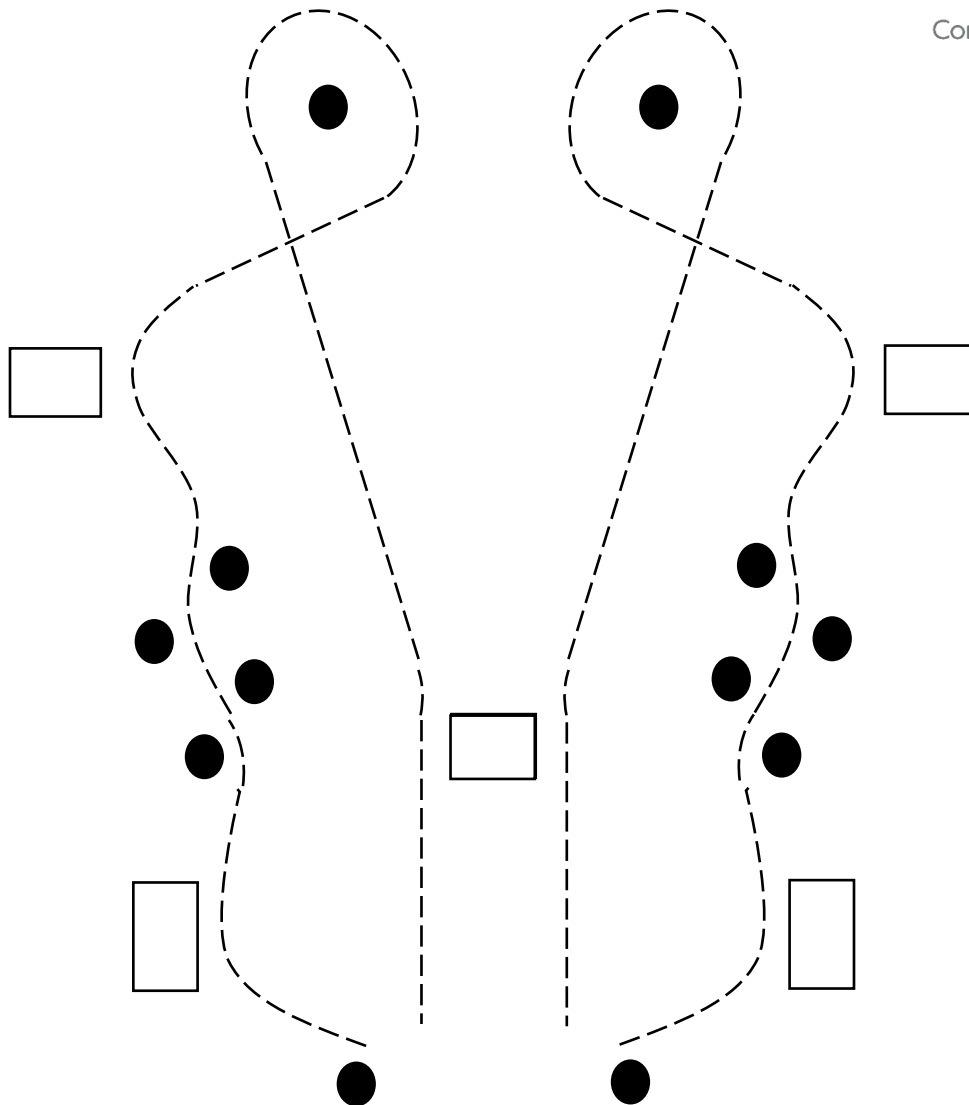


Draft Horse, Mule & Donkey Show Draft/Mule Beer Rush



1. Must be within markers before start. Start on the whistle; time starts when neck yoke passes start markers. Proceed to first stop. Swamper will mine & load three gold nuggets.
2. Proceed through narrow forest passageway to brewery. Stop, exchange gold for four kegs of beer & load onto sled.
3. Proceed to circle the markers toward the outside then toward last stop.
4. Stop and unload kegs of beer at the tavern.
5. After unloading, proceed thru finish. Time stops when neck yoke passes through markers.
6. 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.
7. There will be a 30 second penalty if team doesn't cross start markers within 5 seconds of whistle.
8. There will be a 30 second penalty each time the sled moves when one or both of swamper's feet are not on sled.
9. There will be a two-minute penalty for the teamster not remaining on the sled at all times.
10. There will be a one-minute penalty for a broken or damaged kegs or materials.
11. There will be a 30 second penalty for not placing gold or kegs completely on the plywood.
12. There will be a 10 second penalty for disturbing an obstacle.
13. There will be a 10 second penalty for a wrong number of gold nuggets.
14. Disqualification will occur if a team alters the prescribed course, disrupts the start/finish line or a team's equipment malfunctions, deeming completion unsafe.
15. All judges' decisions are final.