

## Horse Pull

Tim Bryan, Department Superintendents  
Saturday, August 19, 2023 at 7:30 p.m.

### Light Weight Draft Horse Pulling Contest – 3,400 lbs. & under:

1st Place	\$350
2nd Place	\$300
3rd Place	\$275
4th Place	\$250
5th Place	\$225
6th Place	\$200
7th Place	\$150
8th Place & up	\$100

### Heavy Weight Draft Horse Pulling Contest – over 3,400 lbs.

1st Place	\$350
2nd Place	\$300
3rd Place	\$275
4th Place	\$250
5th Place	\$225
6th Place	\$200
7th Place	\$150
8th Place & up	\$100

**For any payments for premiums teams have to pull!**

### Horse Pulling Rules

1. Pulling Distance – 27 1/2 feet.
2. Width of Pulling Area – 20 feet.
3. Two Classes of Horses – Lightweight, 3,400 lbs. and under; Heavyweight, over 3,400 lbs.
4. Hookers – Two hookers, plus driver to drive teams will be allowed. All helpers stay behind eveners and remain silent once the team is hooked.
5. Boundaries – If a team steps on or over the side line, the pull attempt will not be counted.
6. Three Pulls – Each driver entitled to take 3 pulls. All teams must take 1<sup>st</sup> pull. If he unhooks after 1<sup>st</sup> pull, he forfeits his 2<sup>nd</sup>. He may come back in order for his third attempt. If he does not come back, the pull is lost.
7. Pull Attempts – 3 unsuccessful attempts to hook will count as one pull attempt. Driver will have 6 tries to get hitched. If all 6 are missed, the team will be disqualified. All teams must take first and second pull to be entitled to a third.
8. Direction of Pull – 1<sup>st</sup> and 2<sup>nd</sup> pull shall be taken in the direction indicated by the judge. Third pull may be taken in either direction providing there is enough room.
9. Movement of Sled – Any forward movement of load after driver gives command to will be counted as a pull and measurement will be recorded except in case of breakage which entitles team to another pull.
10. Breakage of Equipment – Team must remain in pulling area and come in at the end of the round for their turn and pick up their proper place in the next round.
11. Drivers – Each team shall be driven by one driver at all times through the entire contest except in case of injury.
12. Heading of Horse – Heading of horses is prohibited. In case of unhooked tug or horse over tug, the driver must unhitch from sled, correct problem, and then hitch again for the same pull.
13. Treatment of Horses – Drivers shall not prod, whip or touch horses while pulling and in no case whirl or shake lines over horses or above his own head. Jumping of doubletrees not allowed.

14. Unmanageable Teams – If any team becomes unmanageable or difficult to handle, and in the opinion of the judge may endanger other teams, drivers or spectators, they will be frozen in position and ordered taken from the field. If any team breaks away from driver or helpers or runs away, it forfeits any premium it might have earned in the contest up to the time it runs away.
15. Conduct of Horsemen – Behavior of all horsemen (drivers and helpers) will be above reproach at all times. Disciplinary action by the judges will be taken. Anyone disputing the decision of the judge will be immediately disqualified. This includes all teams the driver has in the contest.
16. Bridles and other Equipment – Bridles may be open-faced or with blinders. No change can be made after contest starts. Teams may be tied together with check lines only. Hitching with cross tugs is prohibited. No bits, chains, or extras will be hung on the harness.
17. Time Limit – Each team will have three minutes to get hooked to the sled and make their first pull. That is after the announcer calls your name. You will have one minute between your first and second pull. Third pull will be the same as the first.