

## RODEO SCOREBOARD CONTROL INSTRUCTIONS



### **Bull Riding / Bareback Bronc Riding / Saddle Bronc Description:**

Each competitor climbs onto a horse or bull, which is held in a small pipe enclosure called a bucking chute. When the rider is ready, the gate of the bucking chute is opened and the horse bursts out and begins to buck. The rider attempts to stay on the horse for 8 seconds without touching the bull/horse with his free hand. On the first jump out of the chute, the rider must "mark the horse out." This means he must have the heels of his boots in contact with the bull/horse above the point of the shoulders before the horse's front legs hit the ground. The rider that manages to complete a ride is scored on a scale of 0-50 and the horse is also scored on a scale of 0-50. Scores in the 80s are very good, and in the 90s, are exceptional. A bull/horse who bucks in a spectacular and effective manner will score more points than a horse who bucks in a straight line with no significant changes of direction.

### **Scoreboard Displays:**

- Contestant number is entered bottom row, left numeric display set.
- The time clock starts at \_0.000 and is set to count UP. (Note that the far left digit is NOT illuminated). When rider leaves the chute the clock starts counting UP in S:THT {Seconds:Tenths/Hundreds/Thousands of seconds}. The clock will count up and STOP automatically at 8 seconds [ 8.000] at which time the siren will automatically sound. Should the rider fall off before the 8 seconds then there is to be a STOP button to stop the clock.
- The judges then calculate their score as per the rules above. The score is then entered into ALL digits of the time clock/score display showing ride score up to 99.999. Note that the ride is calculated from points awarded to the rider and points awarded to the bull or horse. Both are judged and awarded scores from a

panel of judges. Half of the score is for the Rider and Half of the score is for the bull... so for example the Rider will get 48.75 and the Bull will get 36.48. The total score would then be 85.23.... or as it would appear on our scoreboard [85.230]

- If the above score is the leading score, the rider number and their score up to 100 goes up into the top line. If the next rider has a higher score then their rider number and score replaces the previous as the top line is always for the rider in the lead with their score to beat.
- If a re-ride is required then the RERIDE lights illuminate and the riders number stays the same but the score is cleared.
- If a penalty occurs then the PENALTY lights illuminate and the score is adjusted manually.

### **Tie Down Roping Description**

Tie down roping: Run your horse through the place where you see a piece of rope tied in front of you in the shoot. DO NOT touch the rope or string on the shoot that is a 10 or 5 second penalty. Once your out, rope the calf jump off your horse and tie both back feet and one front foot together. The knot must keep the calf down for 6 seconds. Fastest time wins.

Break away roping: Same as tie down but you DO NOT tie the calf or get off your horse. You rope the cow and let go of the rope. You can carry two loops just in case you miss. You cannot make another loop after that.

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Break away roping: Same as tie down but you DO NOT tie the calf or get off your horse. You rope the cow and let go of the rope. You can carry two loops just in case you miss. You cannot make another loop after that.

### **Scoreboard Displays:**

- Contestant number is entered bottom row, left numeric display set.
- The time clock is set at 00.000. When rider leaves the chute the clock starts counting UP in SS:THT {Seconds:Tenths/Hundreds/Thousands of seconds}. When rider finishes the tie down and throws his hand in the air a STOP button is pressed to stop the clock. This stops the time (example 12.456 seconds would be [12.456]).
- If a penalty occurs then the PENALTY lights illuminate and the time is adjusted manually UP. Or there is a NO TIME penalty and the time is cleared to 00.000. Penalty times are normally 5 or 10 seconds so their should be an automatic 5 and 10 second adjustment button on the controller.

- If a re-ride is required then the RERIDE lights illuminate and the riders number stays the same but the time is cleared to re-start at 00.000. A rider with a re-ride normally does not do his RERIDE until after all other riders in that rotation have finished. The RERIDE lights need to be able to illuminate at the start of a ride to indicate that it is a RERIDE.
- If the above time is the leading (LOWEST) time, that becomes the leader score, the rider number and their score showing the FASTEST time goes up into the top line. If the next rider has a FASTER time then their rider number and time replaces the previous as the top line is always for the rider in the lead with their score time to beat.

### Steer Wrestling Description

The event features a steer and two mounted cowboys, along with a number of supporting characters. The steers are moved through narrow pathways leading to a chute with spring loaded doors. A 10 foot rope is fastened around the steer's neck which is used to ensure that the steer gets a head start. On one side of the chute is the hazer, whose job is to ride parallel with the steer once it begins running and ensure it runs in a straight line, on the other side of the chute the *steer wrestler* or *bulldogger* waits behind a taut rope fastened with an easily broken string which is fastened to the rope on the steer.

When the steer wrestler is ready he *calls* for the steer and the chute man trips a lever opening the doors. The suddenly freed steer breaks out running, shadowed by the hazer. When the steer reaches the end of his rope, it pops off and simultaneously releases the barrier for the steer wrestler. The steer wrestler attempts to catch up to the running steer, lean over the side of the horse which is running flat out and grab the horns of the running steer. The steer wrestler then is pulled off his horse by the slowing steer and plants his heels into the dirt further slowing the steer and himself. He then takes one hand off the horns, reaches down and grabs the nose of the steer pulling the steer off balance and ultimately *throwing* the steer to the ground. Once all four legs are off the ground, an official waves a flag marking the official end and a time is taken. The steer is released and trots off.

Rules of steer wrestling include: The bulldogger's horse must not break the rope barrier in front of it at the beginning of a run, but must wait for the animal escaping from the adjacent chute to release the rope. Breaking the rope barrier early adds a 10 second penalty to the bulldogger's time. If the steer stumbles or falls before the bulldogger brings it down, he must either wait for it to rise or help it up before wrestling it to the ground. If the bulldogger completely misses the steer on his way down, he will receive a "no time".

### **Scoreboard Displays:**

- Contestant number is entered bottom row, left numeric display set.
- The time clock is set at 00.000. When rider leaves the chute the clock starts counting UP in SS:THT {Seconds:Tenths/Hundreds/Thousands of seconds}. When rider finishes the tie down and throws his hand in the air a STOP

- button is pressed to stop the clock. This stops the time (example 12.456 seconds would be [12.456]).
- If a penalty occurs then the PENALTY lights illuminate and the time is adjusted manually UP. Or there is a NO TIME penalty and the time is cleared to 00.000. Penalty times are normally 5 or 10 seconds so their should be an automatic 5 and 10 second adjustment button on the controller.
  - If a re-ride is required then the RERIDE lights illuminate and the riders number stays the same but the time is cleared to re-start at 00.000. A rider with a re-ride normally does not do his RERIDE until after all other riders in that rotation have finished. The RERIDE lights need to be able to illuminate at the start of a ride to indicate that it is a RERIDE.
  - If the above time is the leading (LOWEST) time {but not a NO TIME penalty}, that becomes the leader score, the rider number and their score showing the FASTEST time goes up into the top line. If the next rider has a FASTER time then their rider number and time replaces the previous as the top line is always for the rider in the lead with their score time to beat.

### **Barrel Racing Description**

**Barrel racing** is a rodeo event in which a horse and rider attempt to complete a pattern around preset barrels in the fastest time. Though both sexes compete at the youth level and in some amateur venues, in collegiate and professional ranks, it is primarily a rodeo event for women. It combines the horse's athletic ability and the horsemanship skills of a rider in order to safely and successfully maneuver a horse through a clover leaf pattern around three barrels (typically three fifty-five gallon metal or plastic drums) placed in a triangle in the center of an arena.

In timed rodeo events, the purpose is to make a run as fast as possible, while the time is being clocked either by an electronic eye, (a device using a laser system to record times), or by an arena attendant or judge who manually takes the time using a keen eye and a flag to let a clocker know when to hit the timer stop; though this last method is more commonly seen in local and non-professional events.

The timer begins when horse and rider cross the start line, and ends when the barrel pattern has been successfully executed and horse and rider cross the finish line. The rider's time depends on several factors, most commonly the horse's physical and mental condition, the rider's horsemanship abilities, and the type of ground or footing (the quality, depth, content, etc. of the sand or dirt in the arena).

### **Scoreboard Displays:**

- Contestant number is entered bottom row, left numeric display set.
- The time clock is set at 00.000. When rider crosses the start line the clock starts counting UP in SS:THT {Seconds:Tenths/Hundreds/Thousands of seconds}. When rider finishes the run a STOP button is pressed to stop the clock. This stops the time (example 12.456 seconds would be [12.456]).

- If a penalty occurs then the PENALTY lights illuminate and the time is adjusted manually UP. Or there is a NO TIME penalty and the time is cleared to 00.000. Penalty times are normally 5 or 10 seconds so their should be an automatic 5 and 10 second adjustment button on the controller.
- If a re-ride is required then the RERIDE lights illuminate and the riders number stays the same but the time is cleared to re-start at 00.000. A rider with a re-ride normally does not do his RERIDE until after all other riders in that rotation have finished. The RERIDE lights need to be able to illuminate at the start of a ride to indicate that it is a RERIDE.
- If the above time is the leading (LOWEST) time, that becomes the leader score, the rider number and their score showing the FASTEST time goes up into the top line. If the next rider has a FASTER time then their rider number and time replaces the previous as the top line is always for the rider in the lead with their score time to beat.

### Team Roping Description

Full explanation of rules can be found at this web link:

<http://www.worldteamroping.com/htdocs/rules.html>

### **Scoreboard Displays:**

- Contestant number is entered bottom row, left numeric display set.
- The time clock is set at 00.000. When rider leaves the chute the clock starts counting UP in SS:THT {Seconds:Tenths/Hundreds/Thousands of seconds}. When riders finishes the tie down and throws his hand in the air a STOP button is pressed to stop the clock. This stops the time (example 12.456 seconds would be [12.456]).
- NOTE: there may be a stop to the time when the Bull runs out of the Arena before the roping is completed... The time is to be PAUSED and then RESTARTED when the bull is back in the arena as the team's time starts where they left off when the bull left.
- If a penalty occurs then the PENALTY lights illuminate and the time is adjusted manually UP. Or there is a NO TIME penalty and the time is cleared to 00.000. Penalty times are normally 5 or 10 seconds so their should be an automatic 5 and 10 second adjustment button on the controller.
- If a re-ride is required then the RERIDE lights illuminate and the riders number stays the same but the time is cleared to re-start at 00.000. A rider with a re-ride normally does not do his RERIDE until after all other riders in that rotation have finished. The RERIDE lights need to be able to illuminate at the start of a ride to indicate that it is a RERIDE.
- If the above time is the leading (LOWEST) time {but not a NO TIME penalty}, that becomes the leader score, the rider number and their score showing the FASTEST time goes up into the top line. If the next rider has a FASTER time then their rider number and time replaces the previous as the top line is always for the rider in the lead with their score time to beat.