

**MORGAN COUNTY FAIR**

★ **WRANGLERS** ★



**1<sup>ST</sup> WRANGLER PACKET**



Dear Morgan County Fair and Rodeo Wrangler Contest,

We, as the Wrangler Contest Committee, thank you for your participation in this rewarding event. We would also like to extend to you a bit of advice. All contestants get the chance to vie for a title and chance to represent our county.

This year is much the same as in the past with a few added perks and obstacles. Our day will begin promptly at 1:00 pm at the Fairgrounds. At this time we will introduce you to the judges. Once the introduction is over, you will begin the event and begin being judged. Each contestant will offer their speech to the audience and judges followed by an impromptu question which they will draw from a hat. Upon completion of the roster the audience will be excused for the test period.

At which time the test will be administered and personal interviews will be given. By 12 pm the contestants and their two invited guests are invited to the luncheon.

At 10:00 am the Horsemanship portion of the contest will begin. You will be asked to complete a number of obstacles based upon your age. Following the completion of the roster an awards ceremony will commence the contest.

\*The test will include rodeo knowledge, horsemanship knowledge, and horse science questions.

\*\*Obstacles will include

### **2<sup>nd</sup> Wrangler (7-9 Years Old)**

Ground Tie

-Pickup Foot

Rope Steer Head

-Drag 50 feet if you can do gate

Pattern

Penning Steers

Victory Lap

### **1<sup>st</sup> Wrangler (10-12 Years Old)**

Ground Tie

-Pickup foot

Rope Steer and drag 50 feet

-If you can do gate

Pattern

Penning Steers

Victory Lap

### **Head Wrangler (13-18 Years Old)**

Ground Tie

-Pickup foot

Rope Steer and drag 50 feet

-If you can do gate

Pattern

Penning Steers

Victory Lap

Each of the obstacles will be demonstrated by last year's royalty. So watch and learn. Any farther explanations you require must be asked at the contest.



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SUPERINTENDENT  
Jessie Franich  
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# WRANGLER CONTEST RULES

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1. Contestants must conduct themselves in a proper gentleman-like manner and portray high moral standards.
2. Each contestant will be required to pay a \$25 entrance fee. Contestants must read the rules of the Morgan County Fair & Rodeo Wrangler Contest, and sign the official contract / application.
3. Each contestant will supply a color photo for the contestant announcement in the Morgan County News. Photo must be head and shoulder pose. Photo/application must be submitted by July 15, 2019 to Wrangler Superintendent.
4. All clothing must be strictly western in style. Only standard plain, western denim jeans (any color). Shirts must be plain white - button up or snap up front only, collar, western cut, long sleeve. A western hat must be worn, Western boots and belt.
5. Contestants will be expected to present a speech. It should be at least 2 ½ minutes and no more than 3 ½ minutes in length. It is recommended that speeches be memorized There will be a question portion of the contest testing general knowledge of rodeo, fair and/or horse related topics. An individual interview will also take place.
6. A contestant or any individual with the intent to influence or harass may not approach the judges or the committee before or after the event. Action of this type will be reported to the Wrangler committee and disqualification of that contestant may result.
7. Each contestant will provide a horse and tack necessary for the horsemanship competition, and must provide their own transportation to and from all rodeo functions. Contestants must be punctual. Contestants that arrive late to any portion of the competition may lose points.
8. The Wrangler Contest Committee shall have the right to publish or cause the publication in any media, and use in any reasonable manner, the name, basic biographical background and photograph of each contestant for the purpose of the promotion of the Wrangler Contest and the Morgan County Fair & Rodeo.
9. Wranglers expected to represent the Morgan County Fair and Rodeo at the Morgan County Fair functions, Morgan County Fair Parade and the July 4 parade held in Morgan.
10. Current Wranglers not participating at required events may be removed from position and be required to pass all prizes/gifts to an alternate for remainder of reign.
11. If you are under the age of 18, a parent or guardian must also sign the application.



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# AREAS OF WRANGLER COMPETITION

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This is a summary of what the judges will be looking for in each category of competition.

## APPEARANCE:

Hats should be of a current rodeo style. They should be shaped and cleaned. Most importantly they should fit your head well. Your hair and facial hair should be clean cut. Your clothing should be current, in style and clean. Your boots should be clean, polished, and in good condition. Your belt should be of leather or another acceptable material. Your nails should be trimmed and free of dirt. The cleanliness of your horse and tack will also factor into the score.

## HORSEMANSHIP:

How well do you execute a set pattern on your horse? Judges will look at how well you sit the horse, your hand and body position, and your ability to ask the horse to complete a movement. They will evaluate how you handle yourself you horse as situations arise. A copy of the horsemanship pattern is included in this packet.

## IMPROMPTU QUESTIONS:

Questions will range from general knowledge of tack, horse, rodeo, or current events.

## INTERVIEWS:

You will interview with a group of judges. Question topics are unlimited but expect ones on general knowledge of tack, horses, rodeo, current events, your goals or the information found in your application.

## PERSONALITY:

Judges will be looking at your intelligence and your ability to have a conversation about varied topics. Included is your grammar and enunciation of your speech. Judges will be looking at your sense of humor, your interest and consideration for others and your outlook on life.

## WRITTEN TEST:

You will take a 25 question written test. Questions will be on your general knowledge of horses, tack, rodeo, and the Morgan County Fair.

(4-H books, PRCA publication, and the Fair Book would be good points of reference)

At no time will parents, relatives, or friends interfere with judges or committee. We do encourage the presence and support of parents, relatives, and friends.

## OBLIGATION OF WRANGLER:

The Wrangler will act as a host for the entire Morgan County Fair, greeting attendees, and being friendly to all. Wrangler needs to be present during the majority of the fair events and all events that they have been asked to help with. Wrangler will be required to participate in the fair parade and rodeos.



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**OBLIGATION OF WRANGLER:**

Morgan County Fair Parade is mandatory, any other community parades are optional. Wrangler's parents will be required to coordinate any additional parades and transportation to those. Wranglers must be present during the following years contest. During the contest, they will read the impromptu questions and demonstrate the horsemanship pattern in their corresponding age group. Wrangler will also greet contestants and guest, trying to make a fun and comfortable environment for all. Wranglers will also be involved in the presentation ceremony.

**AWARDS:**

In each age group:                      Personality                      Horsemanship

**FOR ENTIRE CONTEST:**

Rookie

Contest will begin promptly at 10:00 AM. Please arrive 20 minutes early, tardiness will be penalized by a loss of 10 points. Attached are copies of the horsemanship pattern and a summary of what the judges will be looking at in each category. If you have any questions feel free to contact the Wrangler Contest coordinator.

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**2015 PRCA WORLD CHAMPIONS**

**All-around Cowboy: Trevor Brazile, Decatur, Texas**

**Bareback: Steven Peebles, Redmond, Oregon**

**Steer Wrestling: Hunter Cure, Holiday, Texas**

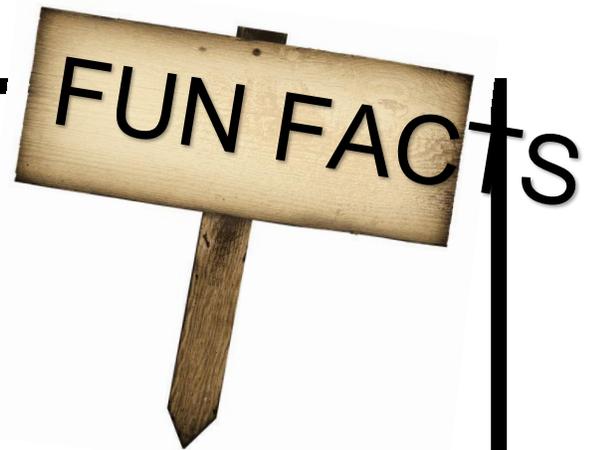
**Team Roping Header: Aaron Tsinigine, Tuba, Arizona**

**Team Roping Heeler: Kollin VonAhn, Durant, Oklahoma**

**Saddle Bronc: Jacobs Crawley, Stephenville, Texas**

**Calf Roping: Caleb Smidt, Huntsville, Texas**

**Bull Riding: Sage Kimzey, Strong City, Oklahoma**



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# WHAT TO STUDY

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## YOURSELF

- What's your favorite color, hobby, cowboy, horse, food, rodeo event, etc.?

## HORSE KNOWLEDGE

- 4-H Books
- 4-H Tests
- Know about your horse (age, color, breed/ name)
- Horse Magazines
- Look at tack and equipment in stores

## RODEO

- Visit [www.prorodeo.com](http://www.prorodeo.com)
- Study the rodeo events
- Study rodeo lingo
- Know about top cowboys and cowgirls (past and present)

## THE MORGAN COUNTY FAIR

- Study -the fair website – [www.morgancountyfair.org](http://www.morgancountyfair.org)



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# TIPS FOR SUCCESS

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## 1. RELAX

- Deep breathing can help
- Think of something funny
- Visualize yourself as a winner

## 2. PREPARE WELL

- Organize you talk (introduction, body, conclusion)
- Practice (tape recorder, friends)
- Use quoted material sparingly
- Identify any quotes you do use
- Be yourself (make topic fit you)

## 3. KEEP YOU TALK UNIFIED

- Decide what you want to say and focus on that
- All details should relate to the main focus

## 4. PAY ATTENTION TO YOUR DELIVERY

- Speak relatively slowly
- Enunciate clearly
- Check pronunciation of words
- Use proper English

## 5. ADD A PERSONAL TOUCH IF POSSIBLE

- Have an appropriate anecdote
- Insert appropriate and relevant humor

## 6. APPEARANCE

- Posture before, during, and after your speech
- Use the podium
- Limit hand gestures
- No gum or candy



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# RODEO KNOWLEDGE

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**ADDED MONEY:** The purse-put up by a rodeo committee: it's added to the contestant's entry fees to make up the total prize money. All PRCA-sanctioned rodeos have added money.

**ALL AROUND CHAMPION:** To be eligible for the All around Champion, a cowboy must be eligible to compete in two events at the finals. Previously the top money winner who competed in two or more events was the World Champion.

**ARENA DIRECTOR:** The person responsible for conducting a fast, smooth - running rodeo according to the PRCA rules.

**ARM JERK:** Horse or bull that is really stout and bucks with a lot of power to cause a lot of pull on your arm.

**AVERAGE:** At rodeo's with more than one go - round, contestants earn money for each go, and those with the best total scores or times win additional money

**BAILOUT:** Horse that comes straight up on the hind legs coming out of the chute and then starts bucking.

**BARRIER:** In the times events the stock is given a predetermined head - start depending on arena conditions, called the score, and marked by the score line. A rope is stretched across the front of the box from which the contestant's horse will come. The rope is released when a length or twine is pulled loose from the calf or steer as it crosses the score line. 1

**BLOOPER OR DINK:** Very little bucking ability, just jumps and kicks down the arena.

**CLOSED EVENT:** An event at a PRCA - approved rodeo that is not open to all members in good standing of the PRCA. In order for an approved rodeo to have a local closed event, it must have the same event for members of the PRCA.

**CONTRACT ACTS:** Any act which is retained on a contract buy the rodeo committee to perform in the arena. Contract acts do not compete for prize money. They include announcers, rodeo secretaries, timers, pickup men, trick riders, etc.

**CROW HOPPER:** Animal that doesn't buck just jumps stiffed legged.

**DALLY:** A turn of the end of the rope around the saddle horn after the animal is caught.

**DAY MONEY:** The prize money paid to the winners of a performance or round in bronc riding. In certain situations, money is paid to all cowboys who make a qualified ride in bull riding.

**DOG-FALL:** Downing the steer in steer wrestling so all four feet and the head are not facing the same direction. Illegal. To get a time, the cowboy must turn the steer over or let it up and throw it again legally.

**DOUBLE KICKER:** Horse or bull that kicks up with back legs, walks on front feet and again kicks with back legs before touching ground again with hind legs.

**DRAGGER:** Steer that is headed and doesn't run after being roped.

**DUCKS OFF:** Animal jumping and kicking in forward motion and all of a sudden moves right or left.



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# RODEO KNOWLEDGE

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**ENTRY FEE:** The money paid by the contestant before he can compete at a rodeo. Contestant must pay a separate entry fee for each event entered.

**GROUND MONEY:** When all contestants entered in an event fell to qualify, so that no one wins the purse and entry fees for that event are split equally among all entrants in that event.

**HAT BENDER:** Same as Runaway

**HAZER:** The cowboy who rides on the opposite, side of the steer to keep the steer from running away from the steer wrestler's horse.

**HEAD HUNTER:** Bull continuously looking for a two - legged object to hit.

**HEAD THROWER OR SLINGER:** Bull that tries to hit cowboy with head or horns while the contestant is on his back.

**HEAD WRAP:** Goes around steer's horns in team roping to prevent damage to steer's head.

**HEADER:** Team roper that ropes the head of the steer.

**HEELER:** Team Roper that ropes the heels of the steer.

**HIGH ROLLER:** A horse that leaps high into the air when bucking

**HONDA:** The eye in one end of a rope, through which the other end is passed to form the loop.

**HONEST SUCKER:** Animal that bucks the same way every time out of the chute.

**LOUNGER:** Horse that thrusts with hind feet forward rather than kicking out behind.

**MASH UP:** Clamp with legs and no spurring motion.

**MEASURE THE REIN:** In saddle bronc, the length of rein from horse's head in upright position to the rear of well on the saddle, then you measure from there depending on how much the horse drops his head while bucking, i.e., when asked how much rein does this bronc need, the answer might be three fingers or four and ½ thumb, this being measured from the rear of the swell.

**MONEY HORSE:** Animal that when ridden generally takes the cowboy to the pay window.

**MOUNT MONEY:** When someone is riding, roping or steer wrestling (also called "bulldogging") as an exhibition and not for competition. It is never paid in a contest.

**NECK ROPE:** Rope affixed to animal's neck in timed events which trips barrier in front of contestant to assure animal a head start.



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# RODEO KNOWLEDGE

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**NO TIME (NT):** Failure to qualify on timed event cattle, signaled by held flagman by waving his flag side to side.

**OFF SIDE:** Right side of the horse

**OUT THE BACK DOOR:** Rider thrown over the back of the animal.

**PICKUP MAN:** Mounted arena official who assists bareback and saddle bronc riders in dismounting from their horses.

**RE – RIPE:** Another ride given to a bronc or bull rider in the same go - round when either the animal or cowboy is not afforded a fair opportunity to show his bets. Such as a chute - fighting animal that is impossible to get mounted on, when the animal falls or drags the cowboy off on the chute gate.

**RE – RUN:** Timed event cattle in the same rodeo in the same go - round; A seldom occurrence. (Except in rare cases, are - run is not comparable to a re - ride. Generally speaking, the animal belongs to the contestant when he calls for him, regardless what happens, except for mechanical failure.)

**RIGGING:** Bareback handhold with which a cowboy hangs onto the back of the horse.

**ROUGH STOCK EVENTS:** The riding events, bareback riding, saddle bronc riding, bull riding.

**ROWEL:** Circular, notched, bluntly pointed and free - wheeling portion of a spur. They do not cut a bronc or bull. Anyone using sharp spurs is disqualified.

**RUN AWAY:** Horse or bull that doesn't buck at all, just runs around.

**SCOOTER:** Instead-of pivoting on front feet and kicking with hind feet, they just pivot with front and scoot their back end around.

**SCORE:** 1) Distance between the chute opening and the score line; the head - start timed event cattle are given in roping and steer wrestling, determined by the size of the arena.

2) The marking given to rough - stock riders by the judges after a qualified ride.

**STOCK CONTRACTORS:** Person or organization which provides all the livestock used in rodeo (broncs and bulls and timed event cattle). The stock contractor also furnishes horses for the pickup men. On occasion, especially at smaller rodeos, the stock contractor will also produce the rodeo, in which case he promotes, publicizes, advertises, rents the arena, oversees ticket sales and concessions, and collects the gate receipts.

**SUCKS BACK:** Animal bucking in one direction, then instantly switches to the reverse direction.

**SUNFISHER:** Horse that bucks, and all feet stick out to side rather than underneath or behind.

**SWAPS ENDS:** Animal that jumps in the air and makes a 180 - degree turn before touching down.



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# RODEO KNOWLEDGE

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**TIMERS:** In every timed event (calf roping, team roping, steer wrestling and barrel racing) there must be at least two timers who must agree on the time made by each contestant. Timers also keep the time on the eight - second bronc and bull rides.

**TIMED EVENTS:** Calf roping, team roping, and steer wrestling.

**TIPPY TOE:** Horse or bull that walks on front legs when most of his weight is off the ground.

**TOES OUT:** Preferred style of holding feet at 90 - degree angle to the animal to insure maximum spur contact.

**TRASH:** Bucking animal with no set pattern-twist, turn, spin, or will walk on the front feet.

**TROTTER:** Team roping steer that hangs back on rope and rather than running, trots with hind feet.

**TURN OUT:** Cowboy doesn't show up to compete when scheduled.

**TWEEDLE LE DEE:** Just a good animal that you can place on and not hard to ride.

**WHIPPED DOWN:** Top part of body thrown down by forward motion comes in contact with head or horns of the bull.

**WILD WESTY:** Stories that are fiction rather than fact.

**WOOFY:** Bucks mighty hard.



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# RODEO 101



Professional rodeo action consists of two types of competitions - roughstock events and timed events - and an all-around cowboy crown.

In the roughstock events bareback riding, saddle bronc riding and bull riding a contestant's score is equally dependent upon his performance and the animal's performance. To earn a qualified score, the cowboy, while using only one hand, must stay aboard a bucking horse or bull for eight seconds. If the rider touches the animal, himself or any of his equipment with his free hand, he is disqualified.

In saddle bronc and bareback riding, a cowboy must "mark out" his horse; that is, he must exit the chute with his spurs set above the horse's shoulders and hold them there until the horse's front feet hit the ground after the initial jump out of the chute. Failing to do so results in disqualification.

During the regular season, two judges each score a cowboy's qualified ride by awarding 0 to 25 points for the rider's performance and 0 to 25 points for the animal's effort. The judges' scores are then combined to determine the contestant's score. A perfect score is 100 points.

In timed events steer wrestling, team roping, tie-down roping, barrel racing and steer roping; cowboys and cowgirls at "the other end of the arena" compete against the clock, as well as against each other. A contestant's goal is to post the fastest time in his or her event. In steer wrestling and the roping events, calves and steers are allowed a head start. The competitor, on horseback, starts in a three-sided fenced area called a box. The fourth side opens into the arena.



A rope barrier is stretched across that opening and is tied to the calf or steer with a breakaway loop. Once the calf or steer reaches the head-start point - predetermined by the size of the arena - the barrier is automatically released. If a cowboy breaks that barrier, a 10-second penalty is added.



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# BULL RIDING



Rodeo competition, in the beginning, was a natural extension of the daily challenges cowboys confronted on the ranch - roping calves and breaking broncs into saddle horses.

Bull riding, which is intentionally climbing on the back of a 2,000-pound bull, emerged from the fearless and possibly fool-hardy nature of the cowboy. The risks are obvious. Serious injury is always a possibility for those fearless enough to sit astride an animal that literally weighs a ton and is usually equipped with dangerous horns.

Regardless, cowboys do it, fans love it and bull riding ranks as one of rodeo's most popular events.

Bull riding is dangerous and predictably exciting, demanding intense physical prowess, supreme mental toughness and courage. Like bareback and saddle bronc riders, the bull rider may use only one hand to stay aboard during the eight-second ride. If he touches the bull or himself with his free hand, he receives no score. But unlike the other roughstock contestants, bull riders are not required to mark out their animals. While spurring a bull can add to the cowboy's score, riders are commonly judged solely on their ability to stay aboard the twisting, bucking mass of muscle.

Size, agility and power create a danger that makes bull riding a crowd favorite everywhere. Balance, flexibility, coordination, quick reflexes and, perhaps above all, a strong mental attitude are the stuff of which good bull riders are made.

To stay aboard the bull, a rider grasps a flat braided rope, which is wrapped around the bull's chest just behind the front legs and over its withers. One end of the bull rope, called the tail, is threaded through a loop on the other end and tightened around the bull. The rider then wraps the tail around his hand, sometimes weaving it through his fingers to further secure his grip.

Then he nods his head, the chute gate swings open, and he and the bull explode into the arena.

Every bull is unique in its bucking habits. A bull may dart to the left, then to the right, then rear back. Some spin or continuously circle in one spot in the arena. Others add jumps or kicks to their spins, while others might jump and kick in a straight line or move side to side while bucking.



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# TEAM ROPING

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Team roping, the only true team event in ProRodeo, requires close cooperation and timing between two highly skilled ropers - a header and a heeler - and their horses. The event originated on ranches when cowboys needed to treat or brand large steers and the task proved too difficult for one man.

The key to success? Hard work and endless practice. Team roping partners must perfect their timing, both as a team and with their respective horses.

Similar to tie-down ropers and steer wrestlers, team ropers start from the boxes on each side of the chute from which the steer enters the arena. The steer gets a head start determined by the length of the arena.

Team ropers such as Joe Beaver and Travis Tryan spend long hours perfecting their timing with each other and their horses. One end of a breakaway barrier is attached to the steer and stretched across the open end of the header's box. When the steer reaches his advantage point, the barrier is released, and the header takes off in pursuit, with the heeler trailing slightly further behind. The ropers are assessed a 10-second penalty if the header breaks the barrier before the steer completes his head start. Some rodeos use heeler barriers too.

The header ropes first and must make one of three legal catches on the steer - around both horns, around one horn and the head or around the neck. Any other catch by the header is considered illegal and the team is disqualified. After the header makes his catch, he turns the steer to the left and exposes the steer's hind legs to the heeler. The heeler then attempts to rope both hind legs. If he catches only one foot, the team is assessed a five-second penalty. After the cowboys catch the steer, the clock is stopped when there is no slack in their ropes and their horses face one another.

Another important aspect to the event is the type of horses used by the ropers. The American quarter horse is the most popular among all timed-event competitors, particularly team ropers. Heading horses generally are taller and heavier because they need the power to turn the steer after it is roped. Heeling horses are quick and agile, enabling them to better follow the steer and react to its moves.



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# TIE-DOWN ROPING



As with saddle bronc riding and team roping, the roots of tie-down roping can be traced back to the working ranches of the Old West. When calves were sick or injured, cowboys had to rope and immobilize them quickly for veterinary treatment. Ranch hands prided themselves on the speed with which they could rope and tie calves, and they soon turned their work into informal contests.

As the event matured, being a good horseman and a fast sprinter became as important to the competitive tie-down roper as being quick and accurate with a rope.

Today, the mounted cowboy starts from a box, a three-sided fenced area adjacent to the chute holding the calf. The fourth side of the box opens into the arena.

A cowboy's success in tie-down roping depends in large part on the precise teamwork between him and his horse. The calf receives a head start that is determined by the length of the arena. One end of a breakaway rope barrier is looped around the calf's neck and stretched across the open end of the box. When the calf reaches its advantage point, the barrier is released. If the roper breaks the barrier before the calf reaches its head start, the cowboy is assessed a 10-second penalty.

The horse is trained to come to a stop as soon as the cowboy throws his loop and catches the calf. The cowboy then dismounts, sprints to the calf and throws it by hand, a maneuver called flanking. If the calf is not standing when the cowboy reaches it, he must allow the calf to get back on its feet before flanking it. After the calf is flanked, the roper ties any three legs together with a pigging string - a short, looped rope he clenches in his teeth during the run.

While the contestant is accomplishing all of that, his horse must pull back hard enough to eliminate any slack in the rope, but not so hard as to drag the calf.

When the roper finishes tying the calf, he throws his hands in the air as a signal that the run is completed. The roper then remounts his horse, rides forward to create slack in the rope and waits six seconds to see if the calf remains tied. If the calf kicks free, the roper receives no time.



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# SADDLE BRONC RIDING

Saddle bronc riding is rodeo's classic event, both a complement and contrast to the wilder spectacles of bareback riding and bull riding. This event requires strength to be sure, but the event also demands style, grace and precise timing.

Saddle bronc riding evolved from the task of breaking and training horses to work the cattle ranches of the Old West. Many cowboys claim riding saddle broncs is the toughest rodeo event to master because of the technical skills necessary for success.

Every move the bronc rider makes must be synchronized with the movement of the horse. The cowboy's objective is a fluid ride, somewhat in contrast to the wilder and less-controlled rides of bareback riders.



Dan Erickson shows the form and technique that have made him a Wrangler NFR qualifying saddle bronc rider. One of the similarities shared by saddle bronc and bareback riding is the rule that riders in both events must mark out their horses on the first jump from the chute. To properly mark out his horse, the saddle bronc rider must have both heels touching the animal above the point of its shoulders when it makes its first jump from the chute. If the rider misses his mark, he receives no score.

While a bareback rider has a rigging to hold onto, the saddle bronc rider has only a thick rein attached to his horse's halter. Using one hand, the cowboy tries to stay securely seated in his saddle. If he touches any part of the horse or his own body with his free hand, he is disqualified.

Judges score the horse's bucking action, the cowboy's control of the horse and the cowboy's spurring action. While striving to keep his toes turned outward, the rider spurs from the points of the horse's shoulders to the back of the saddle. To score well, the rider must maintain that action throughout the eight-second ride. While the bucking ability of the horse is quite naturally built into the scoring system, a smooth, rhythmic ride is sure to score better than a wild, uncontrolled effort.



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# STEER WRESTLING



Speed and strength are the name of the game in steer wrestling. In fact, with a world record sitting at 2.4 seconds, steer wrestling is the quickest event in rodeo.

The objective of the steer wrestler, who is also known as a "bulldogger," is to use strength and technique to wrestle a steer to the ground as quickly as possible.

That sounds simple enough.

Here's the catch: the steer generally weighs more than twice as much as the cowboy and, at the time the two come together, they're both often traveling at 30 miles per hour. Speed and precision, the two most important ingredients in steer wrestling, make bulldogging one of rodeo's most challenging events.

As with tie-down and team ropers, the bulldogger starts on horseback in a box. A breakaway rope barrier is attached to the steer and stretched across the open end of the box. The steer gets a head start that is determined by the size of the arena. When the steer reaches the advantage point, the barrier is released and the bulldogger takes off in pursuit. If the bulldogger breaks the barrier before the steer reaches his head start, a 10-second penalty is assessed.

A perfect combination of strength, timing and technique are necessary for success in the lightning-quick event of steer wrestling. In addition to strength, two other skills critical to success in steer wrestling are timing and balance.

When the cowboy reaches the steer, he slides down and off the right side of his galloping horse, hooks his right arm around the steer's right horn, grasps the left horn with his left hand and, using strength and leverage, slows the animal and wrestles it to the ground. His work isn't complete until the steer is on its side with all four feet pointing the same direction. That's still not all there is to it.

To catch the sprinting steer, the cowboy uses a "hazer," who is another mounted cowboy who gallops his horse along the right side of the steer and keeps it from veering away from the bulldogger.

The efforts of the hazer can be nearly as important as those of the steer wrestler. For that reason, and the fact that he sometimes supplies the bulldogger with a horse, the hazer often receives a fourth of the payoff.



MORGAN COUNTY FAIR

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# BAREBACK RIDING

Bareback riders endure more abuse, suffer more injuries and carry away more long-term damage than all other rodeo cowboys.

To stay aboard the horse, a bareback rider uses a rigging made of leather and constructed to meet PRCA safety specifications. The rigging, which resembles a suitcase handle on a strap, is placed atop the horse's withers and secured with a cinch.

Bareback riding has been compared to riding a jackhammer with one hand. Jason Jeter can probably attest to that definition. As the bronc and rider burst from the chute, the rider must have both spurs touching the horse's shoulders until the horse's feet hit the ground after the initial move from the chute. This is called "marking out." If the cowboy fails to do this, he is disqualified.



As the bronc bucks, the rider pulls his knees up, rolling his spurs up the horse's shoulders. As the horse descends, the cowboy straightens his legs, returning his spurs over the point of the horse's shoulders in anticipation of the next jump.

Making a qualified ride and earning a money-winning score requires more than just strength. A bareback rider is judged on his spurring technique, the degree to which his toes remain turned out while he is spurring and his willingness to take whatever might come during his ride.

It's a tough way to make a living, all right. But, according to bareback riders, it's the cowboy way.



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# ALL-AROUND COWBOY

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Recognized as the "ultimate cowboy championship," the title of PRCA World Champion All-Around Cowboy is the most prestigious designation in all of professional rodeo.

The PRCA world all-around champion is considered by many the most talented and versatile cowboy in the sport. The PRCA Cowboy who wins the most prize money in a year while competing in at least two events, earning a minimum of \$3,000 in each event, wins the world all-around championship.



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