

Event Description and Rules

Dummy Roping

1. Point Event
2. Each contestant is allowed 3 loops and will rope a dummy on the ground at given distance
3. Horned catch = 2 points, neck or half head = 1 pt. In case of a tie, line will be moved back and the contestant will do a rope off.

Boot Race

1. Race Event
2. Contestants will place both boots in a pile and move to the start line.
3. At “Go” contestants will race to pile on foot, find boots, place boots on and run to the finish line.
4. First contestant across the finish line with their own boots on wins.

Speed Barrel

1. Timed Event
2. Contestants will use a horse and be timed on their speed around one barrel. Fastest time wins.

Goat Ribbon Pull

1. Timed Event
2. Goat will be staked at the end of the track area.
3. Each contestant will ride a horse, dismount, and pull a ribbon off the goat's tail. Fastest time wins.
4. Parents are able to help manage horse as needed.

Rawhide Race

1. Race Event
2. 2 person team
3. One individual will stand at east end of track with hide while the other is at the west end on horseback
4. At designated start individual horseback will race to hide where they will toss a rope to be ran through the hide, then individual on ground will ride hide while being pulled by horse to finish line. Fastest time wins

Breakaway Roping

1. Timed Event
2. There will be a 30 second time limit to complete the catch.
3. Only one loop will be permitted. A dropped loop is considered a thrown loop.
4. Rope must be tied to saddle horn with a nylon string and have a handkerchief or other colorful cloth attached to the rope at the saddle horn. String will be provided.
5. The field judge will flag the contestant when the rope breaks away from the saddle horn and time will be given.
6. Time to be given between barrier flag and field flag.
7. The contestant will receive a “no-time” should she break the rope away from the saddle horn with her hand.
8. The contestant must pass through the barrier before throwing her loop.
9. Breaking a barrier will result in a 10 second penalty.

Triathlon

1. Timed Event
2. The event will start with a breakaway that will flow directly into the barrel pattern and finish by dismounting the horse and tagging the goat with their hand at the end.
3. Fastest time wins. 15 seconds added for missing steer, 5 seconds for each barrel knocked over.

Reining Pattern

1. Score Event
2. Pattern will be provided
3. Will only box cattle at conclusion of pattern with a time limit of 2 minutes
4. Highest score wins

Rescue Race

1. Timed Event
2. 2 person team
3. 1 member will be on a barrel and 1 member will be on horse back. Rider will be timed on speed they are able to pick up person on barrel and cross finish line.

Dally Ribbon Roping

1. Timed Event
2. 2 person team
3. Horseback rider will come from the roping box to head steer.
4. Once steer is caught, the runner on the ground can leave designated point on the fence to collect the ribbon off the steer.
5. Once collected, runner must run ribbon to point where they began, fastest times wins

Team Sorting

1. Timed Event
2. 2 Person Team
3. Number will be called, team will begin their sort with that number and continue on consecutively.
4. Any cattle that cross the line/gate out of order will result in a no time
5. Time will stop when the last cow in the sequence is across the line/gate. 3 minute time limit.
6. Fastest time wins