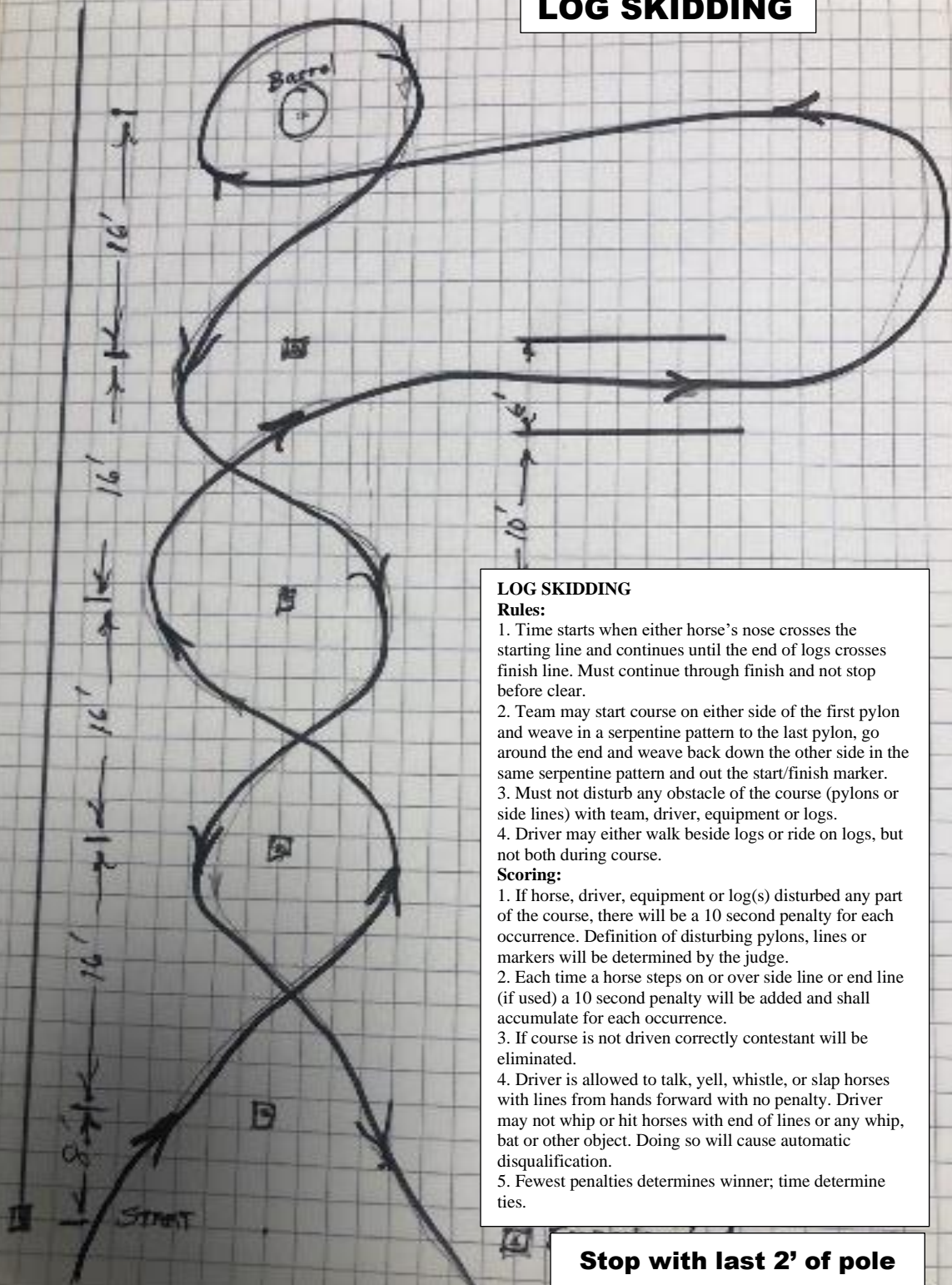


## LOG SKIDDING



### LOG SKIDDING

#### Rules:

1. Time starts when either horse's nose crosses the starting line and continues until the end of logs crosses finish line. Must continue through finish and not stop before clear.
2. Team may start course on either side of the first pylon and weave in a serpentine pattern to the last pylon, go around the end and weave back down the other side in the same serpentine pattern and out the start/finish marker.
3. Must not disturb any obstacle of the course (pylons or side lines) with team, driver, equipment or logs.
4. Driver may either walk beside logs or ride on logs, but not both during course.

#### Scoring:

1. If horse, driver, equipment or log(s) disturbed any part of the course, there will be a 10 second penalty for each occurrence. Definition of disturbing pylons, lines or markers will be determined by the judge.
2. Each time a horse steps on or over side line or end line (if used) a 10 second penalty will be added and shall accumulate for each occurrence.
3. If course is not driven correctly contestant will be eliminated.
4. Driver is allowed to talk, yell, whistle, or slap horses with lines from hands forward with no penalty. Driver may not whip or hit horses with end of lines or any whip, bat or other object. Doing so will cause automatic disqualification.
5. Fewest penalties determines winner; time determine ties.

**Stop with last 2' of pole  
on the line.**