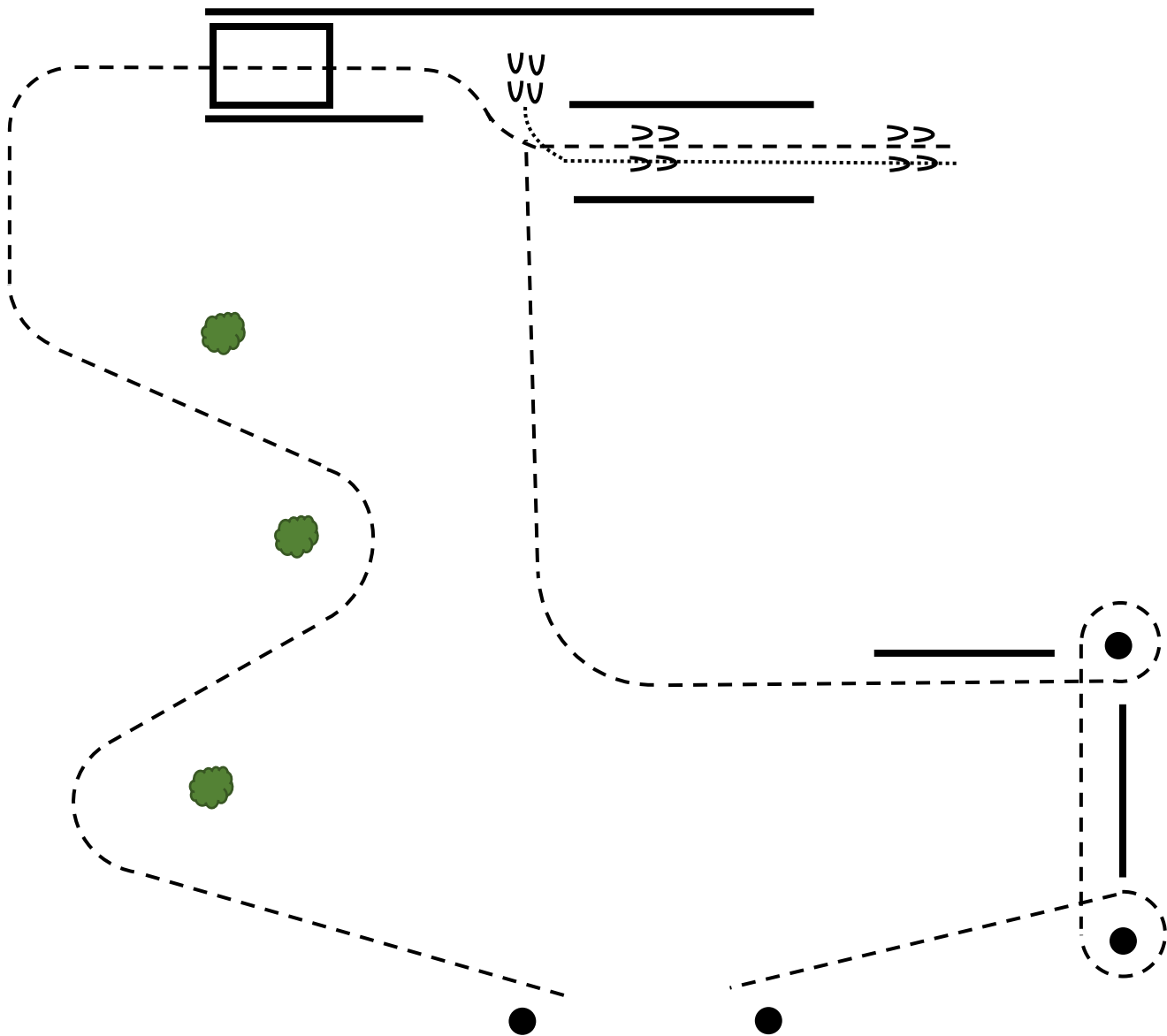


# Draft Horse, Mule & Donkey Show Draft/Mule Obstacle Driving Hitch



1. Must be within markers before start. Start on the whistle; time starts when neck yoke passes start markers.
2. Serpentine the markers as shown.
3. Cross the plywood, going forward, and enter chute as shown until axel passes through poles. Back out of one set of logs and into opening until axel is in top chute.
4. Proceed to log. Straddle the log with horses and wheels, circle marker counterclockwise. Straddle next log and circle next marker counterclockwise.
5. Exit between 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 two-minute penalty for the teamster not remaining on the sled at all times.
9. There will be a 10 second penalty for disturbing an obstacle.
10. Disqualification will occur if a team alters the prescribed course, disrupts the start/finish line or a team's equipment malfunctions.
11. All judges' decisions are final.