## **Rules for Top Hand Showdown Challenge**

<u>Breakaway</u> - The exhibitor shall use a regulation loop with the rope tied to the saddle horn by a piece of string in such a manner as to allow rope to be released from the horn when the calf reaches the end of the rope. Must be a neck catch only. The field flagman shall rule on the legality of a catch. Time will stop when flagger drops the flag. No time is 75 seconds.

<u>Pole Bending</u> -Exhibitors will complete a course consisting of 6 poles spaced 21 feet apart, which horse and rider weave through. Each pole knocked down is a 5 second penalty. Broken pattern is 75 seconds.

<u>Steer Stopping</u> - Roper calls for the steer behind a barrier, ropes it around the neck, slick horns, or half head. Once the catch is made, the contestant dally's and stops the steer. Time is taken when dallied and the steer has changed direction. Steer does not have to be facing the horse. Two loops, 60 second time limit. No time is 75 seconds.

<u>Heeling</u>- Roper may chose anyone to handle the head of the steer as head ropes will be put on in the chute. Header cannot turn the steer before the time barrel. No crossfire is allowed, steer must change directions before heeler can throw. The heeler gets 2 loops and 60 second time limit. Penalties - Roping only 1 leg is a 5 second penalty; 10 second penalty if the steer is turned before the barrel. No time is 75 seconds.

<u>Barrel Racing</u>- Rider may go to the right or left barrel 1<sup>st</sup> and must make a cloverleaf pattern. Each tipped barrel is a 5 second penalty. Broken pattern is a no time which will result in a 75 second time.

## Judge's decision is final.

<u>Dress code</u> – Western attire, cowboy hat or helmet, boots.

**Reruns** – will be award at judges' and producer's decision.

Champions will be determined on the fastest average time from all 5 events. The top 5 average finishers will advance to Midwest Horse Fair clean slate shoot out. No entry for shoot out.

The same horse and rider combination is required for all 5 events. A horse may only compete for 1 rider.

Payout at qualifier is in each event and in the average based on entries.

Payout at the Horse Fair for each Top Hand Cowboy and Cowgirl: \$1000, \$600, \$400, \$300, \$200.