



**CANADIAN WESTERN AGRIBITION**  
**NOVEMBER 22 - 27, 2021**



## CHORE TEAM EVENTS

**Chore Team Competition:** 10:00 AM, Monday, November 22

**Chore Team Heritage Demonstration:** 12:00 PM, Monday, November 22. Chore Team Competition will resume following demonstration.

**Chore Team Finals:** 12:00 PM, Tuesday, November 23

**All events will take place in the Brandt Centre.**

After competing in all events, each team will receive an honorarium from Canadian Western Agribition in the sum of \$250.00.

## RULES AND REGULATIONS

1. All entries are subject to the General Rules and Regulations of Canadian Western Agribition. Please refer to these rules and read them carefully.
2. Entry Fee: \$150/team (stall included). GST payable on all fees. Enter online at [www.agribition.com](http://www.agribition.com)
3. Entry Deadline: October 1. Note: Limit of 12 teams – teams will be accepted on selection by committee. The top 8 place teams from the previous year's Agribition Chore Team Competition will be invited to enter and a position will be held for them. Although the position will be "held" for them it is the competitor's responsibility to register for the competition, if they fail to register the position will be forfeited. The remaining positions will be chosen by the committee. The remaining positions will be filled from the entries submitted to Agribition. The successful entries will be chosen from their "resume", for example the number of competitions and the results from other chore team competitions so it is important to list recent achievements.
4. Arrival and Release times: Horses may enter the barns at 12:00 PM on Sunday, November 21. Must be in barns by 8:00PM Sunday, November 21. May be released following last event on Tuesday, November 23. Horses must exit the barns by 8:00 AM on Wednesday, November 24.
5. Teams must participate in all three events.
6. **Dress Code:** The teamster and helpers must be attired in western wear during the competition: sleeved shirt with collar and appropriate footwear. The horses must be properly presented, the harness well maintained with no inappropriate additions.

## CHORE TEAM RULES

1. The teamster's name on the entry form must be the teamster who competes. Any exceptions to this must be approved by the committee prior to competition.
2. Teams must perform at a controlled walk or trot. Teamsters must not drag their lines and traces must be in their carriers when teams are moving.
3. Timing will start at the line 25ft before the gate. To make the competition equal the gate has been changed to a rope. The rope must be unhooked then opened in the fashion of a barbed wire gate. The rope gate cannot be dropped and driven over. Teamster comes to gate (drapes or drops lines), open gate, drives through, and closes gate. Assistant may stand behind the team for safety purposes as the gate is worked. If the assistant has to pick up the lines for a team that won't whoa, points for that obstacle will be lost. Teamster proceeds to the sleigh.
4. Teamsters must carry their lines from the gate forward. Points will be deducted at the judges' discretion to a maximum of 5 points.
5. Teamster drives to the sleigh positioned in the arena, hooks to the sleigh (assistant may not help hook) and attempts to move a load of 1200 lbs. for a distance of 14 feet, then unhooks and drives to keyhole. Maximum of 2 attempts to move the skid.

6. Teamster drives into keyhole and hooks team to a fifth-wheel wagon and hooks team to wagon unassisted. Assistant must wait outside the keyhole until team is hooked. After teamster has boarded wagon and is in control of his team and wagon is not moving, then assistant can now board wagon. Assistant must be in contact with the seat at all times, except when performing loading duties at the loading dock. Once hooked, teamster turns wagon 180 degrees without touching the chalk line and drives out of keyhole. When hooking the wagon, the team must stay inside the chalk mark outlining the keyhole. Teamster now proceeds to the alley.
7. Team and wagon move into the alley obstacle. Rails are situated to allow only enough room for team and wagon to make it through the maneuver. Teamster now proceeds to the figure eight.
8. Team and wagon execute a figure eight around cones. Teams enter figure eight between the two cones and proceed to go around the cone "A" entering from the board side and turning towards the center of the arena then proceeds around cone "B," again entering from the board side and finishing in the center of the arena. There will be a 3 foot circle marked out around the cones, bonus points will be given to teamsters that maintain contact with the 3 foot circle with the rear wheel of wagon while rounding the cones. Points will be taken away for contact of the cone. Teamster now proceeds to the alley.
9. Team and wagon must enter the second alley and proceed far enough ahead to reach mailbox from the wagon then the teamster must stop and open mailbox and place letter in mailbox, close the mailbox and raise the flag on mailbox. After the mail has been delivered the teamster must back the team and wagon up far enough to accommodate an exit from the alley without contacting the alley barriers. After exiting the second alley, the teamster proceeds to the dock.
10. Teamster backs wagon to the dock then fans left until the wagon tongue is parallel or past the chalk line then pause the team, then fans to the right until the tongue is parallel or past the chalk line and again pause the team, then the team is brought back to center position. Wagon must be in contact with dock between the pylons, when the wagon is properly positioned, the assistant can now perform unload/load duties. Assistant places cream can from wagon on to dock then places cream can on dock back on wagon. Assistant must have both hands on cream can when moving can to and from the dock. Cream can must be in upright position when set on the dock and must be in the upright position when placed in the "cream can holder" on the wagon. After unload/load duties are complete, assistant must be back in contact with seat before teamster moves wagon. Chalk line is set at the same length as the measurement from the rear of the wagon to the tongue pivot of the wagon. Teamster now proceeds back to the keyhole.
11. Team drives back into the keyhole and parks wagon for next contestant. Assistant must leave the keyhole while the teamster is still on the wagon and is in control of his team and wagon is not moving, then the teamster can exit wagon and unhook wagon and exits the keyhole. Timing stops when wagon tongue touches the ground. Team must successfully exit keyhole to receive total points.

**Please Note:**

- Teams will be excused from competition for unsafe or out of control behavior, this is at the discretion of the ring man.
- Use of hitching aids or driving aids will result in a loss of points at judges' discretion to a maximum of 5 points.
- Harness breakage will be at the discretion of the ring man if the break is deemed to be unsafe then the team may be excused.
- There will be a 10 minute time limit, at the 10 minute mark points will be tabulated on tasks completed and the team will be asked to move to the key and unhitch.
- Age and or health exemptions to allow assistance will be determined at the exhibitor's meeting.
- Traces dragging on the ground after completion of a task will be assessed a 2-point penalty per trace. Example: 4 traces = 8 points, this penalty will be assessed per infraction.

### Chore Team Competition Points:

Enter Arena	5 points	Alley and mailbox	10 points
Hook to sleigh; move 14ft	10 points	Back to the dock, fan both ways	10 points
Hook to wagon in keyhole; swing & exit	15 points	Enter keyhole, unhook, exit keyhole	10 points
Drive through alley	10 points	Time to complete course	20 points
Figure 8	10 points		

### Timing/Points Breakdown:

5 minutes – 5 minutes 30 seconds = 20 points	8 minutes – 8 minutes 30 seconds = 8 points
5 minutes 30 seconds – 6 minutes = 18 points	8 minutes 30 seconds – 9 minutes = 6 points
6 minutes – 6 minutes 30 seconds = 16 points	9 minutes – 9 minutes 30 seconds = 4 points
6 minutes 30 seconds – 7 minutes = 14 points	9 minutes 30 seconds – 10 minutes = 2 points
7 minutes – 7 minutes 30 seconds = 12 points	Over 10 minutes = 0 points
7 minutes 30 seconds – 8 minutes = 10 points	

### FEED TEAM RACE RULES

1. Driver cannot touch bales.
2. Race is two laps; bales are on the plywood at start of race.
3. Race pattern as per drawing and must be followed for both laps.
4. Horses and sleigh must be in the hitching area with the team's horse's heads behind the first plywood prior the start of the race.
5. Time starts when the first bale is handled (helper's gloves or body touches any part of the first bale).
6. Time stops when front of sleigh passes over the finish line after completing the 2 laps.
7. Teams must be kept to a walk or a trot.
8. Teams must be completely stopped when bales are being loaded or being taken off sled.
9. The driver and helper must both ride on the sled except when loading or unloading the bales. Both must be on the sled before the team starts and stops at each stop including the start of the race and the finish of the race.
10. First lap, bales are picked up, bales must be handled one at a time.
11. Bales are to be stacked 2 on top of 2 on top of 2.
12. Team runs pattern as shown, slalom through the plywood when picking up the bales and straight back down when coming home.
13. Second lap, bales are dropped off, again bales must be handled one item at a time.
14. Bales must be placed neatly back on the plywood, 2 bales per plywood.
15. Team runs same pattern as picking up bales, slalom through the plywood when picking up the feed and straight back down when coming home.

**Fastest time wins. 10 - point penalty = 5 seconds added to time.**

### Feed Team Penalties (per infraction)

Broken Bale	20 points	Bale off plywood	10 points
Loping	10 points	Handling more than 1 bale at a time	10 points
Fail to stop	10 points	Off pattern	Disqualification
Helper not on sled	10 points		

### WATER BARREL RACE RULES

Teams must go around OUTSIDE of pylons – going to the inside will be a disqualification.

1. Team enters arena and hooks to sled. On the sled will be a barrel full of water.
2. Team then proceeds around the outside of pylons, stopping and starting team at each pylon, trying not to lose water.
3. Once around the entire circuit, teams must unhook sled. Remaining water will be measured. Team with the most water left wins the event. In the event of a tie, the fastest time will determine the winner.