

Benton County Fair

Draft Horse Hitch Competition

August 2rd 2023 (9am – 1pm)

Event organized by RJ's Stables / Sauk Rapids, MN

Daryl Sheetz 320-250-7413 or Becky Molitor 320-293-1027

Team Hitch Competition will consist of an Obstacle Course, Hay Bale Race, Barrel Race and Rescue Race. The entry fee will be \$10 per class and participants must drive a team of horses. Both drafts and saddle horses breeds will be allowed to participate. Drivers will be allowed to drive 1 team, with a limit of 12 teams.

Event at: Benton County Fairgrounds

1410 3rd Avenue South / Sauk Rapids, MN56379

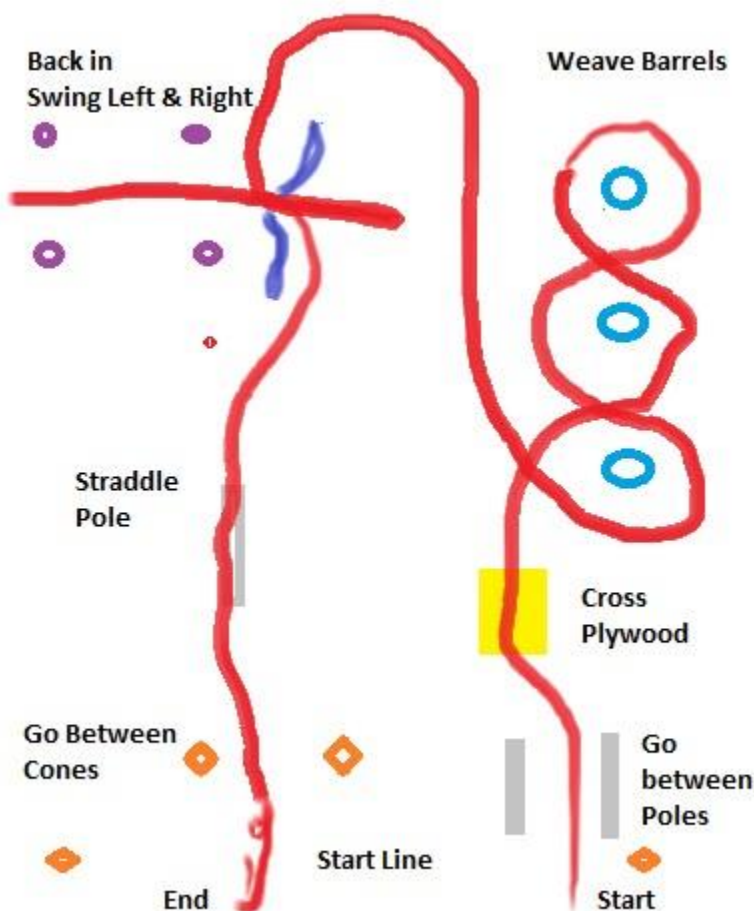
(Contestants enter at the south gate on Searle Street NE)

Rules And Instructions

Obstacle Course – With a team pulling a wagon (provided), maneuver through obstacles and earn up to 10 points per obstacle completed properly.

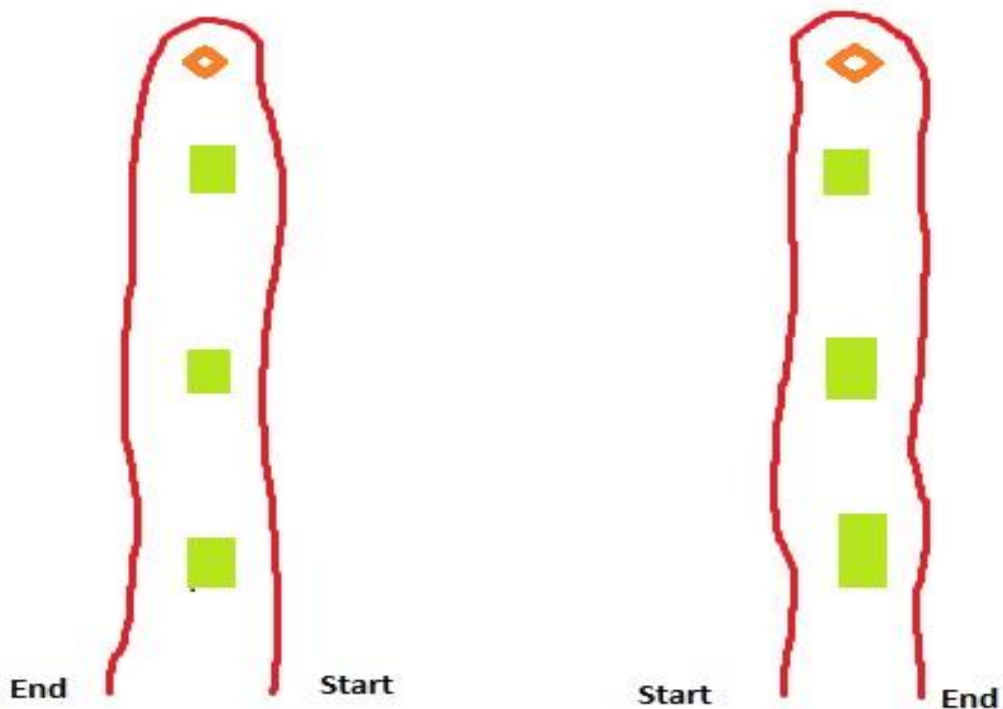
Enter across timeline, go through poles, cross plywood, enter barrels from the left side and weave through barrels and back, go to box outlined with poles and back in, swing horses both directions (left and right 45 degrees), straddle pole with team and wagon, go through cones and cross timeline.

Obstacle Course



Hay Bale Race – Start at timeline, with a team pulling a sled to first bale, stop horses, helper jumps off grabs bale and puts it on sled, move to the second bale, stop horses, and load bale and then move to third bale stop, and load bale, round cone, heading back to timeline stop and unload each bale at designated spots. May start on left or right

A 5 second penalty will be added if a bale falls of sled, and if bales are not put back in designated square on return.

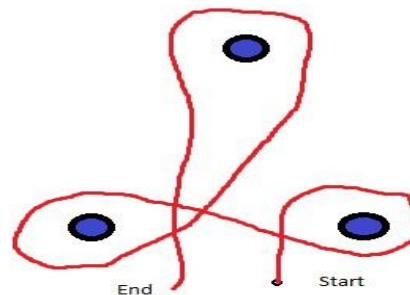
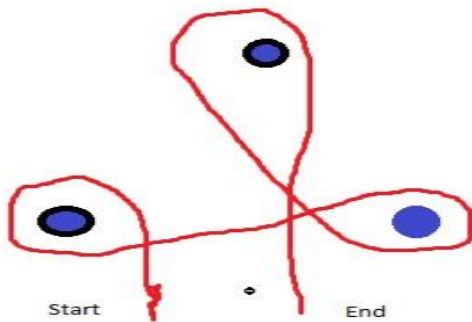


Barrel Race – With a team pulling a sled, cross timeline and execute a cloverleaf / barrel pattern around 3 barrels.

A 5 second penalty will be added to time for each knocked barrel and a no time for a broken pattern.

Going to the left barrel first

Going to the right barrel first



Rescue Race – With a team pulling a sled, cross timeline, and head to first barrel and round barrel head to second barrel picking up rider between barrels, then round second barrel and head back to cross timeline.

A 5 second penalty will be added for knocking over a barrel, and a no time for not picking up rider between barrels.

