

## SKIATOOK ROUNDUP CLUB

### 2017 Playday Rules

The Skiatook Roundup Club Officers and Board of Directors have set the following policies listed below.

**Events/Fees:** Mutton Busting \$10, Barrel/Poles/Flags all 3 \$10, Breakaway \$20, Team Roping (\$10 a man), and Goats \$10. Books will open at 5:30pm, and each event will have a random draw for order. All re-rides will take place at the end of the event the re-ride is due in. **Entry fee must be paid before the start of the event you wish to enter.**

**Performance Date and Times:** Playdays will start at 6:30pm with Mutton Busting to be followed at 7pm with Leadline which we will run all Leadline events in the arena at the same time, before moving into other age groups. 2017 Playday Dates March 17 & 31, April 14&28, May 12&26, June 9, 23&30, July 7& 28, Aug 4. **All dates are subject to change due to weather or conflicting events.**

**Conduct:** The Skiatook Roundup Club reserves the right to remove anyone for bad standings under Article III; Section 5 of the Skiatook Roundup Club Bylaws.

**Dress Code/Equipment Requirement:** Saddles are required for safety reasons. No Shorts or Flip Flops. Violations of the dress code/equipment requirement will result in disqualification.

**Animals/Arena:** Abuse of livestock will not be tolerated. Contestants may have a family member/friend shut alley way gate at their own discretion. The club will not provide a gate worker unless they see necessary for the safety of spectator and contestants. Contestants please use caution while entering and exiting the alley way.

**Age Groups:** Ages are as January 1, 2017 contestant must compete in their own age group and cannot move up or down. Leadline is the one expectation.

Leadline, 8&under, 9-12, 13-15, and 16&Over.

**Lead-line:** All lead-line participants who met qualifications are eligible for awards. NO SADDLE WILL BE GIVEN. Lead-line events will be set in the arena in one setting; **and no times will be kept.** The lead-line will have a reduced pattern and is only for children that need assistance either by a parent leading or just walking alongside the horse and rider. The Horse must not **outrun** the leader at any time. If a child starts to ride alone with no assistance they will be required to move to their appropriate age group, but their earned points will not carry over. Leader may stop the horse and assist the child to get the flag. They will have 3 poles to make a complete pattern. Lead-line child will strip the ribbon from the goat's tail with the goat being held. At the end of lead-line all contestant will receive a participation ribbon.

**Events:** Contestants will be announced 3 times in 10 sec intervals after the 3<sup>rd</sup> call contestant will be recorded as a NO SHOW.

#### **8&Under Goats**

The 8&under will follow the same regulations at the older age groups, but they will strip a ribbon from the goats tail.

### **Goat Tying 9& UP**

The goat should be held back behind the stake facing the contestant. The goat should be released when the when the contestant crosses the timer line. The goats will be tied to a stake with a rope which is ten (10) feet in length. Stake should be pounded completely into the ground. No part of it should be visible or above the ground. If goat is down when the contestant reaches it, goat must be standing on at least three (3) feet then thrown and then tie any three (3) legs together with a leather thong, pigging string, or rope. If contestant's hand is on goat when goat falls, goat is considered thrown by hand. The goat must stay tied for five (5) seconds, or the contestant will receive no time. The five seconds will not start until contestant has cleared goat and stepped back at least 3 feet. In the event a contestant is tangled with goat, flagman can start time. Timing will start when contestant crosses the starting line and will stop when contestant signals the completion of the tie. If contestant does not stand clear from goat immediately after completion of tie, he/she will receive a no time. You must clear the rope with both hands before flag is given. If the horse crosses over or touch either the rope, stake or goat, with or without contact to the goat, the contestant will be fined ten (10) seconds. If the goat should break away because of the fault of the horses, the contestant will receive a no time for that run. If the goat should break away any other time, the contestant will receive a rerun. Positions will be drawn for contestants and contestants will alternate goats. Once the horse has crossed the timer line - the run has started. Once the run has started, you cannot cross the timer line again mounted. Doing so will result in a no time.

### **Break Away Rules**

The rope must be tied at end of rope with string provided by the SRUC, so when the calf is roped, the rope will break away from saddle horn. A cloth fabric flag is to be tied to the rope at the saddle horn. The calf's head must pass through the loop. The loop may draw up on any part of the calf's body behind the head. Calf must break string with no assistance from the roper. If the roper assists in breaking string, they will receive a no time. It is permissible to un-foul rope from saddle horn. No time will be given if rope comes loose from saddle horn for any reason before calf is roped, or if rope does not have a flag attached. Ropers will be allowed one loop only. Back gate will be remain open during all calf roping events except for 10 & under. All contestants will use string supplied by producer no exceptions. There will be a ten (10) second penalty for a broken barrier. Ropers may only throw one (1) loop.

**Team Roping (Low #)** - You can enter each way 2 times. He/She can select a partner of any age. The partner does not pay entry fee and will NOT win prize money and/or points. The contestant can switch ends with the same person but the same person cannot head for them twice or heel for them twice. Awards are given on the head side and the heel side. Since everyone has the opportunity to enter 2 times, points will be possible for both entries. The "partner" can rope for multiple entered members. There will be a 10 second penalty for a broken barrier and a five (5) second penalty for a leg.

**Mutton Busting - All Mutton Busting Parents must sign a release** - Helmet and vest are provided by rider. Riding may be done with one hand or two hands. Rider may use rope or no rope at all. Falling off the stock before the buzzer will result in a NO TIME. Rider must ride sheep for six (6) seconds. Riders or Parents may not ask for re-rides. Judges will declare if a re-ride is needed.

**Barrels:** Normal clover leaf pattern will be set with arena conditions in mind. Rider can turn either right or left on first barrel. If a right turn is made first then it will need to be followed by two left turns and if a left turn is made first then it will need to be followed by two right turns. Rider must circle each barrel and will be disqualified if proper turns are not made. Five second penalty will be added for each barrel knocked over.

**Poles:** AQHA pattern will be used. Five second penalty will be added for each pole knocked over.

**Flag Race:** A bucket will be placed on barrel. Rider must circle barrel either right or left, pick up flag from barrel and carry flag back to starting line. Contestant will be disqualified if flag is dropped, or any part of the flag touches the horse. Five second penalty will be added if barrel is knocked over. Only in 8&under after two attempts are made the arena judge may assist with flag.

**Exhibitions:** Will be \$5 per run for Barrels, poles, and flags. Exhibitions will be ran after each event or before if time is available. Only 5 exhibitions will be taken per event.

**No Times:** Breaking Patten, hitting horse with flag, crossing back over timer line, running out of turn, no show at the gate, and outrunning leader.

**Point System:** 1st 12 pts, 2nd 10 pts, 3rd 8 pts, 4th 6 pts, 5th 4 pts, 6th 2 pts Participation 1 pt, No Times 0 pts. Barrel, Flags, and Poles will be combined in their own point scale. Goats, Breakaway Roping, Team Roping, and Mutton Busting will be on their own point scale. **A score sheet with updated points will be posted at every Playday, SRUC Membership and point nomination forms are due before points can be accrued, but you do not have to be a Member to participate.**

**Ribbons:** 1st thru 6th will receive place ribbons. All others will receive participation ribbons. Ribbons will be given at each play day for that day's placing. Ribbons will be given to the following age groups 8&under, and 9-12. All lead-line will receive participation ribbons.

**Fundraisers:** We will have a variety of fundraisers thru the season. If fundraisers are successful and sponsors can be found we will not sell raffle tickets.

**Awards Eligibility Requirements:** Contestants must participate in 8 out of the 12 scheduled Play days. All members competing in playdays must attend at least three (3) meetings per membership card. Family's with less than four (4) participants competing in Playdays must participant in (4) workdays, Family's with four (4) or more participants competing in Playdays must participant in (6) workdays. Workdays maybe bought out at \$100 per workday. All Workdays and meetings must be completed by the last night of Pioneer Day.

**Coggins:** Coggins is always required while horses are at the arena.

**Awards:** Saddles will only be given to age group with 5 more qualifying contestants and if sponsors are available. Excluding all lead-line events and mutton busting. All contestants who meet qualifications will receive Hoodie and other awards.

**If you have any questions at all please call:**

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