

OBSTACLE COURSE RULES

1. The objective of this **TEAM** event is to drive a team through and around obstacles simulating a farm situation. The Show will provide identical wagons. The course may include, but is not limited to, such obstacles as a gate, serpentine course of pylons, complete circles to left and/or right, an alleyway, a simulated loading dock to back up to, and precise stopping.
2. Accuracy is most important, with time being used only as a tiebreaker.
3. Time in the course area is restricted to five minutes.
4. One safety assistant will accompany the driver. The function of the safety assistant is to ride on the wagon and come to the aid of the driver only if an emergency should arise. Should the assistant touch the lines or in any way speak or signal the driver or team, the driver will be disqualified in the event.
5. Teams may be walked or trotted. Loping is not allowed.