

MAXWELL RODEO EVENT DESCRIPTIONS

Lead Line 6 & Under

To be judged at a walk and trot both ways and to halt and stand quietly. Event will use ½ the arena.

Tom Thumb/Walk Jog

To be judged on the rail at a walk and trot both ways and to halt and stand quietly.

Single Stake

Go through timing line to pole, turn pole in either direction, return across timing line. Five second penalty for pole knocked down.

Birangle

Go through the timing and run to the inside of either pole. Turn the pole and run to the second pole, turning in the same direction as the first pole. Return to the timing line. Five second penalty for every knocked down pole.

Barrels

Go through the timing line, run a cloverleaf pattern starting with either barrel first. Five second penalty for every barrel down. National High School Rodeo Rules apply.

Boot Race

Shoes from participants will be placed in a pile in the arena. All participants will be released from the start line to retrieve their boots. First five participants to cross the finish line with their shoes on win. All participants win a prize.

Mystery Scramble

All students will start at the West fence. Announcer will call a start time and the first five participants to bring an animal to the judge win. All participants win a prize.

Jim Dennis Memorial Sheep Riding

Rider may ride with both hands. All riders will be timed. Judges will be looking for a 6 second ride. Must ride until whistle blows or they fall off.

Calf Scramble

This a two person team. Calves will already be haltered and loose in the arena. Contestants will be given one lead rope per team. Then, contestants will snap the lead rope on to the halter and lead the calf to the center of the arena, to the barrel. First team to get their calf to the center of the barrel wins. In the event the contestants cannot catch their calves in 3 minutes, a member of the Rodeo Royalty will run to a team and assist the team to get their calf to the center.

Pole Bending

National High School Rodeo Rules Apply. Go through starting line, go along either side of the poles to the last pole, turn around the last pole and weave through poles, turn the last pole and weave back and turn the last pole and go along the side of the poles to the timing line. Knocking over a pole is a 5 second penalty.

Sheep Dressing

Two person team, one being child and one an adult (over 18). Teams will be timed how long it takes to put on a set amount of clothing articles. Three different age groups, adult can be on multiple teams.

Steer Riding

Rider may ride with one hand. All riders will be timed. Judges will be looking for a 6 second ride. Contestants will be scored on their time and performance. Must ride when name is called or be disqualified.

Cow Hide Race

This is a two-person event with one person pulling the hide dalled around the saddle horn of the horse, while the other person rides the hide. Once on the hide, the team's time starts once they cross the starting line. They must go down the arena, around the barrel and back across the line. There will be a 5 second penalty for knocking over the barrel. Hide Rider must wear a helmet and should wear coveralls and gloves. Person on horse must be over 18. Rider may pull no more than 3 people.

Cow Riding (9th-12th grade)

Rider may ride with one hand. All riders will be timed. Judges will be looking for a 6 second ride. Contestants will be scored on their time and performance. Rider must spur until timer blows whistle or they fall off. Clinching will lower the riders score. Must ride when name is called or be disqualified.

Open Team Roping

Legal catches in heading are both horns, half-head and around the neck. Any figure-eight catch or front leg cat is not legal. Any catch made by the heeler not being judged must be a legal catch defined as a catch which holds from behind the steer's shoulder and back, around the flank, or on one or both heels, but not by the tail only. Any catch made by the header not being judged which holds from the neck forward, other than a front leg in the catch, is considered legal and acceptable. It is an automatic disqualification when both the header and the heeler fail to complete both catches within two minutes of the steer leaving the chute. Maximum of 3 loops, the roper on the horse being judged may throw only two loops. If more than one loop is thrown only, rider must recoil rope and build additional loop or loops. If the rope fails to catch, he will retire from the arena with no score. The rider who is heeling for the header may use two loops. Riders are to stay mounted. When both ropes are dalled and both horses are facing the stretched steer, run is completed. The rope must be wrapped around the saddle horn at least one complete turn before it is considered a dally. Riders age 50 and over are permitted to have their rope tied onto the horn of the saddle when heading or heeling. Five second penalty for only one hind foot caught, and a 30 second time limit.

Goat Tying

National High School Rodeo Rules Apply. The contestant must be mounted on a horse and must ride from the start line line to the goat, dismount from their horse, throw the goat by hand and tie any three feet together of the goat. Timing will stop when the rider signals the completion of the tie. The tie will be passed on by a field judge and must remain secure 6 seconds or receive a no time. The time starts when the contestant is 3 feet away from the goat.

Amanda Edwards Memorial Ranch Roping

Team consists of two members, one header and one heeler. All teams will be assigned a timer. Time starts when the announcer says "Go." Teams must rope cattle around the head first. Heeler will be assessed a 5 second penalty for one hind leg caught. There will be a 1 ½ minute time limit.

Saddle Cow Riding HS and older **updated rules

This is a two man team. Condition of tack is the team's responsibility. Saddle must have a cinch and latigo. Saddle cows in the chute, mount outside. Rider must ride for 6 seconds. Both teammates must carry the saddle back to the chute and be holding some part of the saddle or it will be a no time. Winning buckles goes to team with a 6 second ride and fastest time back to the chute.

