2024 Cowboy Challenge Rule Book

**\*THIS IS A TIMED COMPETITION. COMPETITORS WILL BE JUDGED ON SKILL, PRECISION, AND ACCURACY.**

**\*This is a Cowboy Challenge event where horses can be provided. Competitors may haul-in their own horse to use. Picture a scenario working on a ranch you get handed a hoss to ride out all day on the range to maneuver through daily obstacles and complete everyday cowboy chores. Do you have what it takes to be an authentic cowboy and cowgal completing everyday ranch tasks with your posse?**

**Points will be assessed for stockmanship, horsemanship, and teamwork.**

**ATTIRE and EQUIPMENT**

* + Competitors MUST be in traditional cowboy attire.
	+ Long sleeve western shirt with buttons or snaps, belt or suspenders, jeans or traditional western breeches with suspenders, western hat or helmet, boots. Cotton or leather gloves are permitted.
	+ Attire encouraged but not mandatory:
		- Chaps/chinks
	+ Horses hauled in must provide Coggins
	+ Tack regulations for horses hauled in:
		- Silver on working tack is ok
		- Tail knots/braided manes and braided tails are allowed
		- Crouper, back cinch, tripping collar, pulling collar, breast collar are permitted
		- Tie downs, Headsetters, draw reins, training forks, martingales, barrel reins are not permitted
		- Leather loop reins, mecates, rommel reins, and split reins are permitted
		- Quality ranch rope
		- Any equine may compete

Equines provided will be outfitted in:

* Rope halter/leadrope
* Rope hackamore
* Bridle with snaffle and mecate reins
* Western saddle pad
* Western ranch saddle with double cinches
* Pulling collar and/or breast collar
* **SCORING**
* Teams are scored by the quickest time. The fastest time achieved must be done in a nondangerous, exemplary manner. Judge also considers skill, precision, and finesse along with quickness.

In case of a tie, competitors time will be asked to complete a wild card obstacle used as a tie breaker.

\***Scoring awarded by judge is FINAL.**

* **Cowboy Challenge Course**
	+ Must complete 12 of 15 obstacles

**Event Description**

* + - Each 2-man team is given 10 minutes. Team will be assigned one course to maneuver through
		- If the course is not completed in 10 minutes or less, that equals no score/no time.

**Division Descriptions**

* Cattleman Division

2-man team (2 horses and 2 riders)

This Division will include but is not limited to various obstacles laid out in a specific pattern leading to the catch pen. This division will include live cattle work. Teams will start in the arena with unsaddled horses. Bridles maybe on. Some of the obstacle that maybe encountered in this division:

* Ranch water
* Punchy Paint Log Drag
* Hold Yer Hoss
* Pony Express
* Professional Gate Opener
* Cowpen Comrades
* Ride and rope
* 1000 pound hay flip
* Poop Pickin’ Posse
* Buckaroo Bridge
* Amateur Horsemen Division

This Division will include various obstacles laid out in a specific pattern like the Cattleman Division, but NO live cow work. Some of the obstacle that maybe encountered in this division:

* Ranch water
* Punchy Paint Log Drag
* Hold Yer Hoss
* Pony Express
* Professional Gate Opener
* Hose Drag
* Cow Catchin’ Day
* 1000 pound hay flip
* Forage Frisbee
* Buckaroo Bridge
* Youth Horseman Division

This Division will include various obstacles laid out in a specific pattern like the Amateur Horsemen Division, but NO live cow work and more suited for youth competitors. Some of the obstacles that maybe encountered in this division:

* Ranch water
* Punchy Paint Log Drag
* Hold Yer Hoss
* Pony Express
* Professional Gate Opener
* Hose Drag
* Cow Catchin’ Day
* Forage Frisbee
* Buckaroo Bridge
* Rookie Hand Division

This Division will include various obstacles laid out in a specific pattern like the Horsemen Division but requires little to no horse handling skills. Some of the obstacles that maybe encountered in this division:

* Forage Frisbee
* 1000 Pound Hay Flip
* Hose Drag
* Wild West Hay Race
* Poop Pickin’ Posse
* Chuck Chuckin’
* Rope Yer Pardner
* Turn out the horses
* Weave to the water hole
* Combat Cowboy Division

This Division will include various obstacles laid out in a specific pattern like the Rookie Hand Division but requires NO horse handling skills. This Division is for those looking to challenge their physical strength. Some of the obstacles that maybe encountered in this division:

* Forage Frisbee
* 1000 Pound Hay Flip
* Hose Drag
* Wild West Hay Race
* Poop Pickin’ Posse
* Chuck Chuckin’
* Rope Yer Pardner
* Turn out the horses
* Weave to the water hole
* Catch the cow tail
* In-Hand Division

This Division will include a simple pattern to execute demonstrating horse and handlers ranch ability.

* + **Obstacle Descriptions**
		- **Rope yer pardner**

Each teammate will take turns roping one another. One must run, one must rope and get the whole body or a foot.

* + - **Ranch Water**

This mounted activity requires both teammates to take turns to carry a ladle of ranch water from a bucket to a mason jar.

* + - **Chuck chuckin’**

Teammates will work together to move a set number of 50-pound feed bags, from a pallet to the barn.

* + - **Horse Thief Special**

This mounted activity requires both teammates to work together individually to completely tack up (saddle) their stolen horse. One teammate leads the horse while the other rides, executes a pattern. Then returns the horse to a designated area to untack.

* + - **Hose drag**

Teammates will work together to individually drag a water hose through a short distance course to get your horses watered.

* + - **Cow Catchin’ day**

 Teammates will use a lariat to rope a dummy cow from the ground or on the back of their horse. Legal head shots are both horns, around one horn and the head, or around the neck.

* + - **Hold yer hoss**

Teammates will work together to individually pick up all 4 feet of their horse. Each teammate must dust and/or pat each sole of the hoof by hand to simulate cleaning the hoof out. Then set down hoof at will. One teammate can hold the horse while the other mate checks their hoss’ hooves.

* + - **Wild West hay race**

Teammates will work together to transport a set number of square bales from a staged are to another, with a provided hay cart. Teammates must work together to successfully move the hay without it falling off the hay cart.

* + - **Catch the cow tail**

Teammates will work together to retrieve a ribbon off of a cows tail.

* + - **Professional Gate Opener**

This mounted activity will require teammates to work individually to open, maneuver through, and close a gate. After two unsuccessful attempts the rider may have his teammate open the gate to ride through and onto the next obstacle.

* + - **Poop Pickin’ Posse**

Teammates will work together to scoop horse poop, (a cowpunchers least favorite chore, but somebody’s got to do it) out of the horse stall and into the manure cart.

* + - **Punchy Paint log drag**

In this mounted activity, teammates will work individually to drag a log through a pattern.

* + - **Grasphalt haulin’ Cowboy**

Teammates will work together to back up a provided horse trailer and motor vehicle through a course with the help of their partner as a ground guide.

* + - **1000 pound Hay Flip**

 Teammates will work together to flip a 1000 pound round bale a short distance.

* + - **Forage frisbee**

 Teammates will work together to throw out a set number of hay flakes into 4 individual tires to simulate feeding time.

* + - **Weave to the water hole**

Teammates will work together to carry two full water buckets through a course to dump into an empty watering hole.

* **Pony Express**

Teammates will work together to locate the mailbag and deliver the mail into its respected mailbox.

* **Cowpen Comrades**

Teammates will work together to sort one cow out of the herd.

* **Ride and rope**

Teammates will work together to rope a numbered cow. Either teammate can rope the cow with any legal head catch using a breakaway rope.

* **Buckaroo Bridge**

Teammates will work together to find a bucket full of horseshoes to transport across a bridge by way of horseback.

* **Turn out the horses**

Teammates will work together to catch, halter, and lead a horse to its turn out area.

* **Tire Flip**

Teammates will work together to move a tractor tire.

* **FEES**
	+ $120 a team, ($60 a person) fees are due the time of pre-registration
		- Finals Awards—Subject to change\*
			* Champion & Reserve Champion
			* 3rd through 6th place ribbons
* **DIVISIONS**
* Cattleman Division
* Amateur Horseman Division
* Youth Horseman Division
* Rookie Hand Division
* Combat Cowboy Division
* In-Hand Division
* **POINTS**
	+ Points follow each individual team.
	+ Points System
		- 1st place—fastest time
		- 2nd place—
		- 3rd place—
		- 4th place—
		- 5th place—
		- 6th place—