

LOG SNIGGING OBSTACLE COURSES

RULES: General Rules –the measurements and rules have been consistent in Qld, NSW & Vic at draught horse field days since the early 1980s

Competitors may compete as time allows where a clash of events occurs. Consult with the Secretary and Judge/Steward beforehand.

SPECIFIC RULES: Two sets of logs and two identical courses can be used to help save time.

Competitors will be expected to be ready to enter the course as the previous competitor finishes their run.

These are a "fewest faults" events, but the competitor's workout may be timed - the times being used to separate tied scores. The horse having the fewest faults in the shortest time is the winner.

A maximum time limit allowed on the course may be set by the judge.

Time permitting, all competitors on a fault-free round may be allowed another turn, with the course narrowed by 30cm along each long edge. And again...

Logs may be of different weights, but are 3.0 metres long, and about 15cm diameter – 2 of- joined/tied at front.

Fault-points are incurred for each of horse, driver, logs or swinglebar touching outer line or dislodging a ball from a cone or if outside assistance is required.

(Note a ball has to be dislodged from a cone to incur a fault).

Instant disqualification if a driver continues the course with horse's legs outside the chains.

A serpentine course is to be travelled in a 7.5 x 14 metre box with three cones at 4,3,3,4 metre spacings. (the final measurement is the back edge) No trace chains to be shorter than 2.25 metres long (7'6"). Trace chains to be in a direct line from hame hook to swingle bar.

Leader, spider or orchard harness not allowed.

Driver to complete same course.

Logs are 3 metres long, and up to 15 cms in diameter.

Pairs will have three logs and a larger course: 7.5m x 22 metres, with three cones placed at 6,5,5,6 metre spaces from the starting line.

Teams will be as per pairs but a wider course: 8.5 metres x 28 metres, with cones at 7,7,7,7 metre spacings. Start where indicated by the judge.

Class 1. Single horse

2. Pair of horses

3. Team of three