

# Siskiyou Golden Fair

## Rodeo Rules

The Siskiyou Golden Fair is producing an Invitational/Qualifier Rodeo as the 2019 Fair Rodeo. The Rodeo will consist of a performance of 9 contestants or teams per event. In timed events the three first place winning teams or individuals will be invited by the committee to compete in the “Shootout”. The day of the Mechanics Bank Rodeo Shootout presented by Pape Machinery, a qualifying slack rodeo will be held to determine the remaining contestants. The rough stock events will be filled by invitees from the three qualifying rodeos.

Performance events: Mutton Busting, Barrel Racing, Break Away Roping, Ranch Broncs, Siskiyou Saddle Cow, Bull Riding, Team Roping, Mixed Team Roping and Ribbon Roping.

### **QUALIFICATIONS:**

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The Siskiyou Golden Fair Rodeo Committee (SGFRC) will invite the 1<sup>st</sup> place timed event winners from the Jefferson State Stampede (Qualifier #1), The Pleasure Park May Rodeo (Qualifier #2), and the Old Time Rodeo in July (Qualifier #3). Contestants can only qualify one time in each event and will qualify in the order of the qualifying rodeos. Should a contestant already be qualified in an event, a win at a future qualifier is considered a non-qualification by the SGFRC. If the SGFRC cannot fill the timed event invite from any of the qualifying rodeos, the contestant will be selected from the qualifying slack rodeo the day of the “shootout”.

Rough stock events will be filled by invitation from the three qualifier rodeos with three invitees each. In the event those events are not filled, SGFRC will draw from entries to fill the 9 contestant roster. **RULE EXCEPTION:** Saddle Cow and Mutton Busting will be filled with a roll down within that qualifier rodeo – qualified ties at any rodeo supersede roll downs.

Any contestant that declines an invitation, other than a partner’s medical reason, will not be allowed to enter the qualifying slack rodeo in the event they were qualified for. Team events will allow the partner of a contestant that had to withdraw due to a medical reason to find a new non-qualified partner and compete in the team event.

## **NON-QUALIFICATIONS:**

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Contestants will be considered non-qualified at any qualifying event after qualifying for the shootout and will not be invited a second time for any event. For instance, if a contestant qualifies at the Jefferson State Stampede – a first place finish at the May or July rodeo would be considered a non-qualification in that event. In team events, the partner that is already qualified would non-qualify both contestants. Partner 2 of this team is not considered an invitee and can compete with another non-qualified partner in the slack qualifier at the shootout.

## **EVENT RULES:**

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Events will be governed by CCPRA rules, with the exception of Saddle Cow, Ranch Bronc and Ribbon Roping.

### **Saddle Cow –**

1. Chute draw for saddle cow is as follows:
  - Chute 1 – May Rodeo Team 3
  - Chute 2 – Old Time Rodeo Team 2
  - Chute 3 – May Rodeo Team 2
  - Chute 4 – Jefferson Stampede Team 2
  - Chute 5 – Jefferson Stampede Team 3
  - Chute 6 – Jefferson Stampede Team 1
  - Chute 7 – Old Time Rodeo Team 1
  - Chute 8 – Old Time Rodeo Team 3
  - Chute 9 – May Rodeo Team 1
2. Each team must provide their own saddle; no sharing will be allowed and an attempt to share will result in a disqualification (DQ).
3. All saddles must have a latigo and a cinch.
4. A qualified ride is 6 seconds. In the event the cow falls, the time will continue only if the cow has crossed the plane of the gate when open at a 90 degree angle from the chute and the rider maintains a “riding position” (judge’s discretion).
5. Time begins when the cow breaks the plane of the gate open at a 90 degree angle from the chute opening approximately 8’. The timer may be in the arena or the flagger will drop the flag to start the time.
6. No hand holds (e.g. night latches) may be used. The rider must only use the tail rope and latigo.
7. The hazer cannot touch the cow during the ride.

8. The saddle must be returned to the chute from which the cow was released.
9. Both the Rider and the Hazer must have a hold on the saddle when it is thrown into the chute.
10. No gimmicks are allowed
11. All rules are subject to the judge's discretion.
12. If one member of the qualifying team cannot compete at the fair, the other member must ride and the replacement team member must be the hazer.
13. A team can only compete once at the shootout, representing the qualifier rodeo where they first qualified. If one of those partners has a medical release, the remaining partner must be the rider at the shootout and can find a new hazer.

### **Ranch Bronc –**

1. The rider must ride for 8 seconds.
2. The rider may have a hold on the saddle with both hands and the mark out rule will not apply.
3. Loss of a stirrup will not result in a disqualification.
4. Loss of the bronc rein will result in a disqualification.

### **Ribbon Roping –**

1. A 30 second time limit will be enforced for this event.
2. Roper will only be allowed one loop.
3. A barrier will be in play. 10 second penalty for barrier infraction added to the time.
4. Three legal catches – slick horns, half head and neck roped. All others will result in a DQ.
5. Runner must start and end in the circle.
6. Should the ribbon fall off before the runner touches it, the time will stop when it hits the ground and the team will get a new run without a barrier on a tap and lap basis.

### **Mutton Busting –**

1. Mutton Busting will only have 6 contestants – two from each qualifying rodeo.
2. Mutton Busting will not have a monetary award, buckle only.

***Please note: All contestants including riders, runners and hazers will be required to be in full western attire – cowboy hat, boots and long sleeved shirt – safety helmets are acceptable in place of cowboy hat.***