes, the driver may elect to have headers in the ring during line up.
- I. Hunter Jumper classes may be offered for donkeys 2 years and under. The jumps will not exceed a maximum height of 14".
- J. All donkeys in jumping and driving classes shall be 3 years or older, with the exception of the Hunter Jumper classes.
- K. No donkeys shall be allowed to participate when unsoundness or injury is sufficient that participation would be considered an act of cruelty.
- L. No person shall cause to be administered internally or externally to a donkey, either before or during an event, any medication, drug or mechanical device, or artificial appliance, surgical or non-surgical procedure which is of such character as could affect the donkeys performance or appearance at that event. Upon discovery, show management shall immediately disqualify the donkey.

6. SHOW REGULATIONS CONCERNING MINIATURE DONKEYS (continued)

- M. Any action, or substance administered internally or externally, whether drugs or otherwise, which may interfere with the testing procedure or mask or screen the presence of such a drug, is forbidden. Violation of the above rules shall result in disqualification from participation, and forfeiture of entry fees.
- N. The drug code of each province's jurisdiction shall be enforced.
- O. The show management will not tolerate cruelty, abuse, or inhumane treatment of any donkey in the show ring or on the grounds, and the offender shall be barred from the show grounds for the duration of the show.
- P. For the purpose of determining eligibility for competition, the age of the donkey shall be January 1st of the calendar year.
- Q. Canterng is not allowed in any driving classes. You are allowed 3 strides to get the animal under control with a 5 second penalty. If you do not get the animal back into a walk or trot within 3 strides, you are disqualified. If the animal breaks into a canter more than twice, this would also result in a disqualification.

7. JUDGES

- A. All shows should be judged by a qualified, carded Judge.
- B. Any Judges hired to judge a show(s) should acquaint him or herself with the official show rules provided by the show committee.
- C. It is recommended that no Judge may judge more than two (2) consecutive times at the same show.

8. RING STEWARDS

- A. A competent ring steward may be used at any show. Any reputable person may act in the capacity of ring steward. The ring steward must help the Judge, not advise him/her. The ring steward shall carefully refrain from discussing, or seeming to discuss, the donkeys or exhibitors with the Judge
- B. The ring steward should act as mediator between the Judge and the exhibitors. The Judge should request the ring steward to move and place donkeys as he/she advises. The ring steward must not allow the exhibitors to crowd up in the arena, and at all times endeavor to keep the possibilities of an accident to a minimum.
- C. The ring steward shall have the authority to enforce all rules referring to the show.
- D. The ring steward shall not accept additional entries in a class once competition or judging for that class has begun.

9. SHOW MANAGERS

- A. Any reputable person may act in the capacity of the show manager.
- B. The show manager shall have the jurisdiction over preparing and mailing all entry forms, premium lists and catalogs.
- C. The show manager shall at all times extend every effort to satisfy the comfort of the donkeys, exhibitors, spectators and officials.
- D. The show manager or show secretary shall check all registration papers to insure donkeys are shown in their appropriate classes regarding age restriction.

10. RING PROCEDURE

- A. Show Attire: It is the tradition of the show ring that all handlers and drivers be correctly attired for the classes. Please check the show prize list for proper attire. No shorts, open-toed shoes, t-shirts or ball caps are allowed in any class, except the Novelty Costume class. Management and/or officials must bar entry or person from entering the ring if not suitably attired to appear before an audience. Advertising of farm or ranch on clothing, donkey or cart shall be discouraged.
- B. All miniature donkeys are to be handled and shown through an entire class by the same person.

10. RING PROCEDURE (continued)

- C. *Once the class is called and the gate is opened to enter the ring, the gate will be closed after four minutes has elapsed from the time the first donkey/exhibitor enters the ring. An exception is if there is a tack change in which the announcer will state for the exhibitors to work at will. Once the class is called and the gate is closed, any donkey leaving the arena for any reason is disqualified. It is the exhibitor's responsibility to be on time for classes. Announcements to barn areas are a management courtesy – not mandatory.*
- D. *Names of donkeys or exhibitors will not be made known to the Judge prior to the show.*
- E. *Exhibitors will be issued a number for each donkey to be displayed whenever the donkey is in the arena.*
- F. *Unsportsmanlike conduct, including but not limited to conduct designed to distract a donkey or otherwise interfere with the showing of an exhibitor's donkey will not be tolerated. Offenders will be asked to leave the show area.*
- G. *The Judge for safety reasons may excuse an unruly miniature donkey from the ring.*
- H. *The show management will not tolerate cruelty, abuse or inhumane treatment of any donkey in the show ring or in the stable area, and the offender will be barred from the show area for the duration of the show.*
- I. *Exhibitors and/or owners may not protest to the Judge directly or by inference, the placing of any donkey. Any person(s) guilty of such conduct will be excused from the show and forfeit any premiums received at that show, and the right to show in any additional classes at the show. No entry fees will be returned.*

11. EXHIBITOR SHOW AGE

- A. *The age of an individual on January 1st will be maintained throughout the entire year. Youth or junior shall be 17 years and under, adult shall be 18 years and over.*

12. PROTESTS

- A. *An exhibitor, an owner, a trainer, or the parent of a youth contestant may make a protest of violations of the rules or show management.*
- B. *A protest must be filed in writing within 48 hours of the completion of the show. The protest must be signed by the protestor and accompanied by a \$100.00 protest fee (cashiers cheque or money order).*
- C. *The protest and the cheque should be sent to the show secretary.*
- D. *The show committee will hear a formal protest of rules or procedural situations and a decision will be rendered within sixty (60) days of receiving the protest.*
- E. *The protest fee will be returned to the protestor in the event the protest is sustained. If a protest is not sustained, the protest fee shall go to the organizing show.*

13. AMATEUR CLASSES

- A. *Amateur classes are for those who have not won more than three first place ribbons in the previous Amateur classes, excluding the Junior Show.*
- B. *The animal may be any age, any gender.*

14. NOVICE CLASSES

- A. *Novice classes are limited to miniature donkeys that have not won three (3) first place ribbons in that class at any show, and are under the age of 6 years.*
- B. *The status of Novice entries is as of the closing date of entries for any given show. Once three (3) firsts have been won making the animal no longer eligible for Novice status, any pre-paid entries for a show will be refunded or transferred to another class at the discretion of the show management.*

AWARDS

15. AWARDS – HALTER CHAMPION

- A. *The Champion and Reserve Champion halter classes must include first and second place winners from the appropriate classes. All first and second place winners must show in their respective championship class.*

16. PERFORMANCE CHAMPION

- A. This award shall be based on the total points accumulated by a single animal in both halter and performance classes.
- B. To qualify for this award, the donkey must be entered and shown in at least one halter (conformation) class as well as performance classes.
- C. A show may use their own system for points. One style is as follows:

<u># Of donkeys in class</u>	<u>1st</u>	<u>2nd</u>	<u>3rd</u>	<u>4th</u>	<u>5th</u>
5 or more	5	4	3	2	1
4 in class	4	3	2	1	
3 in class	3	2	1		
2 in class	2	1			
1 in class	1				

- D. Additional points will be awarded for Champion and Reserve Champion halter winners. Champion – 2 points; Reserve Champion – 1 point
- E. Shows may also choose to have a Hi-Point Award for performance only, halter not to be included in the final points.
- F. **Junior High Point Champion** will be for handlers 10 to 17 years of age. The donkey must be shown in a minimum of 3 junior classes.

SUGGESTED CLASSES

17. HALTER DIVISION

Foals (Jacks, Jennets and Geldings combined)

Yearling Jacks

Yearling Jennets

Two-Year-Old Jacks

Two-Year-Old Jennets

Three Years and Older Jacks

Three Years and Older Jennets

Two Years and Under Geldings

Three Years and Older Geldings

Champion and Reserve Champion Halter Jack (all ages)

Champion and Reserve Champion Halter Jennet (all ages)

Champion and Reserve Champion Gelding (all ages)

18. OTHER OPTIONAL HALTER CLASSES

Get of Sire – 2 offspring of sire

Produce of Dam – 2 offspring of dam

19. PERFORMANCE DRIVING CLASSES (All Donkeys 3 years and Over)

Pleasure Driving Working Single - Open

Pleasure Driving Working Single - Novice

Pleasure Driving Working Single - Amateur

Pleasure Driving Working Single – Youth 17 and under

Pleasure Driving Working Pair - Open

Obstacle Driving (not a timed event) – Open

Obstacle Driving (not a timed event) - Novice

Obstacle Driving (not a timed event) – Amateur

Obstacle Driving Gamblers Choice (timed class) – Open

Obstacle Driving Gamblers Choice (timed class) - Novice

Obstacle Driving Gamblers Choice (timed class) - Amateur

Youth Pattern Class

Long Line Driving – Donkeys 2 and under

20. DRIVING CLASSES (All Donkeys 3 years and over; all are timed events)

- Cloverleaf Barrel Race Driving – Open*
- Cloverleaf Barrel Race Driving – Novice*
- Cloverleaf Barrel Race Driving - Amateur*
- Single Stake Race Driving – Open*
- Single Stake Race Driving – Novice*
- Single Stake Race Driving - Amateur*
- Keyhole Race Driving – Open*
- Keyhole Race Driving – Novice*
- Keyhole Race Driving - Amateur*

21. PERFORMANCE CLASSES

- In-Hand Jumping – Open (Donkeys 3 years and over)*
- In-Hand Jumping – Novice (Donkeys 3 years and over)*
- In-Hand Jumping – Amateur (Donkeys 3 years and over)*
- Obstacle Jumping – Open (Donkeys 3 years and over)*
- Hunter Jumping Class – (Donkeys 2 and under; jumps not to exceed 14" in height)*

22. IN-HAND TRAIL CLASSES

- In-Hand Trail (not a timed event) – Open*
- In-Hand Trail (not a timed event) – Novice*
- In-Hand Trail (not a timed event) – Amateur*

23. OPTIONAL CLASSES

- Snigging – Open (Donkeys 3 years and over)*
- Snigging – Novice (Donkeys 3 years and over)*
- Snigging – Amateur (Donkeys 3 years and over)*
- Showmanship at Halter – Youth 17 and under*
- Showmanship at Halter – Adult 18 and over*
- Showmanship at Halter - Amateur*
- Showmanship at Halter – Tiny Mites age 5 and under*
- Showmanship at Halter – Pee Wee age 6 to 10*
- Showmanship at Halter - Intermediate age 11 to 17*
- Novelty Costume - lead or drive, walk only*
- Lead Line Class - open to children 5 years and under; donkeys must be 3 years and over*

24. Where entries warrant, shows are encouraged to offer youth classes to promote the youth to participate. Classes may be split by offering the following: Youth (17 years and under, and Adult 18 years and over).

CLASS RULES

25. HALTER - CONFORMATION

- A. *Foal Halter – foal born in calendar year. It is at the discretion of the Judge whether the dam is allowed in the ring with the foal.*
- B. *Donkeys to be shown in-hand at the walk and trot. Animals shall be judged individually, standing squarely and naturally. They are not to be stretched. Touching the donkey below the shoulder or stifle with either the hand or the foot will be considered a fault unless asked to by the Judge.*
- C. *Donkeys to be judged on the priority of conformation, quality, presence and way of going. Disposition and manners shall also be observed.*
- D. *Class disqualifications: Cryptorchidism in mature jacks age 3 years and older (a jack with one or both testes undescended); height in excess of 36"; or excessive overbites that exceed 1/8" will be disqualified. Judges may check teeth on all miniature donkeys in all halter classes.*

25. HALTER – CONFORMATION (continued)

- E. *General appearance: The miniature donkey should be attractive, well-balanced, sound, strong and sturdy. The animal should be pleasing to the eye as the various parts blend together in a nicely coupled picture. It should have an alert expression and presence. Jennets to look more feminine and slightly more refined while jacks should be more stocky and masculine.*
- F. *Donkeys must be serviceably sound, in good condition, and well groomed. Body clipping of young foals is not required, nor is it required for the donkey of any age when the show is held during inclement weather, winter, early spring etc.*
- G. *No whips, crops or other device(s) are allowed in halter classes. Donkeys shall be shown in a leather, rope or nylon halter, to be correctly fitted and adjusted for said donkey. Lead rope, leather or nylon lead and chain shank (chain optional except for jacks 2 years and over). Jacks 2 years old and over must be shown with chain shank or rope under chin or stud bridle. Equipment must be humane and in good condition. Silver not to count.*
- H. *Attire: It is the tradition of the show ring that handlers be correctly attired for the classes. Boots, hats and gloves are recommended. No shorts, t-shirts, ball caps or open-toed shoes are allowed in any class except the Novelty Costume Class. Management may at its discretion bar any entry or person from entering the arena if not suitably dressed to appear before an audience.*

26. HALTER – GET-OF-SIRE

- A. *Two (2) get, either sex, can be shown. Sire need not be present nor need get be owned by owner of sire. All 2 entries shall be entered under the name of the sire. A separate entry number shall be issued to each group of donkeys. The entry number is to be placed on the lead exhibitor in the group. Emphasis is placed on reproductive likeness, uniformity, quality of breed characteristics, and similarity of conformation. More than one set of entries for the sire may be entered in the same class.*

27. HALTER – PRODUCE-OF-DAM

- A. *Two (2) produce, either sex, can be shown. Dam need not be shown nor need produce be owned by owner of dam. Both entries shall be entered under the name of the dam. A separate entry number shall be issued to each group of donkeys. The entry number is to be placed on the lead exhibitor in the group. Emphasis is placed on reproductive likeness, uniformity, quality of breed characteristics, and similarity of conformation. More than one set of entries for the dam may be entered in the same class.*

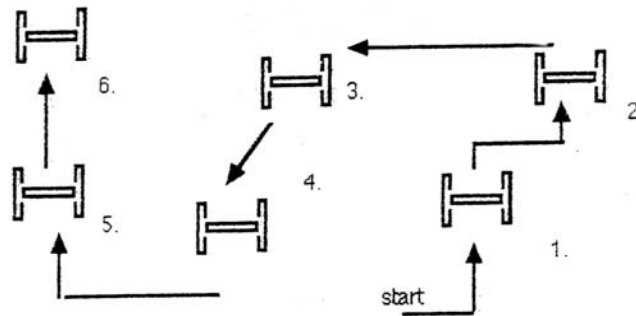
28. PERFORMANCE CLASSES - OBSTACLE JUMPING/HUNTER JUMPING

- A. *All courses for the Jumping Classes, including jump-off courses, must be posted at least two (2) hours prior to the scheduled time of the class. Course diagrams must be shown with arrows the directions each obstacle must be taken. A start and finish line must be established at least twelve (12) feet from the first and last obstacle, indicated by two markers at least four (4) feet apart. Donkeys must cross the line in the proper direction to start and complete the course.*
- B. *Donkeys must be three (3) years or older to compete in this class. Exception: - Hunter Jumping Class is judged on form (age of animal 2 years and under).*
- C. *Jumps may be made of PVC piping or wood. PVC is preferred over wood for the safety of the donkey. All jumps must be at least five (5) feet wide, with a minimum of twenty (20) feet between the jumps, with the exception of an in and out. All post and rail jumps must have a ground pole.*
- D. *Jumpers are to be judged on accumulated faults only on the first go. Minimum height for jumps must be 18" and maximum height 28" for the first jumping round (with the exception of Hunter Jumping – maximum height of jumps is 14"). Exhibitors may go over the jumps with the donkey. Whips or crops are not permitted. Exhibitors may wear any type of footwear except open-toed shoes.*
- E. *Jumps could include brush, triple bar, water, and similar jumps. Brush jumps must have a visible bar on top. There will be a minimum of four obstacles, with a maximum of eight jumps.*

28. PERFORMANCE CLASSES - OBSTACLE JUMPING/HUNTER JUMPING (continued)

- F. Scoring: Jumpers are to be scored on a mathematical basis and penalty faults include knockdowns, refusals and eliminations as follows:
1. Knockdowns – Each knockdown is 4 faults. An obstacle is considered knocked down when in jumping an obstacle, a donkey or handler, by contact, lowers the established height of the fence in any way.
 2. Refusals – Each refusal is 3 faults. Stopping at an obstacle without knocking it down and without backing followed by jumping from a standstill is not penalized. However, if the halt continues or if the donkey backs even a single step or circles to retake a fence, a refusal is incurred
 3. Circling more than once after crossing the starting line is 3 faults. Any form of circle or circles whereby the donkey crosses its original track between two consecutive obstacles or stops advancing toward or turns away from the next fence except to retake an obstacle after a disobedience.
 4. Crossing your own path (as in circling between fences, not as in retaking a fence from a refusal) is 4 faults.
 5. Eliminations – 3 refusals, off-course or fall of donkey or handler.
- G. Jump-Offs – In the case of a clean first round and for placement of class, the number of the jumps will be decreased to four (4), and the heights of the jumps will be increased not less than 2", and no more than 4". The jump-off shall also be timed. The first round is decided by adding the faults incurred over the course. Donkeys with clean rounds go into the jump-off. In the event of equality of faults after the first round, there will be a jump-off for first place only. Other placings which tie may be awarded duplicate ribbons at show management's decision. After the timed jump-off, the donkey with the least amount of faults and the fastest time shall win the class.

Sample Jumping Course



29. PERFORMANCE CLASSES – IN-HAND JUMPING

- A. All donkeys must be handled by one person only. No helper allowed.
- B. Jumps start at 14" and are raised 2-3" after every donkey in the class jumps (or attempts to).
- C. Donkeys may be jumped by handler leading or standing by side. Handler may go over the jump with the donkey.
- D. Jumps are to be breakaway type, either PVC piping or wood.
- E. Donkeys must be 3 years or older.
- F. Donkeys have one minute at each height or three attempts whichever comes first. Time will start as soon as the donkey has crossed the back line and come to a stop/halt. The rear line will be 10' back. Side lines will be 10' wide and if the donkey steps over the line he is disqualified for one try.
- G. The donkey must make a clean jump. He may rub the jump with his chest or belly as long as he does not knock the bar down. The donkey must land in an upright position.
- H. The donkey may be jumped in a bridle or halter. A rope or chain under the chin on the halter is allowed, however no choke ropes over the neck is allowed. No chains or rope over the donkey nose is allowed.
- I. No whipping or mistreatment is allowed or the entry will be disqualified.

30. PERFORMANCE CLASSES – LEAD RACE

- A. *This is a timed event where the donkey is led across a starting line, down the center of the arena, around a pole or cone and back across the starting line. The donkey shall be led and may wear either a halter or bridle. A chain or rope under the chin of the halter or stallion bridle is required for mature jacks (optional for others). No crops or whips are allowed.*
- B. *Donkeys shall be run individually, the fastest time will be the winner. Donkeys may walk, trot or lope.*
- C. *The distance between the starting line and the pole or cone shall be 75'.*
- D. *Exhibitors may wear any type of footwear except open-toed shoes.*

31. SNIGGING I (TIMED EVENT)

- A. *Snigging is an Australian word for dragging a load behind an equine. As a class, snigging tests how quickly and carefully a donkey and his handler can move a load through an obstacle course.*
- B. *Snigging shall be done by driving the donkey pulling a log. The donkey must wear a harness. The traces of the harness are attached to an evener which is attached to a log, and the log is drug safely behind the donkey. The exhibitor shall ground drive the harnessed donkey. Show management shall provide the log, attached to an evener.*
- C. *The course for snigging is a line of five cones, which must be serpentine through, both out and back. The distance between the cones is twelve (12) feet, with the start/finish line fifteen (15) feet from the first cone of the serpentine.*
- D. *This is a timed event, with the fastest time winning the class. However, if any cones are displaced, a penalty of 10 seconds is added to the time of each for each cone moved. If a cone is moved on both the outward and the return parts of the serpentine, both incidents are penalized.*
- E. *Once across the starting line, the handler is not permitted to move the load (log). Doing so shall disqualify the entrant.*
- F. *The maximum weight for the log shall be 60 pounds. The log shall not exceed 8 feet in length, and 8" in diameter.*
- G. *All donkeys must be 3 years old or older for this class.*

SNIGGING II – (JUDGED ON FORM)

- A. *The object is to pull the log through the pattern.*
- B. *The log should not exceed 8' in length and 8" in diameter.*
- C. *Width between the pylons is 12'.*
- D. *After negotiating through the pylons, skidders will be asked to do three "one foot pulls" for a maximum of three feet.*
- E. *Penalty points will be given for knocked over or moved pylons.*
- F. *Penalty points will be given for teamster who does not step over the log while turning, or riding the log.*
- G. *Animals must be 3 years of age or older.*

32.1. OPEN POLE BENDING - DRIVING

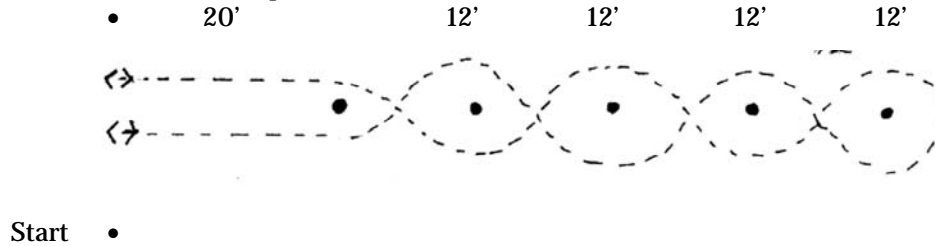
- A. *Five stakes (poles) are in a straight line, there are two cones at the entrance to represent the timing line.*
- B. *This is a timed event, the fastest donkey and driver determines the winner. Knocking over a pole constitutes a five second penalty for each pole knocked over. Touching a pole is permitted.*
- C. *Contestants will be disqualified for not following the pattern. Canter is not allowed (refer to 6.Q). There will be a five second penalty for each time the donkey breaks into a canter with the 3rd time being disqualified.*
- D. *The distance between each pole is to be 12'. The distance between the first pole and the timing line is 20'.*
- E. *The course shall be measured with a tape.*

32.1. OPEN POLE BENDING – DRIVING (continued)

- F. The course shall be run as in the diagram. Contestants shall cross between timing cones; start either left or right weaving in and around each pole. Weave back in and around each pole and cross the timing line.
- G. This class is run individually. Only one donkey and driver on the course at a time.
- H. The course will be posted.

32.2. LONG LINE POLE BENDING

- A. The same rules apply as in 32.1 "except B".
- B. Open to donkeys 2 years and under.
- C. Judged on form.
- D. Donkeys may be asked to rein back (at the judge's request).
- E. Distance between the poles is 12'.



33. GENERAL DRIVING RULES – PERFORMANCE DRIVING CLASSES

- A. Donkeys must be 3 years and older to compete in any driving class. Donkeys must be serviceably sound.
- B. Donkeys shall compete in driving safely and securely harnessed to a vehicle. The exhibitor shall be the only person permitted in such vehicle, unless more than one donkey is hitched to the vehicle, or the driver is under twelve years of age.
- C. The driver must be seated comfortably in the vehicle, relaxed and effective. Either the one or two-handed method of driving is acceptable. Common to both methods, the elbows and arms should be close to the body with an allowing, but steady hand enabling a consistent feel with the donkey's mouth. Drivers should not be penalized or rewarded for using either style of driving.
- D. Drivers should keep safety foremost in their minds. Having the donkey under control at all times not only is a safeguard for a driver, but for everyone involved in the class.
- E. All officials and show management should be constantly on the lookout for unsafe actions by any participant, or unsafe harness or vehicles and report them to the Judge. The Judge must excuse from competition an unsafe vehicle, unruly donkey or driver clearly out of control.
- F. It is the responsibility of each driver to insure that harness and vehicle are in good repair and structurally sound.
- G. It is the responsibility of each driver to ensure that his donkey or donkeys are physically fit to fulfill the tasks required of them.
- H. The driver should strive to maintain a safe distance from other vehicles both in the competition and in the warm-up parking areas.
- I. All rules of the road should be observed unless officials direct otherwise. Drivers must drive on the rail at a safe distance behind the donkey and cart in front. Passing is permissible, but the driver should return to the rail as soon as possible.
- J. Boots or wraps of any description and earplugs are prohibited on the donkey in the show ring.
- K. The Judge or management may split large classes if conditions warrant.
- L. Excessive use of voice, shouting or whistling to the donkey may be penalized at the Judge's discretion. Discreet use of vocal aids shall be allowed.
- M. All pleasure driving vehicles must have a basket or safe suitable floor. Sulkies are allowed in obstacle driving classes and game driving classes only.
- N. Wire wheeled and pneumatic tired wheels are permitted in all driving classes.

33. GENERAL DRIVING RULES – PERFORMANCE DRIVING CLASSES (continued)

- O. Drivers should strive to present appropriate turnout. "Appropriate" indicated the balance and pleasing appearance of the combination of donkey and vehicle.
- P. Harness may be of collar and hames type, or breast collar type. Martingales, over checks, side checks and blinders are optional. Cavessons or nosebands are required.
- Q. The whip must be carried in the driver's hand at all times. The overall length of the whip for a single donkey should be long enough to reach its shoulder. The driver shall be penalized for excessive use of the whip.
- R. Snaffle bits and other types of traditional driving bits are allowed. Bits may be covered with leather or rubber. Twisted, burr and wire bits of any type are not permitted. Tying down of tongues is prohibited.
- S. Suggested appropriate attire: Gentlemen to wear a hat, vest or jacket, tie, gloves, and apron or lap robe. Ladies to wear a dress, tailored suit, skirt or slacks with blouse, vest or jacket, hat, gloves, and apron or lap robe.
- T. Canter is not allowed in pleasure driving classes. (Refer to 6.Q).
- U. Under no conditions shall a bridle be removed from a donkey while it is still put to a vehicle; the donkey must never be left unattended while put to a vehicle. Failure to comply will incur elimination. Leading a donkey hitched to a cart at any time on the show grounds will result in elimination.
- V. A knowledgeable adult may accompany junior drivers under the age of 17 years in the vehicle. Helmets are strongly recommended.
- W. A header will be allowed in the ring in the Amateur Driving Class and Youth Class.

34. CLARIFICATION OF PLEASURE DRIVING GAITS

- A. Walk – A free, regular and unconstrained walk of moderate extension is required. The donkey should walk energetically, but calmly, with an even and determined pace.
- B. Slow Trot – Should maintain forward impulsion while showing submission to the bit. It is slower and more collected, however the donkey should indicate a willingness to be driven on the bit while maintaining a steady cadence.
- C. Working Trot – The donkey goes forward freely and straight; engaging the hind legs with good hock action; on a taut, but light rein; the position being balanced and unconstrained. The footsteps of the hind feet touch the ground in the footprints of the fore feet.
- D. Halt – Donkeys and vehicles should be brought to a complete square stop without abruptness or veering. At the halt, donkeys should stand attentive, motionless and straight with the weight evenly distributed on all four legs and be ready to move off at the slightest cue from the driver.
- E. Rein Back – A backward movement in which the legs are raised and set down simultaneously in diagonal pairs with the hind legs remaining well in line. To be performed in two parts: the donkey must move backward at least 4 steps in an unhurried manner with head flexed and straight, pushing the vehicle back evenly in a straight line (the driver should use quiet aids and light contact); the donkey must move forward willingly to former position using the same quiet aids.

35. PERFORMANCE DRIVING CLASSES – PLEASURE DRIVING

- A. A pleasure driving class in which entries are judged primarily on the suitability of the donkey to provide a pleasant drive.
- B. To be shown both directions of the arena at a walk, slow trot and working trot. To stand quietly and rein back.
- C. Donkeys shall enter the arena to the right at a slow trot.
- D. Judge may request a workout of chosen entries at any gait, and may be asked to execute a figure eight.
- E. Judged as follows:
 - 1. 70% performance, manners and way of going of donkey
 - 2. 20% condition and fit of harness and vehicle
 - 3. 10% neatness of attire

36. PERFORMANCE DRIVING CLASSES – OBSTACLE DRIVING (NON-TIMED)

- A. *Pleasure driving rules apply.*
- B. *The obstacle course must be posted at the Show Office at least 2 hours prior to the class.*
- C. *Class to be judged on performance and way of going with emphasis on manners throughout the course. Entries will be evaluated on responsiveness and willingness, plus general attitude.*
- D. *A 60 second time limit must be set to complete each obstacle. After time is used, the exhibitor will be directed to the next obstacle. Refusals do not constitute class disqualifications.*
- E. *Cantering is not allowed (refer to 6.Q).*
- F. *Obstacle requirements:*
 - 1. *Must be a minimum of 5 obstacles and a maximum of eight.*
 - 2. *Care must be used to avoid setting any obstacle in a way so as to be hazardous to the donkey or exhibitor.*
- G. *Drivers must be allowed to walk the course prior to the start of a class and inspect each obstacle. While walking the course, drivers shall not alter, adjust or in any way move an obstacle or any part thereof. **Should a competitor have any question regarding a specific obstacle, he/she should call it to the attention of the Ring Steward or Show Manager for clarification.***
- H. *Drivers are prohibited from driving or leading donkeys on course at any time prior to the competition. Non-compliance will result in elimination.*
- I. *Suggested widths for obstacles are 8" to 20" wider than the vehicle track width at the ground.*
- J. *The judge will assign a point value to each obstacle and points will be added to or subtracted from this score based on the donkey's performance through the obstacle.*
- K. *Credit will be given to those donkeys that negotiate, in a continuous motion, the obstacles cleanly, smoothly, and alertly with style, in prompt response to the driver's cues. Excessive hesitation at an obstacle will be penalized.*
- L. *A donkey with major faults (knockdowns, refusals etc.) on the course will not be placed ahead of a donkey that worked through the obstacles cleanly. A donkey should be penalized for touch of any elements of the course and for unnecessary delay in approaching the obstacles.*
- M. *Off course:*
 - 1. *Deviating from the prescribed order in which the obstacles are to be approached.*
 - 2. *Taking the obstacle from the wrong direction.*
 - 3. *Negotiating an obstacle from the wrong side.*
 - 4. *Skipping an obstacle unless directed by the Judge.*
- N. *The course shall be designed to require each donkey to demonstrate the walk, slow trot and working trot somewhere between the obstacles as part of the working course, with enough space provided for the judge to evaluate all the gaits.*
- O. *The donkey is judged on the ease with which it maneuvers the obstacles. Knocking over an obstacle, part of an obstacle, breaking gait, and disobedience are to be considered penalties. Breaking the pattern, being off course, outside assistance, breaking into a canter, failure to carry a whip, use of a tie down, and equipment failure result in elimination.*
- P. *Ties for first place must be broken by a drive-off. Ties for lower placings may be given duplicate ribbons at show management's discretion.*
- Q. *Suggested obstacles:*
 - 1. *Back through or out of obstacle*
 - 2. *Drive through water or simulated water*
 - 3. *Drive through narrow passage*
 - 4. *Stop, open and close mailbox*
 - 5. *Drive across bridge or simulated bridge*
 - 6. *Drive pattern created with poles, pylons (figure eight, serpentine, cloverleaf etc.)*
 - 7. *Put wheel in circle, turn complete circle with donkey not stepping in circle*
 - 8. *U-turn (a 3 rail box with a pylon in center opening)*

36. PERFORMANCE DRIVING CLASSES – OBSTACLE DRIVING (NON-TIMED) (continued)

R. Prohibited obstacles:

1. Live animals and hides
2. Driver dismount

S. The judge has the right to alter the course for time and/or safety.

37. PERFORMANCE DRIVING CLASSES – OBSTACLE DRIVING, GAMBLERS CHOICE (TIMED EVENT)

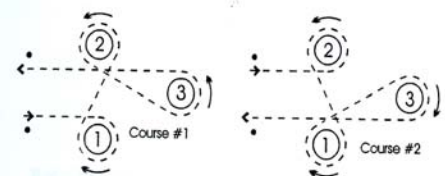
- A. A timed driving obstacle course of unnumbered obstacles each carries a specific point value. Each driver has the same amount of time to negotiate as many obstacles as possible. Each obstacle is assigned a point value according to its degree of difficulty, and each driver tries to amass as high a score as possible within the time allowed.
- B. After passing through the starting line, the driver may drive through the obstacles in any order, from any direction. Each obstacle may be driven twice, but not in succession. If driven a third time, no points will be awarded.
- C. No obstacle may be driven again once it has been disturbed. (Exception: obstacles that are designed to be knocked down). No points will be awarded for an incorrectly completed obstacle. If the obstacle is incorrectly driven, but not disturbed, it may be attempted again.
- D. If a donkey should refuse or run-out at an obstacle without disturbing it, the driver may elect not to attempt it and may drive to another obstacle without penalty. The obstacle may be attempted later, and if correctly driven, the appropriate points will be recorded.
- E. A signal will sound at the end of the allowed time and the driver must then exit through the finish markers when the total time on the course will be recorded.
- F. If the signal sounds when the driver is committed to an obstacle, the competitor may complete the obstacle and receive the appropriate points, then proceed through the finish markers for total time to be recorded. Whether or not the competitor was committed to the last obstacle at the signal will be left to the discretion of the judge.
- G. Placings are determined on a high score basis. Time decides ties. If a tie occurs in points and time, the winner will be decided by a drive-off.

38. YOUTH PATTERN CLASS

- A. This class is for youth drivers only.
- B. Drivers will be allowed to enter the youth pattern class provided two headers accompany them. These headers will stand at either end of the arena for safety reasons.
- C. Class Procedure – Exhibitors enter the arena one at a time. They will be given a pattern to complete by the Judge (including walk and trot in both directions). The headers will stay in the arena at all times.

39. DRIVING CLASSES – CLOVERLEAF BARREL RACE DRIVING

- A. Three barrels shall be placed to form an isosceles triangle.
- B. This is a timed event, with the fastest donkey and driver determined the winner. Knocking over a barrel will constitute a five second penalty for each barrel knocked over. Touching a barrel is permitted.
- C. Contestants will be disqualified for not following the pattern. Cantering is not allowed (refer to 6.Q).
- D. The course shall be measured with a tape.
- E. Timing line shall be 50 feet from both barrels #1 and #2.
- F. Distance from barrel #1 to barrel #2 shall be 50 feet.
- G. Distance from barrel #1 to barrel #3 shall be 50 feet, and also from barrel #2 to barrel #3 shall be 50 feet.
- H. The barrels shall be run as in diagram, using course #1 or course #2.
- I. Course #1 – Entry shall cross the starting line, circle barrel #1 clockwise, circle barrel #2 counter-clockwise, circle barrel #3 counter-clockwise, and run back between #1 and #2 across the timing line.
- J. Course #2 – (reverse order) Entry shall cross the timing line, circle barrel #2 counter-clockwise, circle barrel #1 clockwise, circle barrel #3 clockwise, and run back across the timing line.



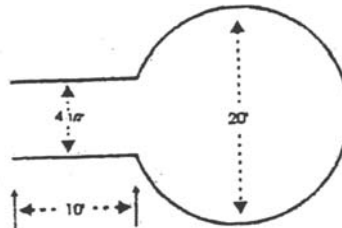
40. DRIVING CLASSES – SINGLE STAKE RACE DRIVING

- A. One single stake (pole) is placed approximately in the center of the arena, with two timing stakes or cones near the entrance or end of the arena representing the time line.
- B. This is a timed event, with the fastest donkey and driver determined the winner. Knocking over the stake will constitute a five second penalty. Touching the stake is permitted.
- C. Contestants will be disqualified for not following the pattern. Canter is not allowed (refer to 6.Q).
- D. The timing line shall be 20 feet apart. The distance from the timing line shall be 100 feet to the stake.
- E. The course shall be measured with a tape.
- F. Contestants shall cross between timing stakes, proceed to the single stake and return through the timing stakes. The contestants may turn either right or left around the stake.
- G. This class is run individually. Only one donkey and driver is on the course at a time.

41. DRIVING CLASSES – KEYHOLE RACE DRIVING

- A. The course shall be laid out with a limed keyhole pattern on the ground. The throat of the keyhole shall be perpendicular to and facing the timing line, with the center of the circle 50 feet from the timing line.
- B. The keyhole shall be in the form of a broken circle 20 feet in diameter, with a throat 3 ½ feet wide inside the white line, and 10 feet long.
- C. This is a timed event, with the fastest donkey and driver determined the winner.
- D. The course shall be measured with a tape.
- E. The donkey shall cross the timing line, enter the circle of the keyhole, turn in either direction, entirely within the circle of the keyhole, exit through the throat, and recross the timing line.
- F. The donkey shall be disqualified for stepping on or out of any line of the keyhole.
- G. It is show managements responsibility to keep all limed lines visible at all times. The course shall be raked and relimed where the line was fouled.
- H. Contestants will be disqualified for not following the pattern. Canter is not allowed (refer to 6.Q).

Diagram of Keyhole Course



42. IN-HAND TRAIL

- A. Donkeys to be shown while being led at a walk and jog.
- B. The course must be posted at least two hours prior to the class.
- C. Class to be judged on performance and way of going with emphasis on manners throughout the course. Entries will be evaluated on responsiveness and willingness, plus general attitude.
- D. A 45 second time limit must be set to complete each obstacle. After time is used, the exhibitor will be directed to the next obstacle. A total of 3 refusals will result in class disqualification.
- E. Obstacle requirements – There must be a minimum of 5 obstacles and a maximum of 8.
- F. Care must be used to avoid setting any obstacle in a way so as to be hazardous to the donkey or exhibitor.
- G. Tires and stairs steps are prohibited.
- H. Jumps, if used, must be a maximum of 14" high and a minimum length of 5'. Jumps must include ground poles.

42. IN-HAND TRAIL (continued)

- I. *In shows where open, novice, amateur and youth classes are offered, at least 3 of the obstacles must be different or the manner of performance through the obstacles must be varied for the classes.*
- J. *Edible treats to encourage a donkey to perform one of the obstacles are not allowed.*
- K. *Equipment required: Donkeys shall be shown in a nylon, rope or leather halter, to be correctly fitted and adjusted for said donkey. Lead rope, leather or nylon lead and chain shank (chain optional except for jacks 2 years old and older). Jacks 2 years and over must be shown with a chain shank or rope under the chin or stud bridle. Equipment must be humane and in good condition. Silver not to count. Optional equipment: Pack saddle. However, show management may require the use of a packsaddle for this class. If so, they must state this requirement in the show premium.*
- L. *Obstacle guidelines – The course designer should be readily available to answer questions regarding the course and be available for a walk through the course with the exhibitors. Ingenuity and originality in adapting and combining various obstacles both to demonstrate a donkey's willingness and ability to please exhibitors and audience are encouraged. However, unnatural or "horror" obstacles should be avoided and all obstacles should be safe for exhibitors as well as donkeys. The Judge has the right to alter the course for time and/or safety.*
- M. *Suggested obstacles:*
 - 1. *Back through or out of an obstacle*
 - 2. *Walk through water or simulated water*
 - 3. *Put on and remove equipment (raincoat, saddle or pack saddle etc.) from exhibitor or donkey*
 - 4. *Walk through narrow passage*
 - 5. *Pick up object (letter, umbrella, bucket etc.) and return through another location*
 - 6. *Walk across bridge or simulated bridge*
 - 7. *Walk pattern created with poles, pylons (figure 8, serpentine etc.)*
 - 8. *Stand donkey in circle, ground tie, walk around donkey*
 - 9. *Side pass (either or both directions)*
 - 10. *Stop and clean or check hoofs*
- N. *Off course is defined as:*
 - 1. *Taking an obstacle in the wrong direction*
 - 2. *Negotiating an obstacle from the wrong side*
 - 3. *Skipping an obstacle unless directed by or permission is obtained from the Judge.*
 - 4. *Negotiating obstacles in the wrong sequence. Note: off course will result in elimination.*

43. SHOWMANSHIP AT HALTER

- A. *In a Showmanship at Halter Class, only the exhibitor is being judged. The donkey is merely a prop to show the ability of the exhibitor but will be considered for appearance.*
- B. *Scoring to be as follows:*
 - 1. *Appearance of donkey*
 - 2. *Appearance of exhibitor*
 - 3. *Presentation of the donkey in the arena*
- C. *Whips are not allowed in Showmanship Classes*
- D. *Leading – Enter the arena leading the donkey at an alert walk in a counter-clockwise direction unless otherwise directed by the Judge. Walk on the donkey's left side, holding the lead shank in the right hand, near the halter. The remaining portion of the lead is held neatly and safely in the left hand. A tightly coiled or rolled lead shank will be considered a fault in Showmanship. The donkey should lead readily at a walk or trot. The donkey should not follow behind, nor in front of the exhibitor, rather lead along side of exhibitor.*
- E. *When posing the donkey, stand toward the front facing the donkey but not directly in front of the donkey, and always in a position where you can keep your eye on the Judge. Pose the donkey with its feet squarely under it. Do most of the showing with the lead strap. Never kick a donkey's leg into position or move its legs by hand.*

44. NOVELTY COSTUME CLASS

- A. *Costume classes are to be judged 75% on originality of costume and 25% on presentation.*
- B. *To be shown at a walk both ways of the arena.*
- C. *This class is intended for the exhibitor who creates an unusual, perhaps funny costume for the donkey and exhibitor.*
- D. *The exhibitor may lead, ride or drive the donkey.*

45. DRESS YOUR DONKEY

- A. *When participated by juniors, must be accompanied by an adult.*
- B. *The object is to place articles of clothing on the donkey in a creative and fashionable manner. (Note: The more pieces of clothing used, does not necessarily determine the winner).*
- C. *The donkey must be led to the clothing line. The adult assisting can only hold the donkey shank and must NOT assist in clothing the animal*
- D. *There is a 2 minute time limit to this event.*
- E. *Once the time limit has been reached, participants will be instructed to line up before the judge.*

46. SOCK RACE

- A. *When participated by juniors, must be accompanied by an adult.*
- B. *Class Procedure – Donkey must be led to the sock line. The assistant holds the donkey while the participant puts one sock on the animal. The first handler and animal with sock remaining on his hoof over the finish line wins.*