

# Maxville Fair - Donkey Show

June 25, 2023 10AM-3PM

## TENTATIVE CLASS TIME SCHEDULE

Show to start at 10:00am.

Class #	Class Name	Time (approx.)
-	Practice - 15 Min	10:00
1	Easy Obstacles	10:15
2	Medium Obstacles	11:00
-	Lunch	12:00
3	Challenging Obstacles	1:00
4	Cart Class	2:00
5	Costume Class	2:30
-	Costume Parade	2:45
6	Egg & Spoon Race	3:00
-	Results	3:15

## Entries

Entry fees: Practice, Costume Class and Egg & Spoon Race are free, all other classes are \$5 each. Please contact Show Secretary to make your entry, by *June 23, 2023*.

- ❖ All participants MUST pay a Kenyon Agricultural Society membership fee, \$5 for adults and \$1 for juniors under 12.
- ❖ Classes #1, #2, #3, #4, #5 First-\$20, Second-\$16, Third-\$10, Fourth-\$4. Prizes for Costume Class, Egg & Spoon Race, Overall achievements.
- ❖ Parking is FREE, but you must pay at the gate to enter.
- ❖ All competitors must show proof of \$2,000,000 liability insurance coverage, and negative Coggins Test, (if you have one).

Show Secretary: Sydney Kippen

Email: [sckippen@gmail.com](mailto:sckippen@gmail.com)

Phone Number: 613-327-6976

## **GENERAL RULES & REGULATIONS 2014**

1. Equine Canada, Drive Canada, the Maxville Fair Board, the Kenyon Agricultural Society, the officials and personnel, and any property owners of land used for the competition, will not be responsible for any claim resulting from injury(ies) to any person or animal, or loss or damage to property incurred on the show grounds, parking/staging/stabling area, or in the show ring. Furthermore, in all situations the showman assumes the responsibility and liability for any injury or damage to themselves, to helpers and/or spectators.
2. This event is run with the rules and regulations of Equine Canada as a guide. For complete rules, see Equine Canada Rules, Section C. All changes/modifications to Equine Canada Rules that are stated in this Prize List will over rule.
3. The purpose of this event is to promote driving/showing in a fun and safe manner. Please check your equipment before arriving at the show. Anyone who has faulty equipment will be required to fix or replace it before competing. Bring your sportsman like behaviour and your smiles.
4. The Committee reserves the right to combine or cancel any class as necessary.
5. Stallions are prohibited for this schooling show.
6. All animals must be serviceably sound, specifically, must not show evidence of lameness, broken wind or impairment of vision in both eyes. In the case of any protest on this ground, the Judge will have the protested animal examined, and their decision will be final.
7. No dogs allowed in the show ring or warm-up area for this schooling show.

### **General Class Rules**

1. In all classes the showman will wear a hat or helmet, and gloves. An appropriate driving whip/crop may be carried while showing.
2. Harness/halters/bridles can be any style, fabric or colour, as long as it is in sound condition and fits the animal.
3. Showmen will be allowed to walk the course in the practice, before the first class begins, to inspect the obstacles. Moving of an obstacle in any manner is prohibited. If there seems to be a problem, bring it to the Show Secretary and it will be explained or rectified if need be.
4. Course diagrams may be obtained from the Show Secretary.
5. After passing the starting line, the entry shall proceed through each obstacle in order to the designated finish line.
6. Time will be used to break ties.

# Individual Class Rules & Details

## **Practice**

- ❖ All entries are allowed into the show ring for 15 minutes to walk around the obstacles. You may walk your animal around the obstacles but not thru them as they would be on the course. Take turns and watch your distance between other animals. Questions are encouraged.

## **Class #1, #2, #3 – Obstacles**

- ❖ Entries do the courses one at a time. For Classes #1 and #2, animals must be lead around the course. Class #3 can be lead or line driven. Extra points will be given if animal is line driven.
- ❖ You must start each class by going through the Start markers, follow the courses as they are laid out in the course designs, and finish by going through the finish markers. (Start and finish markers will be the same).
- ❖ Points - Entry with the most points will win the class.
  - 1 point given for attempting an obstacle
  - 5 points given for completing an obstacle
  - 5 extra points given for line driving
  - -1 point taken away for each knock down, step out, step off, disobedience, etc. (-5 max. per obstacle)

## **Class #4 – Cart Class**

- ❖ All entries will enter the show ring together and proceed in a clockwise direction, and follow judges directions.
- ❖ Animals must have proper harness, and will be judged on obedience, capability of backing up, and overall show presence

## **Class #5 – Costume Class & Parade**

- ❖ All entries will enter the show ring together and proceed in a clockwise direction, and follow judges directions.
- ❖ You will be allowed to participate on a cart if preferred, Carts will enter the ring first and pause to allow remaining donkeys to enter
- ❖ Animals must wear costume and will be judged on originality, cuteness, willingness to be dressed up and obedience, coordination with handler.
- ❖ We will then proceed to the grounds to parade in the costumes for a few moments

## **Class #6 – Egg & Spoon Race**

- ❖ All entries will line up at the starting line, egg & spoon will be given to each participant once they reach the line
- ❖ Contestants may remain in there costumes if preferred, but there will be time to allow the carts to unhook
- ❖ No abuse will be tolerated, this is for pure entertainment, there will be prizes awarded but they will remain confidential until the end of the race
- ❖ We are hoping to have this event on the infield of the fairgrounds if weather & other events allow