

## 2024 Manitoba Clydesdale Classic

### Feed Team Race Rules

1. While this appears as a heads up race each team is timed individually.
2. Teams must follow the pattern as described on the map.
3. Horses are to stand still during loading and unloading.
4. Driver cannot touch bales.
5. Swamper must move bales one at a time.
6. Bales are to be placed back on plywood as they were picked up.
7. Teams are allowed to walk, trot, or canter but must be under control.
8. Teams are to stand still during loading and unloading.
9. Driver and Swamper must both be on the sleigh when it is moving.
10. Time starts when the team crosses the line at the gate and ends when the team crosses the line at the gate.
11. Faults will be given for the following.
  - a. 1 fault for each time the sleigh moves during loading and unloading.
  - b. 1 fault for each bale not stacked correctly.
  - c. 5 faults in both the driver and swamper are not on sleigh between loading stations
  - d. 5 faults if the driver touches a bale.
  - e. 5 faults for going off course.

Winner is determined by least number of faults. In the case of an equal number of faults, time will determine the placings.

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### Barrel Racing Rules

1. Pattern will be the traditional clover leaf.
2. Time starts when team crosses the timers.
3. Team will turn one to the right and two to the left or one to the left and two to the right.
4. Teams may walk, trot, or canter.
5. 5 second penalty for a knocked down barrel.
6. Disqualification for going off course.
7. Fastest time wins.