

Additional Information

Farm Team Class

Draft Horse or Mules Only - No Manes or Tails Braded - No Scotch Bottom Shoes

Farm Team Obstacle

Course layouts and rules will be sent in advance of show. They will also be available at the announcer stand. Pioneer carts will be used by all exhibitors. Two carts will be available for this class. Exhibitors will hook horses outside of show arena. The order of exhibitors will be by a random draw. This is a timed event. Teams will work the course at a walk or trot only. 15 seconds will be added on the time for each penalty. Any deviation from the course will be an automatic disqualification. Time will start when the horse's head passes the start line and will end when the horse's head passes the end line. Winner will be determined by the quickest time.

Feed Team

A driver and assistant (swamper) will be required. You will be pulling a sled (provided) thru an obstacle course and have to load and unload 6 bales of straw. Driver cannot help. Obstacle course will be sent out in advance of show. Teams must come to a complete stop before the swamper moves the bales off or on. Bales must be place on plywood completely. This is timed event. The order of exhibitors will be by a random draw. Two teams will compete at the same time. Exhibitors will hook to the sled inside the arena, time starts by a hand drop from the Judge and time will end when the horses head pass the end line. Teams will work the course at a walk or trot only. 15 seconds will be added on the time for each penalty. Any deviation from the course will be an automatic disqualification. Winner will be determined by the quickest time.

Single Pleasure Driving

Single Pleasure Driving is open to any horse or mule 14 hands and taller. It will be judged for a relaxed, pleasurable driving experience, so no headers will be allowed in the arena. Two or four wheeled vehicle is acceptable.

Single Horse Obstacle

Single Horse Obstacle is open to any horse or mule 14 hands and taller. This is a timed event. The order of exhibitors will be by a random draw. Exhibitors may use a two or four wheeled vehicles. Time starts when the horses head passes the start line and stops when the horses head passes the end line. Exhibitors will work the course at a walk or trout only. 15 seconds will be added on the time for each penalty. Any deviation from the course will be an automatic disqualification. Winner will be determined by the quickest time.

Nostalgia

Class is open to any horse and vehicle. This will only be judged on the overall turnout and appearance of the hitch. Each exhibitor will be required to describe their hitch to the audience.