

## FARMER'S HORSE EVENTS 2011

Log Twitch  
Scoot Contest  
Mystery Event Contest

---

Sunday, August 7 at 1:00pm

---

Gordon Curtis  
Farmers Draft Horse, Mule & Pony Club  
270 Bowdoinham Road  
Lisbon Falls, ME 04252  
Telephone: 353-2200

The Bangor State Fair reserves the right not to pay premiums in any category listed in this book if the breeder/exhibitor is not pre-registered and/or his/her animals are not stabled on the fairgrounds.

### NOTE TO ALL LIVESTOCK EXHIBITORS

The Bangor State Fair will not pay premiums on and will not allow exhibitors to show any unneutered male animal over six (6) months of age that is not recorded (registered) in the books of record for their respective breed. (Pursuant to Sec 3.7 MRSA c.4; Paragraph 87 as enacted) Please be prepared to confirm registration.

-----  
All exhibitors will be required to sign a waiver and release as part of the application process. No exhibitor is fully registered to be eligible for premiums until this document is signed and turned in to the Agricultural Superintendent or designee.

### RULES AND REGULATIONS

#### For all Farmer's Draft Horse Mule and Pony Club sponsored events:

1. All teamsters who are to compete in the contest will have their team ready at the prescribed time. All teamsters will draw for the pulling order.
2. All classes will be closed after the positions are drawn.
3. Measuring shall be in a straight line to the nearest point on the drag. Line to line measuring will be allowed. The front of the drag must touch the line before turning.
4. Teams will stay hooked to the drag at all times. No unhitching and re-hitching will be allowed.
5. An actual separation, breaking or bending of equipment shall constitute a breakdown. Any team breaking down may take the distance pulled or return to the last position and pull over. Only one breakdown will be allowed.
6. Time limit for the pull shall be 5 minutes unless otherwise agreed upon by the teamsters. Time starts when the drag is moved. The time limit to hook on is 3 minutes.
7. On horses and ponies, no whips, brads or goads will be allowed. Reins will not be used to strike the horses or ponies at any time.
8. Any number of helpers will be allowed to help hitch. After the hitch-on only one helper will be allowed. The helper will remain behind the drag unless needed to help the teamster with snarls or turns.
9. There shall be no heading of the horses or ponies after a pull starts unless there is a snarl or breakdown.
10. Any animal that is thin, dehydrated, shows open sores or is lame will be disqualified.

11. Before a team is allowed to pull a certificate of liability insurance will be provided to the pulling superintendent or a pulling representative.
12. The pulling representative reserves the right to interpret all rules and regulations and to accept or reject any entry.
13. All pulls will have a State of Maine pulling superintendent present at all times.
14. Teamsters and teams that have pulled professionally during the current calendar year will not be allowed to pull.

**Rules specific to Team Scooting, Single Horse Twitch and Handy Class:**

1. All contestants will hitch to the same scoot or twitch; the only exception will be for ponies where it may be necessary to use a lighter load. When determining the load, keep in mind that this is a contest of skill, not strength. The load will be determined by the superintendent and the teamsters. The decision of the superintendent of the scoot or twitch is final.
2. All contestants will provide the superintendent with a certificate of liability insurance or will not be allowed to compete.
3. When hitching to the scoot or twitch, the teamster will be allowed on helper. After the team or single horse is hitched, the helper will remain behind the load unless there is breakdown or snarl at which time he may do whatever is necessary.
4. All entries have to be in before the first class starts.
5. Late entries will not be allowed to participate.
6. All events will be timed, but used only in the case of a tie breaker.
7. Teamsters meet before each class to go over course and rules.
8. For both scoot and twitch, when balls are used in an event 5 points per ball, 10 points for touching or knocking over a cone.
9. Teamster can enter scooting class once.
10. No horse is allowed to enter scooting class more than once.
11. No stopping between the 2 lines, any stop between these lines will be measured from the finish line to the left nose runner of the scoot. Each inch is a point. Going over the finish line will be scored the same; each inch is a point.
12. One helper is allowed to help hitch.
13. Each team will use the same evener in the scooting class.
14. If there are more than 8 team entries, one horse from each team will be allowed to twitch.
15. Under 8 teams both horses will be allowed to twitch by the same teamster.
16. You will be notified at the first teamsters meeting as to the number of entries.
17. No stopping between the 2 lines. Any stop between the lines will be measured from the finish line to the front of the log. Each inch is a point.
18. Going over the finish line will be scored the same each inch is a point.
19. Each horse will use the same single tree in the twitch class.
20. Handy class, teamster will use the same team in all three events.
21. No cheater straps will be allowed.
22. No reins over the outside of the horse.
23. In handy class, 5 points per ball, 10 points for touching or knocking over or stepping on any object.

	1 <sup>st</sup>	2 <sup>nd</sup>	3 <sup>rd</sup>	4 <sup>th</sup>	5 <sup>th</sup>	6 <sup>th</sup>	7 <sup>th</sup>
<b>Twitch</b>	\$50	\$40	\$35	\$30	\$25	\$20	\$15
<b>Scoot</b>	\$100	\$85	\$75	\$60	\$50	\$40	\$30
<b>Mystery Event</b>	\$100	\$85	\$75	\$60	\$50	\$40	\$30