

DOGWOOD DONKEY SHOW

SECTION 600

All General Rules and Regulations apply to this section.

SPONSORED BY:

SHOW MANAGER: Ulli Dargel PHONE: 604-421-6681

SHOW COMMITTEE: Margaret Stewart, Pat Strang, John Dargel, Helen Howell, Catherine Olson

JUDGE: Lewis McKim

ENTRY DEADLINE: July 2, 2010

ENTRY FEES: All Classes: \$20.00

Youth Classes: \$5.00 (13 years old & under)

STALL FEES: \$7.50 per stall per day

PLEASE NOTE: Late entries received after July 2, 2010 but before July 19, 2010 will be accepted at *double entry fee* per entry per class. NO late entries will be accepted after July 19, 2010.

MOVE IN/OUT: All exhibits must move into place Wednesday, July 28, 2010 after 12:00 pm to set up their respective areas. Animals must be moved into the fair before 8:00 am on Thursday, July 29, 2010. Move out time will be at 7:00 pm on Saturday, July 31, 2010.

If release times need to be altered due to ferry schedules or travel in excess of 300 km., please send a WRITTEN request to AGRIFAIR either by mail to agrifair@telus.net (subject line: Time) or by Fax 604 852-6631.

PRIZE MONEY: To qualify, there must be a minimum of 3 exhibitors in class.

1st \$40.00, 2nd \$30.00, 3rd \$20.00 - Ribbons to 6th.

"Cheers for Ears" **Jackpot** Showmanship, Youth Showmanship and Youth Games are not eligible for prize money.

RULES, REGULATIONS AND SHOW GUIDELINES

1. General Rules & Regulations of Abbotsford Agrifair apply (see pages 7-9). Copies can be obtained through the Agrifair Administration Office.
2. Class rules are determined by NMDA show rules. The rule book can be obtained from NMDA 6450 Dewey Rd. Rome, NY 13440.
3. All miniature donkeys competing in Halter classes **MUST** be registered prior to the show and must provide registration papers with their Entry Forms and will be measured prior to the first class. This does not apply to donkeys entered in the Performance Classes.
4. The age of a miniature donkey for the purpose of this competition will be determined by its actual birth date as of the starting date of the show.
5. All donkeys competing in jumping and driving classes must be 3 years old or older.
6. Jacks two years and older must be shown in a halter with a chain worn over or under the nose and **CANNOT** be shown by a competitors 18 years and under.
8. High Point and Reserve High Point awards to be presented in the following categories:
1st Year Showing Division - Open to Handlers and Donkeys/Mules in their first year of showing, **animal does not have to be registered.** Donkeys may not cross enter All Long Ears Division. Over-all Hi-Point will be based on the total points accumulated by a single animal and handler, and shown in a minimum of three designated 1st Year Showing classes.
Eligible classes are: 10, 12, 17, 19, 21, 25, 28.
All Long Ears Division - Open to any donkey or mule of any size, **animal does not have to be registered.** Long Ears donkeys may not cross enter 1st Year Showing Division. Over-all Hi-Point will be based on total points accumulated by a single animal and handler, and shown in a minimum of three designated All Long Ears classes.
Eligible classes are: 11, 13, 18, 20, 22, 26, 29.

The following classes will also be offered but will not count for High Point awards:

Youth Division - Open to any donkey or mule of any size, **animal does not have to be registered.** Handler must be 13 years and under. Classes are: 14, 15, 23, 24, 27.

Showmanship "Cheers for Ears" JACKPOT - open to any donkey or mule of any size, **animal does not have to be registered.** Handler must be 14 years and over. The \$20.00 entry fee received from each exhibitor will be jackpotted with Champion taking 60% and Reserve taking 40%.

9. All entries must be in attendance before 8:00am on Thursday, July 29, 2010 and must stay until 7:00 pm on Saturday, July 31, 2010. Unless other arrangements have been made with Agrifair prior to the show, disregard to this rule will result in the forfeit of any prize money.
10. Unsportsman like conduct or abuse of animals will not be tolerated.
11. The show management reserves the right of refusal of any entry that may be submitted.
12. **It is recommended that all exhibitors carry liability insurance for their own protection.** (Horse Council)
13. Classes may be cancelled or combined if no more than 3 entries are received.
14. All classes, unless otherwise noted are open to any donkey or mule of any size, open to registered or not registered.

<u># of donkeys in class</u>	<u>1st</u>	<u>2nd</u>	<u>3rd</u>	<u>4th</u>	<u>5th</u>
6 or more	6	5	4	3	2
5 in class	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					

THURSDAY, July 29th, 2010
Agriland Arena

HALTER CLASSES *(open to registered donkeys only)*

1. 3 years old & under Jack
2. 4 years old & over Jack

GRAND AND RESERVE CHAMPION JACK

3. 3 years old & under Gelding
4. 4 years old & over Gelding

GRAND AND RESERVE CHAMPION GELDING

5. 3 years old & under Jennet
6. 4 years old & over Jennet

GRAND AND RESERVE CHAMPION JENNET

7. Brood Jennet *(not eligible for Championship)*
8. Foal, any sex, born in calendar year *(not eligible for Championship)*

BEST OF BREED
GRAND CHAMPION JACK, GELDING AND JENNET TO COMPETE

PERFORMANCE CLASSES *(open to all donkeys and mules of any size)*

9. **Showmanship** Cheers for Ears **JACKPOT**
10. **1st Year Showing** In Hand Trail *(pack optional)*
11. **All Long Ears** In Hand Trail *(pack optional)*
12. **1st Year Showing** Gambler's Choice In Hand
13. **All Long Ears** Gambler's Choice In Hand

FRIDAY, July 30th, 2010
Agriland Arena

14. **Youth** Showmanship
15. **Youth** Sock Hop Race

16. **Costume Class,** Open to all divisions (*to be held in the Agrifair arena*)

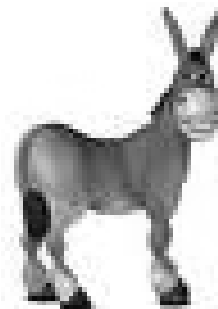
Agrifair Arena

- 17. **1st Year Showing** Pleasure Driving
- 18. **All Long Ears** Pleasure Driving
- 19. **1st Year Showing** Reinsmanship
- 20. **All Long Ears** Reinsmanship
- 21. **1st Year Showing** Obstacle Driving
- 22. **All Long Ears** Obstacle Driving

SATURDAY, July 31, 2010

Agriland Arena

- 23. **Youth** In Hand Trail
- 24. **Youth** Egg Stomp
- 25. **1st Year Showing** In-Hand Jumping
- 26. **All Long Ears** In-Hand Jumping
- 27. **Youth** Musical Sacks
- 28. **1st Year Showing** Coon Jumping
- 29. **All Long Ears** Coon Jumping



DESCRIPTION OF CLASSES

HALTER

A. Donkeys to be shown in hand at the walk and trot. Animals will be judged individually, standing squarely and naturally. Donkeys are not to be stretched. At no time is the competitor allowed to touch the donkey below the shoulder or stifle with either hand or foot.

B. Donkeys to be judged on the priority of conformation, quality, presence and way of going. Disposition and manners shall also be considered.

C. Class disqualification: Cryptorchidism in mature jacks age 3 years and older (a jack with one or both testes undescended), height in excess of 36" and/or excessive overbites/under bites that exceed 1/4" will be disqualified with the exception of geldings. Judges must check the teeth/bite on all miniature donkeys in all halter conformation classes (including geldings). Handler/competitor will show teeth to the judge; (the judge should not touch donkey's mouth). Unruly or ill-mannered donkeys to be excused from the arena.

D. 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.

E. Donkeys must be serviceably sound, in good condition, and well groomed. Body clipping of young foals is not required, nor is it required for donkey of any age when the show is held during inclement weather, winter, early spring, etc.

F. 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 old and over). Jacks 2 years old and over must be shown in chain shank or rope under chin. Equipment must be humane and in good condition.

SHOWMANSHIP

A. In a Showmanship class, only the competitor shall be judged. The donkey is only a prop to show the ability of the competitor but will be considered for appearance as per #C-1 (below).

B. The Show Management must post the pattern for the Showmanship Class(s) at least one hour before the class is to be held.

C. Scoring to be as follows:

1. Appearance of donkey - 40%

(overall cleanliness, grooming, condition of hooves, halter and lead should be neat, clean and in good repair)

2. Appearance of competitor - 10%

3. Presentation of the donkey in arena - 50%

(ability to lead, posing the donkey, following posted pattern, alertness of competitor)

D. Whips are not allowed in Showmanship classes.

E. Leading – Enter the arena leading the donkey at an alert walk in a counter-clockwise direction, unless directed otherwise by the Judge. Walk on donkey's left side, holding the lead in the right hand, near halter. The remaining portion of 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 exhibitor, but rather lead along side of competitor.

F. 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.

IN-HAND TRAIL

A. Miniature donkeys to be shown while being led at a walk and trot from the ground. Not to be asked to lope.

B. The course must be posted at the show office at least one 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 sixty second time limit must be set to complete each obstacle. After time is used the competitor will be directed to the next obstacle. Refusals do not constitute class disqualification.

E. Obstacle requirements - There must be a minimum of five (5) obstacles and a maximum of eight (8).

F. Care must be used to avoid setting any obstacle in a way so as to be hazardous to the donkey or competitor.

G. Tires and stair steps are prohibited.

H. There are to be no jumps for donkeys under 3 years old, only ground poles to walk over. Jumps for donkeys over 3 years old may be a maximum of twelve (12) inches high and a minimum length of five (5) feet. Jump measurements must include ground poles.

I. In shows where open, green and youth classes are offered, at least three (3) obstacles must be different or the manner or performance through obstacles must be varied for the classes.

J. No edible treat to encourage a donkey to perform an obstacle is 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 jack 2 years old and older). Jacks 2 years and over must be shown with chain shank or rope under chin. Equipment must be humane and in good condition

Optional equipment: Pack saddle.

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 competitors as well as the Judge. Ingenuity and originality in adapting and combining various obstacles both to demonstrate a donkey's willingness and ability to please competitor and the audience are encouraged. However, unnatural or "horror" obstacles should be avoided and all obstacles should be safe for competitors as well as donkeys. The Judge has the right to alter the course for time and/or safety.

GAMBLER'S CHOICE

A. A timed obstacle course of unnumbered obstacles each carries a specific point value. Each exhibitor 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 mass as high a score as possible within the time allowed.

B. After passing through the starting line, the exhibitor may complete the obstacles in any order, from any direction. Each obstacle may be completed twice, but not in succession. If completed a third time, no points will be awarded.

C. No obstacle may be completed 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 completed, but not disturbed, it may be attempted again.

D. If a donkey should refuse or run-out at an obstacle without disturbing it, the exhibitor may elect not to attempt it and may proceed 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 exhibitor must then exit through the finish markers when the total time on the course will be recorded.

F. If the signal sounds when the exhibitor 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.

IN-HAND JUMPING

A. Donkeys must be three (3) years or older to compete in this class.

B. All courses for the In-Hand Jumping Class including Jump-off courses, must be posted at least two hours prior to the

scheduled time for the class. Course diagrams must show 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 and indicated by two markers at least four (4) feet apart. Donkeys (competitor optional) must cross the line in the proper direction to start and complete the course.

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 jumps, with the exception of an in and out. All post and rail jumps must have a ground pole. Side poles (that hold the jump) are not to be higher than five (5) feet.

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 first jumping round. Competitors may go over the jumps with donkey. Whips or crops are not permitted. Competitors 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.

F. Scoring: Jumpers are to be scored on a mathematical basis and penalty faults include knockdowns, refusals, and elimination 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 any 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, side steps or circles to retake the fence, a refusal is incurred.

3) Circling more than once after crossing 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) Elimination - 3 refusals, off-course, or fall of donkey or handler.

H. Jump-Offs - In the case of a clean first round and for placement of class, the number of jumps will be decreased to four (4), and the heights of jumps to be increased not less than 4", and no more than 6". The jump off shall be a timed event. 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 either flip a coin or be awarded duplicate ribbons at show management's discretion. After the timed jump-off, the donkey with the least amount of faults and the fastest time shall win the class.

COON JUMPING

A. All donkeys must be handled by one person only. No helper allowed.

B. Jump starts at 12" and is 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 of a breakaway type, either PVC piping or wood. Side poles should not be higher than 5 ft. tall.

E. Donkeys must be three years or older actual age.

F. Both front and rear feet must come to a complete stop inside the 10'x10' box before jumping. The donkey may not simply trot into the box and take the jump without stopping. Once completely stopped inside the box each donkey will have 45 seconds or 3 attempt-whichever comes first. Stepping out of the box or knocking down the bar is a disqualification.

IN THE EVENT OF A TIE there will be a jump-off as follows:

. the bar will be lowered to the previous height the tied donkeys both completed.

. the donkeys will jump again at this height. If they are both successful then the bar will be raised increments of 2"-3" each round until one donkey wins.

. if neither donkey is successful at the new height, the Judge will place them by best form, willingness to jump and/or time.

G. Donkey must make a clean jump. Donkey may rub the jump with chest or belly as long as he does not knock bar down. Donkey must land in an upright position.

H. Donkeys are to be jumped in halters. A rope or chain under the chin on halter is allowed and is required for 2 year old and over jacks. No choke ropes over the neck are allowed.

I. No whipping or mistreatment allowed or entry will be disqualified.

J. The handler may provide their own blanket to place on jump.

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 ways of the arena at a walk, slow trot, and working trot. To stand quietly and rein back.

C. Donkeys shall enter arena to the right at a slow trot.

D. Judge may request a workout of chosen entries at any gait, and they 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

REINSMANSHIP

A. Entries are judged primarily on the ability and skill of the driver.

B. To be shown both ways of the arena at a walk, slow trot, and working trot. Driver shall be required to rein back.

C. All drivers chosen for a workout may be worked at any gait requested by the judge and may be asked to execute a figure of eight and/or perform other appropriate tests.

D. Judged as follows:

1. 75% handling of the reins and whip, control, posture, and overall appearance of driver.
2. 25% condition of harness and vehicle and neatness of attire.

OBSTACLE DRIVING

A. The Obstacle Course must be posted at the show office at least two hours prior to class.

B. 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.

C. A sixty (60) second time limit must be set to complete each obstacle. After time is used the competitor will be directed to the next obstacle. Refusals do not constitute class disqualification.

D. Cantering must be penalized in this (non-timed) class.

E. Obstacle requirements:

1. Must be a minimum of five (5) obstacles and a maximum of eight (8).
2. Care must be used to avoid setting any obstacle in a way so as to be hazardous to the donkey or competitor.

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 Judge 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 who 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 the touching of any elements on 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 obstacles from the wrong direction.
3. Negotiating an obstacle from the wrong side.
4. Skipping an obstacle unless directed by the Judge.

O. The donkey is judged on the ease with which it maneuvers the obstacles. Knocking over an obstacle or 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 and equipment failure result in elimination.

P. Ties for first place must be broken by a drive-off. Ties for lower placings may be broken by a coin flip or at show management's discretion or duplicate ribbons.

EGG STOMP

This is a timed event, with the fastest donkey determined the winner. Donkey shall cross the start line and proceed to egg on ground. Donkey must break egg with any hoof and then cross back over the finish line.

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 costume class is intended for the exhibitor who creates an unusual, perhaps funny costume for the Miniature Donkey and exhibitor..

D. Open to all age exhibitors.

MUSICAL SACKS :

Donkeys walk around a rectangle of cones, inside the cones are the sacks. When the music stops you must lead your

donkey to the nearest sack. You can not enter the sacks from the ends of the rectangle. Donkey must have at least one foot on a sack to claim spot . The donkey who doesn't get a sack is eliminated. After each round a sack is removed until there is only one donkey left who is claimed the winner.

SOCK HOP RACE

This is a timed event, with the fastest donkey determined the winner. Donkey shall cross the start line and proceed to fence where an assortment of socks will be hanging. Competitor must remove two socks and put them on both front hooves of donkey. Donkey must cross finish line with both socks still on hooves.

WE ENCOURAGE ALL EXHIBITORS TO DECORATE THEIR STALLS!

2010 Theme: " **Old...New...Growing with you!!**"
Celebrating our 100th FAIR!