Creston Classic Rodeo
EVENT RULES

- **Sort & Rope** Two person team. (#6 & over/#5+ & under) Time starts when team crosses line in middle of arena. Team will ride to where steers are being held, be given a number for the steer they are to bring back down the arena across the middle line and rope. Designated number steer must be FIRST across line or will result in disqualification. Steer must be headed across the line and healed anywhere. Around the neck only. Five second penalty for one hind or front leg catch. 3 loops. May rope twice with different partners or must switch ends. One min. time limit.

- **Ladies Breakaway** Women only. Loop must go over head and break away from saddle horn. Bright flag must be tied to end of rope. 2 loops. Second rope must be tied and ready to go. One run only.

- **Steer Stopping** Roper will start from behind a line. When roper crosses line time will start and steer will be released from roping chute. Three legal head catches - horn, 1/2 head, and neck. Time will stop when steer is facing horse and are on all four feet. Jerking cattle down over backwards will be automatic disqualification. One run only. One loop.

- **Sort & Brand** **(2 ropers must be #5+ or under)** Four man team. One loop per person, designated number steer must be first across line. Headed across line and heeled anywhere. Both front and hind legs must be stretched before iron leaves pot. Around the neck only. Front leg legal. Time called when iron is back in pot. One run only. One loop per person. One and a half minute time limit.

- **Men's Tie Down Roping** One calf. Jerk down rule will be in effect and result in disqualification. One run only.

- **Ladies 4D Barrels** 4D format. No circling. 1st division fastest time, 2nd division 1/2 second off fastest time, 3rd division 1 second of fastest time, 4th division 2 seconds off fastest time. No assisting persons or horses to enter arena. Heavy soil. Arena to be dragged between sets. **One horse and one run only.**

- **Team Sorting** Three person team. Time starts when team crosses line in middle of arena. Team will be given a number for the steer they will need to bring back across line and hold. Then continue to bring the rest of the steers over in consecutive order by number. If steers are brought over line out of order it will result in no time. One run only. One and a half minute time limit.

- **Ladies Ribbon Dogging** Timed event. While on horseback, contestant is to take ribbon from back of steer and then time is called. One run only.

- **Amateur Team Roping** #10 (capped at #6) USTRC numbers used. Contestants may rope twice with different partners or must switch ends if with same partner.3 legal head catches. 1 hind leg 5 seconds. Broken barrier 10 second penalty. 2 loops.

- **Open Team Roping** Contestants may rope twice with different partners or must switch ends if with same partner.3 legal head catches. 1 hind leg 5 seconds. Broken barrier 10 second penalty. 2 loops.

- **All Girl Team Roping** Contestants may rope twice with different partners or must switch ends if with same partner.3 legal head catches. 1 hind leg 5 seconds. Broken barrier 10 second penalty. 2 loops**.**

- **Double Mugging** 2 man team. Roper ropes, mugger mugs, roper ties. Catch as catch can, but rope must go over head. One run only.

- **Mixed Ribbon Roping**. Two-person team, one man one woman. Either person can rope. Roper will come from the roping box. Partner must start from a designated area pull the ribbon or part of it off the steer's tail and return to the designated starting point. Steer must be standing when ribbon is pulled. One run only. One loop only. One minute time limit.

- **Steer Riding** 8 second timed event. Contestant must ride with one hand free. Bull rope or loose rope only. Fanning steer with hat will not be considered disqualification.

- **Mutton Bustin'** Contestant not to be over 60 lbs. and 6 & under at time of rodeo. **Enter on site. Limit 30.** Contestants to report to busters gate at 10 am Sunday. Ride at 11 am. Top ten to compete during rodeo performance. Each contestant must furnish own helmet for safety (bicycle helmet acceptable). Anyone in arena with contestant must sign waiver prior to event.

- **Hide Race** –Two person team consisting of one rider horseback and one rider on a hide attached to a rope. Team will start with both contestants mounted on horse and hide on the west end of the arena. Horseman will drag hide and rider down the arena, around a barrel and back for a time. 5 second penalty for knocking over barrel. If either rider comes off horse or hide, the run will end with a no time. Protective gear optional. CCR will provide hide.

*In all events except Ladies Barrels, Steer Riding a cut off will be enforced after the 5th place time is achieved.

* A $50.00 fee will be charged for any returned or stop payment checks.

*All incomplete entries will be returned

*All judges decisions are final. PRCA rules are the guidelines for CCR. Contestants enter through contestant gate except Mutton Busters. Contestants must check in with rodeo secretary prior to rodeo starting. No refunds without vet or doctor release. Be ready by third call or you will be turned out. The Creston Classic Rodeo reserves the right to refuse entry to anyone and/or initiate further rules the day of the rodeo. In the event of a discrepancy it must be submitted in writing to the CCR board on the same day the event took place. NO ICE CHESTS,GLASS OR BEVERAGES. THIS IS A BENEFIT.

*Buckles to first place in each event. Saddles to Men and Women's All Around. 40% out for office & stock charges for all events. Payback based on number of entries plus added money. In result of a tie the All Around will be determined by the participant who has the most money won. All Around to be determined by points accumulated during the rodeo(If entered in Amateur Team Roping and Open Roping you must declare which entry to be towards All Around).

Must enter one rough stock and one timed event to qualify for Men's All Aruound.

Points for All Around: 1st = 10 points, 2nd = 9 points, 3rd = 8 points, 4th = 7 points, 5th = 6 points