

2018 Big Sky Draft Horse Expo Feed Team Race Rules

Objective: The objective of this event is to drive a team through and around the course stopping at 3 feed stations to pick up and drop off feed.

1. **Pattern:** Bags must be picked up or dropped off at each of the Feed Stops. After bags are loaded on the wagon, the team proceeds to the end of the course, makes a right turn around the end cone and then proceeds to make a complete circle around the course. After making the circle, the team will again make a right turn around the end cone then unload 2 bags at each of the Feed Stops before crossing the finish line. The team must stay inside the course, pass between the start/finish line and between the plywood and cone at each of the Feed Stops.
2. Time starts/stops when the neck yoke passes over the finish/start line.
3. Teams must be kept at a walk or trot. Five (5) penalty points will be added to the driver's score each time the team breaks into a lope.
4. Team must be completely stopped as bags are placed on or taken off the wagon. Five (5) penalty points will be added to driver's score if team is not completely stopped at each Feed Stop.
5. The driver and helper must both ride on the wagon except when loading and unloading bags. Both must be on the wagon before the team starts and/or stops. Five (5) points will be added if both are not on the wagon when the wagon begins moving.
6. Twenty (20) penalty points will be added for each bag that has been broken.
7. At each Feed Stop feed must be placed completely on the plywood square. If any part of the bag is not on the square, a 5 point penalty will be added to the driver's score (a possible 10 points added – 5 for each sack not of the plywood).
8. Twenty (20) penalty points will be added to the driver's score for each break in the pattern.
9. Points will determine placing. Each driver begins with ZERO points. **The driver with the LOWEST points at the end of the event is the winner.** Each individual performance will be timed and the time will be used as a tie-breaker.
10. After completing the course the driver and helper will exit the arena, unhook from the wagon and move away from the gate so another teamster can hook to the wagon.