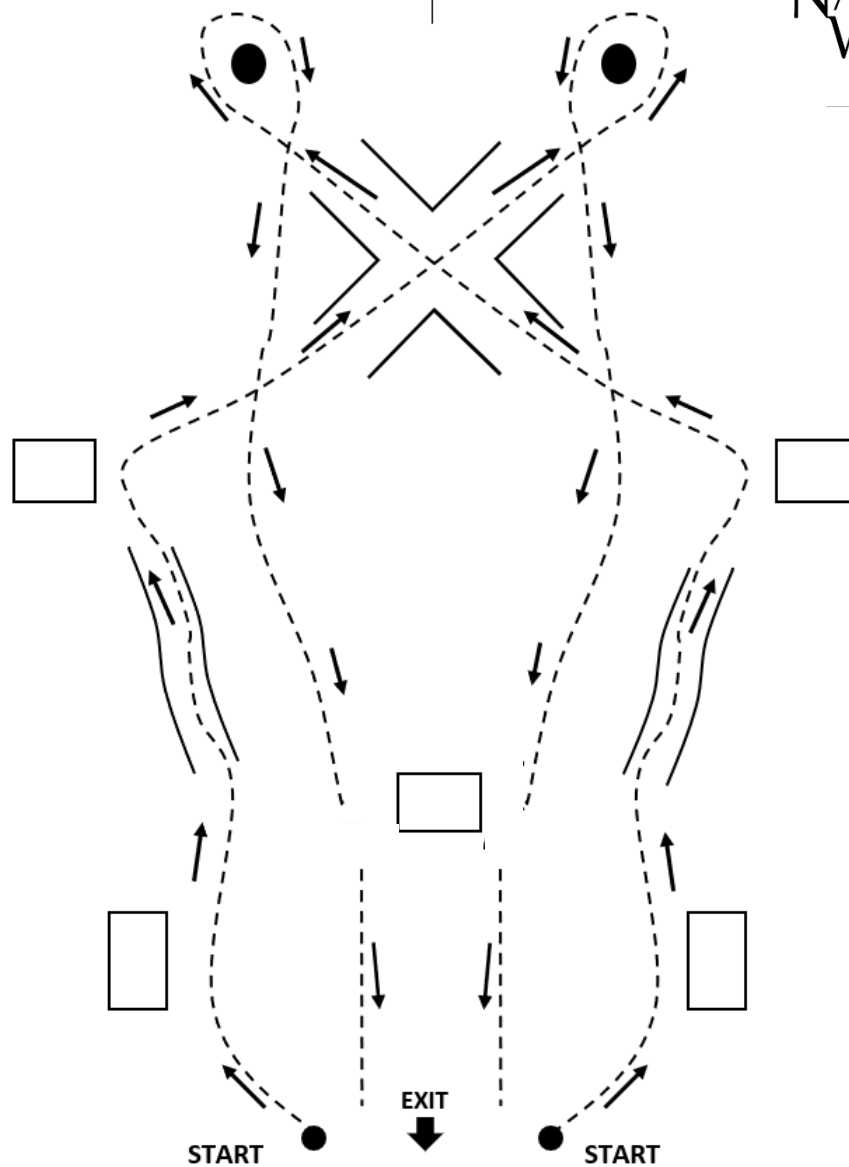


Beer Rush Pattern



1. Start behind markers. Time starts on the whistle. After whistle, proceed to first stop. Swamper will mine and load three gold rocks/nuggets. Proceed through narrow mountain pass to next stop.
2. Exchange gold nuggets for beer kegs. Load 4 kegs of beer. After kegs are loaded, proceed through crowded city streets to the opposite side of arena.
3. Exit the cross streets and to the inside of arena.
4. Stop at the saloon. Unload beer kegs.
5. After unloading, proceed to exit. Time stops when neck yoke passes through markers.
 - 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.
 - Sled must be stopped before items 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.
 - Teamster must remain on sled at all times or a two-minute penalty will be assessed.
 - There will be a one-minute penalty for broken or damaged kegs or materials.
 - There will be a 30 second penalty for not placing kegs or rocks completely on the plywood.
 - There will be a 10 second penalty for disturbing an obstacle.
 - There will be a 10 second penalty for a wrong number of gold rocks/ nuggets.
 - Disqualification will occur if a team alters the prescribed course, disrupts the start/finish line, or a team's equipment malfunctions in a way that makes it unsafe to continue.
 - All judges' decisions are final.