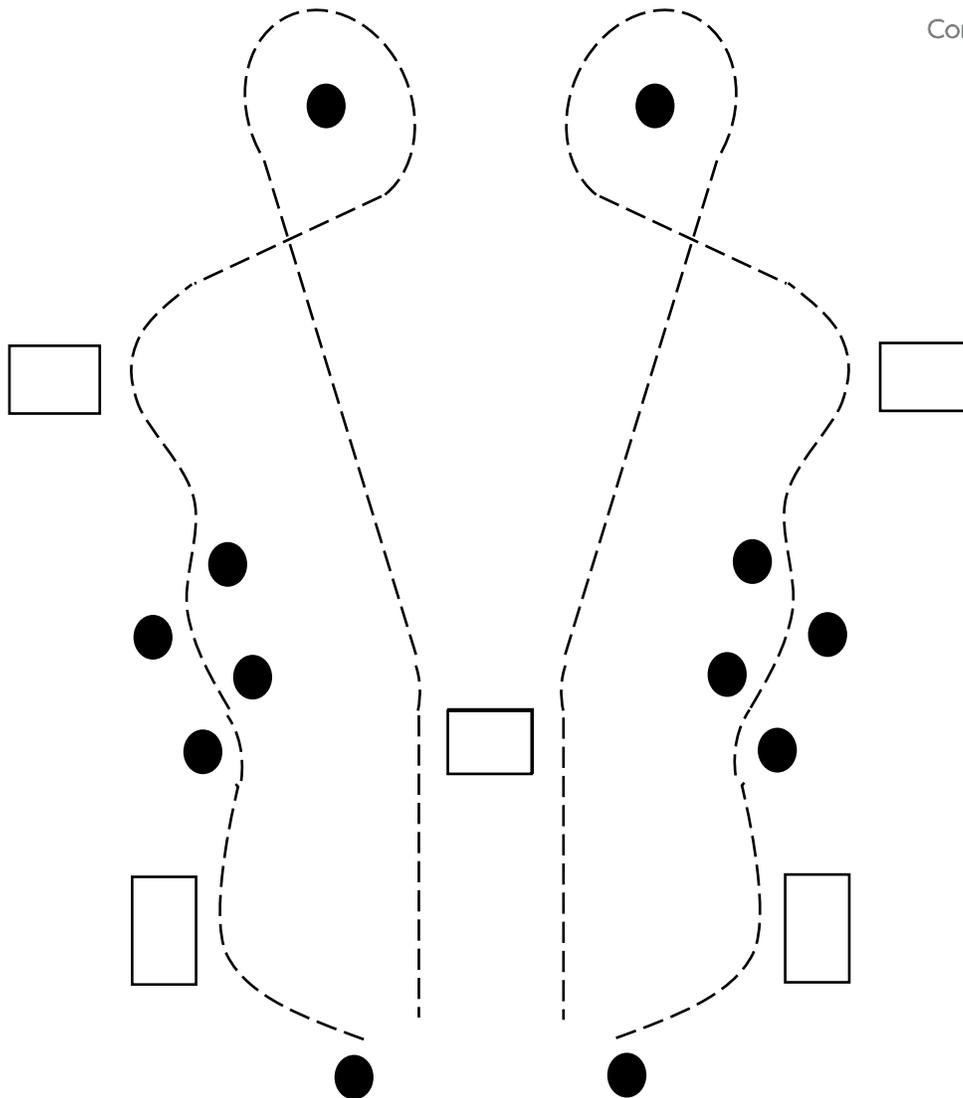


# Draft Horse, Mule & Donkey Show Draft/Mule Beer Rush



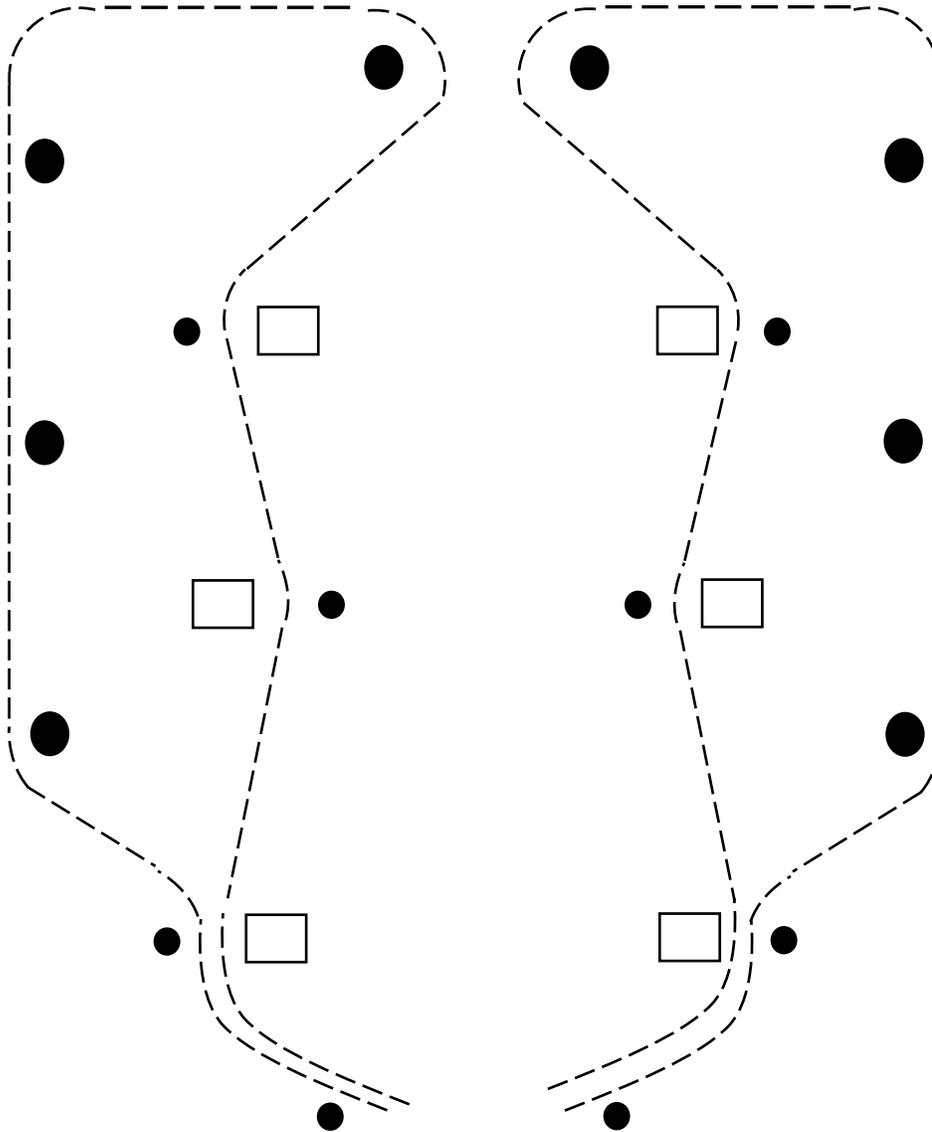
1. Must be within markers before start. Start on the whistle; time starts when neck yoke passes start markers. Proceed to first stop. Swamper will mine & load three gold nuggets.
2. Proceed through narrow forest passageway to brewery. Stop, exchange gold for four kegs of beer & load onto sled.
3. Proceed 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.

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

NATIONAL  
WESTERN®  
*Stock Show*

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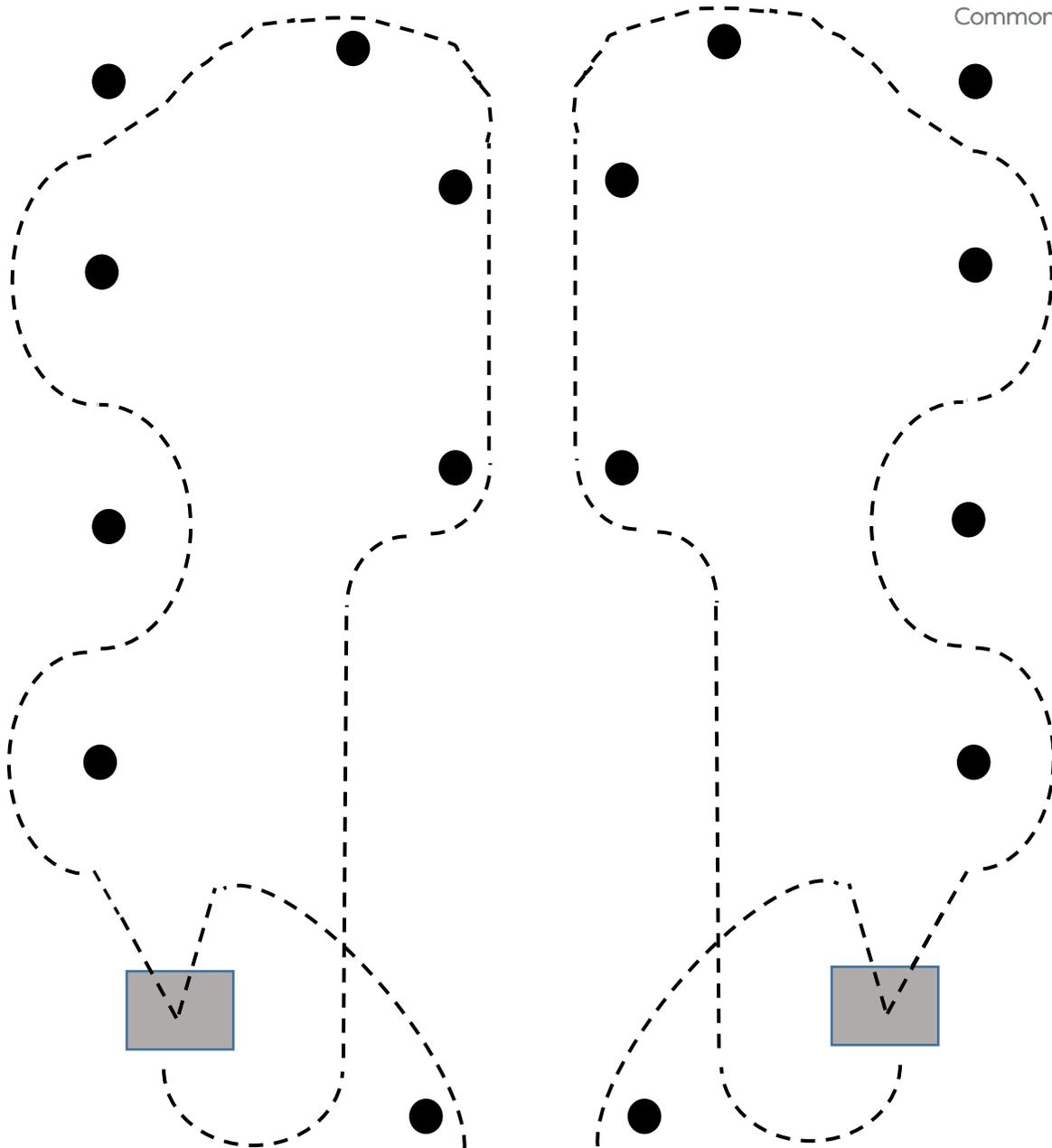
1. Must be within markers before start. Start on the whistle; time starts when neck yoke passes start markers. Proceed to the first pallet and load six bales. Proceed outside of markers to the far end of arena.
2. Drive between barrels and to pallet. Drop two bales on each of the three pallets from the 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.

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



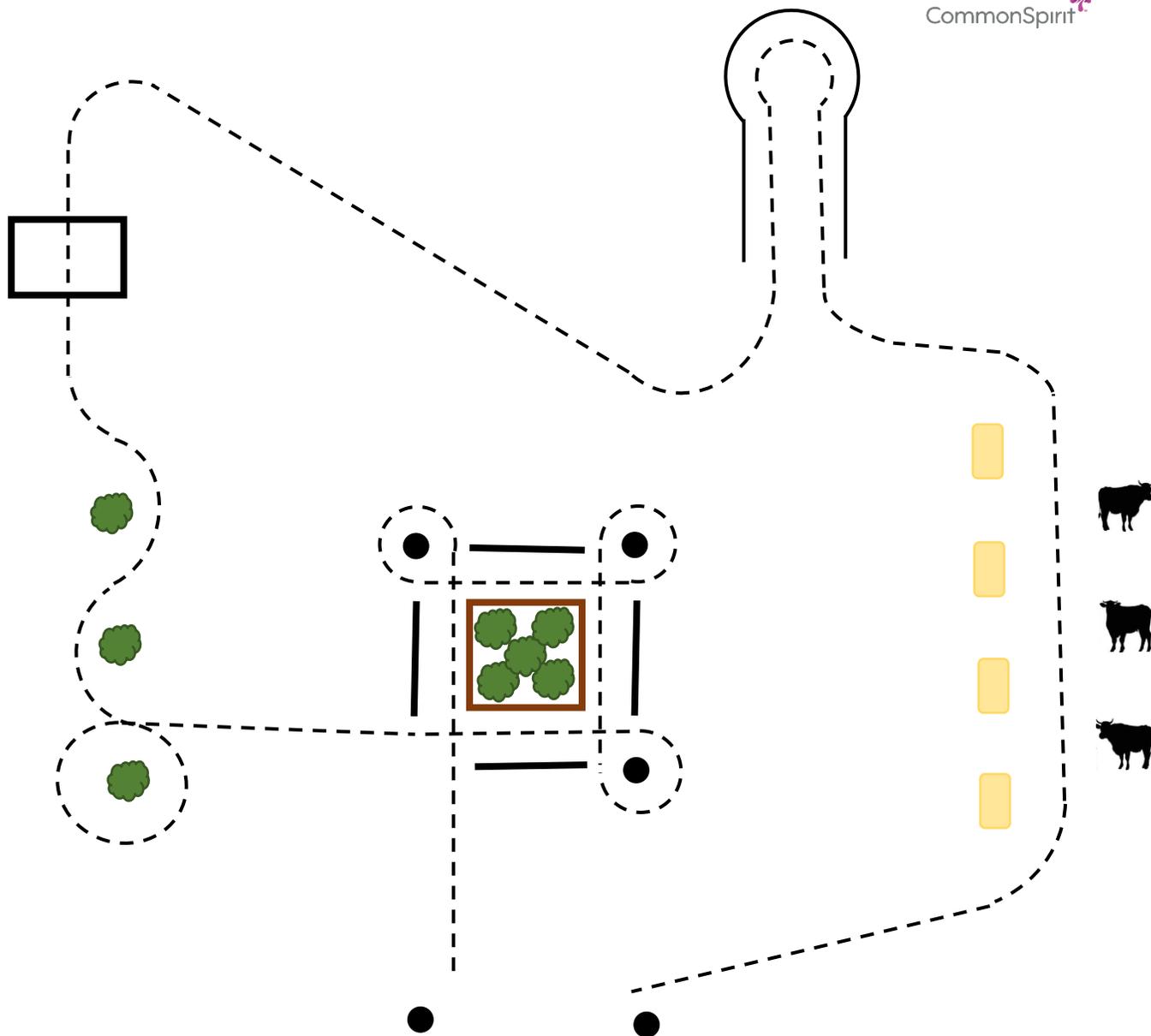
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1. Must be within markers before start. Start on the whistle; time starts when neck yoke passes start markers. Drive to log. Back to the log so your assistant can hook log to cart.
2. Drive thru the serpentine up the long side as shown then between 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.

# Draft/Mule Obstacle Driving Hitch Pattern



1. Must be within markers before start. Start on the whistle; time starts when neck yoke passes start markers.
2. Drive through the barnyard and into keyhole. Swing 180° to the left without disturbing the keyhole and drive out.
3. Drive over bridge going forward and through serpentine as shown.
4. Drive into garden, circling three barrels to the right as shown and exit between markers.
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.
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 two-minute penalty for the teamster not remaining on the cart at all times.
8. There will be a 10 second penalty for disturbing an obstacle.
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.