

Spring Fever Gymkhana

GENERAL RULES

1. Entries accepted up until the first run of the rodeo.
2. Contestants may enter and pay online, mail entry forms with fees or enter and pay in person at the rodeo.
www.wheretwotrailsmeet.com/spring-fever-gymkhana
email: reganlisnyder@gmail.com
Mail:
Regan Snyder
PO Box 1178
Norwood, CO 81423
3. Western attire is NOT required.
4. If a contestant fails to participate in any event in which they are entered, for any reason, the contestant will not be given a re-run and the entry fee will be forfeited. The contestant may compete in any other events which they are entered.
5. No time only runs.
6. If a contestant severely injures or kills a calf during a breakaway run, he or she will be responsible for paying the salvage value of the animal.

PAY OFF SCHEDULE

100% pay back to kids, less the cost of buckles.

4 or less contestants: Winner Takes all

5-8 contestants: 60/40

9-12 contestants: 50/30/20

13-19 contestants: 40/30/20/10

AGE GROUPS

1. Age as of midnight on December 31 of preceding year.
6 & Under
7-10,
11-14
15-18
2. A contestant may choose to move up an age group but must do so for all events entered.
3. Boys and girls will compete together in all events. No contestant will be denied entry into an event if they meet the age requirement.

POINTS & PRIZES

1. Contestants may enter twice but must designate which run counts for points.
2. Buckles awarded to high point contestant in each event age division.
3. Must attend 3 out of 4 gymkhanas to qualify for prize buckles.
4. The points awarded for each event are 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 place = 1 points

5. The total points earned by a contestant will determine event winners and all-around winners.
6. Points will be awarded in every event run. Points will count toward all-around in every event run. One contestant constitutes an event.
7. In the event of a tie for an event age division champion the following tie-breaker rules will apply:
The total points won by a contestant. Then,
The total number of first places won by a contestant. Then,
The total number of second places won by a contestant. Then,
The total number of third places won by a contestant, and so on and so forth.

CONTESTANT DISQUALIFICATIONS

1. Contestants will be disqualified for any of the following offenses:
 - a. Being under the influence of alcohol, or any other illegal substance,
 - b. in the arena or within 100 yards of the arena.
 - c. Fighting or quarreling on the fairgrounds.
 - d. Mistreatment of any stock.
 - e. Refusing to compete during a performance.
 - f. Cheating or attempting to cheat.
 - g. Abusive or foul behavior or language in the arena or surrounding areas.
2. Contestant will be disqualified for being in the pen with livestock at any time, except when accompanied by the stock contractor, arena director, or a judge, or when assigned to work in that area.
3. Contestant may be disqualified only by agreement of the rodeo judges and the arena director.
4. No adults, except designated officials, will be allowed in the arena; with the exception that one parent or other adult may be allowed to assist each contestant. Parent, or other assisting adult, may not cross the start line. If parent crosses start line before run is completed, it will be a no-time.
5. Parent, or other adult assisting contestant, will not be required to be in Western attire.
6. No protests, arguments, interference, or disturbance of any sort will be tolerated in the arena by any contestant, parent, relative or assistant. Judge may disqualify a contestant for violation of this rule.
7. Complaints will be submitted, in writing, duly documented and signed, immediately following the rodeo to the Arena Director.

RULES TO INSURE HUMANE TREATMENT OF LIVESTOCK

1. Animals for all events will be inspected before the gymkhana and no sore, lame, sick or injured animal, or animal with defective eyesight shall be permitted.
2. No animal shall be beaten, mutilated or cruelly prodded. Standard electric prods should be used as little as possible. No electrical devices may be used by a contestant or on their horse. No sharp or cutting objects in cinch, saddle girths, or flank straps shall be permitted.
3. No stimulants or hypnotics to be used or given to any animal used for contest purposes.
4. Contestant will be disqualified for any mistreatment of livestock.

ANNOUNCERS

1. It shall be a violation of the rules for an announcer to deliberately misrepresent any contest action.
2. Contestants' times shall be announced during timed events.

TIMERS AND FLAGGERS

1. Electric eye timers will be used in all timed events, **and additionally a rope barrier will be used in roping events.**
2. There will be at least one back-up timer with a stopwatch for each eye.
3. The time on any electric eye shall prevail, unless the eye fails, then the back-up time will stand. Times will not be averaged between the two clocks. If both times are missed, it will be at the judge's discretion if the rider gets a re-run.
4. All timers should be familiar with the operation of their clock. All timers will start and stopwatch with the flagger, not the contestant.
5. Flaggers will stand at the eye for timed events and will keep in plain sight for the timers.
6. In all events, time will be taken between the two flags.
7. In all events, flagger is to always flag time first, and then flag a no-time if run is not legal.

BREAKAWAY ROPING

1. Senior and youth age divisions will rope calves out of the box.
2. Juniors will rope the sled dummy out of the box.
3. Pee Wee age division will rope the calf dummy from the ground.
4. Roping events will be conducted in a closed arena.
5. In all roping events, horse must clear the box before first loop is thrown.
6. In all roping events, contestant is allowed a "pusher" for calves. If any part of the pusher's body breaks the place of the chute gate before the animal releases the barrier, the contestant will receive a no-time. No rattling of chute for any contestant at any time during any event.
7. Breakaway calves will be chute run
8. The rope must be attached to the horn in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope.
9. Contestants must use approved string and have it tied on at the end of their rope. This must be checked by the barrier judge before entering the roping box.
10. If rope is broken free from horn by contestant or won't break free when calf hits the end of the rope, the contestant will receive a no-time. If rope happens to dally horn, roper may ride forward and un dally rope, but calf must break rope from horn.
11. Rope must be tied to the horn and may not be run through bridle, tiedown, or neck rope or any other device.
12. A colored cloth or flag must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
13. The catch as catch can rule shall apply after the loop has passed over the calf's head. Rope must be released from the contestant's hand to be a legal catch.
14. Contestant cannot receive assistance, of any kind, after crossing the starting line.
15. Contestants will have one loop.
16. One minute time limit on event.
17. 10 seconds will be added to the run if the barrier is broken.

RACE EVENTS

1. In all race events the horse's nose must be flagged coming and going over the line. Time will be taken between the two flags.
2. The pattern will be considered broken and a no-time given if, at any time after crossing the start line, the plane of the start/finish line is broken by the contestant or their horse, before completing the pattern and crossing the finish line.
3. In all race events, contestant will be given the option of taking a manual time or rerun, to be run at the end of their age group, if the electric timer fails.
4. No re-run will be given due to faulty or broken equipment furnished by the contestant in any event.
5. Each contestant may have one parent or other adult assistant in the arena during their run.

6. Arena gate will be closed and secured after each contestant enters the arena and remain closed and secured until the contestant's horse is stopped and under control.

BARREL RACE

1. The contestant may start on either the right or the left barrel. When starting on the right barrel, there will be one right turn and two left turns around the barrels only. When starting on the left barrel, there will be one left turn and two right turns around the barrels only. When the rider makes a full turn before or after making the actual turn around the barrel, the contestant will be considered to have broken the pattern and will receive a no-time.
2. The barrels must be at least fifteen feet from the fence. The start and finish line must be not less than fifteen yards from the gate end of the arena. The first barrel must be twenty yards from the start/finish line.
3. The suggested pattern distance is thirty yards (90 feet) between the first and second barrel and thirty-five yards (105 feet) between the second and third barrels. This may be adjusted for arena size.
4. There will be a five second penalty for each barrel knock over. Contestant will not be penalized for touching barrel.
5. Not following the pattern will result in a no-time.
6. The starting line and all the barrels will be permanently marked for the entire barrel race. The barrel marker shall be held up and barrel placed directly against the rope in the inside of the marker.
7. Both ends of barrels used must be intact.
8. Each contestant will have a one-minute time limit.

POLE BENDING

1. There will be six poles placed twenty-one feet apart and the first pole shall be twenty-one feet from the start/finish line. The furthest pole will be at least twenty-one feet from any fence. There should be ample start and stopping room between the start/finish line and the gate.
2. For each pole that is knocked down, there will be a five second penalty. Contestant will not be penalized for touching poles.
3. Rider may start on either the right or left side. When rider makes a full turn before or after making the actual turn around the end pole, or while going through the pattern, the contestant will be considered to have broken the pattern and receive a no-time.
4. The gate will be closed and secured once contestant has entered the arena. Gate will remain closed and secured until rider has horse stopped and under control.
5. Each contestant will have a one-minute time limit.