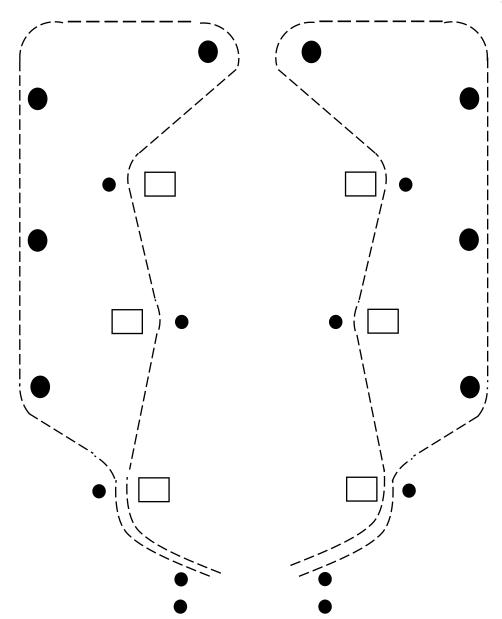
## Draft Horse Show Draft/Mule Feed Team Race







- 1. Must be within markers before start. Start on the whistle; time starts when neck yoke passes start markers. Proceed to the first pallet and load six bales. Proceed outside of markers to the far end of arena.
- 2. Drive between barrels and to pallet. Drop two bales on each of the three pallets from the correct side as shown.
- 3. After final bales are dropped, proceed through 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. There will be a 30 second penalty if team doesn't cross start markers within 5 seconds of whistle.
- 6. There will be a 30 second penalty each time the sled moves when one or both of swamper's feet are not on sled.
- 7. There will be a two-minute penalty for the teamster not remaining on the sled at all times.
- 8. There will be a one-minute penalty for a broken bale.
- 9. There will be a 30 second penalty for not placing bales completely on the plywood.
- 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. Disqualification will occur if hay hooks are used.
- 13. All judges' decisions are final.