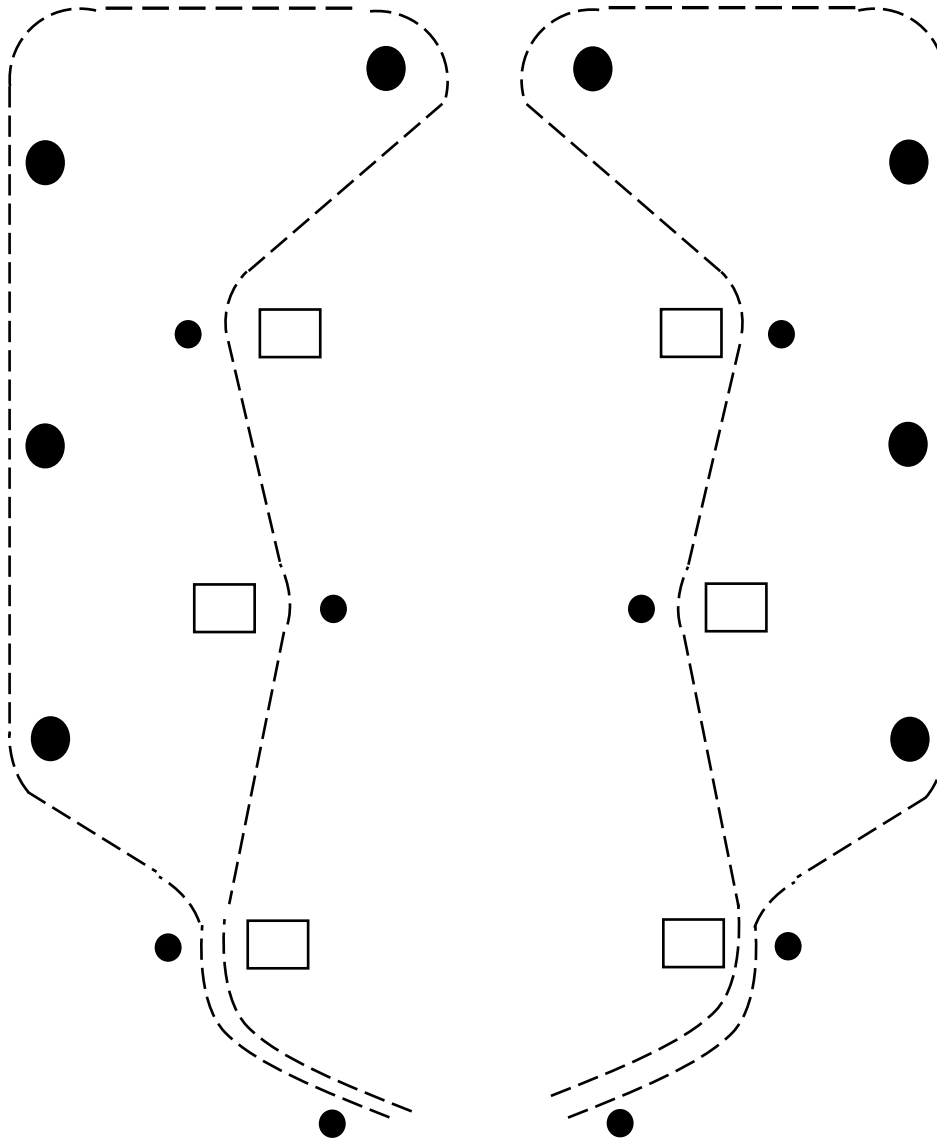


Draft Horse, Mule & Donkey Show Draft/Mule Feed Team Race

NATIONAL
WESTERN®
Stock Show

PRESENTED BY

CommonSpirit



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.