



## COWBOY PLAYDAY RULEBOOK

The Cowboy Playday at Cavvieta Quarter Horse & Cattle Company, LLC is an event designed for every type of cowpoke to be able to compete in a laid-back, stress-free, anti-judgement environment. We welcome all types of horse and rider to ride in the cowboy playday, and aim to provide a fun, welcoming atmosphere.

Playday Rules:

\*Please note that words that are *italicized* are updates in the rulebook.

1. Riders must be in cowboy attire
  - a. Boots
  - b. Jeans
  - c. Long Sleeve Button Down Shirt
  - d. Cowboy Hat or Helmet
  - e. Belt
  - f. Optional Equipment
    - i. Chaps/Chinks/Armitas
    - ii. Wild Rags
    - iii. Bolo Ties
2. Horses must be equipped in western tack
  - a. Western Saddle with Horn
  - b. Western Headgear
  - c. Optional Equipment
    - i. Breast Collar
    - ii. Back Cinch
    - iii. Other traditional western tack
3. Competitors must exhibit good stockmanship, horsemanship, and sportsmanship.
  - a. Riders must not rough/harass/mishandle horses or cattle, riders must not handle horses or cattle in any foul manner.
  - b. Riders may compete only on equines in good health.
  - c. Riders may not unnecessarily jerk/spur their horses.



- d. Failure to comply with ideal standards of stockmanship, horsemanship, and sportsmanship will result in disqualification.
  - e. Repeat offenders may be asked to leave the premises.
4. The judge's say is final
  5. Points will be kept throughout the season in order for highpoint and reserve high point in each division to win an award.
  6. Penalties resulting in times longer than the limit for a particular event will be counted as the time limit for that event. For example, if the time-limit for ranch roping is 120 seconds, and a rider finishes in 115 seconds, but received +10 seconds due to the herd scattering, the rider will receive a 120 second run.

#### Cost

1. The entry fee is \$100 per person for all three classes
2. There is a one-time membership fee of \$50 per division, whether you compete at all shows or just one.

#### Event Descriptions and rules:

- Sort-N-Pen
  - A timed event in which a herd of numbered cattle will be positioned in a designated area in the arena. The competitor must sort out the cow with number assigned to him/her by the announcer and/or judge. The competitor must drive the correctly numbered cow across the time-line and pen the cow in the designated pen.
  - There is a 120 second time-limit per rider.
  - There may be 2 riders to help hold the herd from crossing the time line. Herd help may be designated by the competitor or may be volunteers, should the competitor opt out of choosing their own help.
  - The correctly numbered cow that has already been sorted, crossing back across the line will result in a no-time.
  - Incorrectly numbered cattle crossing the timeline will result in a no-time.



- Dismounting at any time will result in a no-time in this event.
- Breakaway Ranch Roping
  - A timed event in which a herd of numbered cattle will be positioned in a designated area in the arena. The competitor must rope the cow with number assigned to him/her by the announcer and/or judge.
  - The competitor must have a breakaway honda on their rope. (Hero Hondas recommended)
  - There is a 120 second time-limit
  - There is no limit of loops that may be thrown until a catch is made
  - A clean/legal catch may be made by landing a loop around any part of the cows head. The loops may break on any part of the cow and still be considered a catch, as long as the loop went about the head.
  - A rider may carry more than one rope, but all ropes used must have a breakaway honda
  - Dismounting at any time will result in a no-time for this event
  - Roping the incorrect cow, unintentionally will *not* result in a no-time unless the competitor fails to break the breakaway honda and rope the correct cow.
  - Scattering the herd will result in 20 second penalty.
  - *If no contestants in the division make a clean catch, there will be a 5 second deduction for a rider whose loop touches the correctly numbered cow. If no contestant catches, there will be a 10 second deduction for a ride who catches ANY part of the correctly numbered cow and breaks the honda.*
- Duathlon
  - A timed event in which a competitor will rope a calf and then tie a goat.
  - Competitor will start backed into the corner of the heel box and will call for a calf to be released from the chute.
  - The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head.



- Rope must be released from contestant's hand to be a legal catch.
- A competitor may use a maximum of 2 loops.
- There is to be no barrier
- When the competitor calls for their calf, it is their responsibility to try to rope the calf, no matter the scenario.
- There is a *120* second time-limit to rope the calf and tie the goat.
- There is a 60 second penalty for missed calf.
- There is a 40 second penalty for a goat that will not stay tied.
- The goat must remain tied for 6 seconds.
- Time is up when a competitor finishes tying their goat and raises both hands, stepping away from the goat.
- *A rider may carry two ropes (one secured to the saddle, until the first loop has thrown and missed.)*
- Calf ropes are *not* to be tied to the saddle A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A flag that is **visible** to the flagman or judge must be attached at the knot end of the rope. The second rope must remain tied until used.
- Leather thong, pigging string or rope may be used for the goat tying.