

# Fairground Showdown Rules

**April 29<sup>th</sup> and 30<sup>th</sup>**

## **PAY OUT**

After completion of the Finals, payment will be made to the contestant with the most cumulative points in each event. One head, or any number of head of stock, or number of runs; 60% of the entry fees are to be totaled and paid as follows:

- 1-4 Entries 1 places paid at 100%
- 5-8 Entries 2 places paid at 60% & 40%
- 9-12 Entries 3 places paid at 50%, 30%, & 20%
- 13-16 Entries 4 places paid at 40%, 30%, 20%, & 10%
- 17+ Entries 5 places paid at 45%, 25%, 15%, 10% & 5%

## **POINT SYSTEM**

Points will be awarded in each class as follows:

1st Place – 10 Points

2nd Place – 9 Points

3rd Place – 8 Points

4th Place – 7 Points,

5th Place – 6 Points

6th Place – 5 Points

7th Place – 4 Points

8th Place – 3 Points

9th Place – 2 Points

10th – 1 Point

No Points will be awarded for No Time

## **ALL AROUND PRIZES**

Contestants must compete in all 4 events to be eligible for the All Around Awards. The Contestant with the most cumulative points in all events will be the All Around Champion. In the event of a points tie, the contestant with the fastest cumulative time will win.

## **AGE DIVISIONS**

All contestants must be 18 years of age or younger (as of January 1st). A signed release of liability is required before participation is allowed.

- PeeWee Division: (Eight (8) and under) Contestants must ride independently.
- Junior Division: (Nine (9) to Thirteen (13)) Contestants must ride independently.
- Senior Division: (Fourteen (14) to Eighteen (18)) Contestants must ride independently.

## **GENERAL RULES**

- Proof of negative Coggins is required on all horses.
- Horse is not allowed to be ran by more than one contestant per event in the same age group.

- Once an event has started, the books will be closed for that event and no one will be allowed to enter.
- The announcer will call the name of each upcoming contestant three times. If the contestant does not come forward and begin the event after the 3rd call contestant may be flagged out by the judge.
- If an electric eye is used, once the eye is broken, the event time will start. If the eye is re-broken before the pattern or event is complete, the contestant will receive a “no time”. In the event of a malfunction with the electric eye, a flag man and stop watch will be used as a backup system.
- Mistreatment of rodeo stock or a contestant’s horse will cause a disqualification.
- Disorderly conduct, quarreling, fighting or abusive language in or around the arena or grounds during an event by any member will cause disqualification.
- Saddle and proper western riding attire and equipment must be used.
- A signed release of liability is required before participation is allowed.
- There will be no talking to time keepers or judge during an event.
- Please help keep the grounds and the arena clean.
- Judge’s decisions are FINAL!

## **EVENT RULES**

### **GOAT TYING**

Senior, and Junior

- A goat string or a pigging string may be used
- Contestant will ride across the timer line to start the time; the time will be called when the judge drops the flag signaling a completed tie of three legs. (Three legs of the goat must be tied for a legal tie to be made).
- After signaling completion (contestants hands in the air), contestant will step back at least 3 feet from the goat and await the 6 seconds.
- Should the horse cross the plane of the rope or comes in contact with the rope a 10 second penalty will be assessed. If the horse steps on the goat it will be a no time.
- Goats will be changed every 5-8 runs

### **PEEWEE GOAT FLANKING**

- The goat will be staked on a 10-foot cotton rope.
- It will be throw as throw can.
- Contestant will ride across the timer line to start time. Time will stop when the goat is flank with all four feet horizontal to the ground. Contestant must remain in contact with the goat all the way to the ground.
- Should the horse cross the plane of the rope or comes in contact with the rope a 10 second penalty will be assessed. If the horse steps on the goat it will be a no time
- Goats will be changed every 5-8 runs.
- Contestants may have a helper or assistance if needed in dismounting.

### **GENERAL RACE RULES**

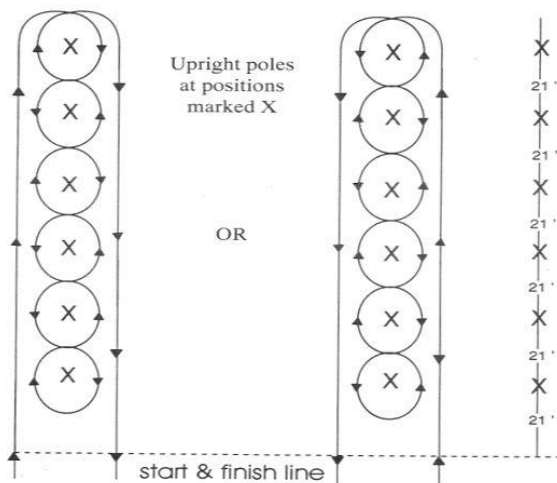
- Electric timer will be used.

- In the event of a malfunction caused by an electric eye or any type of condition in the race events, flag time will be used as the official time until the electric eye can again be used. If the flag time is not available, the contestant will receive another run.
- There will be a disqualification for not following the patterns.
- If a horse re-crosses starting line at any time before the pattern is complete the pattern is considered broken, resulting in a no time.
- All contestants will run with a closed gate- NO EXCEPTIONS!!

## POLE BENDING

Senior, Junior, PeeWee

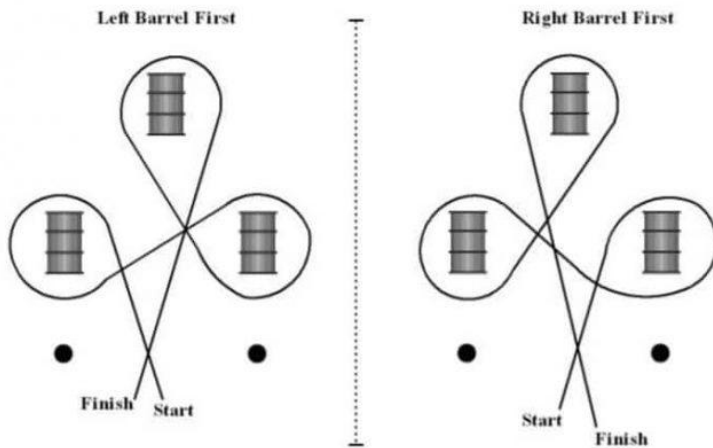
- Pole bending is run with 6 poles spaced 21 feet apart and 21 feet from the starting line. The electric eye will be used to time the run.
- Touching poles by contestants or horse will be allowed. Contestants may try to keep poles from falling.
- A 5 second penalty will be assessed for each knocked over pole and will be added to the final time.
- A broken pattern shall be defined as retracing their tracks to finish the pattern and/or passing the plane of the pole on the off side.



## BARREL RACING

Senior, Junior, PeeWee

- The standard clover leaf pattern will consist of one right & two lefts, or one left & two rights. Additional turns will result in a broken pattern.
- A rider will be disqualified for any of the following reasons:
  - Turning before the barrel instead of around it.
  - Failure to turn all three barrels.
  - Coming back across the finish line before turning all three barrels.
  - Breaking the pattern. (No backwards motion-passing a barrel on inside-re-crossing the time line, failure to turn all 3 barrels, etc.)
- There will be a 5 second penalty assessed for every barrel knocked over. This penalty will be added to final time.



## FIGURE 8 RACE

Senior, Junior, PeeWee

- Two barrels will be set in the arena.
- Contestants will cross the timer line, ride straight down to the far barrel completing a left or right turn. Contestants will ride back to the other barrel turning the opposite direction. They will ride back to the far barrel completing the Figure 8. Contestants will then ride straight back across the timer line.
- There is a 5-second penalty for knocking over each barrel.
- Turning a barrel, the wrong direction is considered off course and will result in a No Time.
- Re Crossing the Timer line will result in a No Time.

