

Fort Verde Days Rodeo

Wild Horse Race

October 11th & 12th, 2024 at the Camp Verde Equestrian Center

Entry fee is \$300; entry fees are to be mailed to: CVAA, 112 W Fort McDowell PL, Camp Verde, AZ 86322. Personal checks will **not** be accepted. Entry fee will only be accepted by Cash, Venmo, Paypal, Money Order or Cashiers Check, payable to CVAA. Entries will be limited to 12 teams, with 6 teams competing nightly. All competitors must be at least 18 years of age. No walk up entries will be accepted.

Track Rules:

1. Teams shall enter the arena to begin competition only when directed by the coordinator/judge
2. A cotton or hem (no nylon or lariat ropes) shank rope not less than 1" thickness and less than 15' long with quick release
3. Contestants may not mug or make contact with the horse until given orders to GO. No one may touch their horse prior to the start of the race.
4. Team's equipment will be inspected before taking their horse.
5. Cowboy dress code will be enforced (long sleeve shirt, jeans, boots, and cowboy hat)
6. No companions or people without contestants number will be allowed in the arena
7. No alcohol is allowed in the Wild Horse Race ready arena
8. Each team's saddle shall be provided with sufficient padding to protect the horse and a cinch
9. Absolutely no hot shots allowed. Any use of hot shots will result in disqualification for the entire rodeo
10. Any behavior deemed to be rude, crude, belligerent, unsportsmanlike, disrespectful or where substance abuse might be suspected shall be subject to disqualification from the entire rodeo and forfeit of entry fee
11. Contestants shall not enter into the stock pens, interfere with the loading of stock or have contact with the stock at any time prior to the horses being loaded into the chutes. At the contractor's request, assisting with slider and gates will be allowed during loading of the stock
12. At no time shall any contestant act in a cruel or abusive manner towards any animal
13. Chutes will be assigned after the horse has been loaded into the chutes by numbers with draws by contestant leader (numbers in a hat)
14. Once a chute is drawn, contestants may size their halters on the horse inside the chute
15. No trading chutes or interfering with another teams stock or equipment is permitted
16. No person from the back of the chutes is allowed to assist in the starting, pushing, or hazing the horse
17. No team shall cross the starting line until the signal is given to begin the event

18. When the starting signal is given, teams shall travel to their chute and open their gate to begin the competition. You are given 3 minutes to have a successful ride
19. Crossing the start prior to the signal will be disqualification from that performance and any winnings forfeit at the judges' discretion
20. Each team will not mug or saddle their horse until it crosses the open chute gate length. If mugged or saddled inside the chute will result in disqualification from that performance.
21. Each team must mug and saddle their horse before reaching the designated finish area
22. Mugging, saddling or mounting inside the designated finish area will result in disqualification from that performance and any winnings at the judges' discretion
23. No team will purposely use any abusive method to stop or slow the progress of their horse (i.e. choking down or intentional tripping) or external barrier (i.e. bouncing horse off fences or gates)
24. No choking down, no blocking of airways, no deliberate tripping, no half hitches around the horse's neck by halter shank or rope, and no mugger may take hold of the horse's eyes or mouth in any manner. No biting or grabbing horse's ears. No gouging of the eyes or grabbing their nose.
25. Once the Rider is aboard the shank rope must be released in its entirety from the halter prior to allowing the horse to travel
26. To PLACE, riders must have one leg visible on each side of the horse, be astride the saddle and facing forward when crossing between the barrel and the fence
27. Failure to cross the finish line is considered a "no cross". Mugger and shank man may haze their own horse as long as they do not cross into their marked areas around the finish barrel
28. If the rider is bucked off after being released, that team is considered a "no cross" and must exit the arena
29. Once team loses contact with horse, contestants may not pursue or recapture, and they must leave the arena
30. Any horse crossing into the finish area, with shank rope attached, will result in a "no cross" for that team
31. Once rider is released he/she may cross the indicated finished area in either direction