

## Cowboy Fall Festival 2024

### ShowDeO Rules

First and foremost, this event is for fun! Unsportsmanlike conduct or comments will not be tolerated and the offender will be asked to leave the event and even the premises depending on the transgression.

#### Kids Age Group 0- 5

1. **Balloon Penning** - Children will ride a stick horse and kick one of three balloons into the pen. The child must remain on the stick horse during the race. Balloons can be kicked into the pen one at a time only. All three balloons must be in the pen before the clock is stopped. The rider to have all three balloons in the pen with the shortest time wins.
2. **Stick Horse Barrel Race** - Children must ride the stick horse around the pails in a cloverleaf fashion, as is done in a barrel race, and back to the starting line. Fastest time wins.
3. **Boot Race** - All children will remove their boots and place on the other end of the arena. The boots will be shuffled/scattered. The child must scramble to the other end of the arena and find both of their boots, put them on, and then run back to the finish line, Fastest time wins.

#### Kids Age Group 6 - 8

1. **Jack Roping (on foot)** - The contestant will walk up to the designated spot and throw the rope over the jack. The jack must be drug all the way to the outside of the circle. Once the jack is all the way out of the circle the timer will be stopped. Fastest time wins.
2. **Barrel Race** - The rider will circle each barrel in a cloverleaf pattern and return to the starting line. Fastest time wins. For a tipped barrel, there will be a 5 second penalty.
3. **Keyhole** - The rider will ride though the cones/poles, do a complete circle and come back towards the starting line. Not entering or exiting through the poles/cones will result in a disqualification/no time. A tipped pole will result in a 5 second penalty.
4. **Goat Tail Untying** - the rider will ride up to the goat and dismount. The rider will untie the ribbon from the goats tail and the timer will be stopped when the rider raises their hands with ribbon in hand. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a 10 second penalty will be assessed. Fastest time wins.
5. **Poles** - the rider will ride to the far end of the arena, zig zag through the poles towards the starting line, then circle back and zig zag back to the far end of the arena and run home. Fastest time wins. A 5 second penalty will be added for each tipped pole.

#### Kids Age Group 9 - 11

1. **Jack Roping (on foot)** - The contestant will walk up to the designated spot, throw the rope over the jack. The jack must be drug all the way to the outside of the circle. Once the jack is all the way out of the circle the timer will be stopped. Fastest time wins.

2. **Barrel Race** - The rider will circle each barrel in a cloverleaf pattern and return to the starting line. Fastest time wins. For a tipped barrel, there will be a 5 second penalty.
3. **Keyhole** - The rider will ride through the cones/poles, do a complete circle and come back towards the starting line. Not entering or exiting through the poles/cones will result in a disqualification/no time. A tipped pole will result in a 5 second penalty.
4. **Goat Tail Tying** - the rider will ride up to the goat and dismount. The rider will tie the goat. The timer will stop when the rider hands raise up in the air. The goat must stay tied for 6 seconds after the contestant has backed away from the animal. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a 10 second penalty will be assessed. Fastest time wins.
5. **Poles** - the rider will ride to the far end of the arena, zig zag through the poles towards the starting line, then circle back and zig zag back to the far end of the arena and run home. Fastest time wins. A 5 second penalty will be added for each tipped pole.

#### Kids Age Group 12 - 14 & 15 - 17

6. **Jack Roping (mounted)** - The rider will ride up to the designated spot, throw the rope over the jack. The jack must be drug all the way to the outside of the circle. Once the jack is all the way out of the circle the timer will be stopped. Fastest time wins.
7. **Barrel Race** - The rider will circle each barrel in a cloverleaf pattern and return to the starting line. Fastest time wins. For a tipped barrel, there will be a 5 second time penalty.
8. **Keyhole** - The rider will ride through the cones/poles, do a complete circle and come back towards the starting line. Not entering or exiting through the poles/cones will result in a disqualification/no time. A tipped pole will result in a 5 second penalty.
9. **Goat Tail Tying** - the rider will ride up to the goat and dismount. The rider will tie the goat. The timer will stop when the rider's hands raise up in the air. The goat must stay tied for 6 seconds after the contestant has backed away from the animal. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a 10 second penalty will be assessed. Fastest time wins.
10. **Poles** - the rider will ride to the far end of the arena, zig zag through the poles towards the starting line, then circle back and zig zag back to the far end of the arena and run home. Fastest time wins. A 5 second penalty will be added for each tipped pole.