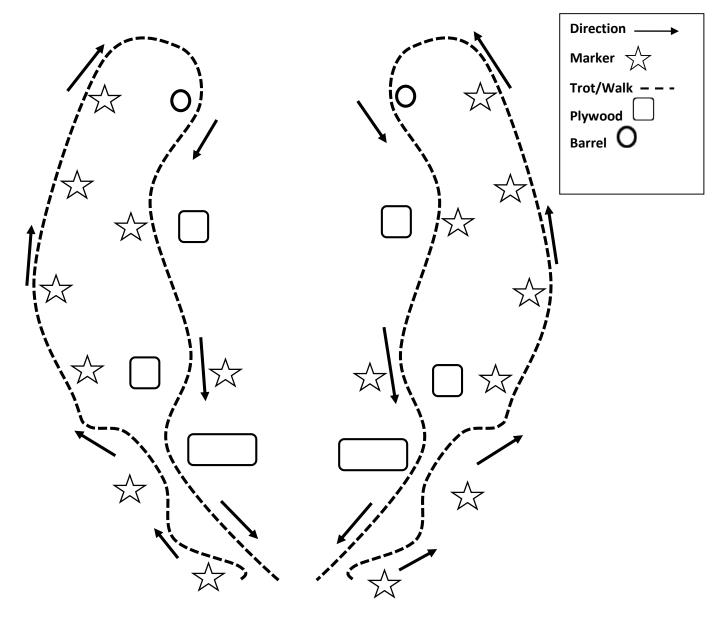
Feed Team Race



- 1. Start behind markers. Time starts on the whistle. After whistle, proceed to the first pallet and load six bales. Proceed outside of markers to the far end of arena.
- 2. Go between barrels at the end of the arena as shown and head back toward home. Drop two bales on each of the three pallets.
- 3. After final bales are dropped, proceed through starting markers. Time stops when neck yoke passes thru markers.
- 4. Teams are to be kept at a walk or trot; there will be a 30 second penalty for loping or galloping. Loping or galloping is defined as two or more strides in that gait. Team may leap once when starting the load; two or more leaps will be considered a gallop.
- 5. Sled must be stopped before bales are placed on sled or plywood. There will be a 30 second penalty for each time the sled moves when one or both of the swamper's feet are not on the sled.
- 6. Teamster must remain on sled at all times or a two-minute penalty will be assessed.
- 7. There will be a one-minute penalty for a broken bale.
- 8. There will be a 30 second penalty for not placing bales completely on the plywood.
- 9. There will be a 10 second penalty for disturbing an obstacle.
- 10. Disqualification will occur if a team alters the prescribed course or disrupts the start/finish line.

