

PROJECT COWBOY

WOMEN ONLY!

SACRAMENTO, CALIFORNIA

JUNE 7-9, 2012

COMPETITION SCORING

MANGEMENT RESERVES THE RIGHT TO MAKE ANY CHANGES AT ANY TIME

***ALL CONTESTANTS WILL COMPETE IN ROUNDS 1 AND 2
There will be free admission to the preliminary Rounds 1 and 2.***

CONTESTANT'S MEETING WILL BE HELD THURSDAY, JUNE 7th

Round 1 will run on Friday, June 8th

Round One - "ARE YOU GOOD IN THE SADDLE?"

Round Includes

1. Riding Pattern including required elements.
Riding Pattern will be given to you at Thursday Meeting
2. Obstacles
Obstacles set in arena
3. Freestyle
Show your horse at your best! Props allowed will be those attached to your saddle or person, used as related in typical horse work or riding such as rope, slicker, whip, pistol, etc.

Order of Go for Round 1 and Round 2:

1. Random Draw for Position
2. Draw will be Posted in Contestants Office & Stall Area
3. The Draw is a Rotation for Round 1 and Round 2

Scoring

1. Contestants are scored on Required Pattern, Obstacles and Free Style
2. Value of elements in Required Pattern / Total 120 points
3. Value of Obstacles / Total 30 points
4. Value of Free Style / Total 50 points per judge
6. Any components or obstacles not attempted will receive 0 pts.
7. All judges scores are final.

Time Allowed

1. **Total Round Time 3 minutes**
2. Contestants are responsible for the use of time to get the riding pattern with required elements and freestyle in during the allotted time.
3. Thirty-second (.30) warning will be given before end of allotted time.

What is NOT ALLOWED

1. No assistance will be allowed in competition area at any time
2. No props that require set-up or tear down
3. Roughness or inhuman treatment of horses.

Riding Pattern's Required Elements

Elements which may include, but not limited to the following elements:

- Lead horse
- Unbridle and Bridle
- Pick-up All Four Feet
- Mount and Dismount
- Gaits, stopping and backing
- Speed Control
- Flying/Simple Lead Changes
- Lateral Movement
- 360 Turns
- Riding with Loose/Dropped Reins

Round Two – “ARE YOU GOOD ON SCREEN?”

Round Includes

1. Speaking in Front of Camera and Judges during Screen Test.
2. Contestants will include five (5) words in a speech, poem or song.
3. Five (5) Words will be selected by Project Cowboy. Contestant's will draw for word selection during contestant's meeting.
4. Contestant will be responsible for time management during speech, poem or song.

Scoring

1. Value / 10 pts per judge
2. Scores will be on a 0-10 basis.
3. 10 - Perfect, 5 - Average and 0 - Incomplete
4. Total of 50 Points
5. Judges Scores are Final

Required Elements (*may include but are not limited to*)

1. Content and use of required "words."
2. Communication Skills and Presentation
3. Unique Character
4. Camera Presence
5. Management of Time

FIRST ELIMINATION FRIDAY, JUNE 8th

ELIMINATION ROUND

- All Contestants ride in arena for elimination on Friday morning.
- The Contestants with the lowest accumulative scores from Rounds 1 and 2 will be eliminated from the competition.
- Total points available: 200 points per judge for Pattern/Obstacles/Freestyle. 50 points per judge from *Are You Good on Screen*
- The Contestants with the highest accumulative scores will continue onto Round 3.
- Accumulative Scores will be carried forward to Round 3.
- Management reserves the right to adjust the number of Contestants that move forward in the competition.

Round 3 will be run Friday, June 8th

Round Three - "CAN YOU THINK ON FOUR FEET?"

MANAGEMENT RESERVES THE RIGHT TO MAKE ANY CHANGES AT ANYTIME

Round Includes:

1. Riding through Obstacles while answering random questions on horsemanship, personal experience, anatomy and horse myths.
2. Contestant will be provided and wear a hands free microphone

Order of Go

1. The order will be chosen by random draw
2. The order will be posted at Contestants Office and Stall Area

Scoring

1. All Riding elements
 - All Riding Elements scored individually from 1 to 10 points.
 - 10 points - Perfect, 5 - Average and 1 - Poor
 - Total of 60 points per Judge
 - Any Riding Element not attempted will receive 0 points

2. Scoring Questions
 - All Questions scored individually from 1 to 20 points per Judge
 - 20 points - Perfect, 10 - Average and 1 - Poor
 - Total of 60 points per Judge
 - Any Question **Not Answered** will receive 0 points
3. All Judges Scores are Final

Time Allowed

1. Total Round Time 3.5 minutes
2. Thirty seconds (.30) warning will be given before end of allotted time.

What is NOT allowed

1. No assistance will be allowed in arena at any time
2. Roughness or inhumane treatment of horses

Required Elements

6 obstacles which may include, *but not limited to the following elements:*

- Bridge or obstacle crossing
- Carry objects
- Drag objects
- Jump objects
- Go thru, over, under or around obstacles
- Maneuvers such as turns, spins, stops, etc.

SECOND ELIMINATION SATURDAY, JUNE 9th

ELIMINATION ROUND

- All Contestants from Round 3 will ride in the arena for elimination on Saturday
- Scores are cumulative from Round 1, Round 2 and Round 3.
- The Contestant(s) with the lowest accumulative scores will be eliminated from the competition.
- Total points available: 120 Points per judge for the “*Can You Think on Your Feet?*”
- The Contestants with the highest scores will continue onto Round 4.
- Accumulative Scores will be carried forward onto Round 4.
- Management reserves the right to adjust the number of Contestants that move forward.

Round 4 will run Saturday, June 9th

Round Four: "CAN YOU HANDLE A HERD?"

MANGEMENT RESERVES THE RIGHT TO MAKE ANY CHANGES AT ANY TIME.

Round Includes

1. Qualified Teams
2. Herd Sorting

Order of Go

1. Contestants remain in the arena after elimination
2. The Five Contestants with the lowest scores from Round 3 (Can You Think On Four Feet) will be announced and will ride forward.
3. These Five Contestants will be the "Team Captains" for the selection of the Five Teams for Round 4 "*Can You Handle A Herd?*"
4. The Team Captain will select the team members by "Play Ground Style" The first Captain with the lowest score will select first. The Second Captain with the next lowest score will select second and so forth.
5. All Teams will have 5 minutes to determine strategy for Round 4 outside the arena during the set-up for Round 4.
6. First Team to go in the Round 4 will be the first Team Captain chosen, Second Team to go will be the Second Team Captain chosen, Third Team to go will be the Third Team Captain Chosen, Fourth Team to go will be the Fourth Team Captain chosen and the Fifth Team to go will be the Last Team Captain chosen, etc. The number of teams will be determined by the number of contestants.
7. Management reserves the right to adjust the number of Contestants that move forward.

Procedure

1. Herd/sorting cattle event designed to showcase Contestants' ability to work cattle and work within a team.
2. Each individual will move into the herd and separate a numbered cow from the herd. Individuals will be scored on their horsemanship and ability to maneuver a cow out of the herd.
3. Once past the designated line, the contestant will be assisted by their team to pen the cow.

Scoring

1. All members will receive the same team score added to their Individual Score
2. Individual Scores will be marked on a 1-10 basis.
3. 20 points - Perfect, 10 - Average, 5 points - Poor and 0 being incomplete
4. Total of 50 Points per Judge for Individual score
5. Team Score will be marked on a 0-10 basis
6. 10 points - Perfect, 5 points - Average, 1 point - Poor
7. Total of 50 points for Team score.
8. All Judges Score are Final

Time Allowed

1. Total Round Time 2 minutes
2. Contestants are responsible to get all elements completed in time allowed. There will be a thirty seconds (.30) warning from the announcer during the round to aid the Contestants.

What is NOT allowed

1. No assistance will be allowed during the herd work
2. No roughness or inhumane treatment of horses or livestock allowed

Required Elements

1. Individual score will be based on elements which may include but not be limited to:
 - Approaching the herd
 - Responsiveness to rider's commands
 - Herd work
 - Confidence and
 - Overall performance.
- Team scores will be based on elements which may include but not be limited to:
 - Team communication
 - Support of weakest link
 - Cattle handling
 - Overall team performance.

THIRD ELIMINATION SATURDAY, JUNE 9TH

THIRD ELIMINATION FOLLOWING ROUND 4

- All remaining Contestants will ride in arena for elimination.
- Scores are cumulative from Round 1, Round 2, Round 3 and Round 4
- The Contestants with the lowest accumulative scores will be eliminated from the competition
- The Top 10 Contestants with the highest cumulative scores from Round 1 through Round 4 will advance to Round 5 and Round 6
- The Top 10 Contestants will start with a "Clean Slate" for Rounds 5 and 6
- Management reserves the right to adjust the number of Contestants that move forward.

TOP 10

*Round 5 and 6 will run Saturday, June 9th
Round 5 Scores will carry forward to finals.*

Round Five: "COOKIN' WITH YOUR SPURS ON!"

MANGEMENT RESERVES THE RIGHT TO MAKE ANY CHANGES AT ANY TIME.

Round Includes

1. Preparation of cowgirl cuisine while engaging the judges and audience.
2. Presentation of dish to judges.
3. Appearance

Order of Go

1. The Contestants with the lowest accumulative scores will go first.
2. The Top 10 Contestants will draw for their basket of ingredients.

Scoring

1. Contestant's dish will be scored on:
 - Preparation (cleanliness)
 - Organization
 - Plating
 - Taste
 - Degree of difficulty
 - Presentation/Uniqueness
 - Communication and Confidence while engaging judges and audience
2. Scores will be marked on a 0-10 basis.
3. 10 - Perfect, 5 - Average, 1 - Poor, and 0 - Incomplete
4. There will be 5 elements/10 points each
5. Total 50 points per judge.
6. Round 5 Scores will carry forward to Finals.
7. All Judges Scores are Final

What is NOT allowed

1. Contestant may not use any additional cooking utensils or food products other than what is provided.

Required Elements

1. Contestants will be draw for their individual chuck box filled with various ingredients.

TOP 10

Finals will be held Saturday evening, June 9th

Round Six- Finale "RIDE 'EM LIKE YOU STOLE 'EM!"

MANAGEMENT RESERVES THE RIGHT TO MAKE ANY CHANGES AT ANYTIME

The Top Ten Finalist and Their Mounts will "Ride for Their Life" in a Grand Finale to determine "THE NEXT GREAT AMERICAN HORSEMAN"

Round Includes

1. Scores from Round 5, "Cookin' With Your Spurs On!" will be included in Final's total score.
2. Two Sections in Round 6 Finals:
 - Horsemanship Maneuvers
 - Freestyle Performance

Order of Go:

1. Contestants will draw for order in each Section.
2. Horsemanship Maneuver Section will precede Freestyle Performance Section and may run in a separate performance.

Descriptions and Scoring

Section (A)

Horsemanship Maneuvers (total point value 50 points)

The following elements must be included in "compulsory" performance.

- Flying Lead changes both directions
- Spin 360 Degrees both directions
- Stop from run, lope or canter
- Back
- Overall Horsemanship/Partnership

Scores

1. Maneuvers being 1-10 basis with 10 - Perfect, 5 - Average and 1 - Poor.

Section (B)

Freestyle Performance (total point value 50 points)

Freestyle Performance may incorporate Music with CD provided to management, props, and costumes. Additional animals may be used, **but not ridden by anyone.**

- "Wow" factor of performance
- Choreography, use of props, music and originality
- Contestant's creativity and degree of difficulty
- Contestants communication with the Audience
- Horses willingness to perform in a partnership with the rider

Scores

1. Components being 1-10 basis with 10 - Perfect, 5 - Average and 1 - Poor
2. ***In the Event of a TIE*** the Contestant with the HIGHEST ACCUMLATIVE SCORE in the entire event will be ***“THE NEXT GREAT HORSEMAN.”***
3. All Judges Scores are Final

Time Allowed

1. Ninety (90) seconds maximum to perform Horsemanship Maneuvers
2. Four (4) minutes to perform Freestyle Performance including communication with the audience
3. Four (4) minutes to Stage Arena for Freestyle Performance

What is Not Allowed

1. Any prop that is considered dangerous to horse, rider or spectators.
2. **ALL PROPS ARE SUBJECT TO THE APPROVAL BY PROJECT COWBOY MANAGEMENT.**
Pyrotechnics or Fireworks ...MUST BE approved by management.

You must use the same horse throughout the competition. There will be no exceptions to this rule.

Good Luck, Cowgirls!