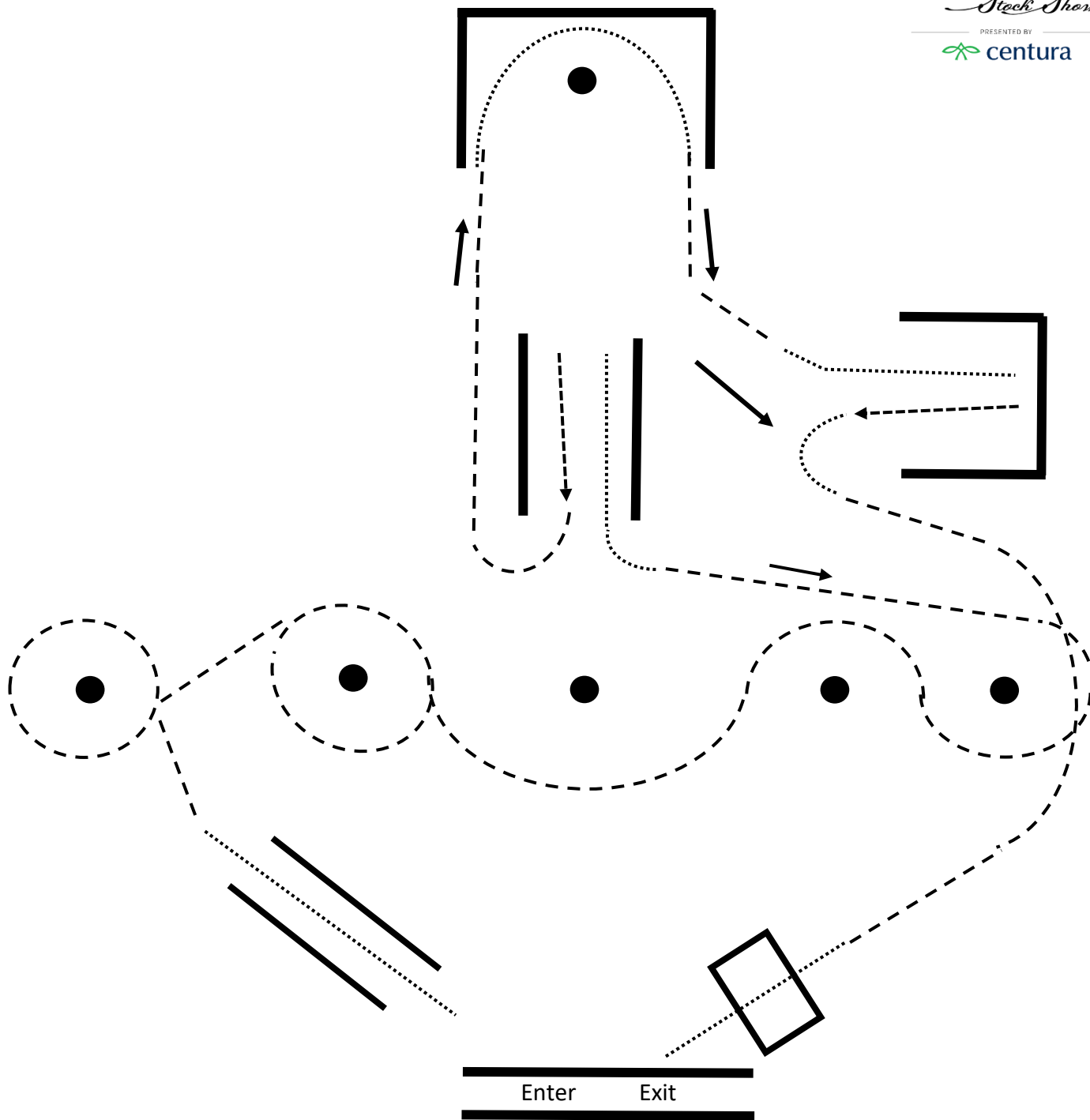


Draft/Mule Obstacle Driving Hitch



Direction	
Marker	
Walk/Trot	
Back	

1. Time starts on the whistle.
2. Drive thru the straddle with the log between horses and poles.
3. Drive to & thru figure 8 and the serpentine to back thru.
4. Drive into back thru until rear axle is completely within the obstacle. Back out.
5. Drive to & thru U-turn to garage.
6. Swing team and back cart in so double tree is within obstacle.
7. Drive to & over bridge thru finish line.
8. 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.
9. There will be a one-minute penalty for broken or damaged materials.
10. There will be a 10 second penalty for disturbing an obstacle.
11. Disqualification will occur if a team alters the prescribed course, disrupts the start/finish line, or a team's equipment malfunctions.
12. All judges' decisions are final.