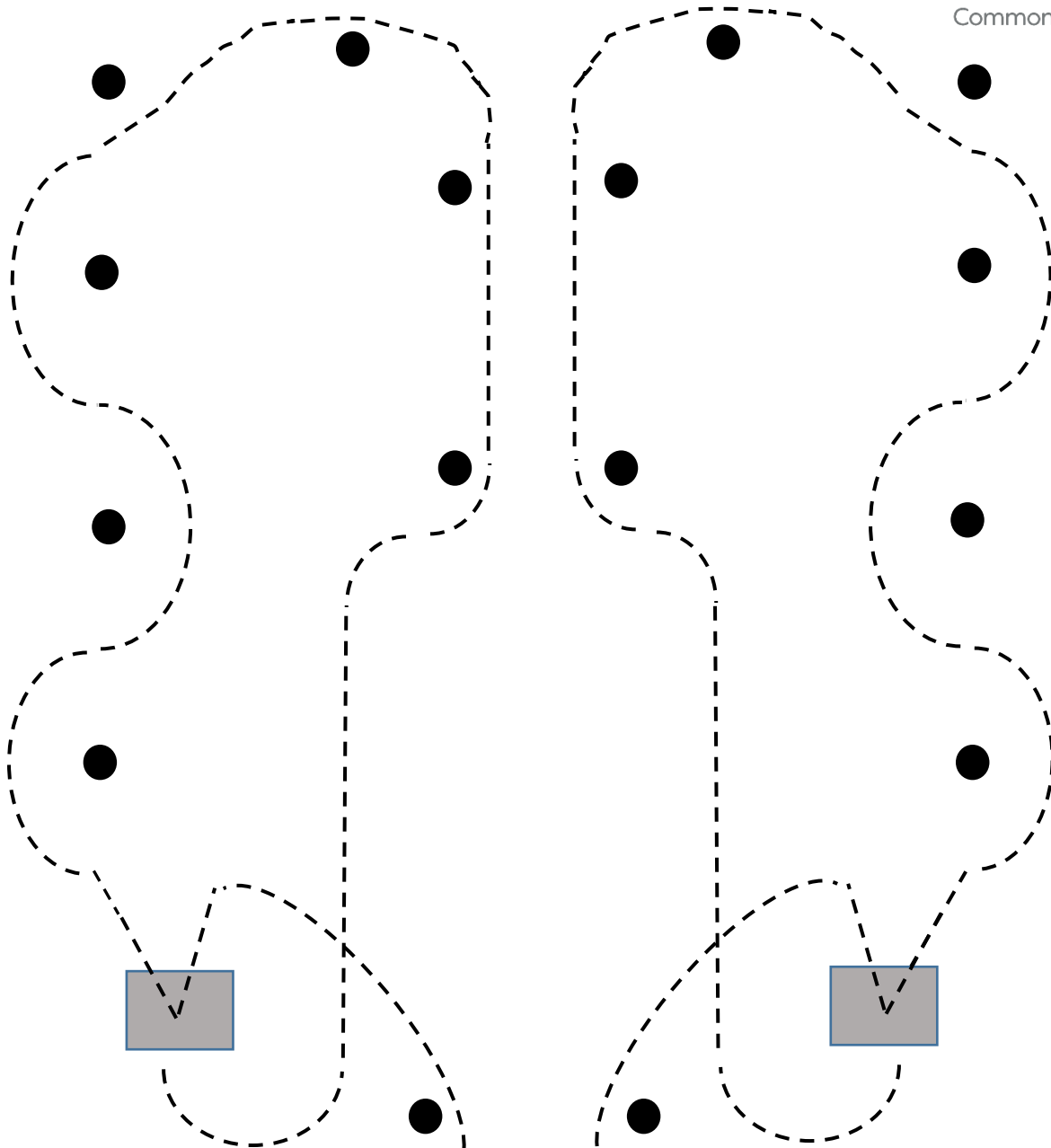


Draft Horse, Mule & Donkey Show Draft/Mule Team Log Skid Race



PRESENTED BY

CommonSpirit



1. Must be within markers before start. Start on the whistle; time starts when neck yoke passes start markers. Drive to log. Back to the log so your assistant can hook log to cart.
2. Drive thru the serpentine up the long side as shown then between markers at the end. Turn down centerline between markers.
3. Drive into designated log area to return log to starting position. Once assistant unhooks log, drive thru markers to stop time.
4. Assistant must remain at designated log area.
5. 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.
6. There will be a 30 second penalty if team doesn't cross start markers within 5 seconds of whistle.
7. There will be a 30 second penalty each time the log is moved during hooking.
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.
10. All judges' decisions are final.