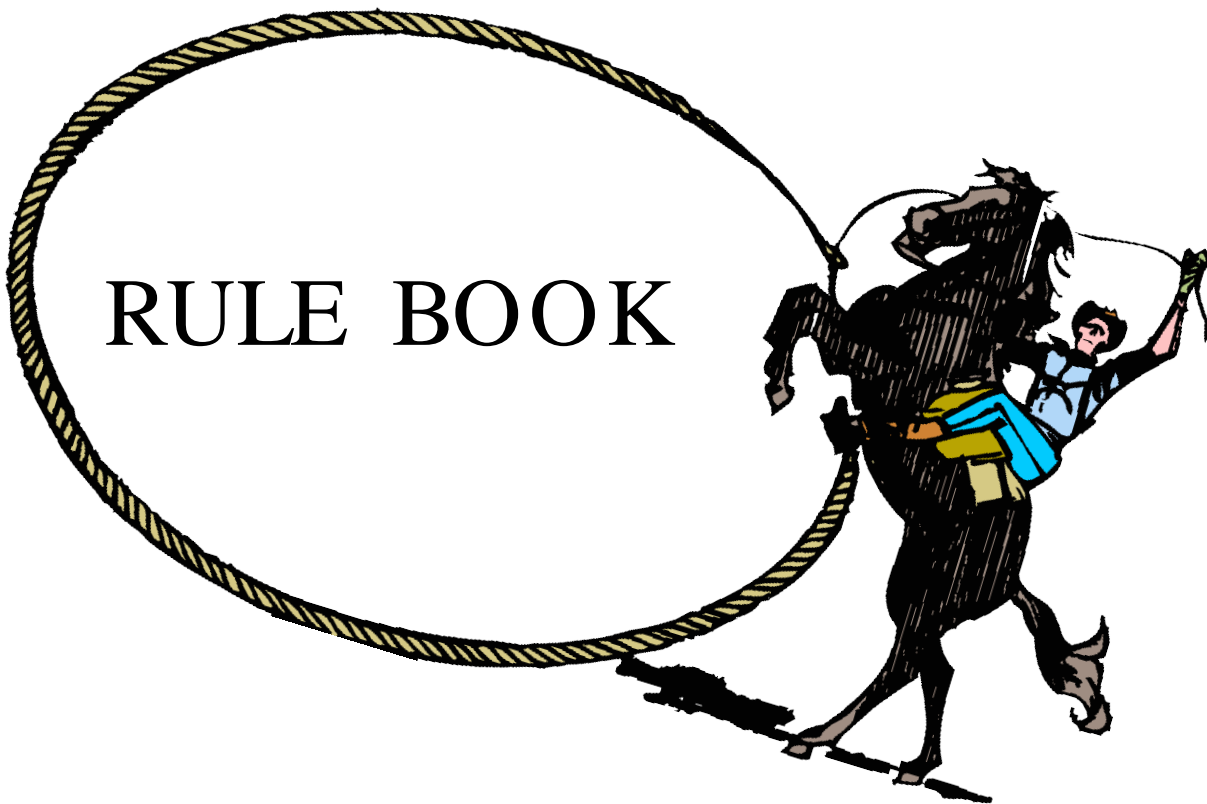


# Dusty Bottoms Rodeo

Ages 2 - 16

**For  
Kids**

RULE BOOK



(205) 672-2701

 **IT'S RODEO TIME!**  **IT'S RODEO TIME!**

Hidden Creek Ranch of Hope ♦ Dusty Bottoms Rodeo

revised 10/11/2011

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## General Information

Please remember, this is a rodeo for KIDS and should be fun! Public criticism and yelling at children will not be tolerated!

- A parent or guardian must remain on premises at all times.
- No alcohol or profanity allowed. You will be asked to leave.
- Sorry...**No dogs allowed.**
- **No coolers Allowed** / Concessions available
- Any horse entering the gate must have negative Coggins test.
- Register each child separately.
- No lead lines allowed.
- Rain or shine / No refunds
- At the discretion of the Dusty Bottoms Rodeo staff one guardian will be allowed in the back pen area for the 2-6 Division. Otherwise no one will be allowed in the back pen area at any time other than Dusty Bottoms Rodeo staff.
- Late fee applied to registrations received after the cutoff date.
- Completed registration packet w/check for your registration to be processed.
- There are three Dusty Bottoms Rodeo in each year. The first in October, the second in April or May and the third in July. Contestants accumulate points in each rodeo. Each rodeo will have one all around cowgirl and one all around cowboy winner in each age division based on highest points accumulated in that rodeo and trophies awarded to each winner.
- Cowgirl Up and Cowboy Up awards will be given to one cowgirl and one cowboy in each rodeo who demonstrates a spirit of determination and sportsmanship. At the end of each rodeo the Dusty Bottoms Rodeo staff will select the winners.
- In the final rodeo of the year in July nicer prizes will be awarded to one all around cowgirl and one all around cowboy winner in each age division who has accumulated the most points over the year. After the third rodeo points will be reset to zero for each competitor.

A complete registration packets includes the following forms that need to be signed and returned to:

Hidden Creek Ranch of Hope  
701 Moss Rock Trail  
Sterrett, Alabama 35147

### Required Registration Forms:

Entry Form (2 pages)  
Release Form (1 page)  
General Rules (1 page)  
Checklist (1 page)

### Additional Required Documentation:

Childs Birth Certificate (**IF IT IS YOUR FIRST RODEO**)  
Insurance Card (**EACH RODEO**)

Questions? - Hidden Creek Ranch of Hope (205)672-2701 or (205)602-9942

Hidden Creek Ranch of Hope ♦ Dusty Bottoms Rodeo  
**General Event Rules**

1. The Dusty Bottoms Rodeo is a western event. In keeping with its western tradition we only allow cowboy hats in the events except for those events that require a protective head gear or if contestants choose to use it. Even though we encourage cowboy hats or protective head gear they are not mandatory unless specified in the Specific Event rules. No baseball caps allowed in any event. All mounted events require a western style shirt, jeans, boots, cowboy hat or protective head gear.
2. If a contestant exceeds the time limit they will receive a disqualification for that event which will result in a participation point.
3. Points are awarded in each event as follows:
  - a. First Place - 4 points (plus 1 participation point)
  - b. Second Place - 3 points (plus 1 participation point)
  - c. Third Place - 2 points (plus 1 participation point)
  - d. Fourth Place - 1 point (plus 1 participation point)
  - e. Fifth Place and beyond - 1 point (participation point)
  - f. Disqualification - 1 point (participation point)
  - g. Non-participation - 0 points (Contestant is entered in an event and decides not to participate they will forfeit their entry fee and not receive the participant point.)
4. Multiple riders cannot ride the same horse in the same event in the same age division.
5. A contestant can participate multiple times in a mounted event and the following rules apply:
  - a. A different horse must be used for each time they participate.
  - b. You must report at Registration which horse will count for points. All other rides will not count for points.
  - c. Entry fees will be required for each participation.
6. If a contestant is 16 years of age on the date of the first rodeo (October time frame) the contestant will be allowed to enter the remaining two rodeos of the year and compete for the Grand Championship even though they will be 17 years of age.
7. Hidden Creek Ranch of Hope reserves the right to make changes to the rules of any event at any time. Every effort will be made to notify contestants in advance of the rodeo. At the very least we will notify contestants prior the event scheduled.
8. If a contestant in the 2-6 Division would like to enter a 7-12 Division event they will forfeit all points for that event. You must receive advance permission to enter your child in one of these events. Please contact Rodney Burrow at 205/567-8035 or [rodneyburrow@dustybottomsrodeo.com](mailto:rodneyburrow@dustybottomsrodeo.com).
9. Hidden Creek Ranch of Hope reserves the right to add an event in the 2-6 Division if we have a request for 4 or more contestants. This event would count for points in the 2-6 Division.

## Specific Event Rules

### **Arena Race (Division 7-12 & Division 13-16)**

*Description:* Single rider enters the speed alley and crosses the score line (starts the timer) and runs pattern (see - Exhibit A) then exits the arena through the speed alley crossing the score line (stops the timer).

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>.

*Time Limit:* 35 seconds

*Penalties:* if pattern is broken rider is disqualified.  
if rider knocks over the barrel there is a 5 second penalty assessed.  
if time limit is exceeded rider is disqualified.

*Requirements:* horse

*Dress Code:* jeans, western style shirt, boots, cowboy hat or protective headgear.

### **Barrel Racing (Division 7-12 & Division 13-16)**

*Description:* A single rider enters the speed ally and crosses the score line (starts the timer) and runs pattern (see - Exhibit C) and exits the arena through the speed ally crossing the score line (stops the timer).

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

*Time Limit:* 35 seconds

*Penalties:* disqualification for breaking pattern.  
five second penalty assessed for each barrel knocked over.

*Requirements:* horse

*Dress Code:* jeans, western style shirt, boots, cowboy hat or protective headgear

### **Boot Race (Division 2-6)**

*Description:* All contestants remove their boots and leave them at one end of the arena. Boots are mixed up in a pile. All contestants line up at the start/finish line at the other end of the arena. Each contestant runs towards the boots and must put their boots on at that point and return to the start/finish line. Contestant must cross the start/finish line.

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

*Time Limit:* n/a

*Penalties:* disqualification for any contestant who does not put their boots on at the boot pile.  
disqualification for any contestant who does not have both of their boots on when crossing the start/finish line.

*Requirements:* n/a

*Dress Code:* boots

**Breakaway Roping (Division 7-12 & Division 13-16)**

*Description:* Calf roping style rope must be tied to the saddle horn with mason string. (mason string will be provided) a handkerchief or other material (white is preferred color) must be tied to the end of the rope next to the saddle horn. Handkerchief or other cloth material must be at least 4 inches long hanging from the rope. The rope shall not run through the bridle, tie down, neck rope or any other device. Time will start when horse breaks the entrance line of the roping box. The calf belongs to the contestant from the point that the contestant nods for the calves release. The rope must go over the head of the calf to be a legal catch. Once over the head of the calf the contestant is permitted to pull his or her slack in the rope but is not permitted to break the mason string from the saddle horn. The contestant will receive no time should the rope break away from the saddle horn by hand. However, if the rope should dally around the horn the contestant may ride forward, undally the rope and then stop the horse to make the rope break away. Time will stop once the mason string is broken from the saddle horn and the rope is released. The Judge will stop the timer if the calf escapes from the arena and a "lap and tap" run will be allowed. The roper will be issued the same calf in the event of a lap and tap. No rerun will be given due to faulty or broken equipment furnished by the contestant.

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

*Time Limit:* 30 seconds

*Penalties:* disqualification for any abusive treatment of the calf or the horse.  
disqualification for roping the calf without releasing the loop from your hand.

*Requirements:* n/a

*Dress Code:* boots

**Bull/Steer Riding (Division 7-12)**

*Description:* Contestants must ride a bull/Steer for the designated time. Timer will start when the bull/steer's shoulders past the chute gate. Contestants must ride for a least 6 seconds and then be scored by two judges and points accumulated. Bulls/Steers will be picked at the discretion of the Dusty Bottoms Rodeo staff.

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

*Time Limit:* n/a

*Penalties:* disqualification for not riding the bull/steer for 6 seconds

*Requirements:* helmet, mouthpiece, vest

*Dress Code:* jeans, western style shirt, boots

**Bull/Steer Riding (Division 13-16)**

*Description:* Contestants must ride a bull/Steer for the designated time. Timer will start when the bull/steers shoulders past the chute gate. Contestants must ride for a least 6 seconds and then be scored by two judges and points accumulated. Bulls/Steers will be picked by draw.

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

*Time Limit:* N/A

*Penalties:* disqualification for not riding the bull/steer for 6 seconds

*Requirements:* mouthpiece, vest

*Dress Code:* jeans, western style shirt, boots

**Chute Doggin (Division 7-12)**

*Description:* Contestants attempt to throw a steer by the horns. Timer will start when steer exits the chute gate. The contestant must hold onto the steers horns beyond the score line to receive a time. (*Note: At this age level generally we do not see contestants who are able to throw a steer. This event prepares them for future events when they are physically able to throw a steer. We have modified the scoring in this event to allow the contestants to accumulate points even though they do not throw the steer.*) Any contestant that throws a steer will place based on the shortest time. Otherwise contestants will be judged based on the longest time within the time limit. In the case of a tie the highest score from the judges will win. If steer is thrown it must be on its side with all four legs facing out.

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

*Time Limit:* 35 seconds

*Penalties:* disqualification for not passing the score line, no participation point awarded.

*Requirements:* mouthpiece

*Dress Code:* jeans, boots

**Chute Doggin (Division 13-16)**

*Description:* Contestants attempt to throw a steer by the horns. Timer will start when steer exits the chute gate. The contestant must hold onto the steers horns beyond the score line to receive a time. Any contestant that throws a steer will place based on the shortest time. If a steer is thrown it must be on its side with all four legs facing out.

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

*Time Limit:* 35 seconds

*Penalties:* disqualification for not passing the score line, no participation point awarded.  
disqualification for not throwing steer.

*Requirements:* mouthpiece

*Dress Code:* jeans, boots

**Dummy Roping (Division 2-6, Division 7-12 & Division 13-16)**

*Description:* Contestants will rope a dummy steer head. In round 1 each contestant gets 2 opportunities to rope the steer head. If they are successful they proceed to round two. In round 2 and any other round the contestant only gets 1 throw. After the first round contestant moves back three feet to throw. This continues for 3 rounds (9 feet) and then reverses. This process continues until all places are established.

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

*Penalties:* n/a

*Time Limit:* n/a

*Requirements:* rope

*Dress Code:* n/a

**Goat Hold Down (Division 2-6)**

*Description:* Contestants must catch a goat that has been tethered to a stake and lay it on the ground. Contestant crosses the score line (starts the timer). After the goat is on the ground the judge will start the six second timer. Goat must remain on the ground for six seconds. The six seconds is not included in the contestants final time. Contestants place based on shortest time.

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

*Time Limit:* 35 seconds

*Penalties:* disqualification if goat is not held on the ground for 6 seconds.

*Requirements:* n/a

*Dress Code:* n/a

**Goat Tying (Division 7-12 & Division 13-16)**

*Description:* Single rider enters the arena through the speed ally and crosses the score line (starts the timer). Rider will dismount and catch a goat that has been tethered to a stake and lay it on the ground and tie its feet. The goat must remain on the ground with its feet tied for six seconds to be eligible to place. Contestants should raise both hands after they have tied the goat. This allows the judge to start the six second timer. The six seconds is not included in the contestants final time. (VERY IMPORTANT) CONTESTANT MUST THROW HANDS IN THE AIR TO START SIX SECOND TIMER). Contestants place based on shortest time.

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

*Time Limit:* 35 seconds

*Penalties:* disqualification if goat does not remain on the ground with its feet tied for 6 seconds.

*Requirements:* goat string, horse

*Dress Code:* jeans, western style shirt, boots, cowboy hat or protective headgear

**Mutton Bustin (Division 2-6)**

*Description:* Contestant rides a sheep. The contestant must stay on the sheep beyond the score line, timer will start. Timer stops when contestant falls of the sheep. The goal is to stay on the sheep as long as you can without falling off. In the case of a tie the highest score from the judges will be the winner.

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

*Time Limit:* 35 seconds

*Penalties:* disqualification for not passing the start line.

*Requirements:* helmet, mouthpiece, vest

*Dress Code:* n/a

**Personal Pickup (Division 7-12 & Division 13-16)**

*Description:* This event requires two contestants. Single rider enters the speed ally and crosses the score line (starts the timer) and runs pattern (see - Exhibit B). The pickup partner is standing on the barrel or ground. The pickup partner must mount the horse with the rider and both riders exit the arena through the speed alley crossing the score line (stops the timer). If pickup partner falls off the barrel or falls from mounting the horse within the pickup area they get one chance to mount the horse from the barrel or ground. If partner mounts the horse outside the pickup area they are disqualified. The goal is to complete the course in the shortest time. After a successful mount the pickup partners feet may touch the ground once prior to breaking the timer barrier.

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

*Time Limit:* 35 seconds

*Penalties:* disqualification if pickup partners feet touches the ground a second time before crossing the score line.  
disqualification if rider breaks pattern.  
disqualification if partner mounts the horse outside the pickup area.

*Requirements:* horse

*Dress Code:* jeans, western style shirt, boots, cowboy hat or protective headgear. **No spurs for rider or partner.**

**Pole Bending (Division 7-12 & Division 13-16)**

*Description:* A single rider enters the arena through the speed ally and crosses the score line (starts the timer) And runs pattern (see - Exhibit D) then exits the arena through the speed ally crossing the score line (stops the timer).

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

*Time Limit:* 35 seconds

*Penalties:* disqualification if pattern is broken.  
five second penalty for each pole knocked down.

*Requirements:* horse

*Dress Code:* jeans, western style shirt, boots, cowboy hat or protective head gear

**Ribbon Roping on Foot (Division 7-12 & Division 13-16)**

*Description:* Roper will stand in Heeling box. Runner will stand in Heading Box. Roper will nod when he or she is ready for the calf to be released time will begin. Roper can throw his rope as many times as necessary during the 60 seconds. After roping the calf the runner will go to the calf and remove the ribbon from his tail. Runner must have a portion of the ribbon in hand when he or she crosses the finish line. Finish line will be drawn at the entrance to the Heading Box. Time will stop when runner crosses the finish line, runner must cross the finish line before the 60 second time limit. Roper and runner must be in same age division. Catch as catch can, any catch that holds the calf is legal. Reruns will only be awarded in the event that the calf escapes the arena or timer error. Equal points will be awarded to the roper and runner. Teams are encouraged to be established at the time of registration (or prior to registration). If you do not have a partner by the time of registration a time will be announced for partners to match up during the rodeo. *In the event that there are not enough ropers for each runner or visa versa a roper will be drawn for the runner. No points will be awarded to the roper for the drawn run.*

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

*Time Limit:* 60 seconds

*Penalties:* disqualification if roper does not rope calf and runner does not cross finish line with ribbon in hand within the time limit.

*Requirements:* rope

*Dress Code:* jeans, western style shirt, boots

**Stick Horse Barrel Racing on Foot (Division 2-6)**

*Description:* Runners with stick horse will begin at the start line. Once they cross the start line, time will begin. Runners with stick horse will complete the Barrel Racing pattern, see (Exhibit C). Barrel Racing pattern will be condensed with approximately 10ft distance between barrels. Timer will stop as runner and horse crosses the finish/start line.

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

*Time Limit:* n/a

*Penalties:* disqualification if contestant carries their stick horse.

*Requirements:* stick Horse, broom, or mop

*Dress Code:* n/a

**Stick Horse Race (Division 2-6)**

*Description:* All contestants line up at the start line with their stick horse. Each contestant will ride their stick horse to the finish line.

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

*Time Limit:* n/a

*Penalties:* disqualification if contestant carries their stick horse.

*Requirements:* stick Horse, broom, or mop

*Dress Code:* n/a

**Tonka Truck Race (Division 2-6)**

*Description:* All contestants line up at the start line with a toy truck. Each contestant will push their toy truck to the finish line. Toy truck must stay on the ground at all times.

*Places:* 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

*Time Limit:* n/a

*Penalties:* disqualification if contestant carries their toy truck.

*Requirements:* toy truck

*Dress Code:* n/a

**Trail/Obstacle Course (Division 7-12 & Division 13-16)**

**Description:** A single rider enters the arena through the speed ally and crosses the score line (starts the timer) and runs pattern (see - Exhibit E) then exits the arena through the speed ally crossing the score line (stops the timer). Each station is worth a maximum of 10 points. The total number of points possible is multiplied by how many stations are in the course (see - Exhibit E). Rider will be judged at each station and awarded points.. After course is completed the winner is determined by who has the most points. In the event of a tie the winner will be determined by shortest time to complete the course. Please note this is a judged event. The final scoring of each obstacle is up to the discretion of the Judge.

**Places:** 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>

**Time Limit:** 5 minutes

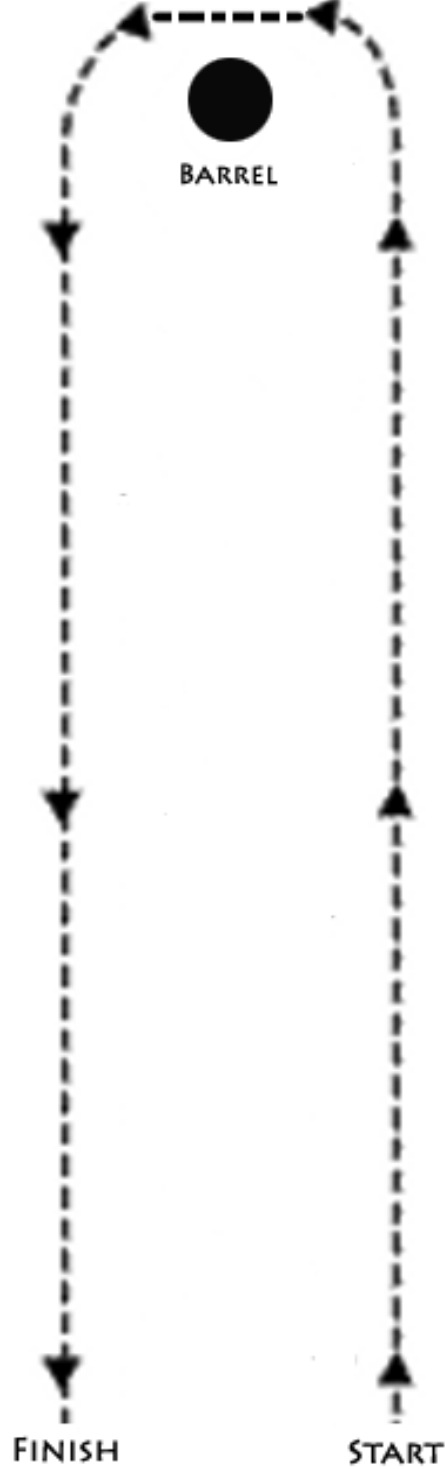
**Penalties:** N/A

**Requirements:** horse

**Dress Code:** jeans, western style shirt, boots, cowboy hat or protective headgear

EXHIBIT A

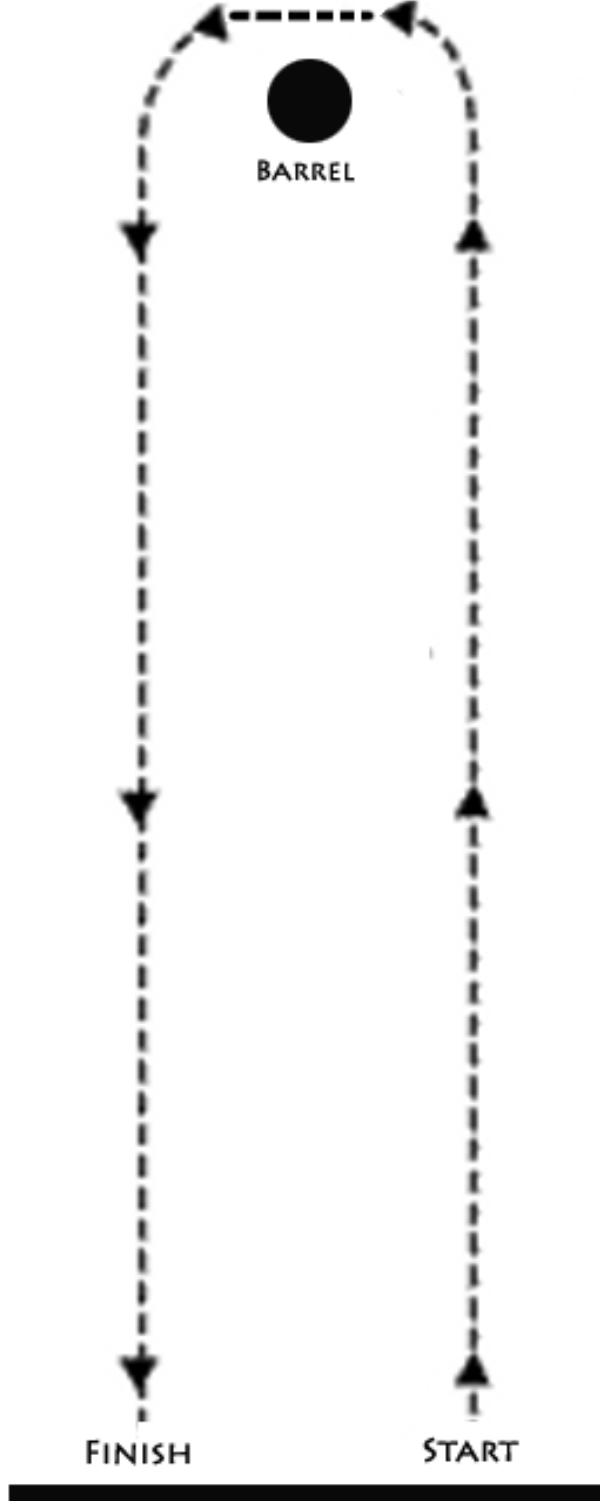
ARENA RACE



NOTE: REVERSE PATTERN IS ACCEPTABLE IN ARENA RACE

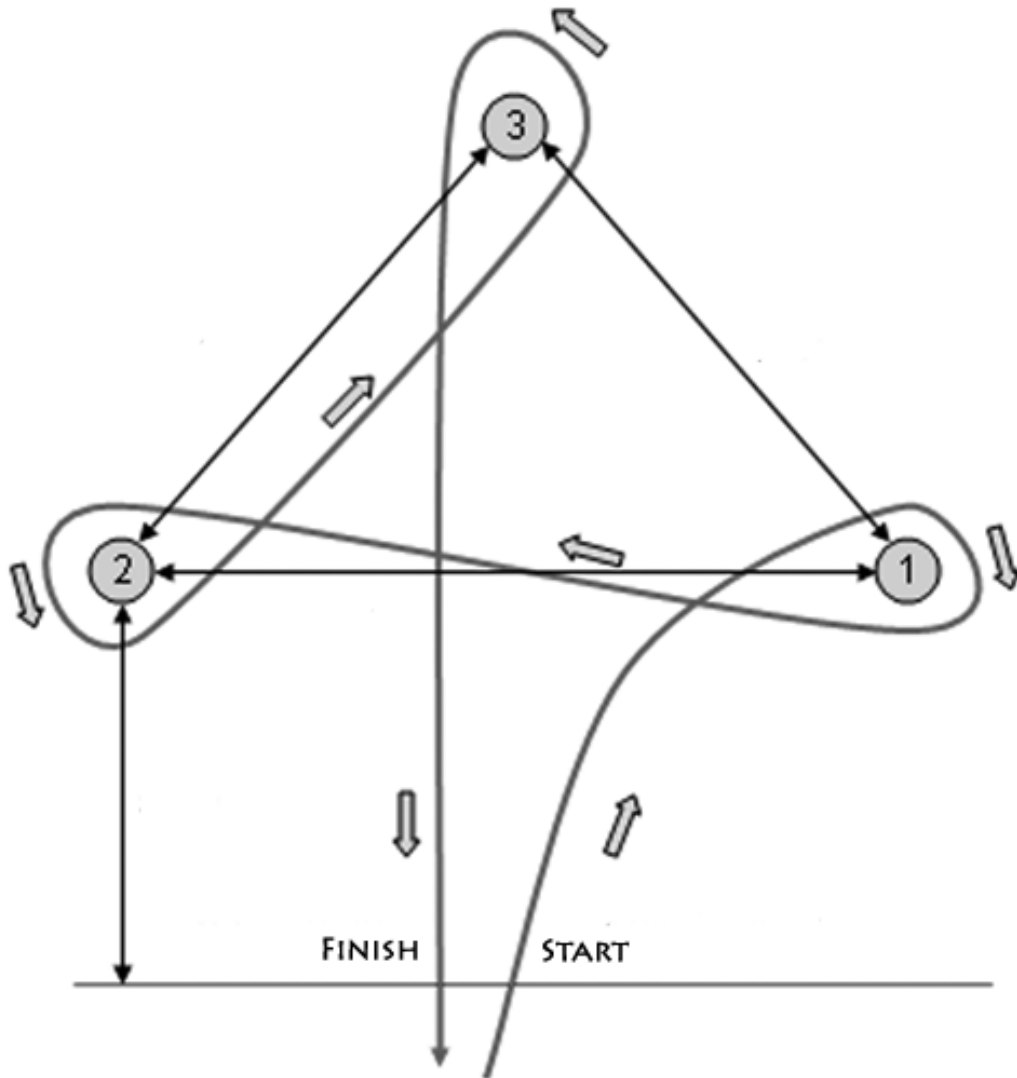
EXHIBIT B

PERSONAL PICKUP



NOTE: REVERSE PATTERN IS ACCEPTABLE IN PERSONAL PICKUP

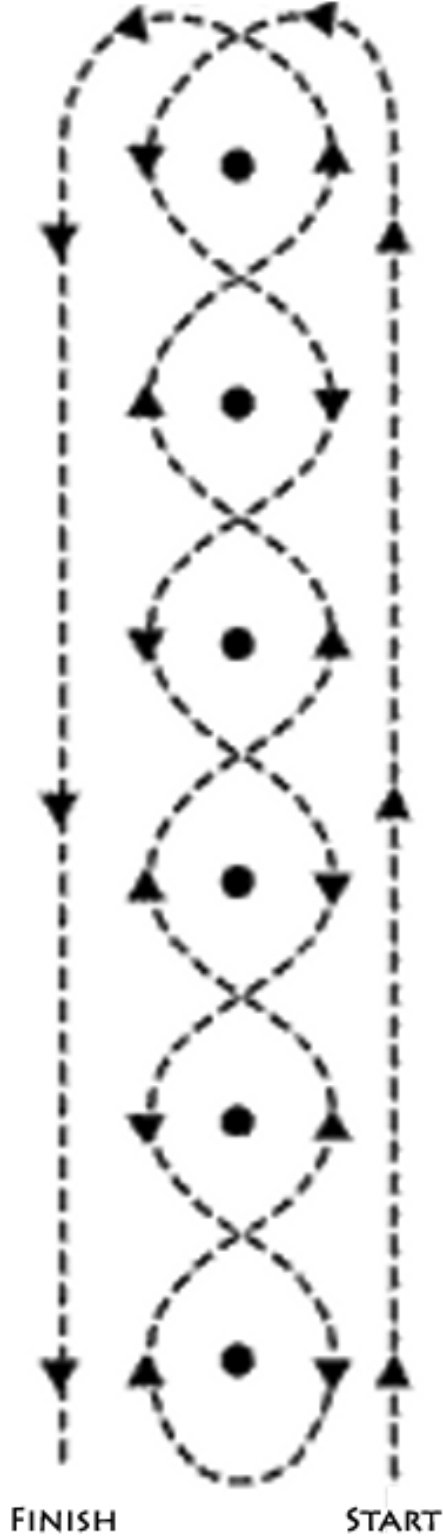
EXHIBIT C  
BARREL RACE



NOTE: PATTERN CAN BE RUN WITH BARREL 2 FIRST THEN BARREL 1 SECOND

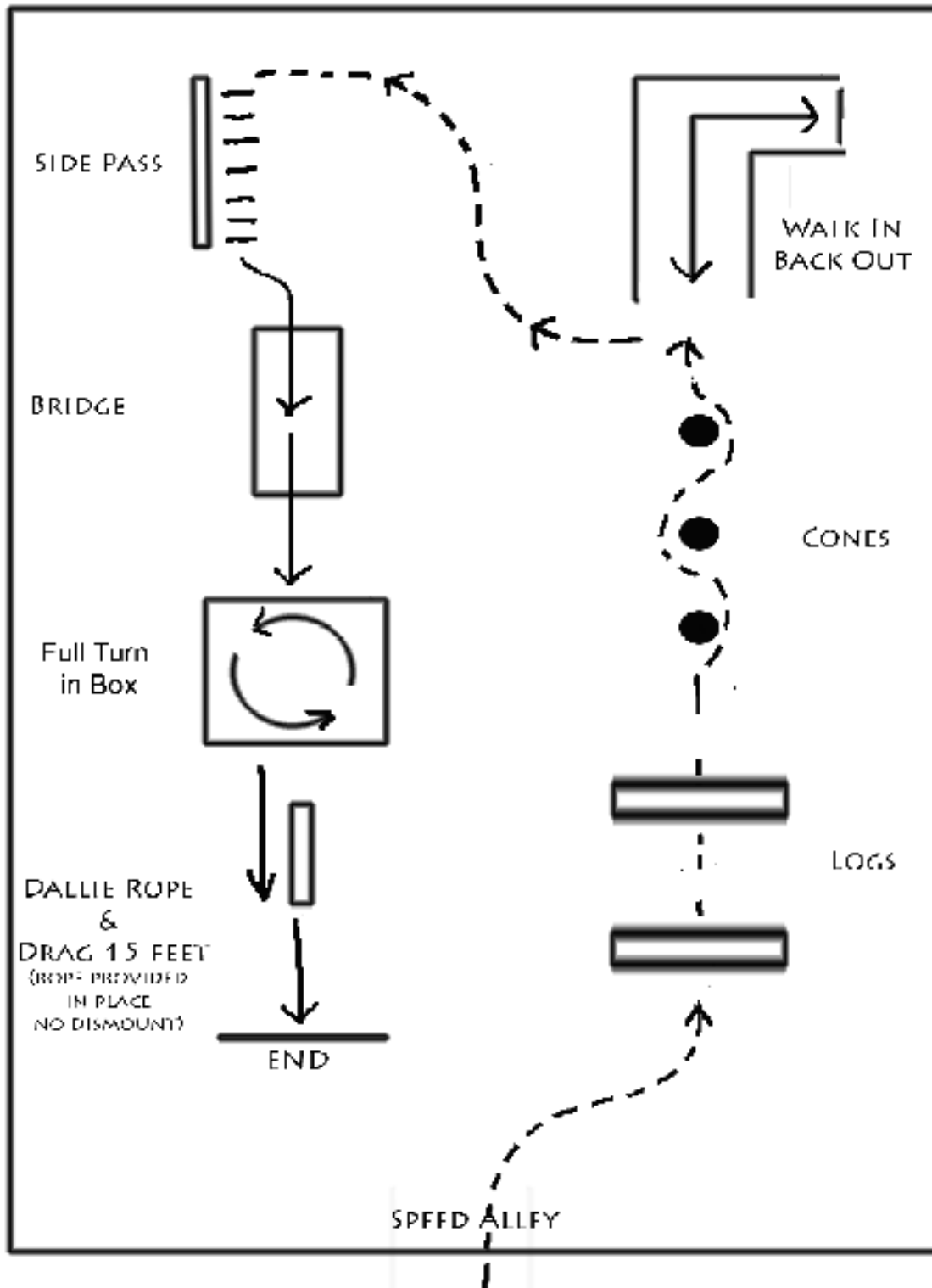
EXHIBIT D

POLE BENDING



NOTE: REVERSE PATTERN IS ACCEPTABLE IN POLE BENDING

EXHIBIT E  
OBSTACLE COURSE - 7 STATIONS



### Obstacle Course Scoring Guidelines

**General:** While a timer is present during this event, the time is used only in the event of a tie for any place. Judges are concerned with the proper completion of the course. Horse and rider may complete each obstacle at a walk or trot, neither is required. Rider can choose to skip any obstacle they choose. No points will be awarded for that obstacle, however horse and rider will keep all other scores awarded at each station.

**Logs:** Judges will be looking for the horse and rider to cross the obstacles at the center of the obstacle. Judges will be looking for consistent forward movement without hesitation. Judges will be looking for horse and rider to cross the obstacle without touching the obstacle. Jumping or stepping over the obstacle is acceptable as long as you are consistent over each obstacle.

**Cones:** Judges will be looking for the horse and rider to complete the cone pattern in a weave pattern (shown on Exhibit E). Judges will be looking for the horse to complete the pattern with a consistent forward movement without hesitation. Judges will be looking for the horse and rider to not touch any obstacles. Rider and horse may enter the pattern on the right or left of the first cone.

**Walk In Back Out:** Obstacle is designed for the horse and rider to enter between the logs. Walk forward to the bend of the logs, turn right and continue walking to the cone at the end of the log pattern. Once at the cone rider will back the horse up to the turn. Turn the horse (continuing in a backward motion) and continue walking the horse backwards to the point that the horse entered the pattern. Judges will be looking for a consistent forward movement and backward movement after reaching the cone without hesitation. Judges will be looking for the horse to complete the pattern without stepping on, stepping over or touching the logs. Judges will be looking for the horse to get close to the cone at the midpoint of the pattern. Judges will be looking for horse and rider to remain close to the center of the pattern throughout the completion of the pattern.

**Sidepass:** Horse and rider will walk to the right end of the log. Horse and rider will side pass to the left. Judge will be looking for horse and rider to complete the pattern in a lateral movement without hesitation, without crossing the log and without touching the log. Judge will be looking for horse's feet to cross one over the other.

**Bridge:** Horse and rider will cross bridge. Judge will be looking for horse and rider to cross and exit the bridge at the center of the entrance to the bridge. Judge will be looking for consistent forward movement without hesitation. Judge will be looking for horse and rider to walk or trot across bridge. Judge will be looking for horse and rider not to jump or attempt to jump over the bridge.

**Full Turn Box:** Horse and rider will enter the box from the side of the previous obstacle. Horse and rider will complete a full turn inside the box and exit the box on the side of the next obstacle. Judge will be looking for horse and rider to enter, exit and complete the turn without touching the sides of the box. Judge will be looking for a smooth consistent turn without hesitation. Horse and rider can turn to the right or left once inside the box.

**Dallie, Rope and Drag:** The stand, rope and log will be provided. Rider and horse will approach the stand between the stand and the center of the arena. (Typically the stand will be on rider's right hand side). Rider will take the rope off the stand, place the coils of the rope in the hand furthest away from the stand, and dallie the rope around the saddle horn. The dallie should be completed with the hand closest to the stand. A proper dallie will take the rope across the front of the saddle horn, wrapping the rope around the saddle horn (with the hand on the side of the saddle horn) and toward the belt buckle of the rider, continue around the saddle horn to hold the rope on the side of the stand. Horse and rider will walk forward 15 feet (until judge states ride is finished). Rider will drop the rope and exit the arena. Judge will be looking for horse and rider to approach the stand in a smooth consistent manner. Judge will be looking for horse to remain still when removing the rope from the stand and putting the dallie on the saddle horn. Judge will be looking for horse and rider to pull the log with a smooth, consistent forward movement until judge states obstacle is complete.