

2008 Tees Longears Days Class Descriptions

SHOWMANSHIP, Judged strictly on the exhibitor's ability to fit and show a donkey/mule at halter. A good performance consists of a poised, confident and neatly dressed handler and a well-groomed animal that performs the requested pattern with smoothness and precision. The conformation of the animal is NOT judged.

1. Junior Showmanship (Donkey or Mule, any size)
2. Senior Showmanship (Donkey or Mule, any size)

HALTER Donkeys or mules showing in the Halter classes shall be shown in hand in a halter. Silver shall not count over a plain stable halter. Animals shall be judged on correct conformation with the emphasis being on form to function. The judge may not discriminate for or against muscling, but rather look for a total picture, emphasizing balance and structural correctness.

3. Junior Halter Donkey
4. Junior Halter Mule
5. Junior Halter Miniature
6. Senior Halter Donkey
7. Senior Halter Mule
8. Senior Halter Miniature

PLEASURE RIDING. Western or English, donkey or mule. Animals will be ridden at the walk, jog/trot and lope/ canter in both directions of the ring. Judged on the pleasure of the ride and obedience of the animal. Riders may be asked to back up.

9. Junior Western or English Pleasure (Donkey or Mule)
10. Senior Western or English Pleasure Mule
11. Senior Western or English Pleasure Donkey

OPEN PAIRS CLASS Animals will be ridden in pairs (participants choice) at the walk, jog/trot, and lope/canter in both directions of the ring. Judged on the pleasure of the ride and obedience of the animals. Pairs may be asked to back up.

12. Open Pairs Class – Pleasure (Western or English, Donkey or Mule)

EQUITATION, Riders are judged on their own skills and riding ability. May be asked to do a pattern.

13. Junior Western or English Equitation (Donkey or Mule)
14. Senior Western or English Equitation (Donkey or Mule)

FREESTYLE RIDING TO MUSIC, Riders to use their own riding pattern to music, Use your imagination for choreography and costume! Suggested elements: circles, lead changes, stops, spins each way, back up and speed control. Time limit of 2 – 2 1/2 minutes. Participants must get their music to the office by Saturday morning!

15. Freestyle Riding to Music

DRESSAGE TEST This is an introductory test and is meant to be a gentle introduction to dressage. This test is carried out in a 20 by 40 meter arena. Visit www.albertadonkeyandmule.com to download the Dressage Test or contact the Show Chair.

16. Open Dressage Test, ridden English (Donkey or Mule)

REINING PATTERN This class will demonstrate the ride's ability to achieve the required reining patterns fluently, effortlessly and with reasonable speed throughout. Flying lead changes should count over simple changes. Reining pattern will be posted at www.albertadonkeyandmule.com or contact the show Chair.

17. Open Reining Pattern, ridden Western (Donkey or Mule)

LEADLINE WALK-TROT Young riders are judged on their smiles, skills, riding ability and how much fun they can have in the saddle while being led on their longeared friend!

18. Lead Line Walk-Trot (Donkey or Mule)

COON JUMPING Animal must jump from a stand still within a marked box. Two attempts allowed at each height in a reasonable amount of time. Handler must have lead rope in hand at all times, can direct from either side of the jump. Miniatures, if entered, will be given a separate class.

19. Open Coon Jumping

HUNTER HACK Horses are to be shown at a walk, trot and canter, as a group both ways in the ring. Light contact with horses' mouth is to be maintained. Horses will jump two fences, maximum 2'3", individually after group workout. When asked to do an individual round, the exhibitor will proceed at the direction of the ring steward. To be judged: 75% on performance, manners and way of going; 25% on conformation and substance.

20. Open Hunter Hack

LOG PULLING, The object is to pull the log through the pattern in the shortest time possible. The boundary line is 30 feet long with the width between the pylons 15' for large animals and 12' for smaller animals. Penalty points will be given for knocked over or moved pylons or animals stepping out of boundary lines. Penalty points will be given for teamster who does not step over the log while turning or for riding on the log. The winner will be the entry with the least penalties and the fastest time. OPTIONAL: After negotiating the pattern, skidders will be asked to do a one-foot pull, a two-foot pull and a three-foot pull. A 4" allowance will be allowed at each stop. 5 penalty points for each missed stop.

21. Single Log Pull, 14 hands and under
22. Single Log Pull, over 14 hands
23. Single Log Pull, miniature
24. Team Log Pull, 14 hands and under
25. Team Log Pull, over 14 hands
26. Team Log Pull, miniature

TRAIL, This class has a set pattern to follow that is posted prior to the class. The mule or donkey is judged on his performance over or through the obstacles, his response to the rider or handler, and his manner of travel. Points are given for each obstacle navigated in a mannerly, safe and correct sequence. After 3 refusals at the same obstacle, the judge will ask the rider or handler to proceed to the next obstacle. Animals in Lead line Trail are generally too small or too young to ride but are judged similarly.

27. Open In-hand Trail
28. Open Mule Trail, ridden
29. Open Donkey Trail, ridden
30. Junior Trail, ridden (Donkey or Mule)

GAMBLERS CHOICE TRAIL CLASS, Ridden. Obstacles set up will each carry a point value from 10 to 50 according to difficulty. Some obstacles can be negotiated from either direction. Points will be given for each obstacle successfully completed. Each obstacle may be negotiated only once. The time limit is 150 seconds. The highest score will win. The layout of the obstacles will be posted prior to the class.

31. Open Gambler's Choice Trail Class, Ridden (timed)
32. Open Gambler's Choice Trail Class, In-hand (timed)

PRECISION DRIVING, single or double. This is a timed course event. Trot to starting line, follow the arrows through all sets of cones or obstacles. All cones or obstacles will be numbered, you must drive through the cones with the number on your RIGHT. A groom is permitted on the vehicle. The course will be posted prior to the class.

33. Precision Driving, Team (Mule)
34. Precision Driving, Team (Donkey)
35. Precision Driving, Team (Miniature)
36. Precision Driving, Single (Mule)
37. Precision Driving, Single (Donkey)
38. Precision Driving, Single (Miniature)

PLEASURE DRIVING. Contestants will be judged both ways of the arena and may be asked to back up. The judge will award those animals that are most obedient and look like they are a pleasure to drive.

39. Pleasure Driving, Team (Mule)
40. Pleasure Driving, Team (Donkey)
41. Pleasure Driving, Team (Miniature)
42. Pleasure Driving, Single (Mule)
43. Pleasure Driving, Single (Donkey)
44. Pleasure Driving, Single (Miniature)

TEAM DRIVING PATTERN

Pattern will be posted at www.albertadonkeyandmule.com or contact the Show Chair.

45. Driving Pattern, Team (Mule)
46. Driving Pattern, Team (Donkey)
47. Driving Pattern, Team (Miniature)

DRIVING PATTERN, SINGLE

Pattern will be posted at www.albertadonkeyandmule.com or contact the Show Chair.

48. Driving Pattern, Single (Mule)
49. Driving Pattern, Single (Donkey)
50. Driving Pattern, Single (Miniature)

BARREL RACE Clover Leaf pattern consisting of three barrels rider may start at the right or left barrel and proceed to the opposite barrel and turn to the last barrel, and race back to the start/finish. Fastest time wins.

51. Junior 3 Barrel, Barrel Race
52. Senior 3 Barrel, Barrel Race

POLE BENDING, Ridden, Pattern with 6 poles, 21' apart, set in a line. Can start from either side and run to end of last pole, weave through and back and run to finish line. Rider may touch pole but a pole knocked over is a 5 sec. penalty. Breaking pattern or going over the line is disqualification.

53. Junior Pole Bending
54. Senior Pole Bending

COSTUME CLASS Anyone who comes to Tees Longears Days, quickly discovers that Halloween comes *twice* per year! Anything goes: bring out your imagination and get dressed up with your donkey or mule!

55. Open Costume Class

FLAPJACK RACE, Ridden or led, Contestant must build a fire and cook a pancake. Kindling and pancake batter is provided. Contestant must bring own pan, flipper and matches. Animal must remain with handler. First one back to finish line with edible pancake wins.

56. Open Flapjack Race

WATER GLASS RACE, Ridden, Glasses of water are provided to each contestant. Rider with the most water left in glass after following the judges commands wins.

57. Open Water Glass Race

TOILET PAPER PAIRS Ridden western or english, in pairs. Pairs are challenged to keep a length of toilet paper from tearing while being asked to perform whatever the judge asks. If either or both partners let go of their end of the toilet paper, the pair is out. The last pair with their length intact wins! The judge reserves the right to make up or change the rules during the class!

58. Open Toilet Paper Pairs

DOLLY PARTON RACE Saddle up your mule or donkey and get in the gate – instructions will be given by the announcer at the start of this crowd-favourite class!

59. Open Dolly Parton Race

SIMON SAYS, Ridden, Transitions or commands are to be executed ONLY if they are preceded by the phrase "Simon Says". Contestants are eliminated for errors, last one out, wins.

60. Open Simon Says

TEDDY BEAR RACE, Contestant rides or runs to Teddy Bear, "rescues" the Bear and races to the finish line.

61. Open Teddy Bear Rescue Race

GUMMY WORM RACE Timed. The contestant runs or rides down to the end of the arena and gets a "worm" out of a plate of whipped cream. Must use teeth or lips. NO HANDS. Races back across finish line and must show "worm" to the judge. Once time starts you cannot touch your face. If your "worm" doesn't make it across the finish line you will be disqualified.

62. Open Gummy Worm Race

APPLE RACE Ride or lead your longeared critter to the end of the arena, bob for an apple and then race back to the finish line.

63. Open Apple Race

SOCK HOP RACE You will need a really big sock and your mule or donkey. Bring your critter in hand or under saddle and get in the gate – the challenge is a race to put some fancy foot-warmers on their hooves! More instructions will be given by the announcer at the start of this crowd-favourite class!

64. Open Sock Hop Race

LOOK-A-LIKE CLASS Bring out your four-legged critter and get a big prize if you are the handler that looks the most like their animal! Creativity encouraged!

65. Open Look-alike Class

"RED HAT" CLASS Ridden or driven, this is a fun class designed to test the nerve and style of the ladies "close to" 50 and over. The course will be designed with a variety of challenges explained to the group on entering the arena. Points will be awarded by the Judge based on style, performance, and turnout. Since the festivities at Tees are always a cause for celebration, don't forget to bring out your party hat!

66. Red Hat Class

COWBOY POLO. Ridden, Just for fun, but can get a little rough as not much for rules!! Two teams are picked and object is to score goals with a ball. The referee rules and s/he can be bought!!

67. Open Cowboy Polo (Saturday)

68. Open Cowboy Polo (Sunday)

LITTLE TYKES CLASSES For young donkey and mule enthusiasts! FREE! Enter at the gate, no animals.

69. LITTLE TYKES Fun Class

70. LITTLE TYKES Fun Class

71. LITTLE TYKES Fun Class

72. LITTLE TYKES Fun Class

73. LITTLE TYKES Fun Class

74. LITTLE TYKES Fun Class

SALE PARADE A demonstration class to allow owners to showcase any donkeys or mules that they have for sale. Animals may be shown in hand, under saddle or driven. All sales will be private arrangements made between the purchaser and the owners. This is not an auction.

75. Sale Parade

DONKEY & MULE TEAM TRIATHLON Teams of two longears and their handlers - one donkey and one mule, compete in three surprise challenges.

76. Donkey & Mule Team Triathlon

PACK RACE Join in on the excitement of this race! Open to donkeys or mules, each with up to two handlers – participants are challenged to wake up and pack a secure load of all kinds of fun stuff before racing to the finish bell!

77. Pack Race

PHOTO CONTEST Capture those great donkey and mule moments and bring them to Tees! Start snapping photos of your favourite longears personalities, anything goes! We challenge you to be as creative as your equines can be! Entries will be showcased at the Show Office on Saturday, and then at the Saturday night BBQ, where we'll let the crowd pick out their favourite image.

78. Donkey & Mule Photo Contest