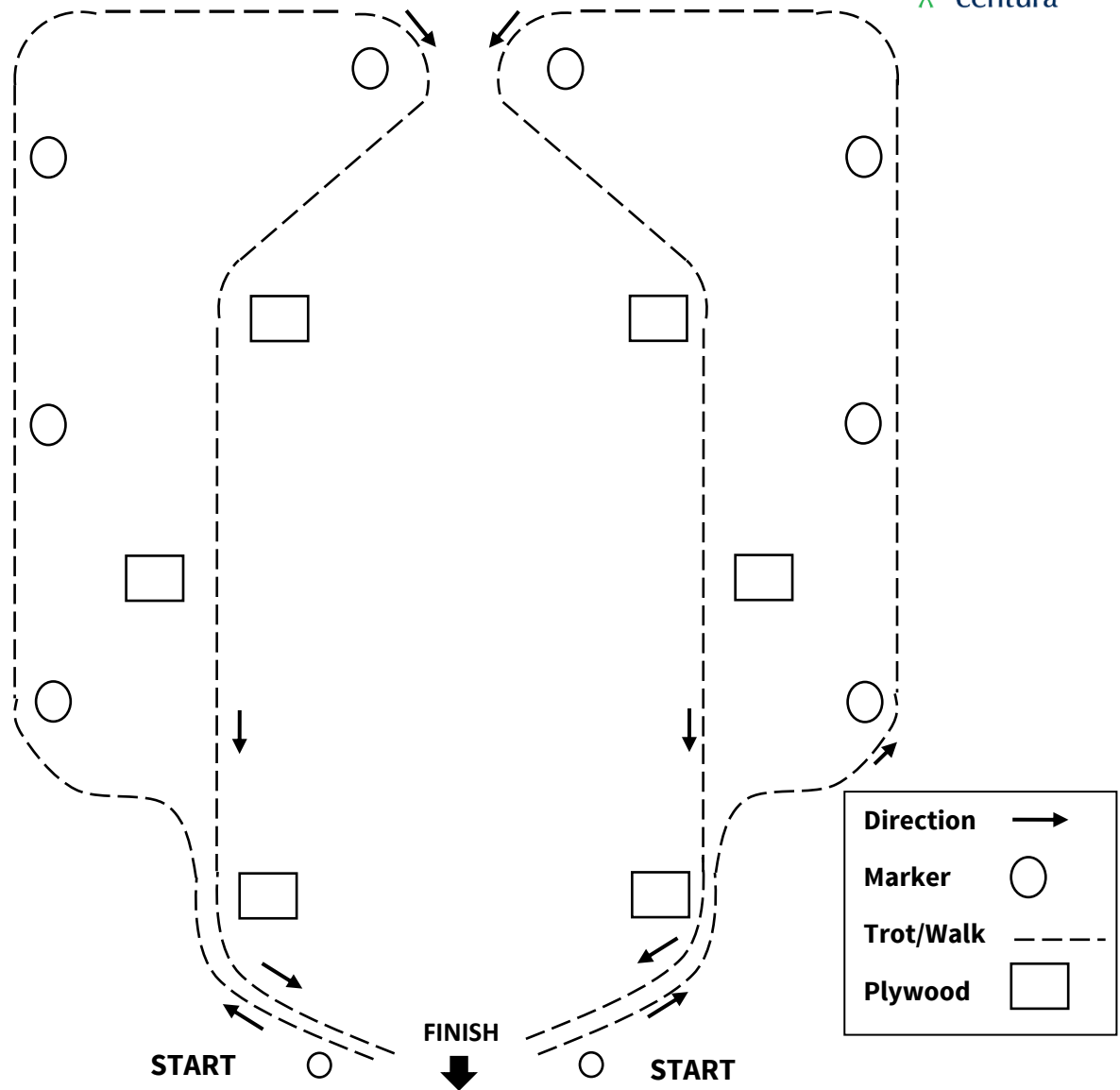


# Feed Team Race



1. Start with yoke at markers. Time starts on the whistle. At 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, disrupts the start/finish line, or a team's equipment malfunctions.
11. Disqualification will occur if hay hooks are used.
12. All judges' decisions are final.