

2024 Manitoba Clydesdale Classic Chore Team Competition

1. Hook to wagon at the gate of the arena:
 - a. Ground drive team over poll and hook to wagon just outside the arena gate. Teamster may have help when hooking if required but will be assessed a penalty.
 - i. 1 fault if the teamster requires help while hooking.
2. Enter keyhole, turn wagon in the keyhole, and exit the keyhole:
 - a. Teamster will drive the team into the keyhole, turn in the keyhole, and exit the keyhole without touching a chalk line. Teamster will turn to the right.
 - i. 2 fault each time a horse steps on a chalk line.
 - ii. 2 fault each time wagon wheel touches or crosses chalk line.
 - iii. 4 faults for turning the wrong way
3. Bending alley:
 - a. Teamster will drive through the alley without knocking over the boards along the side of the alley.
 - i. 2 faults for each board knocked over.
4. Figure 8:
 - a. Teamster will drive through the Figure 8 cones starting in between the two cones driving toward the rail, circle around the left cone, circle around the right cone, and exit in the same direction of travel as starting. While circling the cones the back wheel of the wagon will remain within 18" of the center of the cone.
 - i. 5 faults off course.
 - ii. 5 faults knocking over a cone.
 - iii. 2 faults if back wheel is not within 18" of center while circling the cone.
5. Long alley:
 - a. Teamster will drive up the alley stop at the end, hang a raincoat on the hook along the rail, back up, turn left into the exit, and exit the alley without touching any of the chalk lines.
 - i. 1 fault each time a horse steps on a chalk line.
 - ii. 1 fault each time a wagon wheel touches or crosses chalk line.
 - iii. 4 faults for not hanging up the raincoat or having it fall off the hook.
6. Dock and fan:
 - a. Teamster will drive alongside the dock, swing the team to the left so that the wagon stops perpendicular to the dock, swing team all the way to right, bring team back to middle. At this point the helper will remove the cream can from the wagon, place it on the dock, pick up the cream can from the dock and place it on the wagon. There will be a marker for where to place the cream can on the dock and on the wagon. Once cream can is on the wagon, the teamster can leave the dock.
 - i. 4 faults for wagon not docking between the markers.
 - ii. 4 faults for back wheels of wagon moving outside of box during fan.
 - iii. 2 faults for horse not completing fan maneuver.
 - iv. 2 faults if helper does not place cream can in designated spot on dock or wagon.
7. Enter keyhole, turn wagon in the keyhole, and exit the keyhole:

- a. Teamster will drive the team into the keyhole, turn in the keyhole, and exit the keyhole without touching a chalk line. Teamster will turn to the left.
 - i. 2 fault each time a horse steps on a chalk line.
 - ii. 2 fault each time wagon wheel touches or crosses chalk line.
 - iii. 4 faults for turning the wrong way
8. Exit arena.

General Faults: (not specific to any one part of the event)

1. Dragging lines – 1 fault for each occurrence.
2. Hitching aids (tying horses together, modified tug hooks) – 1 faults.
3. Standing in the danger zone while hooking – 4 faults.
4. Team not under control – 4 faults.

Other things to note:

1. Time starts when horses' noses cross through the gate.
2. Time ends when horses' noses cross through the gate.
3. The object is to have the least number of faults. In the event that there is an equality of faults, time will be used to determine the placings.
4. Judges scores are final and will be posted after the event.