

Specs for donkey events for Long Ears Days

No walking or driving on the course prior to event or will be disqualified

Barrel Race	50 ft from start to first barrel and 50 feet between barrels, 5 sec penalty for barrel knock down, DQ for wrong pattern
Key Hole Race	Center of circle is 50 ft from start line, throat 4 1/2 ft wide and 10 ft long, circle is 20 ft in diameter - DQ for stepping on line 5 sec penalty for pole knock down
Pole bending	5 poles 16 ft apart with the first pole 20 fro the start line 5 sec penalty for pole knock down, DQ for off course
Coon Jumping	Jump box 10 ft x 10 ft, complete stop, 45 seconds or 3 attempts, Cannot advance for stepping out of box or knocking down pole but can place
Hunter Jumping	12 ft from start to first jump, jumps to be 18, 18, 24, 18, 24, 20 ft between jumps except beginning and end, knockdowns 4 faults, refusals 3 faults, circling 4 faults
Canadian Maze	6ft width between all poles, must enter and exit each opening without crossing own line 50 ft from start to first entry, DQ for crossing own line
In Hand Trail	Judged on responsiveness, DQ for off course (taking obstacles in the wrong direction)
Obstacle Course	Judged on responsiveness, 12 " tracks, each obstacle starts with 5 points and judge can added to or deduct from by the judge, positive points will be awarded on the basis of smoothness, responsiveness to cues, penalties are for delays, refusals, knockdowns. DQ for off course (direction, skipping without permission, disobedience)
Gambler's Choice	2 minutes, driver can cross as many obstacles as possible, points are awarded for each obstacle crossed, can cross every obstacle twice but not in a row, time announced at 1 minute 30 seconds, must exit through enter/exit point and will be timed.
Snigging	Driver must serpentine the cones and step over the log at each pylon. Timed event. Distance from start to first cone is 15' and the distance between each of the 5 cones is 12'. 10 second penalty for moving a cone.

