2026-2027 Rodeo Rules

Wednesday, January 13, 2027 – Ozark Empire Fairgrounds, Springfield, MO

Wednesday, January 20, 2027 – Civic Center, St. Joseph, MO

Wednesday, January 27, 2027 – Family Arena, St. Charles, MO

Check In Begins at 8:30 am

Competition Begins at 9:00 am

*If judges are competing, they will be moved to the front of the line

5 team events: 1) Backpack Blower Competition, 2) Skid Steer Competition, 3) Zero-Turn Course, 4) Project Assembly, and 5) Truck and Trailer Course

The Rodeo will be scored as follows: 5 points for first place, 4 points for second place, 3 points for third place, 2 points for fourth place and 1 point for fifth place. Awards will be given for top three scores in each of the 5 team events.

The Team that accrues the most points during the competition will be declared the Champion.

Backpack Blower: 1 entry per team

Truck and Trailer: 2-person entry per team

Skid Loader: 1 entry per team

Zero-Turn: 2-person entry per team

Project Assembly: 2-person entry per team

COURSE LAYOUTS ARE SUBJECT TO CHANGE DEPENDING ON THE FACILITY

(The following are examples)

Backpack Blower Competition

Objective:

Use air from a backpack blower to force a tennis ball through openings created by cones in the quickest time.

Procedure:

The participant will begin at the start line and use air to force the ball through the openings along the route indicated on the diagram.

The ball must pass through the openings in the correct order and direction as indicated.

Equipment:

The backpack must be worn with both arms through the shoulder harness. The standard straight extensions will be placed on the flexible hose, and both must remain attached throughout the contest. No additional attachments will be allowed on the hose of the blower other than what is provided.

Penalties:

A 60-second penalty will be added for not going through all the obstacles on the course.

Disqualification for touching the ball by the contestant or equipment.

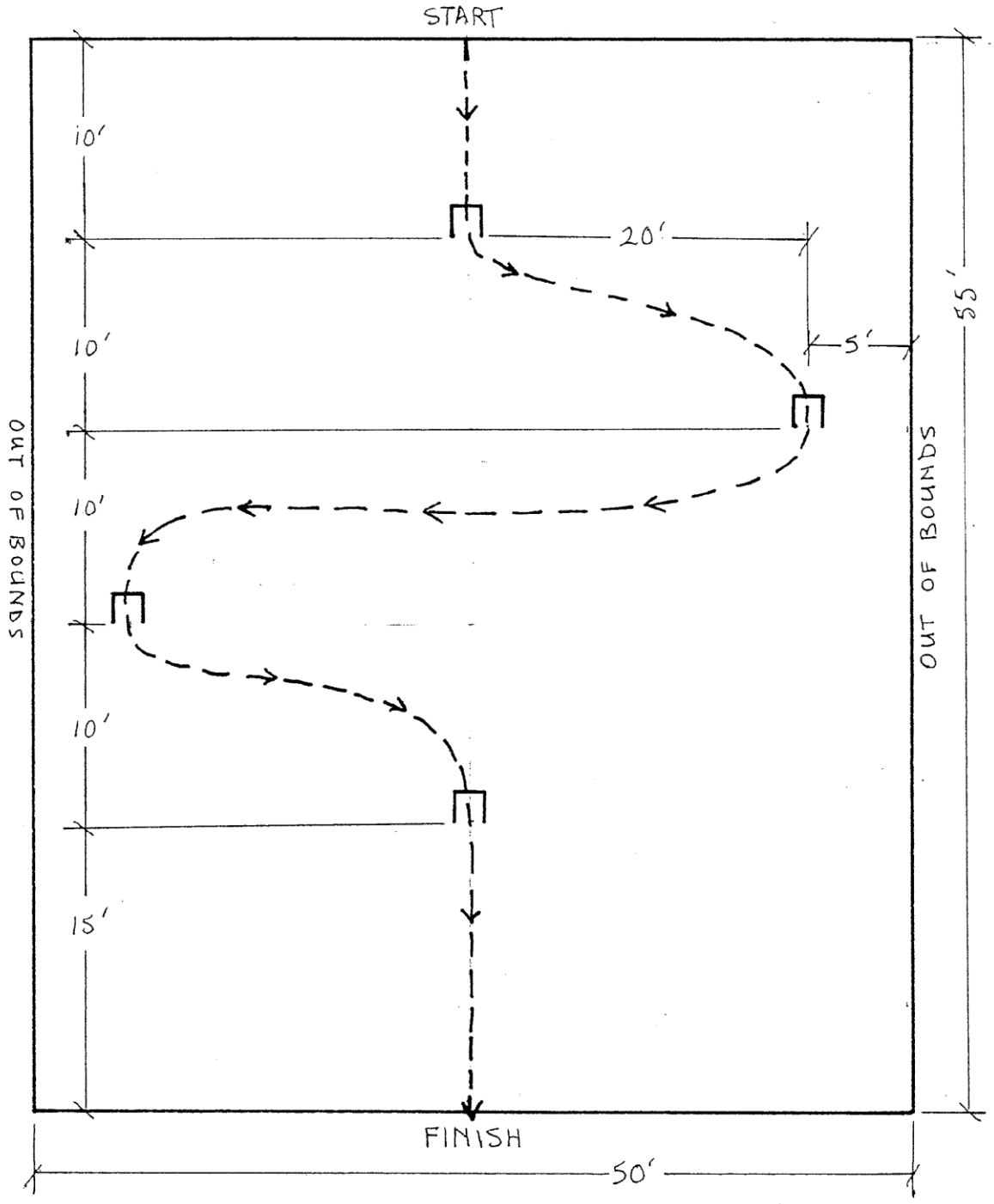
Disqualification for the ball going out of bounds.

Scoring:

This is a timed event. Participants with a clean run will be ranked from the fastest to the slowest time. For a bonus, subtract 30 seconds for a perfect run in which no cones or obstacles are hit. Add any penalty time to determine the final adjusted time score.

*Below is an example of a course layout. The layout for the event may be similar but will differ based on facility size.

BACKPACK BLOWER COURSE LAYOUT



Skid Loader Competition

Objective:

The contest will consist of navigating a course, picking up three kettlebells, attempting to place each one on a target, and returning the bucket to the starting point.

Procedure:

Participants will drive the Skid Loader through a course and pick up one kettlebell at a time, then attempt to place it on its' target. The course will be outlined with cones and tennis balls. Participants must avoid bumping the balls off the cones while navigating the course. There will be targets on which the kettlebells are to be placed. The obstacles will range in height. Circles shall be painted on the plywood, and the objective is to place each kettlebell on the target while keeping it upright. Kettlebells that fall over during the run may be re-adjusted with the bucket to place them on the target in an upright position. The targets' corners and the barrel's perimeter shall be clearly marked on the ground so they can be relocated in the same position for each participant.

Equipment:

Skid Loader with dual controls

Penalties:

A 30-second penalty for any kettlebell that falls over yet remains on the target.

A 30-second penalty for each tennis ball that knocked off a cone.

A 60-second penalty for contacting an obstacle, as defined by the course judge.

Disqualification for not following the prescribed course in the directions indicated.

Disqualification for running over cones or obstacles. This will be determined by knocking and driving over a cone.

Scoring:

This is a timed event. Participants with a clean run will be ranked from the fastest to the slowest time. For a bonus, subtract 30 seconds for a perfect run in which no cones or obstacles are hit. Add any penalty time to determine the final adjusted time score.

Zero Turn Mower Obstacle Competition

Objective:

To navigate zero turn mower through an obstacle course in the fastest time with a clean run.

Procedure:

Tennis balls will be placed on cones to help judges determine when the contestant has struck a cone. The judges will attempt to reset any tennis balls knocked off during a run. If they cannot reset a ball during the run, judges will monitor the cone for further contact and apply penalties as needed. The cones on the outside perimeter of the course are considered “out-of-bounds indicators.” The cones on the table's four corners will be considered “contact indicators.” A tennis ball will also be placed on top of a cone on the table. If this ball falls off the cone, that will indicate that the contestant has “run over” the picnic table, and they will be disqualified. 55-gallon drums or similar objects will be placed in the center of the course. Tennis balls will be placed on a cone at each barrel to serve as “contact” indicators. If a tennis ball is knocked off the cone, it will be a 60-second penalty.

Dimensions for the obstacles will be 6” per side wider than the widest point of the widest mower used.

Time will start at the signal and will end when the operator sets the parking brake and removes his/her hands from the controls.

The time limit for the event is 3 minutes

Equipment:

Zero Turn Mower will be provided by the sponsor, and the size is TBD.

Penalties:

Seat belts must always be used when the vehicle is in motion. Failure to do so will result in disqualification.

A 30-second added penalty for each tennis ball knocked off an “out of bounds” cone.

A 60-second added penalty for “contacting” an obstacle.

Disqualification for not following the prescribed course in the directions indicated.

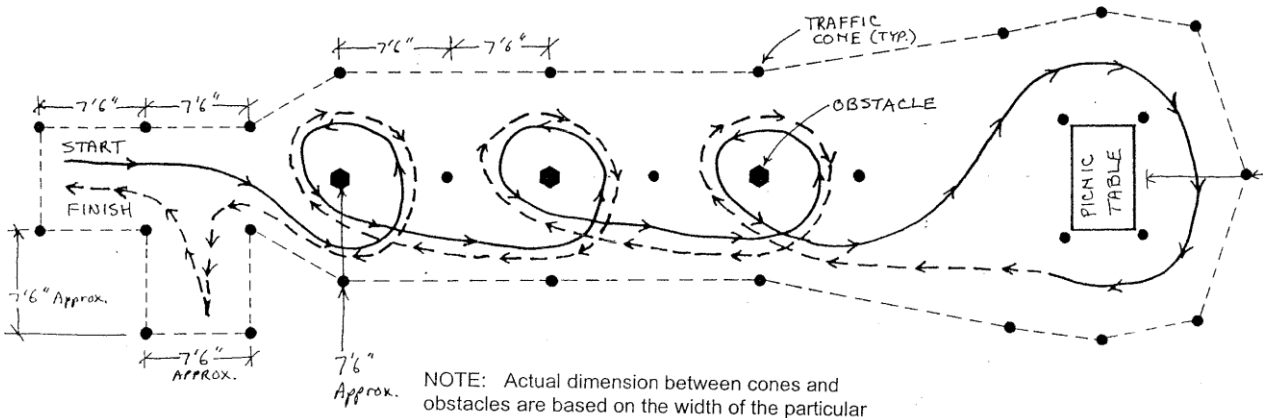
Disqualification for running over cones or obstacles. This will be determined by knocking the ball off the can on the picnic table, knocking over a 55-gallon drum, or knocking over and driving over a cone.

Scoring:

This is a timed event. Participants with a clean run will be ranked from the fastest to the slowest time. For a bonus, subtract 30 seconds for a perfect run in which no cones or obstacles are hit. Add any penalty time to determine the final adjusted time score.

*Below is an example of a course layout. The layout for the event may be similar but will differ based on facility and mower size.

MOWER LAYOUT



NOTE: Actual dimension between cones and obstacles are based on the width of the particular outfront being used. Two brands of 72" outfronts will be used on two separate courses in which the contestants will have a chance to choose the one they are most familiar with. Spacing between cones will be 10" wider than the widest point of the outfront with the chute down (i.e. 5" clearance per side). Dimensions are measured inside to inside of the base of the cones.

PROJECT ASSEMBLY

Objective:

Teams of two complete the assembly of a project in the fastest time with no mistakes.

Procedure:

Teams will work in unison to completely assemble the project. All materials, tools, and additional equipment will be provided at the start point. The team will begin assembling the project on the judge's signal. Any touching of the materials, tools, or equipment by any team member before the start signal is not authorized. Speed and accuracy are equally important in this event. All materials, tools, and equipment will be identical for each team. Time will start on the judge's signal and end when both team members have re-entered the starting square.

Equipment:

TBD.

Penalties:

A 30-second penalty for each incorrectly assembled piece, as determined by the judge.

Disqualification for poor assembly resulting in the finished product, or pieces thereof, falling apart.

Scoring:

This is a timed event. Participants with a clean run will be ranked from the fastest to the slowest time. For a bonus, subtract 30 seconds for a perfect assembly with no errors. Add any penalty time to determine the final adjusted time score.

Truck / Trailer Course Rules

Objective:

To navigate a truck (preferably half-ton single cab) and trailer (preferably 16’ tandem axle) through an obstacle course in the fastest time with a clean run. This event consists of a team of two team members, a driver and a backup guide. The course setup includes one truck and trailer stall (see attached layout diagram.) One half-ton truck (preferably single cab) and one 7-foot wide by 16-foot long (cargo area) tandem axle trailer will be used.

Procedure:

Teams of two begin in the truck's cab, seatbelts fastened, engine running, and transmission in park. On the judge’s signal, the participant in the passenger seat will exit the vehicle and move around the exterior of the truck/trailer, remove wheel chock(s), place them on the trailer, and return to the passenger seat. With the cab door shut and all participants buckled, the driver may then place the vehicle in gear, exit the start/end stall, and attempt to navigate the course. Tennis balls on top of cones will mark the course. Any cone moved from its original location or tennis ball knocked from its perch atop the cone will be counted as a penalty as defined below. The team must back the truck and trailer into the start/stop stall to complete the course. Before the vehicle is put into reverse to attempt to enter the stall, the passenger may exit the vehicle and move to the designated spotting zone to assist the driver. Only verbal commands or hand/arm signals are authorized communication methods. Once the team has determined they have successfully parked in the stall, the driver will put the vehicle in park and turn off the engine. With the engine shut off, the passenger may then exit the designated spotting zone to retrieve and re-install the wheel chock(s) to stop the timer.

A cone will be placed in the trailer's center with a tennis ball balanced on top.

The guide is not allowed to cross between the truck and trailer. Doing so will result in disqualification.

The driver can then choose to go for the bonus points by attempting to pull within 6 inches of the rear cone without touching it.

Driver must remain seat belted and with his or her hands off the steering wheel until the guide is in the vehicle and seat belted. Only then will the driver be allowed to put their hands on the steering wheel, put the truck in motion, and navigate the course.

Equipment:

A truck (preferably half-ton single cab) and trailer (preferably 16’ tandem axle).

Penalties:

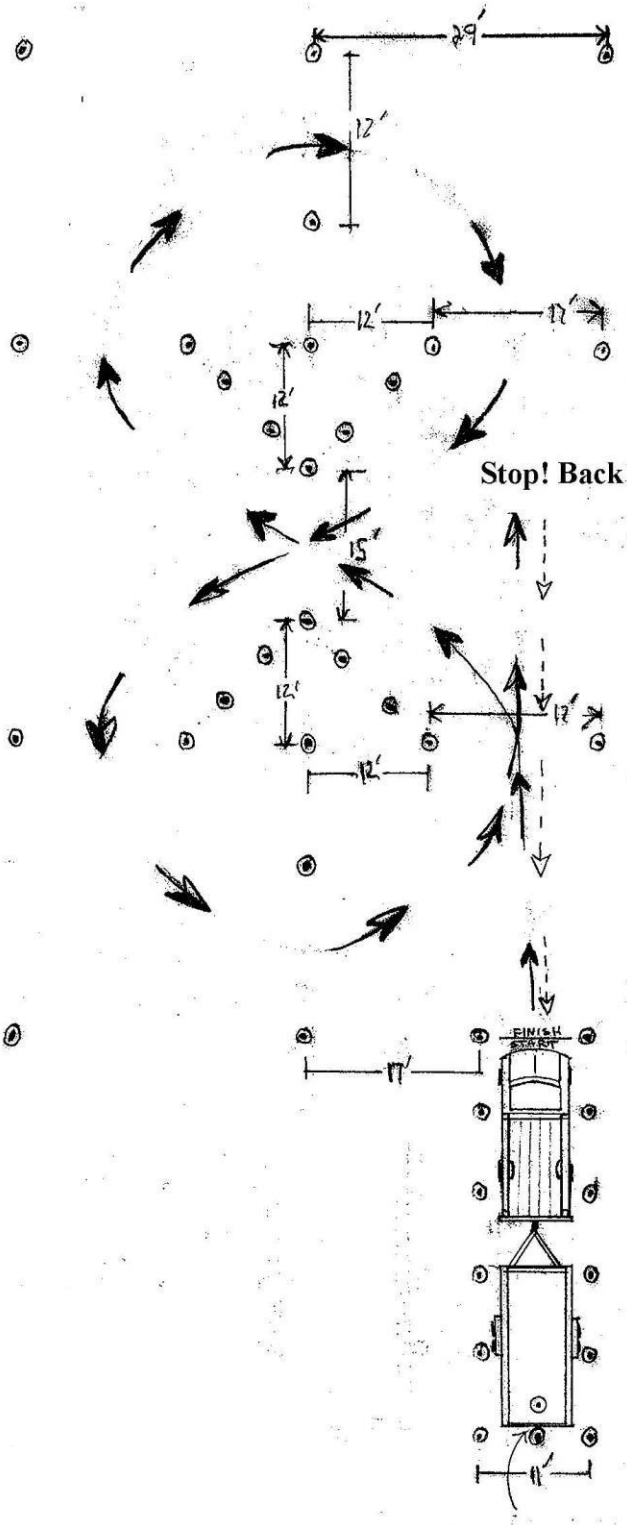
A 10-second penalty for each tennis ball that knocked off a cone.

A 30-second added penalty for moving a cone from its original location.
A 45-second added penalty for knocking the tennis ball off the cone in the trailer.
Disqualification for not following the prescribed course in the directions indicated.
Disqualification for spinning tires on the truck.
Disqualification for guide going between truck and trailer.
Disqualification for not wearing a seatbelt when the vehicle is in motion.

*Below is an example of a course layout. The layout for the event may be similar but will differ based on facility size.

Truck / Trailer

SAMPLE LAYOUT



Stop! Back into Stall to Finish.

⊙ 28" Cone with Tennis Ball

Bonus within 6 inches

