



**2019 State Fair of Virginia Draft Horse &
Farm Mule Pull**
Sunday, September 29th, 5:00 pm



Contact Geryl Wade: (540) 330-5480 Email: drafts@RoyalKnightShires.com or
SFVA Website: www.statefairva.org for entry forms

Payout in 2 Divisions- Heavyweight & Lightweight

1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th
\$400	\$375	\$350	\$325	\$300	\$275	\$250	\$200	\$175	\$150

Weigh-ins: Start at 12 noon - 3 pm, Stalls Available for \$50 per team. No Grounds Fee.
Draft Horses will be Lightweight Division (3,400 lbs & under) and Heavyweight Division (over 3,401 lbs.)
(Any pull team making one successful pull and not winning prize money may receive \$75)

**Farm Mules will be in one division.
Payout: \$225, \$200, \$175, \$150, \$100**

Mules must participate in at least one (1) farm class of the draft horse/mule show, in order to pull.

IF THREAT OF RAIN, PLEASE CALL 540-330-5480 OR 540-330-5481, TO CONFIRM.

PULLING CONTEST RULES

AT WEIGH-IN, FOR EACH HORSE, PULLER MUST PRESENT ORIGINAL NEGATIVE COGGINS CERTIFICATE (WITHIN PAST (12) TWELVE- MONTHS) IN ADDITION TO A RECENT (30-DAYS) VET HEALTH CERTIFICATE IF FROM OUT OF STATE, NO EXCEPTIONS.

1. Pulling distance is a continuous forward movement of 27-1/2 ft. for horses and 15 ft. for mules, in one pull.
2. Width of pull area will be 20 ft. Each end of lane will be marked for change of direction.
3. While hooked to the sled, if a horse steps on or over the line, pull will be disqualified; this includes initial hooking even if teamster does not call on horses, will straighten sled if possible at judge's discretion.
4. Only three persons allowed in the arena with each team. All helpers must stay behind doubletree and remain silent once the team is hooked.
5. Drivers will not be changed unless injured or ill. Changes are subject to the judge's approval.
6. Drivers have the choice of riding or walking. If walking, the driver must stay behind the doubletree.
7. Three pulls shall be allowed for each weight. If driver unhooks after first attempt, he shall lose his second attempt. Spotting of the sled on the third pull is at the judge's discretion.
8. Drivers have 3 minutes to hook to the sled after being called. Team will have a maximum of 1 minute between first and second pull attempts; may not unhook between attempts unless forfeiting 2nd pull. After 2nd attempt, must unhook. All pullers must come back in original order for 3rd attempt. Choice of direction is allowed on 3rd pull attempt when space allows.
9. Three succeeding attempts to hook to the sled constitutes a pull. After six succeeding missed attempts, team is disqualified.
10. A trial constitutes the moving of the sled and weight in any direction. Each time the sled is moved, a trial will be called and the stake moved ahead if necessary.
11. The team with the longest distance shall have the option to return and pull if their distance is not exceeded. When the distance is exceeded they will return and pull immediately.
12. If a tie occurs, the team with the second longest distance shall be placed above the others.
13. Breakage of harness or equipment will constitute a pull with the distance credited to the team. Five minutes will be allowed for repair. The team must remain in the pulling area.
14. Teams may be tied together with check lines only. Hitching with cross tugs is prohibited.
15. Bridles may be open faced or have blinders. No changes may be made after the contest starts.
16. Mistreatment of horses is not allowed! First penalty will be loss of one pull attempt. Second penalty will be disqualification from entire pull. Mistreatment shall include, but not be limited to pulling team back against the sled, jumping or lunging into a start, or any form of striking, whipping or poking the horses with a pointed instrument. Load must be pulled in a straight direction, no see-sawing.
17. Any team too rank or excited that the judge feels may endanger other teams or drivers will be excused by the judge. If a team breaks away FREE from driver and helpers during the contest, it is automatically disqualified from the competition.
18. Use of profanity and/or intoxicating beverages or drugs will disqualify entry.
19. The judge's decision will be final. Anyone disputing the decision of the judge will be immediately disqualified.
20. Random teams may be tested for administration of drugs. Positive test results will result in disqualification.
21. Once teams are in the ring, horses cannot be given any food, water, or any other substances, and must remain in the ring until released by the judge.
22. Disqualification for any reason means all forfeiture of any prize money.