

3:10 El Guapo Competition

Basic Details

- \$250 entry fee, Event will include 2 rounds, each round will pay back and pay back will be determined by number of entries. Each round winner will advance to short go to rope for additional money and prizes.
- 30 Contestant Limit (Deposit of \$125 required to secure spot).
- Competitors will be roping out of a herd, Cattle number and order of go will be pre-drawn.
- 3:00 min to head; 6-minute total, Time will start when competitor cross line/calf number read.
- Run is over when rope is removed from calf and let go OR when 6-minute time is up.
- 2 shot limit to get roped, all catches are legal.
- 3 attempt limit to lay calf down.
- If there is a tie during the 3 rounds, it will be settled by the fastest time.
- If there is a tie during Short Go, it will be settled by an additional rope off, if additional tie or both competitors DQ in rope off, it will be settled by time from initial run where tie was originated.
- 2 Judges, scoring will be based on:



Scoring

- Head Shot
- Laying Trip
- Horsemanship
- Stockmanship
- Rope Management
- Ground Work

Head Shot Difficulty

- Running shot (open arena)
- Running shot left to right (fence line)
- Running shot right to left (fence line)
- Turn Over
- Scoop Loop
- Houlihan
- Side Arm/Tip Over
- Forehand

Laying the Trip Difficulty

- Running- Offside Flip & Trip
- Running- Onside Flip & Trip
- Cutting Trip (right or left)
- Stall Out- Offside Flip & Trip
- Stall Out- Onside Flip & Trip
- Standing Calf- Offside Flip & Trip
- Standing Calf- Onside Flip & Trip
- Standing Calf - Circle Trip

Disqualifications - Tying off hard and fast, scattering heard from running, jerking cattle down, pull calf down by one foot, calf is run into fence, lost rope.

Explanations

- **Head Shot** – scored on level of difficulty of the shot, distance of the shot, and if calf is standing or moving.
- **Laying the Trip** – scored on level of difficulty of the trip and if calf is standing or moving.
- **Horsemanship** – scored on overall handling of the horse and the horse's response. Horse should stay with you, be a good willing partner; not excessive jerking, snatching, spurring, etc.
- **Stockmanship** – scoring includes how flighty or difficult the calf; and how the calf, as well as the herd is handled. Low stress handling, whether roping quietly in the herd, or isolating calf to take a running shot and using calf's instincts to set up and lay trip.
- **Rope Management** - Maintaining control and command of your rope throughout your run.
- **Ground Work** - Controlling animal to get rope back.
- **Scattered heard** – loss of control of herd due to improper handling of the stock, (exp. If calf is lined out on running shot and you run through the herd and they scatter, that is a DQ. If you walk through the herd and they walk around you in a calm manner, that is not considering scattering.)
- **Jerking cattle down** – when roping calf, if calf reaches end of rope and all four feet leave the ground and calf hits the ground.

GENERAL EVENT RULES

- TRADITIONAL COWBOY ATTIRE REQUIRED
- TRADITIONAL GEAR (E.G. NO TIE DOWNS, MARTINGALES, MECHANICAL HACKAMORES, OR EASY STOPS) **RUBBER ON SADDLE HORN OK**
 - **40' ROPE MIN LENGTH**
- NO SWEARING, VULGAR BEHAVIOR, OR COMPLAINING

