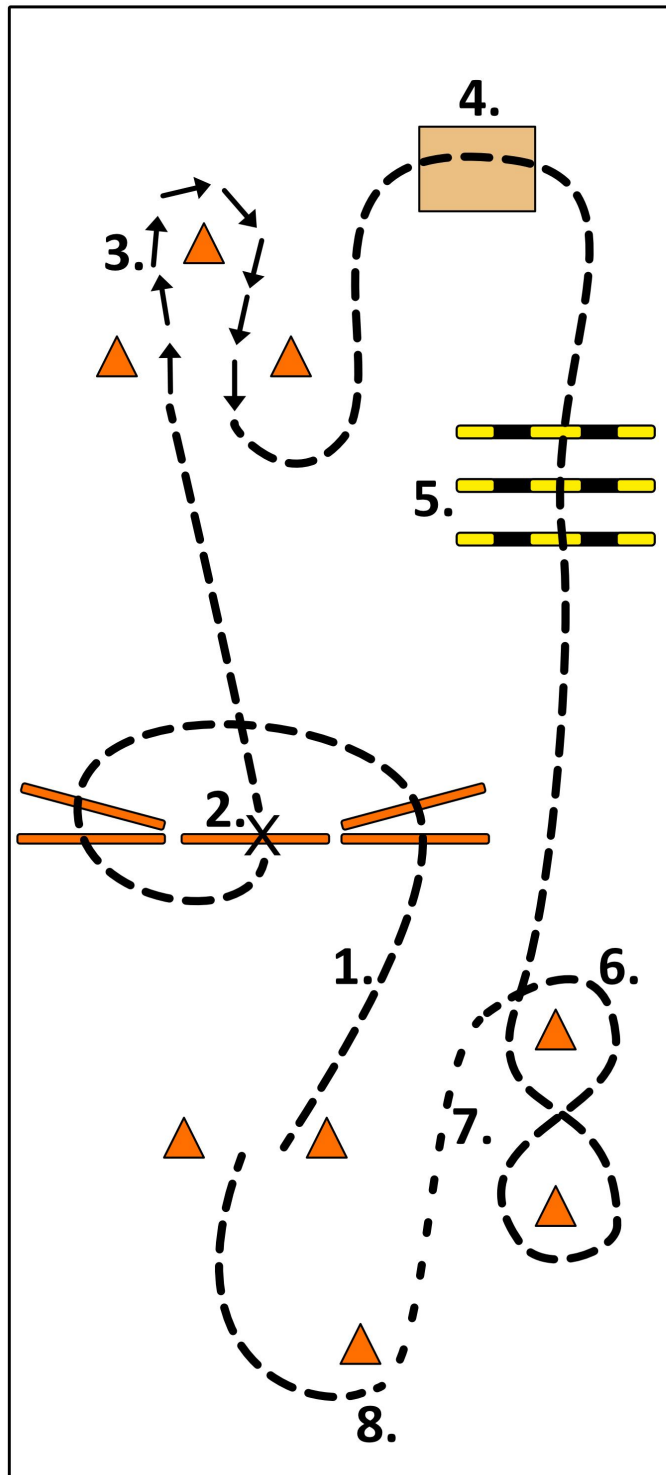


# BRAY DAY PLAY DAY

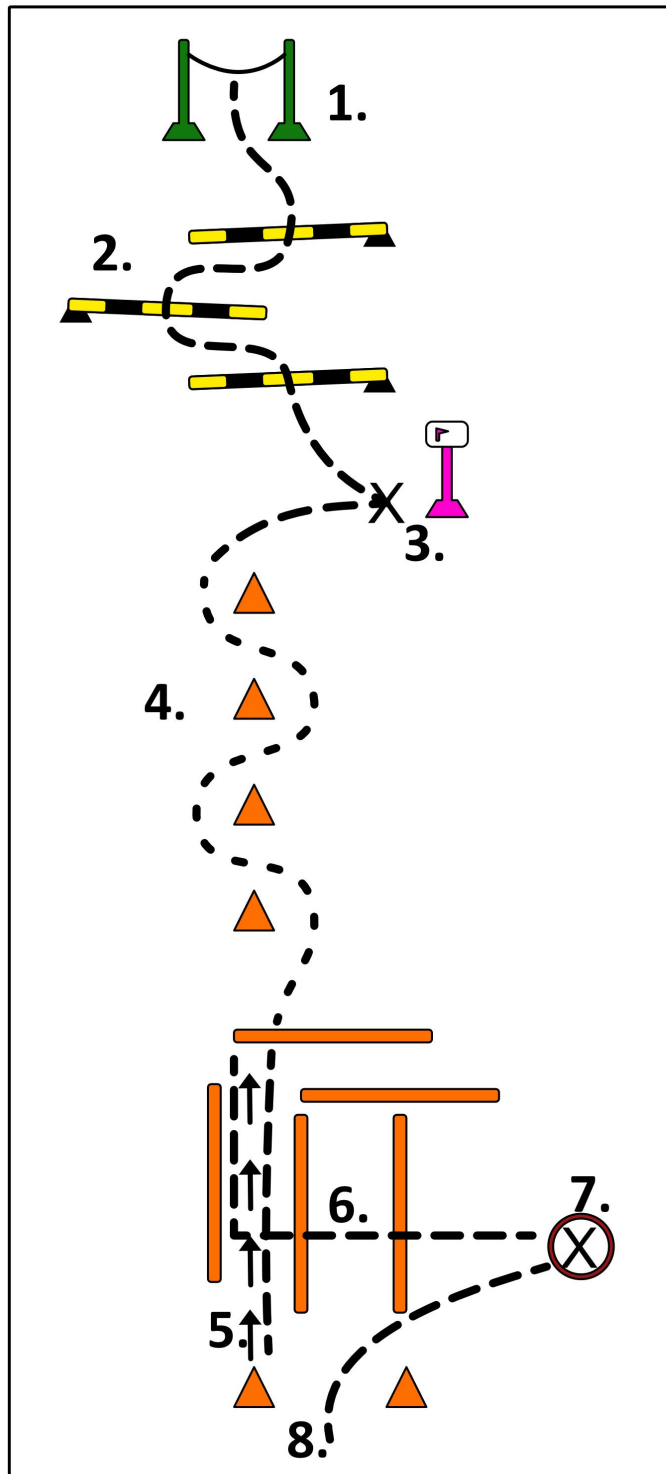
## Jute Twine Challenge



1. Walk through start/finish cones and follow pattern over orange "wing" poles.
2. Halt donkey with front feet over center pole, back feet behind center pole, for a count of 2.
3. Walk to cones, back around cone as shown.
4. Walk over bridge (may be traded for tarp).
5. Walk over ground poles.
6. Walk figure 8.
7. Pick up trot at end of figure 8, trot to next cone.
8. Transition to walk at cone, walk through start/finish cones.

# BRAY DAY PLAY DAY

## Novice Obstacles



----- Walk

..... Trot

X Halt

→ → → Back

U U U

Side-pass

U U U

1. Start at the gate - scoring (and time) begins when handler grabs the gate rope. Open gate with left hand, pass through gate, shut gate.

2. Walk over half-elevated poles. All four feet of the donkey must cross over the pole.

3. Walk to mailbox and halt. Open mailbox, shut mailbox, and raise flag.

4. Walk from mailbox to first cone of the serpentine, pick up the trot at the cone and trot the serpentine, transition to walk at the orange pole, walk through the alley, halt at cone.

5. Back a straight line through the alley.

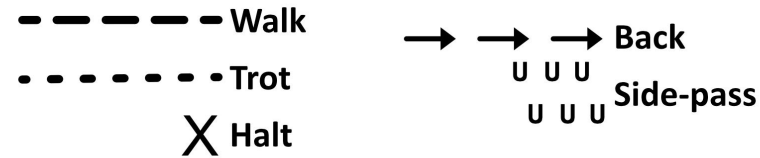
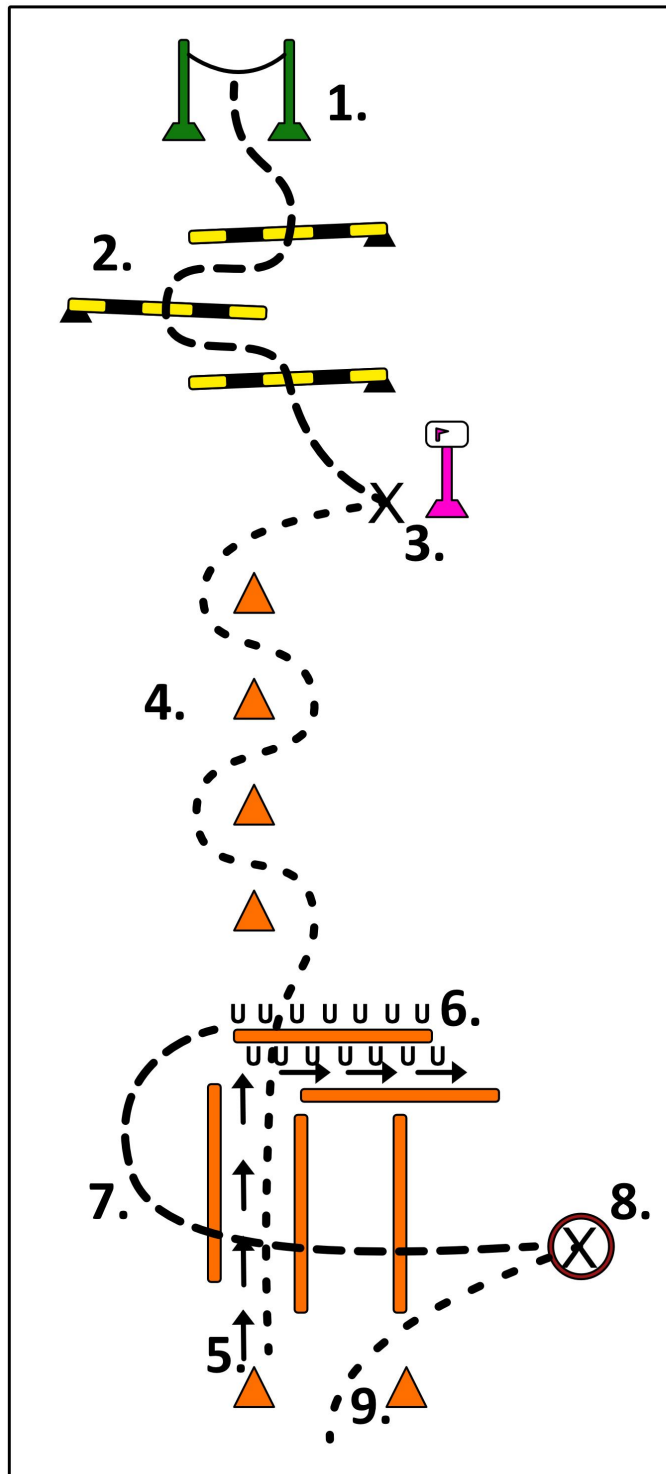
6. Walk back through the alley, turn and walk over 2 poles to hula hoop.

7. Halt with donkey's front 2 feet in the hula hoop, turn on the forehand 180°.

8. Walk to finish, between 2 cones.

# BRAY DAY PLAY DAY

## Open Obstacles



1. Start at the gate - scoring (and time) begins when handler grabs the gate rope. Open gate with left hand, pass through gate, shut gate.

2. Walk over half-elevated poles. Donkey must cross over yellow center.

3. Walk to mailbox and halt. Open mailbox, grab envelope, shake 2x in air above handler's head, replace envelope, close mailbox, and raise flag.

4. From a halt pick up the trot and trot the serpentine, keep trot through the alley, halt at cone.

5. Back the L.

6. Side pass top pole of L.

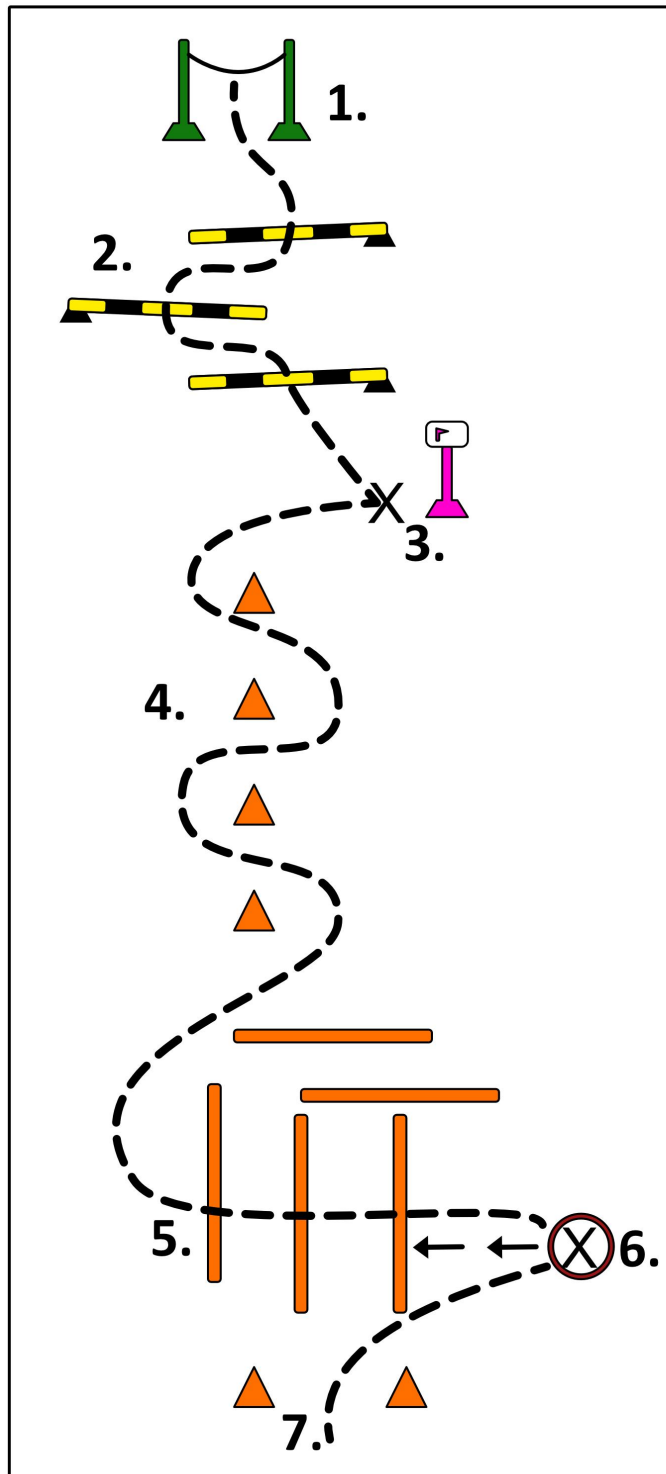
7. Walk over ground poles to hula hoop.

8. Halt with donkey's front 2 feet in the hula hoop, turn on the forehand 360°.

9. Trot to finish, between 2 cones.

# BRAY DAY PLAY DAY

## Youth Obstacles



----- Walk

..... Trot

X Halt

→ → → Back

U U U

U U U Side-pass

1. Start at the gate - scoring (and time) begins when handler grabs the gate rope. Open gate with left hand, pass through gate, shut gate.

2. Walk over half-elevated poles. All four feet of the donkey must cross over the pole.

3. Walk to mailbox and halt. Open mailbox, shut mailbox, and raise flag.

4. Walk from mailbox to serpentine and walk the serpentine.

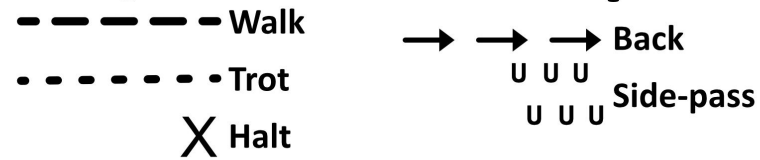
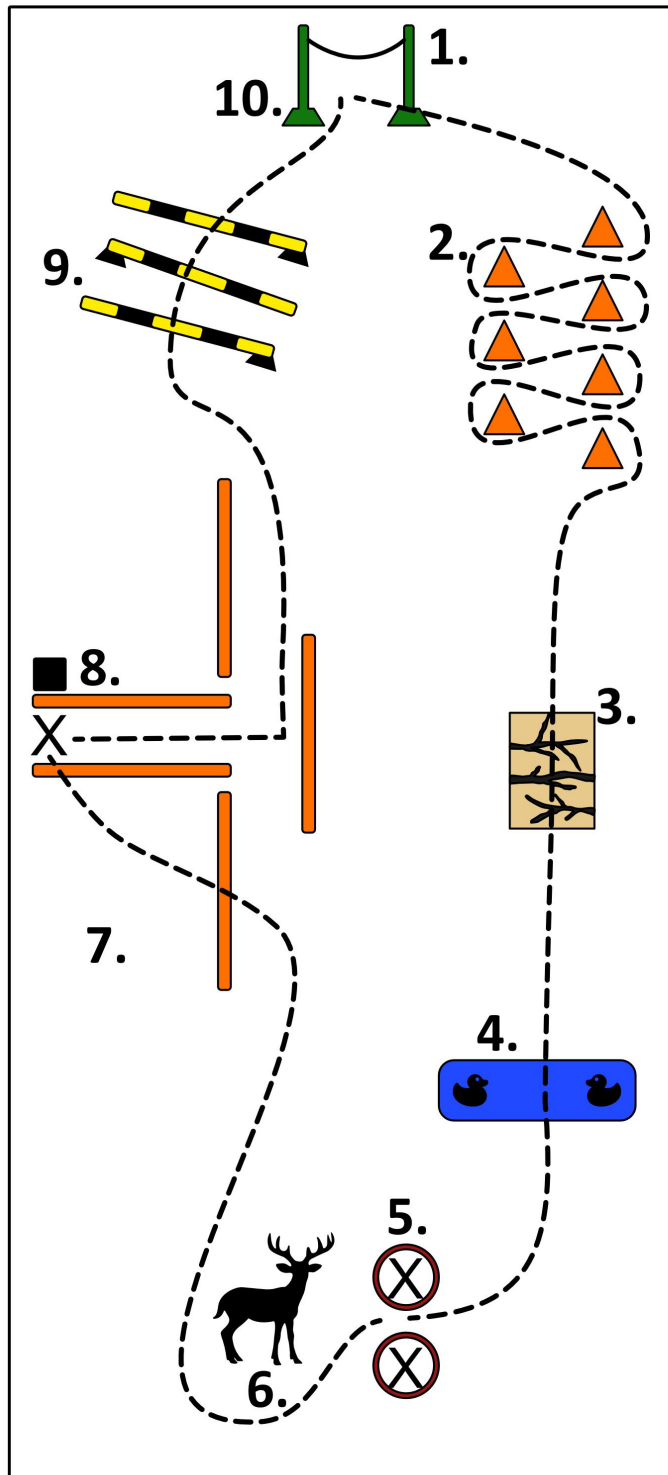
5. Walk over ground poles to hula hoop, stop with handler's feet in hula hoop.

6. Back 5 steps.

7. Walk to finish, between 2 cones.

# BRAY DAY PLAY DAY

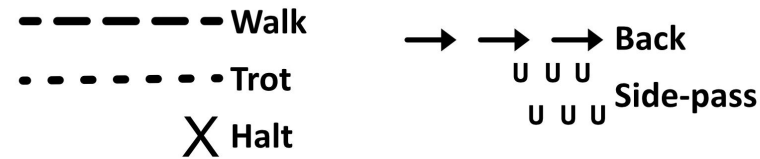
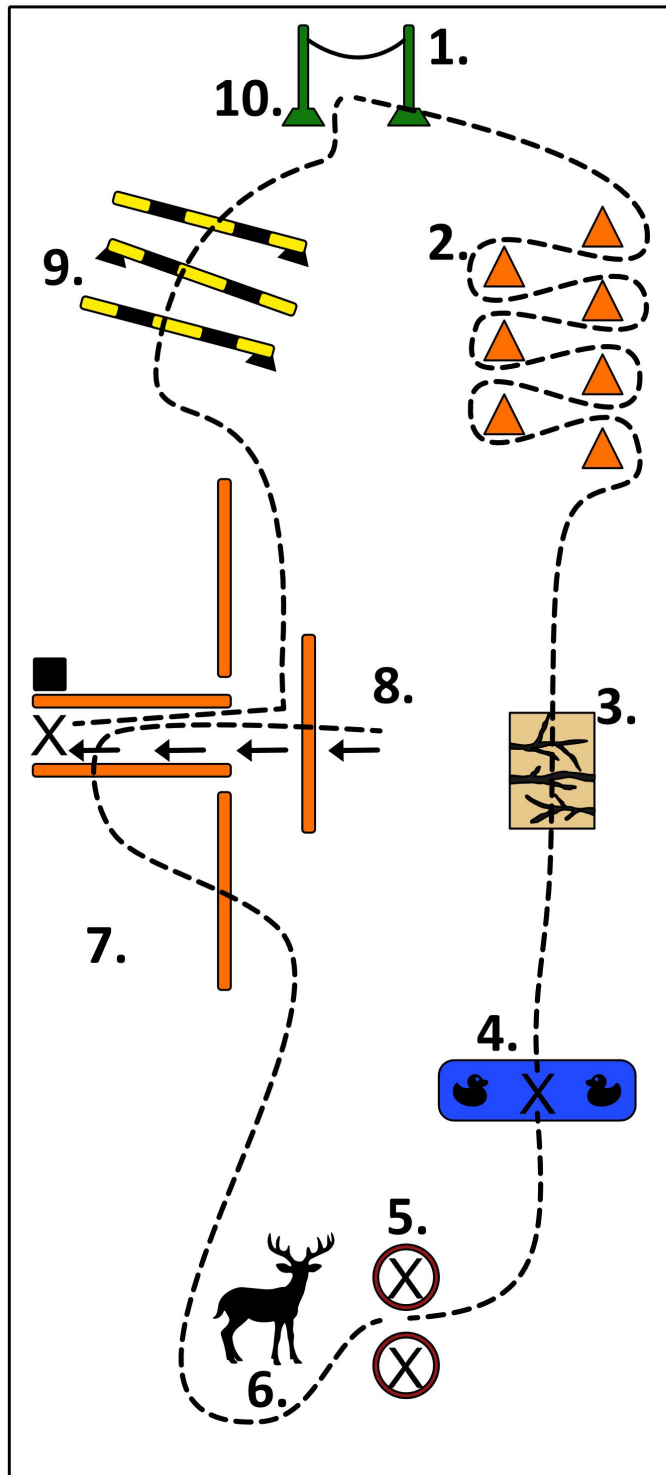
## Youth/Novice Jackpacking



1. Start at the gate - scoring (and time) begins when handler grabs the gate rope. Open gate with left hand, pass through gate, shut gate.
2. Tight weave through the cone forest.
3. Cross over dead-fall branches.
4. Cross the "river" (tarp).
5. Head to the two hula hoops and halt with your donkey's front feet in one. Hand your donkey's lead to the ring steward and proceed to the other hula hoop where you will fire a water gun/cannon at the target.
6. Collect the tanned hide and place it in one of your panniers.
7. Walk over ground poles.
8. Halt at the table and deposit hide and duck decoys then proceed through alley.
9. Cross over half-elevated poles.
10. Finish at the gate, scoring (and time) ends when handler grabs the gate rope. Open gate with left hand, pass through gate, shut gate.

# BRAY DAY PLAY DAY

## Open Jackpacking



1. Start at the gate - scoring (and time) begins when handler grabs the gate rope. Open gate with left hand, pass through gate, shut gate.
2. Tight weave through the cone forest.
3. Cross over dead-fall branches.
4. Cross the "river" (tarp) and stop in the center to grab 2 duck decoys and put one in each pannier.
5. Head to the two hula hoops and halt with your donkey's front feet in one. Ground tie and proceed to the other hula hoop where you will fire a water gun/cannon at the target.
6. Collect the tanned hide and place it in one of your panniers.
7. Walk over ground poles.
8. Back over ground pole and down alley, halt at the table and deposit hide and duck decoys.
9. Cross over half-elevated poles.
10. Finish at the gate, scoring (and time) ends when handler grabs the gate rope. Open gate with left hand, pass through gate, shut gate.