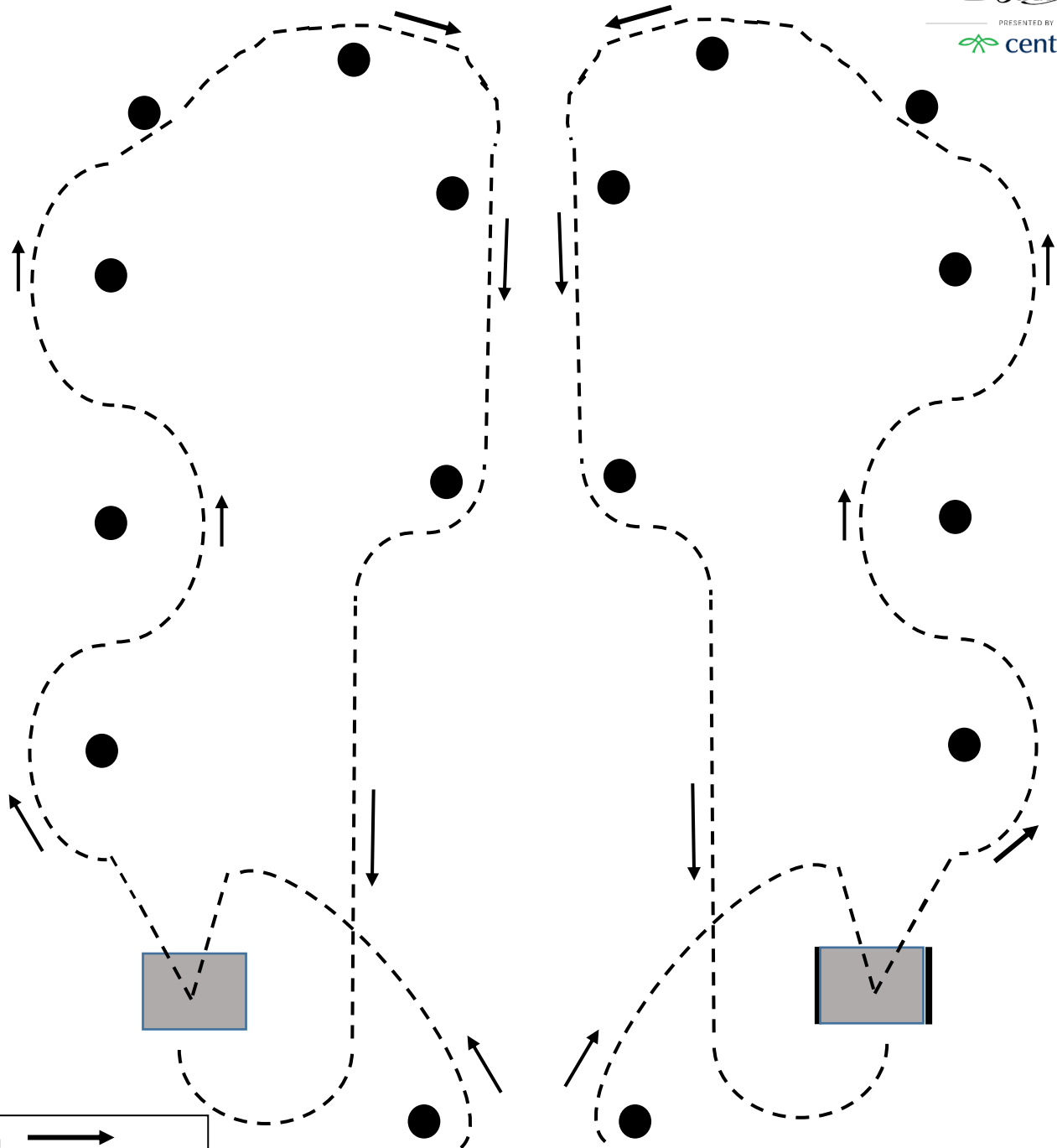


Log Skid Race



Direction	→
Markers	●
Trot/Walk	- - - -
Back	← - - -

Enter / Exit

1. Time starts on whistle.
2. Start between markers and drive to log. Back to the log so your assistant can hook log to cart. There will be a 30 second penalty each time log is moved during hook up.
3. Drive thru the serpentine up the long side then between markers at the end.
4. Turn down centerline between markers then between logs.
5. Drive into designated log area to return log to starting position. Once assistant unhooks log, drive thru cones to stop time.
6. Assistant starts and will remain at designated area by log.
7. 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.
8. There will be a 10 second penalty each time an obstacle is disturbed.
9. Disqualification will occur if a team alters the prescribed course, disrupts the start/finish line, or a team's equipment malfunctions.