



## Table of Contents

1-40 "Five Day Rodeo," Rob Gallamore

Barrel Racing, 1-7

Bull Riding, 8-18

Chuckwagon Races, 19-23

Bronco Bustin', 24-33

Tie-Down Roping, 34-40

41-47 Bull Riding, James Cast

48-54 Bull Riding, Pete Adams/Mark Dykshoorn/Rob Gallamore

55-56 Steer Wrestling, Elan Olliff

57 Calf Roping, Keith Avallone

58 Chuckwagon Races, Keith Avallone

TIME CLOCK .. FOR 7 seconds place chip on the line between 6 and 8 . Tenths is on the bottom.

0	4	8	12	14	15	16	17	18	20
0.1	0.2	0.3	0.4	0.5	0.6	0.7	0.8	0.9	

When you get to the blank box after 0.9, add a second to the top row

# Barrel Racin'

## Cowboy Qualities

- 1 STRONG
- 2 HANDSY
- 3 BALANCE
- 4 FLEXIBLE
- 5 BRAVE
- 6 TOUGH



## Horse Qualities

- 1 A
- 2 A
- 3 A AND B
- 4 B
- 5 A
- 6 UNUSUAL RESULTS



## STARTING GATE



### NORMAL

#### TWO TRAITS

- 1 4
- 2 4.1
- 3 4.1
- 4 4.3
- 5 4.2
- 6 4

### NORMAL

#### ONE TRAIT

- 1 4.1
- 2 4.2
- 3 4.2
- 4 4.3
- 5 4.2
- 6 4.1

### NORMAL

#### ZERO TRAITS

- 1 4.3
- 2 4.3
- 3 4.4
- 4 4.4
- 5 4.2
- 6 4.1

### BACKSTRETCH

	HORSE A	A1	B	B1
1	5	5.1	5.1	5.2
2	5	5.1	5.2	5.2
3	5.1	5.2	5.3	5.3
4	5.1	5.2	5.2	5.3
5	5.2	5.3	5.3	5.3
6	5.2	5.3	5.3	5.4

If 12.4 or under roll A or B

If your time after three barrels is 12.5+ roll under A1 or B1

### AGGRESSIVE

#### TWO TRAITS

- 1 3.8
- 2 3.9
- 3 4.4
- 4 4.6
- 5 4.4
- 6 3.9

### AGGRESSIVE

#### ONE TRAIT

- 1 4
- 2 4
- 3 4.4
- 4 4.5
- 5 4.4
- 6 4

### AGGRESSIVE

#### ZERO TRAITS

- 1 4
- 2 4
- 3 4.7
- 4 4.7
- 5 4.5
- 6 4

### SUPER AGGRESSIVE


#### ANY ROLL

- 1 3.5
- 2 4
- 3 BARREL KNOCK DOWN
- 4 BARREL KNOCK DOWN
- 5 5.1
- 6 INJURY, out two weeks

SEE SUPER AGGRESSIVE OPTION ----->

**HAILEY KINSEL**  
HORSE- A

STRONG \*\*  
HANDSY \*\*  
BALANCE  
FLEXIBLE  
BRAVE  
\*\* delete 0.1 second




1

**2019 Calgary Stampede**

**LISA LOCKHART**  
HORSE- A

STRONG  
HANDSY  
BALANCE  
FLEXIBLE  
TOUGH




2

**2019 Calgary Stampede**

**NELLIE MILLER**  
HORSE- A

STRONG  
HANDSY  
BALANCE  
BRAVE  
TOUGH



3

**2019 Calgary Stampede**

**EMILY MILLER**  
HORSE- A

STRONG  
HANDSY  
FLEXIBLE  
BRAVE  
TOUGH




4

**2019 Calgary Stampede**

**JENNIFER SHARP**  
HORSE- A

STRONG  
BALANCE  
FLEXIBLE  
BRAVE  
TOUGH




5

**2019 Calgary Stampede**

**CALLAHAN CROSSLEY**  
HORSE- B

HANDSY  
BALANCE  
FLEXIBLE  
BRAVE




6

**2019 Calgary Stampede**

**SHELBY SPIELMAN**  
HORSE- A

HANDSY  
BALANCE  
FLEXIBLE  
BRAVE  
TOUGH




7

**2019 Calgary Stampede**

**TACI BETTIS**  
HORSE- B

STRONG  
HANDSY  
BRAVE  
TOUGH



8

**2019 Calgary Stampede**

**AMBERLEIGH MOORE**  
HORSE- B

STRONG  
HANDSY  
BALANCE  
FLEXIBLE  
BRAVE  
TOUGH



9

**2019 Calgary Stampede**

**STRATEGY CARD**

TAKE  
**TWO**  
ROLLS.  
KEEP YOUR  
BEST TIME.




**2020 RODEO PBR**

**STRATEGY CARD**

USE  
**THIS**  
DICE ROLL


1= 4.0 seconds  
2,3 = 4.1 seconds  
4,5= 3.9 second  
6= 3.8 seconds



**2020 RODEO PBR**

**STRATEGY CARD**


YOUR  
**HORSE**  
CAN  
BE AN  
A HORSE  
FOR THE  
NEXT TWO  
BARRELS



**2020 RODEO PBR**

**STRATEGY CARD**

CANCEL OUT  
**A STRATEGY**  
CARD  
AT ANY TIME




**2020 RODEO PBR**

**STRATEGY CARD**

FORCE  
**SOMEONE TO**  
TAKE THIS  
DICE ROLL


1= 4.3 seconds  
2,3 = 4.4 seconds  
4,5= 4.5 second  
6= 4.2 seconds



**2020 RODEO PBR**

**STRATEGY CARD**


CANCEL  
**OUT A**  
STRATEGY  
CARD



**2020 RODEO PBR**

**STRATEGY CARD**

TAKE  
**TWO**  
ROLLS.  
KEEP YOUR  
BEST TIME.




**2020 RODEO PBR**

**STRATEGY CARD**

USE  
**THIS**  
DICE ROLL


1= 4.1 seconds  
2,3 = 4.0 seconds  
4,5= 3.9 second  
6= 4.4 seconds












**2020 RODEO PBR**

**STRATEGY CARD**

MAKE  
**A**  
PLAYER  
TAKE  
4.3 SECONDS



**2020 RODEO PBR**

<p><b>STRATEGY CARD</b></p> <p>THIS <b>CARD</b> WILL ELIMINATE A KNOCKED BARREL RESULT PLAY ANYTIME</p>  <p><b>2020 RODEO PBR</b></p>	<p><b>STRATEGY CARD</b></p> <p>THIS <b>CARD</b> WILL ELIMINATE A KNOCKED BARREL RESULT PLAY ANYTIME</p>  <p><b>2020 RODEO PBR</b></p>	<p><b>STRATEGY CARD</b></p> <p>SWITCH <b>SPOTS</b> WITH SOMEONE IN YOUR GROUPING</p>  <p><b>2020 RODEO PBR</b></p>
<p><b>STRATEGY CARD</b></p> <p>CANCEL OUT A <b>STRATEGY</b> CARD</p>  <p><b>2020 RODEO PBR</b></p>	<p><b>STRATEGY CARD</b></p> <p>FORCE A TIME OF 4.3</p>  <p><b>2020 RODEO PBR</b></p>	<p><b>STRATEGY CARD</b></p> <p>FORCE <b>SOMEONE</b> TO USE A "B" HORSE FOR TWO BARRELS</p>  <p><b>2020 RODEO PBR</b></p>
<p><b>STRATEGY CARD</b></p> <p>TAKE <b>TWO</b> TURNS AND TAKE THE BEST TIME</p>  <p><b>2020 RODEO PBR</b></p>	<p><b>STRATEGY CARD</b></p> <p>USE <b>THIS</b> DICE ROLL</p> <p>1= 3.8 seconds 2,3 = 4.0 seconds 4,5= 3.9 second 6= 4.1 seconds</p>  <p><b>2020 RODEO PBR</b></p>	<p><b>STRATEGY CARD</b></p> <p>CANCEL <b>OUT</b> A STRATEGY CARD</p>  <p><b>2020 RODEO PBR</b></p>

RIDER

Friday Saturday Sunday

BARREL ONE

--	--	--

BARREL TWO

--	--	--

BARREL THREE

--	--	--

BACKSTRETCH

--	--	--

TOTAL

--	--	--

RIDER

Friday Saturday Sunday

BARREL ONE

--	--	--

BARREL TWO

--	--	--

BARREL THREE

--	--	--

BACKSTRETCH

--	--	--

TOTAL

--	--	--

RIDER

Friday Saturday Sunday

BARREL ONE

--	--	--

BARREL TWO

--	--	--

BARREL THREE

--	--	--

BACKSTRETCH

--	--	--

TOTAL

--	--	--

RIDER :

BARREL ONE

--	--	--

Friday Saturday Sunday

BARREL TWO

--	--	--

BARREL THREE

--	--	--

BACKSTRETCH

--	--	--

TOTAL

--	--	--

RIDER

Friday Saturday Sunday

BARREL ONE

--	--	--

BARREL TWO

--	--	--

BARREL THREE

--	--	--

BACKSTRETCH

--	--	--

TOTAL

--	--	--

RIDER :

BARREL ONE

--	--	--

Friday Saturday Sunday

BARREL TWO

--	--	--

BARREL THREE

--	--	--

BACKSTRETCH

--	--	--

TOTAL

--	--	--

## BARREL CHART -

If rider gets two bumped barrels, add 10 seconds to her time. Can only knock over 1 barrel per race.

- 2 If 4 or less traits and a B horse, cowgirl struggles out there. 22.4 seconds. All others 17.4
- 3 If a 4 or less quality rider, you are struggling with the track..... 17.8 seconds.
- 4 If a 4 or less quality rider, you just do not have it today.... 17.7 second ride.
- 5 Horse not right...A horse 17.3 seconds, B horse 17.4 seconds. Disappointing if you want to win.
- 6 Horse takes a wide turn around first barrel , not a great time. Finish at 17.5 seconds.
- 7 Rider was out on the town last night. Calgary nightlife too much fun!!! Clocked time is 18.8 seconds
- 8 Rainy sloppy track really affected your cowboy, add one second to your time at the end. Re-roll.
- 9 **Cowgirl knocked over barrel!! Add ten seconds to your final score. Re-roll for this barrel.**
- 10 Cowboy had a rough week, horse not coming out of stall quick enough. Clocked time 17.9 seconds
- 11 **Crowd really spurred on your cowgirl, excellent run out there on as sunny day. 17.0 seconds!**
- 12 **Wow , stupendous run that dazzles the Calgary Stampede crowd. Final time of 17.1 seconds!**

## UNUSUAL RESULTS

- 2 Great conditions and a great ride, clock this one in at 17.1 seconds !!
- 3 Cowgirl inspired by parents being in the audience, clock this run at 17.2 seconds!!
- 4 Re-roll but you must take the Aggressive approach going into this barrel.
- 5 **GO TO THE BARREL CHART**
- 6 Cowgirl just had a tremendous run, clock this run in at 17 seconds!!!
- 7 **Cowgirl knocked over barrel!! Add ten seconds to your final score. Re-roll for this barrel.**
- 8 Horse pretty sloppy going around those turns, 17.8 seconds if a B horse. A horse 17.4
- 9 **TO TO THE BARREL CHART**
- 10 If a B Horse, he slips in the mud , cannot get grip to excel. Add a second to your total score. Re-roll.
- 11 Re-roll but you must take the Aggressive approach going into this barrel.
- 12 Cowboy falls from horse on the last barrel. He is eliminated.

## BURN AROUND THOSE BARRELS

Object of the game is to have the fastest time after three days or racing.

1. Choose your Rider or roll a 10 sided dice to have the game pick your cowboy. If you roll a 10, re-roll  
Each cowgirl has a number in the corner of her card.
2. The last place rider will roll first. Roll two six sided dice and check each dice with the trait of your

cowgirl and your horse. Roll a white dice for your cowgirl and a red dice for your horse.

Example: See the rider qualities below. If you roll a 3 and your rider has the balance quality your rider gets credit for a trait. If you are riding an A horse and you roll a 1, your horse has that trait. You now have TWO TRAITS. Roll on the TRAIT CHART under the appropriate chart (2, 1, 0 qualities) and see your time for that barrel. Add those seconds to the timing chart. Do this for each of the three barrels.

COWBOY QUALITIES	HORSE QUALITIES
1 STRONG	1 A
2 HANDSY	2 A
3 BALANCE	3 A B
4 FLEXIBLE	4 B
5 BRAVE	5 A
6 TOUGH	6 Unusual Results

3. If a rider has a \*\* beside their trait, take off 0.1 second if rolled for having an exceptional quality.
4. After making it around the three barrels, it is time to hit the home stretch. Take a peek at your horse rating Find the Homestretch Chart. Roll under the appropriate horse chart for your backstretch time. If your A horse has a time of 12.4 or less for the first three barrels, he is running a strong race. You will roll under the A . If your A horse has a time of 12.5+ , you will roll under the A1 chart . If you are riding a B horse, and your horse has a time of 12.4 or under, you will roll under B as your horse is strong around the first three barrels. If your time is 12.5+, roll under B1.
5. After each barrel , move the game piece on your timing chart or you can write on the scoresheet provided. Total up your three barrel times and your backstretch time to see your final time.  
**Remember add a 10 second penalty if you knocked over a barrel. You can only knock over one barrel in this game. Add your Racing week score to your score on the final day to see who wins.**

**OPTIONAL RULES- STRATEGY CARDS. Will add fun and excitement if playing with others.**

6. Each player gets 2 strategy cards, but can only play one during the barrel race.
7. STRATEGY RUN- Rider has the option before he rolls to play normal, aggressive or Super Aggressive Rider must declare how he wants to approach each barrel and declare before he rolls.  
Roll your dice as normal to establish how many traits a rider has.

If you choose aggressive roll for that many traits but on the aggressive chart.

If you choose super aggressive approach, you do not roll for traits. Go straight for the Super aggressive chart and test your luck. Beware, your rider can get injured when rolling on this chart.



FEELIN' GOOD RIDEABLE BULL 0 SPURS			FEELIN' GOOD RIDEABLE BULL 1 SPUR			FEELIN GOOD RIDEABLE BULL 2 SPURS			FEELIN' GOOD NASTY BULL 0 SPURS			FEELIN' GOOD NASTY BULL 1 SPUR			FEELIN GOOD NASTY BULL 2 SPURS			DICE ROLL
GO TO GRIT GRADE CHART						GO TO GRIT GRADE CHART									2			
UNUSUAL EVENTS						UNUSUAL EVENTS									3			
8.0 sec 85.5 pts			8.0 sec 87.5 pts			8.0 sec 89.5 pts			8.0 sec 88.5 pts			8.0 sec 90.5 pts			8.0 sec 92.5 pts			4
GO TO GRIT GRADE CHART						GO TO GRIT GRADE CHART									5			
8.0 sec 84.5 pts			8.0 sec 86.5 pts			BUCKED OFF NO SCORE			8.0 sec 85 pts			8.0 sec. 76 pts			BUCKED OFF NO SCORE			6
8.0 sec 84 pts			8.0 sec, 86 pts			8.0 sec 88 pts			BUCKED OFF NO SCORE			BUCKED OFF NO SCORE			BUCKED OFF NO SCORE			7
8.0 sec 85 pts			8.0 sec, 87 pts			8.0 sec 89 pts			BUCKED OFF NO SCORE			BUCKED OFF NO SCORE			BUCKED OFF NO SCORE			8
BUCKED OFF NO SCORE			BUCKED OFF NO SCORE			BUCKED OFF NO SCORE			BUCKED OFF NO SCORE			BUCKED OFF NO SCORE			BUCKED OFF NO SCORE			9
8.0 sec 85 pts			BUCKED OFF NO SCORE			BUCKED OFF NO SCORE			8.0 sec 73 pts			BUCKED OFF NO SCORE			BUCKED OFF NO SCORE			10
GO TO GRIT GRADE CHART						GO TO GRIT GRADE CHART									11			
Grit -1 8.0 sec 87			8.0 sec 90 pts			Add 1 grit 8.0 sec 92			Grit -1 8.0 sec 88			8.0 sec 90.5 pts			Add 1 grit 8.0 sec 92.5			12



# UNUSUAL EVENTS

- 11 Rider gets bucked into pole. Gets injured , he is out for the rest of the tournament.
- 12 Clown distracts bull after rider is bucked off. Increase rider Grit grade by 1
- 13 Rider gets speared by bull after getting put down hard. Rider injured and out of tourney.
- 14 Clown saves the day , distracts bull but rider breaks his wrist. Out of tournament.
- 15 Rider gives a thumbs up to crowd during ride. Increase rider grit grade by 2.
- 16 Rider winks at camera on the ride, goes the distance. Score 89 pts. Grit grade +1
- 21 Rodeo is stopped as rider is taken away in Ambulance. Decrease grit grade by 2
- 22 Rider wears a pink cowboy hat to support Breast Cancer. Increase grit grade by 1
- 23 If rider has the STRONG quality, great ride.... 8.0 seconds 88.5 pts
- 24 If rider has the STRONG quality , pulls too hard on bull and falls off. No score
- 25 If rider has the BRAVE OR TOUGH quality...hangs on for dear life. 89 point ride.
- 26 If rider has the BRAVE OR TOUGH quality, stays with bull too close to post. Injury.
- 31 if rider has the HANDSY OR FLEXIBLE quality, eases into ride for a big 88 points.
- 32 if rider has the HANDSY OR FLEXIBLE quality, gets thrown to the ground on a twist.
- 33 If rider has the BALANCE quality, puts on a great show... 8.0 seconds. 88.5 points.
- 34 If rider has the BALANCE quality, gets over confident and bucked off last second.
- 35 If bull has HORN quality, bucks off rider and spears him. Rider out of tournament.
- 36 If bull has HORN quality, rider hangs on for dear life . Super ride, 89.5 points
- 41 If bull has the MEAN quality, bull bucks off rider into the stands. No score
- 42 If bull has MEAN quality, rider rides out turbulent 8 seconds. 91 pts, +1 Grit Grade
- 43 If bull has POWERFUL quality, bull bucks off rider and takes out clown. -1 Grit grade
- 44 If bull has POWERFUL quality, rider nearly falls but hangs on for 8 sec. 90.5 pts.
- 45 If bull has STRONG or KICKS quality, rider taken away in ambulance after awful fall.
- 46 If bull has STRONG or KICKS quality, increase rider survives Grit +2 and 92 point ride!!
- 51 If bull has LEAP quality, really puts on a show. At 7.8 seconds dumps the cowboy.
- 52 If bull has LEAP quality, rider is all over the place, but hangs on!! 91 point ride!
- 53 Riders gives out a big "YEEEEHAW" 7 seconds into ride. Grit Grade +2, 90 pt ride
- 54 Rider saved by the clown after a violent fall into the gate. No injury, but no score.
- 55 Rider's father rode in this same event 20 years ago, increase Grit Grade by 2
- 56 Rider paranoid about bull in the gate. Decrease grit grade by 1.
- 61 If Rider Grit grade is A or B, finishes 8 second ride. Give him a 91 ! Others no score.
- 62 If Rider Grit Grade is A to D, finishes unimpressive ride.Score 86. Others no score.
- 63 If Rider grit Grade is an E, F, G , H , gets bucked off quickly. No ride . Others 85
- 64 If Rider Grit grade is A or B, finishes 8 second ride. Scores a 89! Others no score.
- 65 If Rider Grit Grade is A to D, finishes ride. Bull complacent . Score 83. Others no ride.
- 66 If Rider grit Grade is an E to H, gets bucked off way too fast. No ride . Others 84.

## ROLL FOR BULL..... ROLL FOR SPURS

<b>1</b>	<b>Other rider selects bull</b>	<b>0 SPURS</b>	<b>ROLL FOR RIDER</b>
<b>2</b>	<b>Bull with 5 qualities</b>	<b>1 SPUR</b>	If in range: Feelin Good
<b>3</b>	<b>Bull with 4 qualities</b>	<b>2 SPURS</b>	Not in range: Under weather
<b>4</b>	<b>Bull with 3 qualities</b>	<b>SPUR CHOICE</b>	<b>ROLL FOR BULL</b>
<b>5</b>	<b>Bull with 3 qualities</b>	<b>SPUR CHOICE</b>	If in range: Nasty Bull
<b>6</b>	<b>Your choice of bull</b>	<b>SPUR CHOICE</b>	If not in range: Rideable bull



# GRIT GRADE CHART

Grit -1    8.0 Perfect ride    Add 1 grit 80 Points			Grit -1    8.0 Perfect ride    Add 1 Grit 80 Points		
A	B	C	D	E	
8.0 sec, 91 pts 2 spurs, +1 grit	8.0 sec 89 pts 2 spurs, +1 grit	8.0 sec 88 pts 2 spurs, +1 grit	8.0 sec 87 pts 2 spurs, +1 grit	8.0 sec 86 pts 2 spurs, +1 grit	<b>2 SPURS</b>
8.0 sec, 90 pts	8.0 sec 88 pts	8.0 sec 87 pts	8.0 sec 86 pts	8.0 sec 85 pts	<b>1 SPUR</b>
8.0 sec, 88 pts Spurs 0, -1 Grit	8.0 sec, 86 pts Spurs 0, -1 Grit	8.0 sec, 85 pts Spurs 0, -1 Grit	8.0 sec, 84 pts Spurs 0, -1 Grit	8.0 sec, 82 pts Spurs 0, -1 Grit	<b>NO SPURS</b>

Add 1 to grit grade when rider has chosen two spurs.

Decrease 1 from Grit grade when rider has chose zero spurs

F	G	H	HOW MANY SPURS
8.0 second 85.5 2 spurs, +1 grit	8.0 sec 85 pts 2 spurs, +1 grit	8.0 sec 85 pts 2 spurs, +1 grit	<b>2 SPUR RIDE</b>
8.0 second 84.5	8.0 sec 84 pts	8.0 sec 83.5 pts	<b>1 SPUR RIDE</b>
8.0 sec, 82.5 pts Spurs 0, -1 Grit	8.0 sec, 82 pts Spurs 0, -1 Grit	8.0 sec, 81 pts Spurs 0, -1 Grit	<b>0 SPUR RIDE</b>

COWBOY QUALITIES		BULL QUALITIES	
STRONG	1	HORNS	1
TOUGH	2	MEAN	2
BALANCE	3	KICK	3
HANDSY	4	STRONG	4
FLEXIBLE	5	POWERFUL	5
BRAVE	6	LEAPS	6
			
<b>2020 RODEO</b>			

## BULL RIDING RULES

- 1 Choose a rider to use for the tournament. First time using game, grit grade for rider is a C  
The higher the grit grade, the better the chance of a higher point score on your ride.  
Grit grades can increase when using two spurs, and they can decrease when using zero spurs. Spur use is a strategy element that will be explained later  
Write your grit grade C in the circle on the Cowboy Card in pencil so you can change
- 2 Tournament will be over three days. You will 1 ride each day. 3 total rides.  
Keep your best score over the three days  
First place 10 rodeo points  
Second place 7 rodeo points  
Third place 5 rodeo points.  
Fourth place 3 rodeo points.
- 3 Start by rolling for your bull and how many spurs you will choose  
ROLL FOR BULL.. Single die Blue (Bull can only be used once per day)

- 1 Other rider selects bull**
- 2 Bull with 5 qualities**
- 3 Bull with 4 qualities**
- 4 Bull with 3 qualities**
- 5 Top Bull left over in the pack**
- 6 Your choice of bull**

To add a strategical element to the game, the rider can use his spurs to agitate the bull to get a higher score. But the more spurs you use, the greater the chance of getting bucked off. High risk, high reward.

Before the ride, the rider decides how many spurs to use on the bull 0,1,2.

Zero spurs will give you a greater chance of lasting 8 seconds, but will always generate a lower score and you can reduce your riders grit grade .

OPTIONAL RULE : ROLL FOR SPURS SINGLE DIE Red

- 1 0 SPURS**
- 2 1 SPUR**
- 3 2 SPURS**
- 4 RIDERS CHOICE**
- 5 RIDERS CHOICE**
- 6 Other players Choice.**

- 4 Once Bull and spurs have been established. Roll two D6 dice. One red, one black.

Roll your red dice and check to see if your rider has that quality

COWBOY DICE ROLLS

1=STRONG

2=TOUGH

3=BALANCE

4=HANDSY

5=FLEXIBLE

6=BRAVE

If your rider that the above quality from your dice roll , your rider is Feelin Good

If he does not have the quality from the chart, your rider is Under the Weather.

Roll the black dice for your bull.

1=HORNS

2=MEAN

3=KICK

4=STRONG

5=POWERFUL

6=LEAPS

If your bull that the above quality from your dice roll , your bull is Nasty

If he does not have the quality from the chart, your bull is a Rideable Bull

Now go to the Scoring chart and roll two D6 white dice and add them up.

Index your spurs with the above rolls.

E.G. 2 SPURS , FEELING GOOD, NASTY BULL, DICE ROLL OF AN 6 IS BUCKED OFF

But 0 Spurs, Feeling Good, Nasty Bull, Dice roll of a 6 is 85 points

Example two

2 Spurs, Feeling Good, Rideable bull . Dice roll of an 8 is 89 points.

0 Spurs, Feeling Good, Rideable bull . Dice roll of an 8 is 85 points.

5 If you roll a 2,5, or an 11 you would go to the Grit Grade Chart.

Check your grit grade of your Cowboy.

Example on grit grade chart. On your ride you roll an 11. Go to the grit grade chart.

your Cowboy is an A and you used two spurs for the ride.

Under A you see a score of 91 and increase your grit grade to a AA

If you used 0 spurs on the ride, your score would be 88 and your grit grade decreases to a B.

6 Winner : whatever rider had the top scorer over the three days is the Bull Riding champ for that rodeo. Assign points for the top four bull riders. Add those points to your team total.

UNDR WEATHER RIDEABLE BULL 0 SPURS	UNDR WEATHER RIDEABLE BULL 1 SPUR	UNDR WEATHER RIDEABLE BULL 2 SPURS	UNDR WEATHER NASTY BULL 0 SPURS	UNDR WEATHER NASTY BULL 1 SPUR	UNDR WEATHER NASTY BULL 2 SPURS	DICE ROLL
GO TO GRIT GRADE CHART			GO TO GRIT GRADE CHART			2
UNUSUAL EVENTS			UNUSUAL EVENTS			3
BUCKED OFF NO SCORE			8.0 sec 87 points	8.0 seconds 89 points	8.0 sec 91 pts	4
GO TO GRIT GRADE CHART			GO TO GRIT GRADE CHART			5
8.0 Sec 68 pts	BUCKED OFF NO SCORE	BUCKED OFF NO SCORE	BUCKED OFF NO SCORE	BUCKED OFF NO SCORE	BUCKED OFF NO SCORE	6
BUCKED OFF NO SCORE	BUCKED OFF NO SCORE	BUCKED OFF NO SCORE	8.0 sec 85 pts	BUCKED OFF NO SCORE	BUCKED OFF NO SCORE	7
BUCKED OFF NO SCORE	BUCKED OFF NO SCORE	BUCKED OFF NO SCORE	BUCKED OFF NO SCORE	BUCKED OFF NO SCORE	BUCKED OFF NO SCORE	8
8.0 sec 68 pts	8.0 sec. 73 pts	8.0 sec 75 pts	BUCKED OFF NO SCORE	BUCKED OFF NO SCORE	BUCKED OFF NO SCORE	9
8.0 sec 65 pts	8.0 sec. 72 pts	BUCKED OFF NO SCORE	BUCKED OFF NO SCORE	BUCKED OFF NO SCORE	BUCKED OFF NO SCORE	10
GO TO GRIT GRADE CHART			GO TO GRIT GRADE CHART			11
Grit -1 8.0 sec 86	8.0 sec 88.5 pts	Add 1 grit 8.0 sec 90.5	Grit -1 8.0 sec 87	8.0 sec 89.5 pts	Add 1 grit 8.0 sec 91.5	12



# RIDERS SCORES

	FRIDAY	SATURDAY	SUNDAY	FRIDAY	SATURDAY	SUNDAY
RIDER						
BULL						

	FRIDAY	SATURDAY	SUNDAY	FRIDAY	SATURDAY	SUNDAY
RIDER						
BULL						

	FRIDAY	SATURDAY	SUNDAY	FRIDAY	SATURDAY	SUNDAY
RIDER						
BULL						

	FRIDAY	SATURDAY	SUNDAY	FRIDAY	SATURDAY	SUNDAY
RIDER						
BULL						

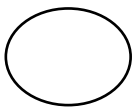
	FRIDAY	SATURDAY	SUNDAY	FRIDAY	SATURDAY	SUNDAY
RIDER						
BULL						

	FRIDAY	SATURDAY	SUNDAY	FRIDAY	SATURDAY	SUNDAY
RIDER						
BULL						


	FRIDAY	SATURDAY	SUNDAY	FRIDAY	SATURDAY	SUNDAY
RIDER						
BULL						

**2019 BULL RIDERS**  
SAGE  
KIMSEY  
**Strong City, OK**

STRONG  
TOUGH  
BALANCE  
HANDSY



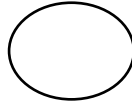
FLEXIBLE




**2019 RODEO \$480,797**

**2019 BULL RIDERS**  
TYLER  
BINGHAM  
**Honeville, UT**

STRONG  
BALANCE



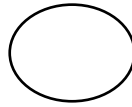

BRAVE



**2019 RODEO \$246,399**

**2019 BULL RIDERS**  
DAYLON  
SWEARINGEN  
**Rochelle, GA**

TOUGH  
HANDSY

**2019 RODEO \$179,799**

**2019 BULLS**  
FEARLESS

HORNS  
MEAN  
KICK  
STRONG

POWERFUL




**2019 RODEO**

**2019 BULLS**  
MAGIC  
TRAIN

MEAN  
KICK  
STRONG

LEAPS




**2019 RODEO**

**2019 BULLS**  
BRUISER

KICK  
STRONG

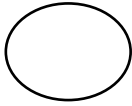
LEAPS




**2019 RODEO**

**2019 BULL RIDERS**  
BOUDREAU  
CAMPBELL  
**Crockett, TX**

STRONG  
TOUGH  
HANDSY



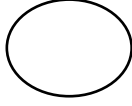
FLEXIBLE




**2019 RODEO \$344,573**

**2019 BULL RIDERS**  
STETSON  
WRIGHT  
**Milford, UT**

STRONG  
BALANCE




FLEXIBLE



**2019 RODEO \$267,345**

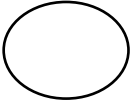

**2019 BULLS**  
HOUSE CLEANER

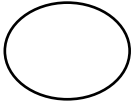

MEAN  
STRONG  
POWERFUL  
LEAPS

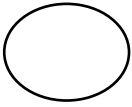




**2019 RODEO**





**2019 BULL RIDERS**  
 JORDAN  
 HANSEN  
**Ponoka, Alberta**  
 STRONG  
 BALANCE   
 FLEXIBLE  
  
**2019 RODEO \$214,792**

**2019 BULL RIDERS**  
 JOSH  
 FROST  
**Randlett, UT**  
  
 HANDSY  
  
**2019 RODEO \$129,561**


**2019 BULL RIDERS**  
 JORDAN  
 SPEARS  
**Redding, CA**  
 STRONG  
 BALANCE   
 FLEXIBLE  
  
**2019 RODEO \$211,933**


**2019 BULLS**  
 AIR SUPPORT  
 MEAN  
 STRONG  
 POWERFUL  
  
**2019 RODEO**

**2019 BULLS**  
 CHISELED  
 MEAN  
 STRONG  
 POWERFUL  
  
**2019 RODEO**

**2019 BULLS**  
 CANADIAN MIST  
 HORNS  
 MEAN  
 KICK  
  
**2019 RODEO**

**2019 BULLS**  
 SMOOTH OPERATOR  
 MEAN  
 KICK  
 STRONG  
 LEAPS  
  
**2019 RODEO**

**2019 BULLS**  
 HOCUS POCUS  
 HORNS  
 KICK  
 POWERFUL  
 LEAPS  
  
**2019 RODEO**


**2019 BULLS**  
 REBEL CALL  
 MEAN  
 KICK  
 STRONG  
 POWERFUL  
 LEAPS  
  
**2019 RODEO**

**2020 Plaay Bull Rider**  
SPIKE  
MESSOM  
**Dallas Texas**

STRONG  
TOUGH  
BALANCE  
HANDSY



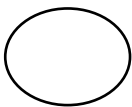
FLEXIBLE




**2020 Fictional Rodeo**

**2020 Plaay Bull Rider**  
SWAGGER  
MALONE  
**Salt Lake City, UT**

STRONG  
BALANCE  
HANDSY



FLEXIBLE




**2020 Fictional Rodeo**

**2020 Plaay Bull Rider**  
RAGS  
JOHNSON  
**Calgary, Alberta**

TOUGH  
BALANCE  
HANDSY



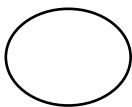
FLEXIBLE




**2020 Fictional Rodeo**

**2020 Plaay Bull Rider**  
DUSTY  
FAIRWEATHER  
**Austin, Texas**

STRONG  
TOUGH



FLEXIBLE



**2020 Fictional Rodeo**

**2020 Plaay Bull Rider**  
HANK  
IGG  
**Yakima, WA**

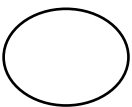
STRONG  
TOUGH  
HANDSY



**2020 Fictional Rodeo**

**2020 Plaay Bull Rider**  
HARRY  
SMITH III  
**Walla Walla, WA**

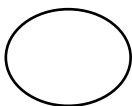
STRONG  
HANDSY



**2020 Fictional Rodeo**

**2020 Plaay Bull Rider**  
HANDSOME JAKE  
BEERS  
**Yuma, AR**

TOUGH  
HANDSY



**2020 Fictional Rodeo**

**2020 Plaay Bull Rider**  
ELROD  
BIGFOOT  
**Bella Coola, BC**

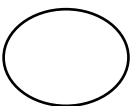
STRONG  
TOUGH



**2020 Fictional Rodeo**

**2020 Plaay Bull Rider**  
NEWSOME  
JIGGS  
**Houston, Texas**

STRONG  
TOUGH  
BALANCE



**2020 Fictional Rodeo**


**2020 PLAAY BULLS**  
BIG BERTHA

---

HORNS  
MEAN  
KICK  
STRONG

---

LEAPS



**2020 Fictional Rodeo**


**2020 PLAAY BULLS**  
AGITHA

---

HORNS  
MEAN  
KICK

---

POWERFUL  
LEAPS



**2020 Fictional Rodeo**

**2020 PLAAY BULLS**  
KNUTE ROCKNE

---


MEAN

---

STRONG

---

LEAPS



**2020 Fictional Rodeo**

**2020 PLAAY BULLS**  
SMITTEN

---


MEAN

---

STRONG

---

POWERFUL



**2020 Fictional Rodeo**


**2020 PLAAY BULLS**  
APOCALYPSE

---

STRONG

---

POWERFUL  
LEAPS



**2020 Fictional Rodeo**


**2020 PLAAY BULLS**  
HUSKY FELLOW

---

HORNS  
MEAN

---

POWERFUL



**2020 Fictional Rodeo**


**2020 PLAAY BULLS**  
RUSTY NAIL

---

MEAN  
KICK  
STRONG

---

POWERFUL



**2020 Fictional Rodeo**

**2020 PLAAY BULLS**  
BRUTUS

---


HORNS  
MEAN

---

STRONG

---

LEAPS



**2020 Fictional Rodeo**

**2020 PLAAY BULLS**  
LUNATIC LARRY


---

HORNS

---

KICK  
STRONG

---







**2020 Fictional Rodeo**




# CHUCKWAGON RACES


1    START	2    START	3    START	4    START

DICE ROLL	START- BARREL CHURN... roll a d6 (TB=tie breaker ,DD=decider die) . MOVE TO TURN 1
1	Rank the Chuckwagons based on how many total qualities they have most to least...TIE DD
2	Rank the Chuckwagons based on how many total qualities they have but... least to the most...DD
3	Rank the Chuckwagons based on # Rider qualities... ties go to most horse qualities, Decider die
4	Rank the Chuckwagons based on most Horse qualities. TB (Leader, Speed, Power) then DD
5	Everyone roll two D6. Top roll gets first, second highest second, third highest third, etc.
6	Chuckwagon with the most Stoveman and Outriders goes first.. Tie most horse qualities, thenDD


 FIRST PLACE	 SECOND PLACE	 THIRD PLACE	 FOURTH PLACE
----------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------	----------------------------------------------------------------------------------------------------	-------------------------------------------------------------------------------------------------------


TURN ONE <b>1</b>	TURN TWO <b>2</b>	TURN THREE <b>3</b>	TURN FOUR <b>4</b>	 FINISH
----------------------	----------------------	------------------------	-----------------------	-------------------------------------------------------------------------------------------------


**TURN START**


Rider	4 horse
Reins	Power
Guts	Speed
Drive	Leader
Outriders	
Stoveman	
<b>QUALITIES/TRAITS</b>	


**CHUCKWAGON RACERS**


Rider	4 horse
	Power
Guts	
Drive	Leader
Outriders	
Stoveman	
SPEEDY PETE	


Rider	4 horse
Reins	
Guts	Speed
Drive	
Outriders	
DUSTY TRAILS	


Rider	4 horse
Reins	Power
Guts	
Drive	
	
Stoveman	
HENRIK SPARKS	

Rider	4 horse
Reins	Power
Guts	Speed
Drive	Leader
	
SAM GRIT	


Rider	4 horse
Reins	Power
	Speed
Drive	
	
Stoveman	
HANK RIVETS	


Rider	4 horse
Reins	Power
Guts	
Outriders	
Stoveman	
SPURS McCOY	


Rider	4 horse
	Speed
Drive	Leader
Outriders	
Stoveman	
SPUD MALONE	


Rider	4 horse
Reins	
	Leader
Outriders	
Stoveman	
LEAKY WIGGINS	


MAKE YOUR OWN RIDERS


	4 horse
	Power
Guts	Speed
Drive	Leader
Outriders	
Stoveman	


	4 horse
Reins	Power
Guts	Speed
Drive	
Outriders	


	4 horse
Reins	Power
Guts	
Drive	
	

	4 horse
Reins	Power
Guts	
Drive	Leader
	
Stoveman	

	4 horse
Reins	
	Speed
Drive	
	
Stoveman	

	4 horse
Reins	Power
Guts	
Outriders	
Stoveman	

	4 horse
	Speed
Drive	Leader
Outriders	
Stoveman	

	4 horse
Reins	
	Leader
Outriders	
Stoveman	

**FAST ACTION DECK - cut out cards and give them a good shuffle**

4TH- Move up one spot into third if you have power, speed

3rd- move up one spot if you have the reins and guts quality. Three horse trait can prevent pass

2nd- Cannot catch top guy unless you have 4 rider and 2 horse

**traits**

**TURN CARD**

4th- Pass into third if the third place rider has only 1 horse trait

3rd- Pass into second if the second place rider has only 1 horse trait.

2nd- Pass into first if the first place rider has only 1 horse trait.

**TURN CARD**

4th- Tough start and you can't seem to catch up

3rd- if you have six total traits move up one spot.

2nd - This is just a bad day to pass unless you have Power, speed, Guts, Drive, Reins, and Stoveman qualities.

4th- Move into third spot with a great drive off the turn

3rd- If you have Stoveman and drive traits move into second unless he has Power and speed on his horse

2nd- Move into top spot if you have 3 rider traits and power on your horse

4th- You are stuck their fella , should have got a better start.

3rd- Move up one spot if you have four Driver traits

2nd- Move up one spot if the top rider has 1 Horse trait

**TURN CARD**

4TH- If you have 3 or more Rider traits you can pass third . If he has 2+ horse traits, no pass.

3rd- If you have 3+ Rider and 3+ horse traits, pass into second.

2nd- Go to Unusual events chart

4th- This is just a bad day... unless your have 2 horse traits and 4 rider traits, then move up one.

3rd- This is just a bad day....horses sluggish on this turn.

2nd- This is just a bad day.... Unless you have the reins, outrider, and stoveman traits. Then move into first

4th-- Track is a bit muddy, not going anywhere this turn.

3rd- Move into second spot if you have guts, drive, and 1 of outrider/stoveman trait.

2nd- Move into top spot with reins, guts and stoveman traits.

4th- Switch spots with driver two if you have four+ driver traits

3rd- Switch spots with drive one if you have four driver traits

2nd- Pass the top driver if you have four driver traits and he has only one horse trait

**TURN CARD**

4th- If you have more total qualities than the third place rider, switch spots

3rd- Unusual Events chart

2ND- Move into first if you have four or more rider traits and two or more horse traits.

4th- You are stuck there fella , no acelation with those horses

3rd- You are stuck there fella... track a bit muddy.

2nd- You are stuck there fella... unless you have three horse traits then overtake first

4th- If your horse has three traits move into third

3rd- Move into second if you have 4+ riders traits. He can stop you with 2 or more horse traits

2nd- Move into top spot!! Rider has the mojo today.

# CHUCKWAGON RACES

## UNUSUAL RESULTS

- 2 **AMBULANCE CALLED.. CHUCKWAGONS SMASH INTO EACH OTHER. YOUR WAGON AND WAGON AHEAD**
- 3 GREAT BACK STRETCH RUN, HORSES , ESPECIALLY LEADERS RUNNING GREAT, MOVE UP ONE SPOT
- 4 LEADER HORSE FLYING OUT THERE.. LOOKS STRONG, MOVE UP ONE SPOT IF RIDER HAS 4 QUALITIES
- 5 STOVEMAN SLOPPILY PUTS STOVE IN WAGON, WAGON LIGHT AND LOOSE, MOVE BACK ONE SPOT
- 6 3 SECOND PENALTY CAUGHT IN THE BARREL CHURN.. MOVE BACK ONE PLACE
- 7 RE-RANK THE RACE ORDER BASED ON TOP RIDER QUALITIES.. IF TIED HORSE, THEN DD
- 8 IF YOU DO NOT HAVE THE LEADER QUALITY , DROP BACK ONE PLACE IN THE RACE.
- 9 RIDER HAS REINS, OUTRIDER, STOVEMAN AND HORSE IS POWER, SPEED, MOVE UP ONE SPOT
- 10 IF YOU HAVE 4 RIDER QUALITIES AND 2 HORSE QUALITIES , SWITCH PLACES WITH PLAYER AHEAD.
- 11 IF YOUR HORSE HAS POWER, SPEED, HE IS OUT OF THE BARREL CHURN QUICKLY , MOVE UP ONE SPOT.
- 12 **CHUCKWAGONS COLLIDE AND GET TANGLED.... YOUR WAGON AND TRAILING WAGON OUT OF THE RACE**

## WAGON HO'

Object of the game is to draw action cards and drive your Chuckwagon through four turns to the finish.

### RULES

Place your Chuckwagons on the Starting gate and a game piece on the turn start box.

To begin the race go to the Barrel Churn chart. This is the most important part of a Chuckwagon race. Roll a D6. Follow the instructions in the Barrel Churn Chart to see how they begin the race. Move marker to turn 1.

Once the Chuckwagons are put on the track from positions one to four, draw an action card after you have shuffled the deck thoroughly.

The action card will progress from fourth to second to let you know how your Rider did in that section of the race. There are four turn cards in the deck. They may come up quickly or they may come up over the 12 cards. When you see the red turn card, move your horses first and then advance the turn marker to the next number.

**When the turn marker goes from turn four to finish, the race is over.**

If a rider moves up one spot, he will get another chance to move up . Example... your read the 4th place card first. If a rider moves from fourth to third, you then read the third place section for the new rider who just moved up.

### OPTIONAL RULES

Strategy Cards- Deal out three strategy cards to every rider. You can only play two cards for the entire game. The cards can be played at any time, but you can only play one of your two Strategy Cards per FAC flip.

STRATEGY CARDS

CANCEL  
ANOTHER  
PLAYER  
MOVE



STRATEGY CARDS

STEAL  
A  
STRATEGY  
CARD



STRATEGY CARDS

ADD  
A RIDER  
QUALITY  
THIS MOVE ONLY



STRATEGY CARDS

ADD  
A HORSE  
QUALITY  
THIS MOVE ONLY



STRATEGY CARDS

SWITCH  
SPOTS WITH  
PLAYER AHEAD  
IF YOU HAVE  
3 HORSE  
QUALITIES



STRATEGY CARDS

CANCEL  
ANOTHER  
PLAYER  
MOVE



STRATEGY CARDS

SWITCH WITH  
TOP SPOT  
IF USED BEFORE  
THE 3RD TURN



STRATEGY CARDS

ADD A  
RIDER  
QUALITY



STRATEGY CARDS

ADD A  
HORSE  
QUALITY



STRATEGY CARDS

PREVENT  
A STEAL  
STRATEGY  
CARD



STRATEGY CARDS

RE-PLAY  
THE  
BARREL  
CHURN



STRATEGY CARDS

TAKE  
AWAY A  
HORSE TRAIT  
FROM A PLAYER



STRATEGY CARDS

SWITCH SPOTS  
IF YOU HAVE  
3 RIDER AND 2  
HORSE TRAITS  
use before 3rd turn



STRATEGY CARDS

SWITCH SPOTS  
IF YOU HAVE  
4 RIDER AND 2  
HORSE TRAITS  
use before 3rd turn



STRATEGY CARDS

PREVENT  
A  
SWITCH  
CARD



STRATEGY CARDS

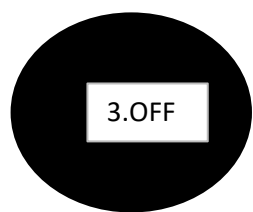
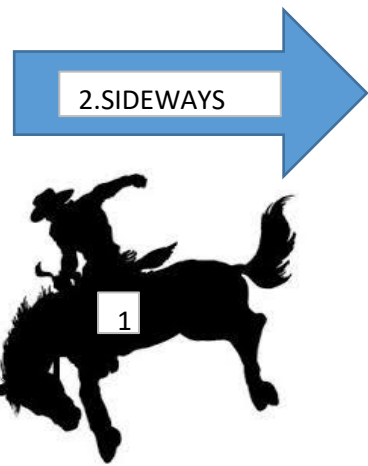
PREVENT  
A  
SWITCH  
CARD





# BRONCO BUSTIN'

A SADDLE BRONC RODEO GAME



Bonus Pt.





GATE -0 start

SECONDS

Dice roll 1= 1 second, 2= 2 seconds, 3= 3 seconds , 4,5,6= 2 seconds



2020 SADDLE BRONC BRONC QUALITIES		2020 BRONCO RIDERS RIDER QUALITIES	
DICE ROLL		DICE ROLL	
BUCK	1	BALANCE	1
JUMP	2	FREE ARM	2
KICK	3	REINS	3
DIRECTION CHANGE	4	SPURS	4
POWER	5	CONTROL	5
SWITCH LEADS	6*	POETRY IN MOTION	6
	* Bucked off - decider die		Decider die = 1-3 save 4-6 no save
2020 Calgary Stampede		2020 Calgary Stampede	

# Doubles- Unusual Event

# UNUSUAL EVENTS CHART



## DICE ROLL

- 2 Rider violently bucked off and into the guard rail. Injured for the rest of this rodeo.
- 3 Bronco really putting on a show today, add one quality to the horse and re-roll.
- 4 Not much kick or jump to this horse. Judges disappointed. Score it 80.5
- 5 Saddle not checked and comes loose, rider falls off. No ride .
- 6 Rider picks a very complacent bronco. Not a great ride seen by the judges. Score it 80.
- 7 Rider violently bucked off and and takes a bad spill. Limping as he leaves.
- 8 Rider showing great control and free arm whipping around. Judges score it 88.5
- 9 Rain delays rodeo and you are the first out in the mud. Not pretty. Score it 79.
- 10 Bronco really putting on a show, gets close to the edge and rider smokes fence. No ride.
- 11 Rider looking good, add one quality and re-roll.
- 12 Rider violently bucked off and into the crowd. Injured for the rest of this rodeo.



# SCORING CHART

TO CHECK YOUR SCORE IF YOU RODE, THE EIGHT SECONDS , INDEX YOUR BRONCO QUALITY RATING WITH RIDER.

	FIVE BRONCO QUALITIES	DICE ROLL	FOUR BRONCO QUALITIES	DICE	THREE BRONCO QUALITIES	DICE	TWO BRONCO QUALITIES	DICE ROLL
<b>FIVE COWBOY Qualities</b>	91.5	1	91	1	90	1	88	1
	91.5	2	91	2	90	2	87.5	2
	90	3	89.5	3	89.5	3	87	3
	90	4	89.5	4	89.5	4	86.5	4
	89.5	5	89	5	89	5	86	5
	89.5	6	89	6	88	6	85.5	6
<b>FOUR COWBOY Qualities</b>	90	1	98.5	1	89.5	1	87	1
	90	2	89.5	2	89	2	86.5	2
	89.5	3	89	3	88.5	3	86	3
	89.5	4	89	4	88	4	85.5	4
	89	5	88.5	5	87.5	5	85	5
	89	6	88.5	6	87	6	84.5	6
<b>THREE COWBOY Qualities</b>	89.5	1	89	1	88.5	1	86	1
	89.5	2	89	2	88	2	85.5	2
	89	3	88.5	3	87.5	3	85	3
	89	4	88.5	4	87	4	84.5	4
	88.5	5	88	5	86.5	5	84	5
	88.5	6	87.5	6	86.5	6	83.5	6
<b>TWO COWBOY Qualities</b>	89.5	1	88.5	1	87.5	1	85	1
	89	2	88.5	2	87	2	84.5	2
	88.5	3	88	3	86.5	3	84	3
	88	4	87.5	4	86	4	83.5	4
	87.5	5	87	5	85.5	5	83	5
	87	6	86.5	6	85	6	82.5	6
<b>ONE COWBOY Qualities</b>	88	1	88	1	86.5	1	84	1
	88	2	87.5	2	86	2	83	2
	87.5	3	87	3	85.5	3	82	3
	87.5	4	86.5	4	85	4	81	4
	87	5	86	5	84.5	5	80	5
	86.5	6	86	6	84	6	79	6

# SCORESHEET



	FRIDAY	SATURDAY	SUNDAY	TOTAL
COWBOY _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

	FRIDAY	SATURDAY	SUNDAY	TOTAL
COWBOY _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

	FRIDAY	SATURDAY	SUNDAY	BEST RIDE
COWBOY _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

	FRIDAY	SATURDAY	SUNDAY	BEST RIDE
COWBOY _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

	FRIDAY	SATURDAY	SUNDAY	BEST RIDE
COWBOY _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>

	FRIDAY	SATURDAY	SUNDAY	BEST RIDE
COWBOY _____	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>



## BRONCO BUSTIN'.... SADDLE BRONC GAME.

START . Pick your rider and put your game piece on the gate. Your rider must stay on spots 1 or 2 for the 8 second ride. If he ends up on 3, he is bucked off.

Place a game piece on the 0 seconds marker.

1. Roll your dice to pick a bucking bronco or simply select the bronco you want to ride.  
To get bucked off the rider must go from 1 to 2 to 3 which is bucked off.
2. Roll four dice, Decider die, and three D6 (Red-rider , Black- Bronco, White- seconds)
3. The Black dice is for bronco qualities. If your roll with in the bronco qualities, the horse will through the cowboy sideways. If he gets tossed sideways again, he gets bucked off.

*Imagine the cowboy losing his grip but still fighting to hang on sideways on the bucking bronco.*

The first bronco quality will knock the rider sideways (#2), the second time a quality comes up it will buck the rider off the horse. If the rider has a save quality he can save himself from getting bucked off (right himself on horse) . If a rider is sideways and has a save quality he can move himself back up right or to the bucking bronco icon (#1).

If bronco throws the cowboys sideways for a second time, he gets bucked off.

4. The red dice is for the rider's qualities. If you roll a rider quality you possibly gain a save for the rider. When you gain a save , you can move your rider from being sideways to back up right for that turn only. You cannot carry over your saves. SAVE= reroll 1-3 on D6. 4-6 no save.

5. The decider die will give an advantage to either the rider or the bronco.  
If you roll a blank, the rider's advantage is to balance himself on the horse if he goes sideways, or as mentioned earlier , gain a save. If you get a blank, re-roll a six sided dice. If it is 1-3 , the rider gets a save.

If the decider die is a DOT, the bronco gets the advantage. The advantage for the bronco is if you roll a six on the bronco black dice the rider is automatically bucked off.

*If you do not have a decider dice, you can roll a D6 (1-3 for rider, 4-6 for bull)*

6. The white dice is the timing dice. Move the timer along the seconds chart. Timing chart.

DICE	SECONDS	DICE	SECONDS
1	1	4	2
2	2	5	2
3	3	6	2

7. If you roll doubles with the rider and the bronco dice, go to the unusual events chart.

**Examples of play .... Let's say Jose Lima is riding Nickel Package. Order to read dice: red, black, decider, & white .**

Jose Victor Lima

BALANCE

REINS

CONTROL

POETRY IN MOTION

Nickel Package

BUCK

JUMP

KICK

DIRECTION CHANGE

POWER

Let's say you roll a blank decider die, 4 white, 2 red, 1 black. 2 red is free arm, your rider does not have that. 1 black is buck, Nickel Package bucks Lima sideways. The decider die is blank which favours the rider. Re-roll the white die, and you get a 4. No save. So the rider is now sideways , put game piece on 2. 4 white is two seconds. Move marker So after 2 seconds, your rider is in trouble. He is sideways.

Next roll is a dot on the decider die, 1 white, 1 red, and 4 black. 1 red is balance and Jose Lima has balance so he moves himself back upright to spot #1. The black die is a 4 which is direction change. Nickel Package has that so he spins your rider sideways, move the marker back to #2. The decider die is a dot but the black die is not a 6 so it has no effect. White die is a 1 so move your timer one second. You are now at three seconds.

Next roll is blank on the decider die, 3 red, 3 white, and 6 black. The red die is reins, and Jose has that quality. Move the rider back to #1 on the horse. The black die is Switch leads, which Nickel package does not have. So nickel package does not move the rider. The decider die is blank, roll the white die and you get a 1. If the rider had been sideways, the decider die would have given your rider a save and moved him back to #1. But since he is already there, there is no effect for the decider die since you cannot carry over saves. White die is a 3 so move the timer three seconds. The timer is now on 6 seconds

The next dice roll is a dot on the decider die, 6 red, 4 black, 6 white. The 6 red is Poetry in Motion. Jose Lima has that quality so he can prevent being moved sideways. The black die is direction change, which Nickel Package has. He would move Lima sideways but Lima also has a quality so the game piece stays on 1. The dot on the decider die has no significance because the black die is not a 6 (auto buck off). White die is 6 which moves the timer 2 seconds. It now reaches 8 seconds and your rider is still on the bronco.

Now time to find out the judges score on the ride. Lima is a 4 quality rider, and NICKEL Package is a 5 quality bronco. Index those two on the scoring chart. Roll a D6. Your roll is a 1. The judges give you a score of 90.

**Examples #2. Let's say Jose Lima is riding Nickel Package. Order to read dice: red, black, decider, & white .**

Dice roll is a dot on the decider die, 3 on the red die, 6 on the black die, and 1 on the white die.

The decider die belongs to the bronco because it is a dot. The bronco die is a 6. When you have that combination, it is an automatic buck off. Lima was bucked off 1 second into his Saddle Bronc ride!

8. If a rider stays in spot #1 during the whole ride without using a save, he shows terrific form on his ride.  
Give him an extra style point (Bonus point).

9. Each rider will get one ride for each day of the rodeo. At the end of the rodeo use your top score. Whoever has the highest score is the winner of the saddle bronc. Winner gets 10 rodeo points and add them to your team total. Second place gets 7 points, third place 5 points, fourth place 3 points.

**2019 BRONCO RIDERS**  
SAGE STEELE  
KIMZEY  
**USA**

BALANCE  
FREE ARM  
REINS  
SPURS

POETRY IN MOTION




**2019 Calgary Stampede**

**2019 BRONCO RIDERS**  
JOSE VITOR  
LEME  
**BRAZIL**

BALANCE  
REINS

CONTROL  
POETRY IN MOTION




**2019 Calgary Stampede**

**2019 BRONCO RIDERS**  
RYAN  
DIRTEATER  
**USA**

REINS  
SPURS

POETRY IN MOTION




**2019 Calgary Stampede**

**2020 SADDLE BRONC**  
NICKLE PACKAGE  
**1**

BUCK  
JUMP  
KICK  
DIRECTION CHANGE

POWER




**2019 Calgary Stampede**

**2020 SADDLE BRONC**  
WHITE TIE  
**2**

BUCK  
JUMP  
KICK

POWER  
SWITCH LEADS




**2019 Calgary Stampede**

**2020 SADDLE BRONC**  
WHISKEY HAND  
**3**

JUMP  
KICK  
DIRECTION CHANGE

POWER  
SWITCH LEADS




**2019 Calgary Stampede**

**2019 BRONCO RIDERS**  
CODY  
TEEL  
**USA**

FREE ARM  
SPURS

POETRY IN MOTION



**2019 Calgary Stampede**

**2019 BRONCO RIDERS**  
RAMON  
deLIMA  
**BRAZIL**

BALANCE  
REINS

CONTROL




**2019 Calgary Stampede**

**2020 SADDLE BRONC**  
WHITE SHADOW  
**4**


BUCK  
KICK

POWER  
SWITCH LEADS





**2019 Calgary Stampede**


**2019 BRONCO RIDERS**  
PARKER  
BREIDING  
**USA**  
BALANCE  
POETRY IN MOTION  
  
**2019 Calgary Stampede**


**2019 BRONCO RIDERS**  
MARCO  
EGUCHI  
**BRAZIL**  
FREE ARM  
POETRY IN MOTION  
  
**2019 Calgary Stampede**


**2019 BRONCO RIDERS**  
CHASE  
DOUGHERTY  
**USA**  
REINS  
POETRY IN MOTION  
  
**2019 Calgary Stampede**


**2020 SADDLE BRONC**  
ALL ABOUT YOU  
**5**  
BUCK  
KICK  
DIRECTION CHANGE  
POWER  
  
**2019 Calgary Stampede**

**2020 SADDLE BRONC**  
FAR OUT  
**6**  
BUCK  
JUMP  
KICK  
POWER  
SWITCH LEADS  
  
**2019 Calgary Stampede**

**2020 SADDLE BRONC**  
FALLING ROCK  
**7**  
JUMP  
KICK  
DIRECTION CHANGE  
POWER  
  
**2019 Calgary Stampede**

**2020 SADDLE BRONC**  
BIG RED  
**8**  
BUCK  
JUMP  
KICK  
POWER  
  
**2019 Calgary Stampede**

**2020 SADDLE BRONC**  
KISH ME  
**9**  
JUMP  
DIRECTION CHANGE  
POWER  
  
**2019 Calgary Stampede**

**2020 SADDLE BRONC**  
BANG A GONG  
**10**  
JUMP  
KICK  
DIRECTION CHANGE  
POWER  
  
**2019 Calgary Stampede**



**2020 Plaay Bronco**  
KIM  
GUTSLEY

**White Fish, Montana**

BALANCE  
FREE ARM  
REINS  
SPURS

POETRY IN MOTION



**2020 PLAAY RODEO**

**2020 Plaay Bronco**  
ALEX  
BALLSEY

**Spokane, WA**

BALANCE  
FREE ARM  
REINS

CONTROL



**2020 PLAAY RODEO**

**2020 Plaay Bronco**  
JACOB  
TRUCE

**Big Bend, Oregon**

SPURS

CONTROL  
POETRY IN MOTION




**2020 PLAAY RODEO**

**2020 Plaay Bronco**  
CATFISH  
SPARKS

**Ponoka, Alberta**

BALANCE  
REINS

CONTROL



**2020 PLAAY RODEO**

**2020 Plaay Bronco**  
HANK  
GREENBERG

**Salmon Arm, BC**

FREE ARM  
REINS  
SPURS




**2020 PLAAY RODEO**

**2020 Plaay Bronco**  
HASTY  
MEADOWS

**Austin, Texas**

SPURS

CONTROL  
POETRY IN MOTION




**2020 PLAAY RODEO**

**2020 PLAAY BRONCO**  
TITANIUM

**1**

BUCK  
JUMP  
KICK  
DIRECTION CHANGE

SWITCH LEADS




**2020 PLAAY RODEO**

**2020 PLAAY BRONCO**  
MERCURY

**2**

BUCK  
JUMP  
KICK

POWER  
SWITCH LEADS




**2020 PLAAY RODEO**

**2020 PLAAY BRONCO**  
GHOST

**3**

JUMP  
DIRECTION CHANGE  
POWER




**2020 PLAAY RODEO**

**2020 PLAAY BRONCO**  
SALLY

**4**

KICK  
DIRECTION CHANGE

POWER




**2020 PLAAY RODEO**

**2020 PLAAY BRONCO**  
NASTY THING

**5**

JUMP  
DIRECTION CHANGE

SWITCH LEADS




**2020 PLAAY RODEO**

**2020 PLAAY BRONCO**  
WHIPLASH

**6**

BUCK  
KICK

POWER  
SWITCH LEADS




**2020 PLAAY RODEO**

**2020 PLAAY BRONCO**  
RATTLESNAKE

**7**

KICK  
DIRECTION CHANGE

POWER  
SWITCH LEADS



**2020 PLAAY RODEO**

**2020 PLAAY BRONCO**  
ORNERY

**8**

JUMP  
KICK

SWITCH LEADS




**2020 PLAAY RODEO**

**2020 PLAAY BRONCO**  
RIPPED

**9**

BUCK  
JUMP  
KICK  
DIRECTION CHANGE

POWER




**2020 PLAAY RODEO**

**2020 Plaay Bronco**  
LARRY  
LASSITTER

**Yakima, WA**

BALANCE

REINS  
SPURS



**2020 PLAAY RODEO**

**2020 Plaay Bronco**  
BUTCH  
GILLIS

**Spuzzum, BC**

FREE ARM

CONTROL  
POETRY IN MOTION



**2020 PLAAY RODEO**

**2020 Plaay Bronco**  
BRONCO  
SAWATSKY

**Battleground, WA**

FREE ARM

SPURS  
CONTROL



**2020 PLAAY RODEO**

RIDER THE GATE CALF BARRIER, CALF 11 SECOND HEAD START

ROLL ONE DICE TO OPEN THE GATE. SEE 10 SECOND GATE PENALTY CHART

# TIE DOWN ROPING



### CHOOSE A CALF

- 1 CUPCAKE
- 2 SPEEDY
- 3 LIGHTNING
- 4 CUPCAKE
- 5 SPEEDY
- 6 ROADRUNNER

### CALF ROLL

- 1 FAST
- 2 QUICK
- 3 SHIFTY
- 4 STRONG
- 5 SMART
- 6 ALERT

### RIDER ROLLS

- 1 HORSEMAN
- 2 ROPER
- 3 SLACK
- 4 FLANKER
- 5 3 BONE CROSS
- 6 HALF HITCH HOOEY

### 10 SECOND GATE PENALTY ?

- 1 YES
- 2 NO
- 3 NO
- 4 NO
- 5 NO
- 6 UNUSUAL EVENTS

### TIE DOWN CHART

A	B	C	
3.0 seconds	4.1 seconds	4.7 seconds	1
3.2 seconds	4.2 seconds	4.8 seconds	2
3.4 seconds	4.3 seconds	4.9 seconds	3
3.6 seconds	4.4 seconds	5.0 seconds	4
3.8 seconds	4.5 seconds	5.2 seconds	5
4.0 seconds	4.6 seconds	5.4 seconds	6

\*\* LOWEST POSSIBLE SCORE IS 6.0 (if under , change to 6.0)

### TIMING CHART

	1 SECOND	2 SECONDS	3 SECONDS	4 SECONDS	5 SECONDS	6 SECONDS	7 SECONDS
_____							
	8 SECONDS	9 SECONDS	10	11	12	13	14 seconds

OUT OF THE GATE PENALTY ? 10 SECONDS

**BARREL RIDERS AND HORSE**



**LIGHTNING CALF**

- 1 FAST
- 2 QUICK
- 3 SHIFTY
- 4
- 5
- 6



**COWBOY JAKE - A**

- 1 HORSEMAN
- 2 ROPER 1-5
- 3 SLACK
- 4 FLANKER
- 5
- 6 HALF HITCH HOOEY



**HARRY KINWOOD-A**

- 1 HORSEMAN
- 2 ROPER 1-5
- 3
- 4 FLANKER
- 5 3 BONE CROSS
- 6 HALF HITCH HOOEY



**SPEEDY CALF**

- 1 FAST
- 2 QUICK
- 3
- 4 STRONG
- 5
- 6



**SPIKE THIRST -B**

- 1
- 2 ROPER 1-4
- 3
- 4 FLANKER
- 5 3 BONE CROSS
- 6 HALF HITCH HOOEY



**ALASKA ZEKE-B**

- 1 HORSEMAN
- 2 ROPER 1-5
- 3 SLACK
- 4
- 5 3 BONE CROSS
- 6 HALF HITCH HOOEY



**CUPCAKE CALF**

- 1
- 2
- 3
- 4
- 5 SMART
- 6 ALERT



**BUCK CANTELS-C**

- 1 HORSEMAN
- 2 ROPER 1-4
- 3
- 4 FLANKER
- 5
- 6 HALF HITCH HOOEY



**SWEAT PHILLIPS-B**

- 1
- 2 ROPER 1-5
- 3 SLACK
- 4 FLANKER
- 5 3 BONE CROSS
- 6 HALF HITCH HOOEY



**ROADRUNNER CALF**

- 1
- 2
- 3 SHIFTY
- 4 STRONG
- 5 SMART
- 6 ALERT



**SNACKS MCGRATH-A**

- 1 HORSEMAN
- 2 ROPER 1-4
- 3 SLACK
- 4
- 5 3 BONE CROSS
- 6



**TOM BEST -C**

- 1 HORSEMAN
- 2 ROPER 1-5
- 3 SLACK
- 4 FLANKER
- 5 3 BONE CROSS
- 6

**TIE DOWN RACING SCORESHEET**

**FRIDAY**

**SATURDAY**

**SUNDAY**

**BEST SCORE**

RIDER \_\_\_\_\_

RIDER \_\_\_\_\_

RIDER \_\_\_\_\_

RIDER \_\_\_\_\_

RIDER \_\_\_\_\_

RIDER \_\_\_\_\_

RIDER \_\_\_\_\_

RIDER \_\_\_\_\_

RIDER \_\_\_\_\_

RIDER \_\_\_\_\_

RIDER \_\_\_\_\_

RIDER \_\_\_\_\_

## TIE-DOWN ROPING

### ROPE THAT CALF

- 2 **STORM ROLLS IN , DIRT IS MUDDY AND SLICK. ADD 4 SECONDS TO THE RIDE**
- 3 HORSE DOING A FANTASTIC JOB ON THE PULLBACK AND CHASE. 6.1 SECONDS !
- 4 RIDER JUST CAN'T LOOP HIS KNOT... ADD 3 SECONDS TO FINAL SCORE.
- 5 TIMING AND SPEED ARE DEAD ONE TODAY, GREAT RIDE ! 6.1 SECONDS
- 6 COWBOYS ROPE SLIPS OUT OF HIS HAND, NO SCORE
- 7 RIDER HAVING AN OFF DAY, CANNOT LOOP AROUND THE CALF'S FEET. NO SCORE.
- 8 ASTONISHING RIDE AS THE CROWD GOES CRAZY, 6.3 SECOND RIDE!
- 9 COWBOY GETS CALF DOWN, BUT CALF SLIPS OUT OF KNOCK BEFORE 3 SECONDS. NO TIME!
- 10 RIDERS LEAVES GATE TO EARLY... 10 SECOND PENALTY
- 11 RIDER CANNOT FIND THE FEET OF THE CALF... NO SCORE
- 12 **RIDER FALLS FROM HORSE AND STUMBLES ON THE LOOSE DIRT ON DISMOUNT. ADD 4 SECONDS.**

### UNUSUAL RESULTS

- 2 [GO TO ROPE THAT CALF CHART](#)
- 3 HORSE DOING A FANTASTIC JOB ON THE PULLBACK AND CHASE. 6.1 SECONDS !
- 4 RIDER JUST CAN'T LOOP HIS KNOT... ADD 3 SECONDS TO FINAL SCORE.
- 5 TIMING AND SPEED ARE DEAD ONE TODAY, GREAT RIDE ! 6.1 SECONDS
- 6 COWBOYS ROPE SLIPS OUT OF HIS HAND, NO SCORE
- 7 [GO TO ROPE THAT CALF CHART](#)
- 8 ASTONISHING RIDE AS THE CROWD GOES CRAZY, 6.0 SECOND RIDE!
- 9 COWBOY GETS CALF DOWN, BUT HORSE DOES NOT KEEP ROPE TIGHT.. DECREASE GRADE TO C
- 10 RIDERS LEAVES GATE TO EARLY... 10 SECOND PENALTY
- 11 RIDER CANNOT FIND THE FEET OF THE CALF... NO SCORE
- 12 **RIDER FALLS FROM HORSE AND INJURES ANKLE ON DISMOUNT. NO SCORE. OUT RODEO.**

# TIE-DOWN ROPING . THREE DAY RODEO.

**OBJECT OF THE GAME IS TO TIE DOWN YOUR CALF IN THE LEAST AMOUNT OF TIME . 3 SIX SIDED DICE.**

Place an game piece on the 14 second clock chart (start zero), the word Rider (yellow background... it is above the cowboy hat) and the blue circle with the yellow number 1 where the calf will start.

**YOU WILL GET THREE TURNS. ONE FOR FRIDAY, ONE FOR SATURDAY, AND ONE FOR SUNDAY.**

FOR THIS RODEO IN MESQUITE , TEXAS TAKE YOUR BEST OF YOUR THREE SCORES

**1. START BY CHOOSING A RIDER AND ROLLING FOR A CALF. THE CALF GETS AN 11 SECOND HEAD START. SO IN THIS GAME HE WILL AUTOMATICALLY START ON 1. ROLL ON THE USE A CALF CHART.**

**2, ON YOUR TURN, ROLL A WHITE DICE (d6) TO OPEN THE GATE. YOU DO THIS BY ROLLING ON THE 10 SECOND GATE PENALTY? CHART. IF YOU ROLL 1 OR A YES, ADD 10 SECONDS TO YOUR SCORE. IF NOT CARRY ON IF YOU ROLL A 6 GO TO THE UNUSUAL EVENTS CHART.**

When you roll on the 10 Second Gate penalty chart, it does not take up any time.

**2. ON YOUR TURN ROLL A RED DICE D6 FOR THE CALF AND BLUE DICE D6 FOR THE RIDER. IF YOUR CALF HAS THE QUALITY ROLLED, HE MOVES ONE SPACE, OR IS ON THE RUN. E.G . Lightning is your calf. You roll a 1- FAST. Lightning has that quality , so you move the calf from 1 to 2 on the chart. If you had rolled a 4- Strong. Your calf did not have the quality so he would stay on 1.**

After each roll of the red and the blue dice, move the timer one second.

**3. ON YOUR TURN, ROLL ALSO FOR THE RIDER. IF THE RIDER HAS THE QUALITY ROLLED, MOVE THE RIDER ONE SPACE ON THE FIRST AND SECOND TURNS. MOVE THE RIDER TWO SPACES ON THE THIRD, FOURTH FIFTH TURNS. STOP AT FIVE SECONDS, ASSUME CALF CAUGHT IN FIVE SECONDS.**

Example: Your cowboy is Harry Kinwood. On your first turn you roll a 1 for Horseman. Harry has a horseman trait so you move Harry one space to the first cowboy hat. On your second turn, Harry rolls a 5- 3 Bone Cross. Harry does not have that trait so you do not move . On your third turn Harry rolls a 2-Roper. Harry has the Roper trait so you move Harry two spaces since it is his third turn Once Harry is beside the calf he can then use his roper quality to rope the calf.

If the rider needs three rolls to catch the calf, you would have moved the timer three seconds

**3. WHEN THE RIDER GETS BESIDE OR AHEAD OF THE CALF , HE CAN ATTEMPT TO ROPE HIM .**

**4. ROPING- THE RIDER MUST ROLL WITHIN HIS ROPE RANGE TO ATTEMPT A SUCCESSFUL ROPE.**

EACH ROPE ATTEMPT IS ONE SECOND. FOR THIS GAME YOU WILL BE ALLOWED TO TRY TWICE FOR ROPING. *ROPER RANGE IS LOCATED ON THE COWBOY CARD BESIDE ROPER TRAIT. EXAMPLE:*

***RIDER IS 1-4 ROPER. IF HE ROLLS A 4, HE ROPES THE CALF IN ONE SECOND. IF RIDER ROLLS A 5 OR A 6, IT IS A POSSIBLE MISS. ROLL AGAIN. IF YOU ROLL A 1-4 YOU DO ROPE THE CALF . BUT IF YOU NEED TWO DICE ROLLS, ADD TWO SECONDS TO YOUR SCORE ON THE TIMING CHART.***

IF DICE ROLL IS A 5 OR A 6 ON THE 2ND TURN, THE COWBOY DID NOT ROPE THE CALF. YOUR TURN IS OVER AND YOU SCORE A ZERO FOR THAT DAY.

**5. ONCE THE CALF IS ROPED YOU NEED TO TIE HIM DOWN. A TIE DOWN IS BROKEN INTO THREE PARTS, HOLD FEET, WRAP LEGS, TIE THE LOOP. The three dice rolls below will represent each of these skills. FOR THIS SECTION YOU WILL ROLL THREE DICE. ALL THREE DICE MUST BE IN THE 1-4 RANGE.**

**IF ALL THREE DICE ARE WITHIN THE 1-4 RANGE, READ FROM CHART A OF THE TIE DOWN CHART.**

**IF ANY OF THE DICE ARE A 5 OR A 6. YOU MUST RE-ROLL THE DICE AGAIN. BE SURE TO REMOVE ANY PREVIOUS DICE THAT WERE ROLLED BETWEEN 1-4, AND ONLY ROLL THE DICE THAT WERE 5 OR 6.**

**EXAMPLE:**

**FOR THE TIE DOWN, COWBOY ROLLS A 3, 4, 5. REMOVE THE 3 AND THE 4 AND ROLL THE 5 DICE AGAIN.**

The 3 represents a successful Hold the feet, the 4 represents wrapping the legs, but you now must re-roll for tying the loop since your rolled a 5 which is out of the range 1-4. RE-ROLL the 5 dice.

**IF COWBOY ROLLS A 1-4, YOU STOP AND READ FROM CHART B , SINCE IT TOOK YOU TWO TURNS TO COMPLETE THE TIE DOWN.**

*If your roll all three dice between 1 and 4 in one turn , you read CHART A from the Tie Down Chart*

*If your roll all three dice between 1 and 4 in TWO turns , you read CHART B from the Tie Down Chart*

*If your roll all three dice between 1 and 4 in THREE turn , you read CHART C from the Tie Down Chart.*

**IF THE COWBOY HAD ROLLED A 5 OR A 6 IN THE ABOVE EXAMPLE INSTEAD OF A 1-4, YOU WOULD ROLL FOR A THIRD TIME. IF YOU NEED TO ROLL THREE TIMES TO GET ALL THREE DICE BETWEEN 1-4 YOU THEN READ OFF CHART C OF THE TIE-DOWN CHART.**

#### **OPTIONAL RULES FOR TIEING DOWN THE CALF**

***Beside each name on the cowboy card is a letter. The letter stands for the grade of the horse.***

Horses play a key roll in keeping the rope tight during the tie down. If your cowboys Horse grade is an A you get to roll four dice . This will increase your chances of rolling a 1-4. Like the above , if two dice are 1-4, remove those dice. Re-roll the last two dice again and try to roll a 1-4 with the two remaining dice. Only one of the dice has to be a 1-4 for the completion of the tie down.

HORSES graded as a B or a C use 3 dice like normal.

Your horse grade can improve during the unusual results chart.

6. ADD UP YOUR TIMES AND THAT IS YOUR SCORE FOR YOUR COWBOY. EACH COWBOY GETS ONE ATTEMPT FOR EACH DAY OF THE RODEO (FRIDAY, SATURDAY, SUNDAY). TAKE THE BEST OF YOUR THREE SCORES.

7. THE LOWEST SCORE A COWBOY CAN GET IS 6.0 SECONDS. ON THE REMOTE CHANCE OF A FIVE SECOND SCORE CHANGE TO 6.0



**MONEY LEADERS**

**2019**

**WORLD**

**RODEO**

**TIE-DOWN ROPERS**

Haven Meged 246,013

Shane Hanchey 244,832

Tyson Durley 237, 532

Riley Pruitt 226,445

Marty Yates 212,854

Tuf Cooper 211,631



**HAVEN MEGED- A**

- 1 HORSEMAN
- 2 ROPER 1-5
- 3 SLACK
- 4 FLANKER
- 5
- 6 HALF HITCH HOOEY



**SHANE HANCHEY-A**

- 1 HORSEMAN
- 2 ROPER 1-5
- 3
- 4 FLANKER
- 5 3 BONE CROSS
- 6 HALF HITCH HOOEY



**TUF COOPER- B**

- 1
- 2 ROPER 1-4
- 3
- 4 FLANKER
- 5 3 BONE CROSS
- 6 HALF HITCH HOOEY



**RILEY PRUITT - B**

- 1 HORSEMAN
- 2 ROPER 1-5
- 3 SLACK
- 4
- 5 3 BONE CROSS
- 6 HALF HITCH HOOEY



**TYLER MILLIGAN-C**

- 1 HORSEMAN
- 2 ROPER 1-4
- 3
- 4 FLANKER
- 5
- 6 HALF HITCH HOOEY



**MARTY YATES-B**

- 1
- 2 ROPER 1-5
- 3 SLACK
- 4 FLANKER
- 5 3 BONE CROSS
- 6 HALF HITCH HOOEY



**TYSON DURFEY-A**

- 1 HORSEMAN
- 2 ROPER 1-4
- 3 SLACK
- 4
- 5 3 BONE CROSS
- 6



**CALEB SMIDT-C**

- 1 HORSEMAN
- 2 ROPER 1-5
- 3 SLACK
- 4 FLANKER
- 5 3 BONE CROSS
- 6

<b>Equipment</b>	<p>Four six-sided die: one white, and two reds, and blue</p> <p>Crowd-o-meter</p> <p>Bull Action Chart</p> <p>Injury Chart</p> <p>Timing Chart</p>
<b>Pre-event</b>	<p>Randomly pair off cowboys and bulls</p> <p>Each cowboy rides a different bull</p> <p>Clown Check: roll the blue die and check the <b>crowd-o-meter</b> to see the excitement level</p> <p>Record this score on the scoresheet</p>
<b>Cowboy</b>	<p>Each Cowboy has two ratings, a Grip rating and a Spurs Rating</p> <p>The Grip rating is the Cowboy's ability to respond to the bull's actions</p> <p>The Ride rating is the Cowboy's ability to withstand a Mean Bull</p>
<b>Bull</b>	<p>Each Bull has two ratings, a Move Rating and a Horns Rating</p> <p>Moves help the Bull break the Cowboy's grip</p> <p>Horns show the Bull's mean streak</p>
<b>Ride</b>	<p><b>Complete this for each rider</b></p> <p>Check Grip: roll the white die and apply the Cowboy's grip rating to the roll</p> <p>This is how many hit points the Cowboys has for this ride</p> <p>Bull Action: roll the two red die and add them together</p> <p>Apply the Bull's move modifier to the total</p> <p>Use this number on the <b>Bull action chart</b> to see his impact to the Cowboy</p> <p>If you roll doubles, you will perform a ride check instead (see below)</p> <p>If the Cowboy drops to zero Grip points or less, he has been bucked</p> <p>Otherwise, roll again on the <b>Bull action chart</b></p> <p>If a Cowboy survives 4 actions, he has completed an 8 second ride</p>
<b>Ride Check</b>	<p>If you roll doubles on the <b>Bull Action chart</b>, it means he is extra mean for this action</p> <p>The Cowboy rolls the white die and applies his Spurs modifier</p> <p>If the Cowboy scores equal to or greater than the Bull's Horns rating, he survives, otherwise he is bucked</p>
<b>Survival Check</b>	<p><b>Do this after every ride</b></p> <p>Roll the blue die to see if the rodeo clown protects the rider</p> <p>If the Cowboy loses Grip, subtract one from the roll</p> <p>If the Cowboy gets bucked from a Mean Bull, subtract two from the roll</p> <p>If the Cowboy scores an 8 second ride, add one to the roll</p> <p>Check the modified score against the <b>Injury Chart</b></p>
<b>Timing</b>	<p><b>Complete this step for all rides</b></p> <p>Each action that a Cowboy survives is worth 2 seconds in the bank</p> <p>If a Cowboy gets bucked, use the Bull Action roll to check the <b>Timing Chart</b></p>

Add this time to the Cowboy's banked time for their total

**Scoring**

If the Cowboy completed an 8 second ride, he receives a score

Record the Bull's 2d6 total in each segment

Add these together for the Bull's Judges score

Then add the **crowd-o-meter** total

For every successful Ride check, the Cowboy adds 5 points

The final total is the Cowboy's score

**Winner**

The winning Cowboy is the Cowboy with the highest Ride score or

If no one completes an 8 second ride, the Cowboy with the longest ride

### Bull Action Chart

Roll	Points	Description	Timing
2	1	Bull jumps forward	0.17
3	1	Bull lands on front quarters	0.34
4	1	Bull kicks out hind quarters	0.51
5	1	Huge hind quarters extension	0.68
6	1	Low drop on front quarters	0.85
7	2	Bull spins	1.02
8	2	Bull twists body	1.19
9	2	Hugh hind quarters extension	1.36
10	4	Bull spins while twisting body	1.53
11	3	Low drop on front quarters and body twist	1.70
12	3	Huge hind quarters extension and spin	1.87

### Crowd-o-Meter

Roll	Score
1	5
2	10
3	15
4	20
5	25
6	30

### Injury Chart

Roll	Description
1	Cowboy leaves arena in ambulance
2	Cowboy trampled by bull, injured
3	Bull charges Cowboy and tosses him, injured
4	Cowboy takes a good bump on landing, no major injury
5	Bull attacks barrel while Cowboy escapes arena
6	Cowboy walks away without incident

Tuff Hedeman



Grip 3  
Spurs 3

Top Shelf



Move 1  
Horns 2

Jose Vitor Leme



Grip 2  
Spurs 2

Terry Don West



Grip 3  
Spurs 0

Relentless



Move 1  
Horns 3

Sage Kimzey



Grip 3  
Spurs 2

Tequila Worm



Move 2  
Horns 2

Philip Elkins



Grip 3  
Spurs 1

Billy Burt



Grip 0  
Spurs 3

Cool Customer



Move 2  
Horns 3

Alan de Souza



Grip 2  
Spurs 3

Crap Shoot



Move 3  
Horns 2

Ty Murray



Grip 1  
Spurs 3

Troy Dunn



Grip 2  
Spurs 1

After All



Move 3  
Horns 3

Dener Barbosa



Grip 1  
Spurs 2

Cold Water Willy



Move 1  
Horns 4

Valhalla



Move 1  
Horns 5

Justin McBride



Grip 0  
Spurs 2

Wild Onion



Move 1  
Horns 6

Matt Austin



Grip 1  
Spurs 1

Bet On Black



Move 2  
Horns 4

Jive Turkey



Move 2  
Horns 5

Blue Stone



Grip 1  
Spurs 0

Struttin Stuff



Move 2  
Horns 6

Jerome Davis



Grip 2  
Spurs 0

Pick Up Man



Move 3  
Horns 4

Air Assault



Move 3  
Horns 5

Rogério Ferreira



Grip 0  
Spurs 1

Sweet Pro's Bruiser



Move 3  
Horns 6

<p>Cowboy Bonus</p> <p>+1 Spurs to Grip</p> <p>Rider gets locked in for ride</p>	<p>Cowboy Bonus</p> <p>+1 Spurs to Strength</p> <p>Legs feel good for ride</p>	<p>Cowboy Bonus</p> <p>+1 Spurs to Balance</p> <p>Able to react to bull quickly</p>	<p>Cowboy Bonus</p> <p>+1 Spurs to Stamina</p> <p>Able to take the bumps</p>	<p>Cowboy Bonus</p> <p>+1 Spurs to Any</p> <p>Rider feeling good today</p>	<p>Cowboy Bonus</p> <p>+1 Spurs to Any (x2) or +2 to Any</p> <p>Rider feeling good today</p>
<p>Cowboy Drop</p> <p>-1 Spurs to Grip</p> <p>Loose grip for ride</p>	<p>Cowboy Drop</p> <p>-1 Spurs to Strength</p> <p>Loose in the saddle</p>	<p>Cowboy Drop</p> <p>-1 Spurs to Balance</p> <p>slow reaction today</p>	<p>Cowboy Drop</p> <p>-1 Spurs to Stamina</p> <p>Sluggish in the saddle</p>	<p>Cowboy Drop</p> <p>-1 Spurs to Any</p> <p>Not feeling good today</p>	<p>Cowboy Drop</p> <p>-1 to Any and +1 to Another</p> <p>Feeling off today</p>
<p>Bull Bonus</p> <p>+1 Horns to Thrust</p> <p>Rider gets locked in for ride</p>	<p>Bull Bonus</p> <p>+1 Horns to Kick</p> <p>Legs feel good for ride</p>	<p>Bull Bonus</p> <p>+1 Horns to Spin</p> <p>Able to react to bull quickly</p>	<p>Bull Bonus</p> <p>+1 Horns to Whip</p> <p>Able to take the bumps</p>	<p>Bull Bonus</p> <p>+1 Horns to Any</p> <p>Rider feeling good today</p>	<p>Bull Bonus</p> <p>+1 Horns to Any (x2) or +2 to Any</p> <p>Rider feeling good today</p>
<p>Bull Drop</p> <p>-1 Horns to Thrust</p> <p>Loose grip for ride</p>	<p>Bull Drop</p> <p>-1 Horns to Kick</p> <p>Loose in the saddle</p>	<p>Bull Drop</p> <p>-1 Horns to Spin</p> <p>slow reaction today</p>	<p>Bull Drop</p> <p>-1 Horns to Whip</p> <p>Sluggish in the saddle</p>	<p>Bull Drop</p> <p>-1 Horns to Any</p> <p>Not feeling good today</p>	<p>Bull Drop</p> <p>-1 to Any and +1 to Another</p> <p>Feeling off today</p>
<p>Judge Bias</p> <p>+1 to Bull Judge</p> <p>Choose any judge</p>	<p>Judge Bias</p> <p>+1 to Cowboy Judge</p> <p>Choose any judge</p>	<p>Judge Bias</p> <p>-1 to Bull Judge</p> <p>Choose any judge</p>	<p>Judge Bias</p> <p>-1 to Cowboy Judge</p> <p>Choose any judge</p>	<p>Judge Bias</p> <p>+2 to any judge</p> <p>Choose any judge</p>	<p>Judge Bias</p> <p>-2 to any judge</p> <p>Choose any judge</p>
<p>Unusual Event</p> <p>Unable to ride</p> <p>Rider gets locked in for ride</p>	<p>Unusual Event</p> <p>Injury Chart</p> <p>Rider gets locked in for ride</p>	<p>Unusual Event</p> <p>Great Reaction</p> <p>Take a 6 on any segment</p>	<p>Unusual Event</p> <p>Poor Reaction</p> <p>Take a 1 on any segment</p>	<p>Unusual Event</p> <p>Crowd Behind You</p> <p>+1 to all Cowboy judges</p>	<p>Unusual Event</p> <p>Angry Bull</p> <p>Gains +1 to all rolls</p>

<b>Roll</b>	<b>Action</b>	<b>Ability</b>
2	Thrust	Grip
3	Thrust	Grip
4	Thrust	Grip
5	Spin	Balance
6	Spin	Balance
7	Kick	Strength
8	Whip	Stamina
9	Whip	Stamina
10	Kick	Strength
11	Thrust	Grip
12	Thrust	Grip

Roll until cowboy is bucked off, maximum of 4 times



## *Bull Riding Instructions*

To play the game you will need two dice with different colors and four markers. Place one marker on the In The Gate space. You will move this marker forward to record the time that the cowboy has ridden on the bull. Keep the other chips on the side to keep the score for the cowboy and bull and to indicate if the cowboy is losing grip.

Select an even number of cowboys and bulls and shuffle each group separately. Then select the first cowboy and bull and place them on the game board.

Ride the Bull Turns - this consists of 4 - 2 second segments that are marked off with a chip. Each turn, you roll two die and compare the qualities. Use a black die for the cowboy and a white die for the bull and reference the game board to see if the cowboy/bull has the quality. If the quality is shown on the card the cowboy/bull gets 10 points and use the chip to record their totals. If the cowboy does not get a quality and the bull does, the bull gets 10 points and the cowboy loses his grip and a marker is placed on the Cowboy Loses Grip space to indicate that one more failure means he is bucked off.

Note that some qualities for each have an up or down arrow. This indicates that the cowboy or bull has an enhanced quality. Enhanced qualities earn the cowboy or bull 20 points for that turn. If the bull has an arrow quality, the only way for the cowboy to negate it is with an enhanced quality for his die roll as well.

Failure to negate the bull's enhanced arrow quality means the cowboy loses grip or if this is his 2nd failure gets bucked off.

If bucked off, consult the Dismount..No Ride Table to see if the cowboy had any issues hitting the dirt and getting away from the bull.

It is also possible for the cowboy to get 10 points for having a quality and the bull to not have a quality. Also note that the maximum points earned by a cowboy or bull during the ride the bull segment is limited to 40 points each.

Special Rule when rolling two 1s (Snake Eyes) or two 6s (Box Cars): Reroll the dice and consult the Unusual Events table to see what happens.

At the end of the 8 seconds, if he has not been bucked off he attempts a dismount. Roll 2 dice and consult the Dismount 8 second Table and see if the cowboy had any issues getting away from the bull

Scoring: Add up the scores for the rider and the bull. The best possible score would be 80. Then the judges can give up to 10 points each for the cowboy and the bull to get up to 100.









Consult the Judges Scores for Cowboy and Bull. You can either use the Auto Judge Table or the Advance Judge Table to take into account the judge's mood for that particular ride.

Example: During the Ride the Bull turns, the cowboy gets 30 points and the bull gets 20 points. Using the Auto Judge Table, the judge gives the cowboy 8 points and the bull 6 points. This results in a total score of 64.  $(30+20+8+6)$

Keep track of each cowboy's successful ride and then continue on to the next cowboy and bull.

# RODEO GAME CARD CONCEPTS

## VERSION 2

★ BULL ★	★ BULL ★	★ BULL ★	★ BULL ★
<b>DUALIN' DALTON</b>	<b>BOHEMIAN RHAPSODY</b>	<b>HELLBOY</b>	<b>GENTLEMAN JIM</b>
<small>2020 Rodeo America</small>	<small>2020 Rodeo America</small>	<small>2020 Rodeo America</small>	<small>2020 Rodeo America</small>
<b>POWER</b>	<b>HORNS</b>	<b>POWER</b>	<b>▲HORNS</b>
 <b>▲BUCK</b>	 <b>SPIN ▲BUCK</b>	 <b>SPIN ▲BUCK</b>	 <b>SPIN</b>
<b>KICK</b>	<b>KICK</b>		<b>MEAN</b>
★ COWBOY ★	★ COWBOY ★	★ COWBOY ★	★ COWBOY ★
<b>GRANT RUBIO</b>	<b>BRU MURCHISON</b>	<b>CLYDE DOGGETT</b>	<b>WAYNE MONTANA</b>
<small>2020 Rodeo America</small>	<small>2020 Rodeo America</small>	<small>2020 Rodeo America</small>	<small>2020 Rodeo America</small>
<b>SKILL▲</b> <b>STYLE</b>	<b>SKILL</b>	<b>▲STYLE</b>	
	 <b>TOUGH FLEXIBLE</b>	 <b>TOUGH</b>	 <b>TOUGH▼ FLEXIBLE</b>
<b>STRONG</b>	<b>BALANCE</b>	<b>BALANCE</b>	



# BULL RIDING

Turn Order: Ride The Bull / Final Judge's Scores

IN THE  
GATE

2  
SEC

4  
SEC

6  
SEC

8  
SEC

HAS GRIP



LOSES GRIP



SCORE

0

10

20

30

40



SCORE

0

10

20

30

40



## RIDE THE BULL

**COWBOY:** Skill | Tough | Strong | Style | Flexible | Balance

**BULL:** Power | Spin | Kick | Horns | Buck | Mean

▲ ▼ Denotes the Cowboy or Bull's quality is enhanced/deficient. ▲ **MEAN** shows that the bull is extra mean and the cowboy can only counter it with an enhanced quality of his own.

## Judges Scores for Cowboy and Bull

(Determine judges scores awarded to both cowboy and bull and add to Ride the Bull scores)

### Auto Judge Table

Cowboy or Bull Ride the Bull Score	Judges Score
10	Add 4
20	Add 6
30	Add 8
40	Add 10

Example: During Ride the Bull segment, Cowboy gets 30 points and Bull gets 20 points. Cowboy gets 8 points from one judge and Bull gets 6 points from another judge for a total score of 64.

### Advanced Judge Table (Roll to determine judge's mood)

Cowboy or Bull Ride the Bull Score	Roll 1-2	Roll 3-4	Roll 5-6
	<i>Lenient</i>	<i>Strict</i>	<i>Respected</i>
10	Add 7	Add 1	Add 3
20	Add 8	Add 3	Add 5
30	Add 9	Add 5	Add 8
40	Add 10	Add 7	Add 10



# UNUSUAL EVENTS

## ROLL TWO D6, read black die then white die

- 11 Rider gets bucked into pole. Gets injured , he is out for the rest of the tournament.
- 12 Clown distracts bull after rider is bucked off. Add UP arrow to trait next ride.
- 13 Rider gets speared by bull after getting put down hard. Rider injured and out of tourney.
- 14 Clown saves the day , distracts bull but rider breaks his wrist. Out of tournament.
- 15 Rider gives a thumbs up to crowd during ride. Increase next ride by 5 points.
- 16 Rider winks at camera on the ride, goes the distance. Score 78 pts.
- 21 Rodeo is stopped as rider is taken away in Ambulance. Decrease grit grade by 2
- 22 Rider wears a pink cowboy hat to support Breast Cancer. Add UP arrow to trait.
- 23 If rider has the STRONG quality, great ride.... 8.0 seconds 75 pts
- 24 If rider has the STRONG quality , pulls too hard on bull and falls off. No score
- 25 If rider has the BALANCE OR TOUGH quality...hangs on for dear life. 77 point ride.
- 26 If rider has the SKILL OR STYLE quality, stays with bull too close to post. Injury.
- 31 if rider has the TOUGH OR FLEXIBLE quality, eases into ride for a big 76 points.
- 32 if rider has the STRONG OR TOUGH quality, gets thrown to the ground on a twist.
- 33 If rider has the STYLE quality, puts on a great show... 8.0 seconds. 78 points.
- 34 If rider has the BALANCE quality, gets over confident and bucked off last second.
- 35 If bull has HORN quality, bucks off rider and spears him. Rider out of tournament.
- 36 If bull has HORN quality, rider hangs on for dear life . Super ride, 78 points
- 41 If bull has the POWER quality, bull bucks off rider into the stands. No score
- 42 If bull has POWER quality, rider rides out turbulent 8 seconds. 76 pts.
- 43 If bull has STRONG quality, bull bucks off rider and takes out clown.
- 44 If bull has STRONG quality, rider nearly falls but hangs on for 8 sec. 79 pts.
- 45 If bull has BUCK or KICK quality, rider taken away in ambulance after awful fall.
- 46 If bull has BUCK or KICK quality, increase rider survives , 77 point ride!!
- 51 If bull has SPIN quality, really puts on a show. At 7.8 seconds dumps the cowboy.
- 52 If bull has SPIN quality, rider is all over the place, but hangs on!! 80 point ride!
- 53 Riders gives out a big "YEEEEHAW" 7 seconds into ride. 77 pt ride
- 54 Rider saved by the clown after a violent fall into the gate. No injury, but no score.
- 55 Rider's father rode in this same event 20 years ago, add UP arrow to one quality
- 56 Rider paranoid about bull in the gate. Decrease UP arrow quality if he has one.
- 61 If Rider has STYLE AND SKILL, finishes 8 second ride. Give him a 76 ! Others no score.
- 62 If Rider has STRONG AND TOUGH , finishes unimpressive ride.Score 65. Others no score.
- 63 If Rider has SPIN quality, gets bucked off quickly. No ride .
- 64 If Rider has SKILL, STRONG, STYLE, finishes 8 second ride. Scores a 75 ! Others no score.
- 65 If Rider has FLEXIBLE, TOUGH, BALANCE . Bull complacent but still score 71. Others no ride.
- 66 If Bull has POWER AND KICK , gets bucked off way too fast. No ride . Others 70.

## ROLL DOUBLES ON THE RIDER AND BULL QUALITIES

















# DISMOUNT 8 sec.

- 2 Cowboy twists ankle on dismount landing, take away 1 quality from next ride.
  - 3 Cowboy lands safely and waves to the crowd. Give him and UP arrow for the next ride.
  - 4 Cowboy loses UP arrow next ride, as he gets a bull horn when landing and not moving quick enough.
  - 5 Cowboy stumbles on dismount and clown there to distract bull. No injury. Great ride. Add UP arrow.
  - 6 Cowboy lands cleanly and Rodeo clown distracts bull. No injury. Add UP arrow next ride on D6 roll 1-3.
  - 7 Cowboy takes an awkward fall and bull heading straight at him... Clown saves the day. Rider no injury!!
  - 8 Cowboy dismounts cleanly on his feet, and clown draws bull away from rider. No injury.
  - 9 Cowboy lands on his feet and waves to the crowd. Scrambles away safely as clown distracts bull.
  - 10 Cowboy twists ankle on dismount. Roll dice 1-5 fine nex ride, 6 lose UP arrow next ride.
  - 11 Cowboy takes nasty fall into the gate after 8 seconds, lose UP arrow for next ride.
  - 12 Cowboy breaks ankle on landing, eliminated from the rodeo.
- ROLL TWO D6 AND ADD UP**

# DISMOUNT..no ride

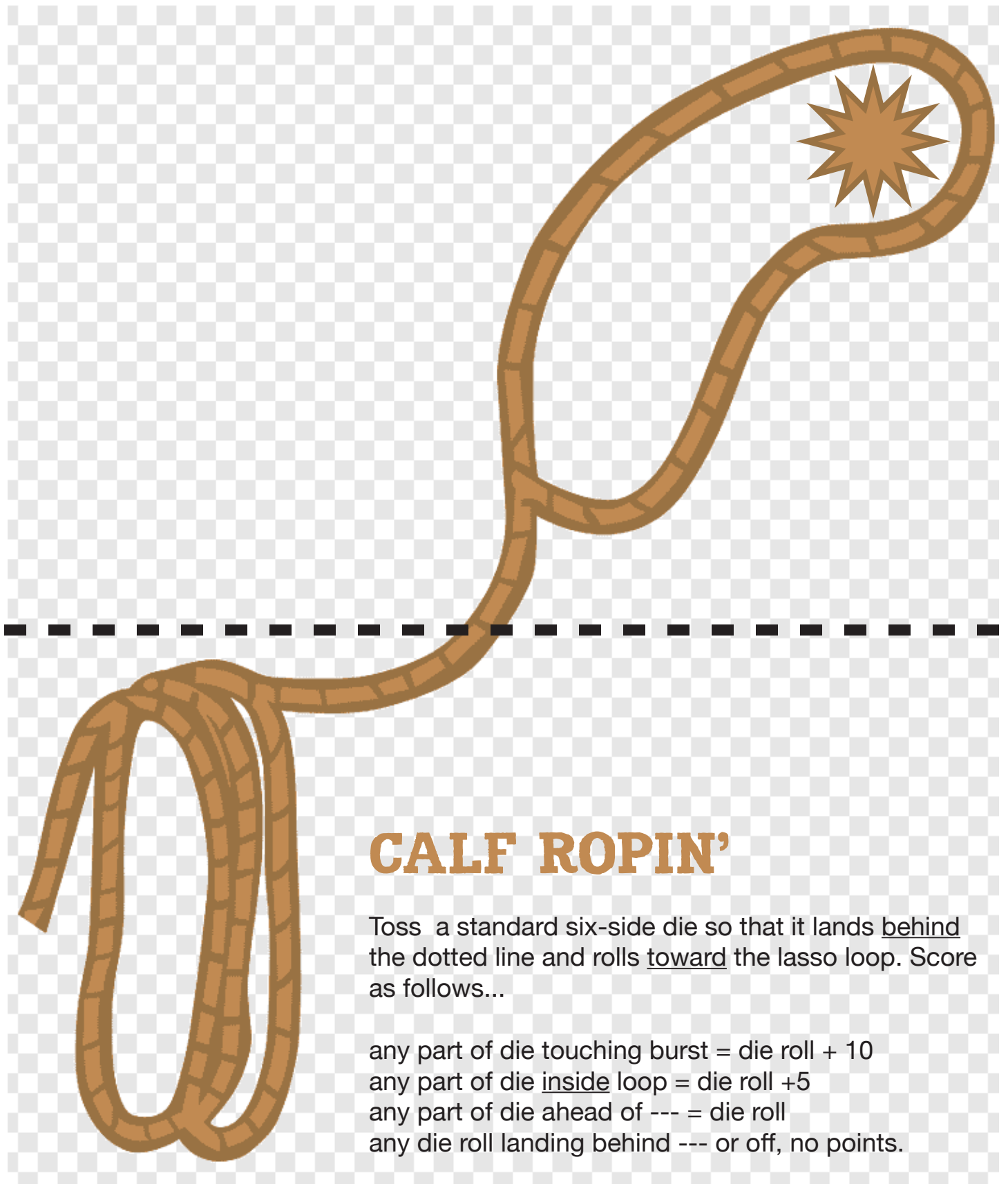
- 2 Cowboy breaks bone in foot when landing, eliminated from the rodeo.
  - 3 Cowboy hits the fence after getting thrown by bull, cannot continue with a concussion.
  - 4 Cowboy loses UP arrow next ride, as he gets a bull horn when landing. Clown saves from further injury
  - 5 Cowboy limping after fall and Clown distracts bull, but rider injured next ride. Take away 1 quality
  - 6 Cowboy lands awkwardly and Rodeo clown distracts bull. No injury, add brave quality next ride.
  - 7 Cowboy takes a bad fall and bull heading straight at him... Clown saves the day. Rider no injury!!
  - 8 Cowboy dismounts on his feet, and clown draws bull away from rider. No injury.
  - 9 Cowboy gets boot hooked and falls hard. Bull gets him before clown can intervene. Take away 1 quality
  - 10 Cowboy falls face first. Scrambles away safely as clown gets a horn from the bull.
  - 11 Cowboy takes nasty fall into the gate, lose UP arrow for next ride.
  - 12 Cowboy breaks wrist on landing, eliminated from the rodeo.
- ROLL TWO D6 AND ADD UP**
- Cowboys lose their quality for their next ride when injured.



<p><b>Bradley Willis</b></p> <p>Poise Brute</p> <p>Horse: C    Haser: B</p> 	<p><b>Carson Carroll</b></p> <p>Aim Brute    Poise</p> <p>Horse: A    Haser: B</p> 	<p><b>Hector Rios</b></p> <p>Brute Timing Form</p> <p>Horse: B    Haser: B</p> 	<p><b>Reginald Wang</b></p> <p>Form    Roll Timing Brute</p> <p>Horse: A    Haser: A</p> 	<p><b>Miles Elliott</b></p> <p>Aim Form</p> <p>Horse: C    Haser: C</p> 	<p><b>Samuel Knapp</b></p> <p>Timing Aim    Form Poise</p> <p>Horse: B    Haser: C</p> 	<p><b>Riley Bass</b></p> <p>Form    Roll Timing</p> <p>Horse: B    Haser: B</p> 	<p><b>Adrian Gallagher</b></p> <p>Timing    Roll Brute</p> <p>Horse: C    Haser: A</p> 
<p><b>Griffin Harding</b></p> <p>Roll Timing</p> <p>Horse: A    Haser: D</p> 	<p><b>Leroy Francis</b></p> <p>Poise Roll    Brute</p> <p>Horse: B    Haser: A</p> 	<p><b>Trey Rollins</b></p> <p>Poise Aim</p> <p>Horse: B    Haser: B</p> 	<p><b>Byron Bartlett</b></p> <p>Aim Poise Brute Timing</p> <p>Horse: C    Haser: C</p> 	<p><b>Kent Solis</b></p> <p>Form Timing Poise</p> <p>Horse: C    Haser: A</p> 	<p><b>Harold Griffin</b></p> <p>Brute Roll</p> <p>Horse: A    Haser: C</p> 	<p><b>Floyd Osborn</b></p> <p>Timing Poise</p> <p>Horse: B    Haser: B</p> 	<p><b>Christopher Farmer</b></p> <p>Roll Aim</p> <p>Horse: B    Haser: C</p> 







## CALF ROPIN'

Toss a standard six-side die so that it lands behind the dotted line and rolls toward the lasso loop. Score as follows...

any part of die touching burst = die roll + 10

any part of die inside loop = die roll +5

any part of die ahead of --- = die roll

any die roll landing behind --- or off, no points.

NOTE that individual cowboy cards could be created with varying scores for these results, or boutique ratings (i.e., "any die roll of "6," disqualified" or "any die roll of "3," option to roll again for better score.")

# RODEO GAME • CHUCKWAGON RACE

Different colored dice, each gamer chooses one. Each color has a card with a specific ability. Each person takes a turn calling the shots for the collective dice roll (or solitaire, you make all the calls). Each call has two aspects: 1) whether you'll read the results high to low, or low to high and 2) which die roll will be cancelled out this turn. So a sample call would be "High 5" or "Low 2." Then you roll all dice together. Duplicate dice cancel each other out. Any remaining dice are ordered high to low or low to high depending on what was called. The highest/lowest result gains one "plot" on everyone else on the field. ("Plot" is the word I use to describe a length of turf.) The wagon with the opposite result low/high gets to use his special ability. Sometimes--if all other drivers have cancelled out--a driver will get to do BOTH.

Line the drivers up in a row, then for each turn's results, move the cards relative to each other.

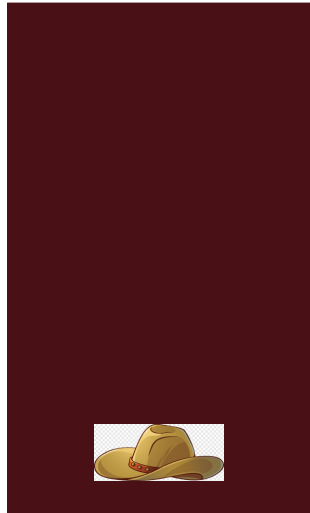
Race is four turns--one lap around the arena--winner is the driver in the lead at the end of the fourth turn. If tied, run another turn.

<p><b>RED RUFFHOUSE</b></p> <p><b>SPECIAL</b> Move up one plot.</p>	<p><b>BUCK BELEW</b></p> <p><b>SPECIAL</b> Move one plot ahead of the leader (unless Buck is already the leader).</p>	<p><b>CACTUS GREENE</b></p> <p><b>SPECIAL</b> Trade places with the leader (unless Cactus is already the leader).</p>
<p><b>JAYNE BLACQUE</b></p> <p><b>SPECIAL</b> Move leader to same plot as Jayne (unless Jayne is already the leader).</p>	<p><b>HIYO SILVER</b></p> <p><b>SPECIAL</b> Choose TWO numbers to cancel out next turn.</p>	<p><b>SHIRLEY WHYTE</b></p> <p><b>SPECIAL</b> Any/every other wagon on the same plot as Shirley moves back one plot.</p>



# Cowboy Poker

Chair 1



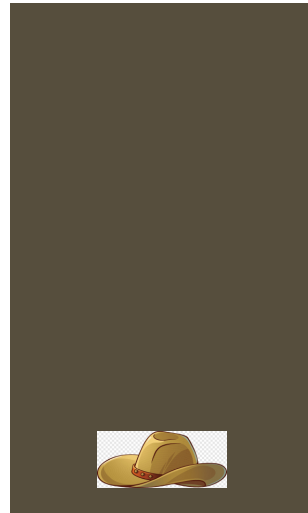
1 2

Chair 2



1 2

Chair 3



1 2

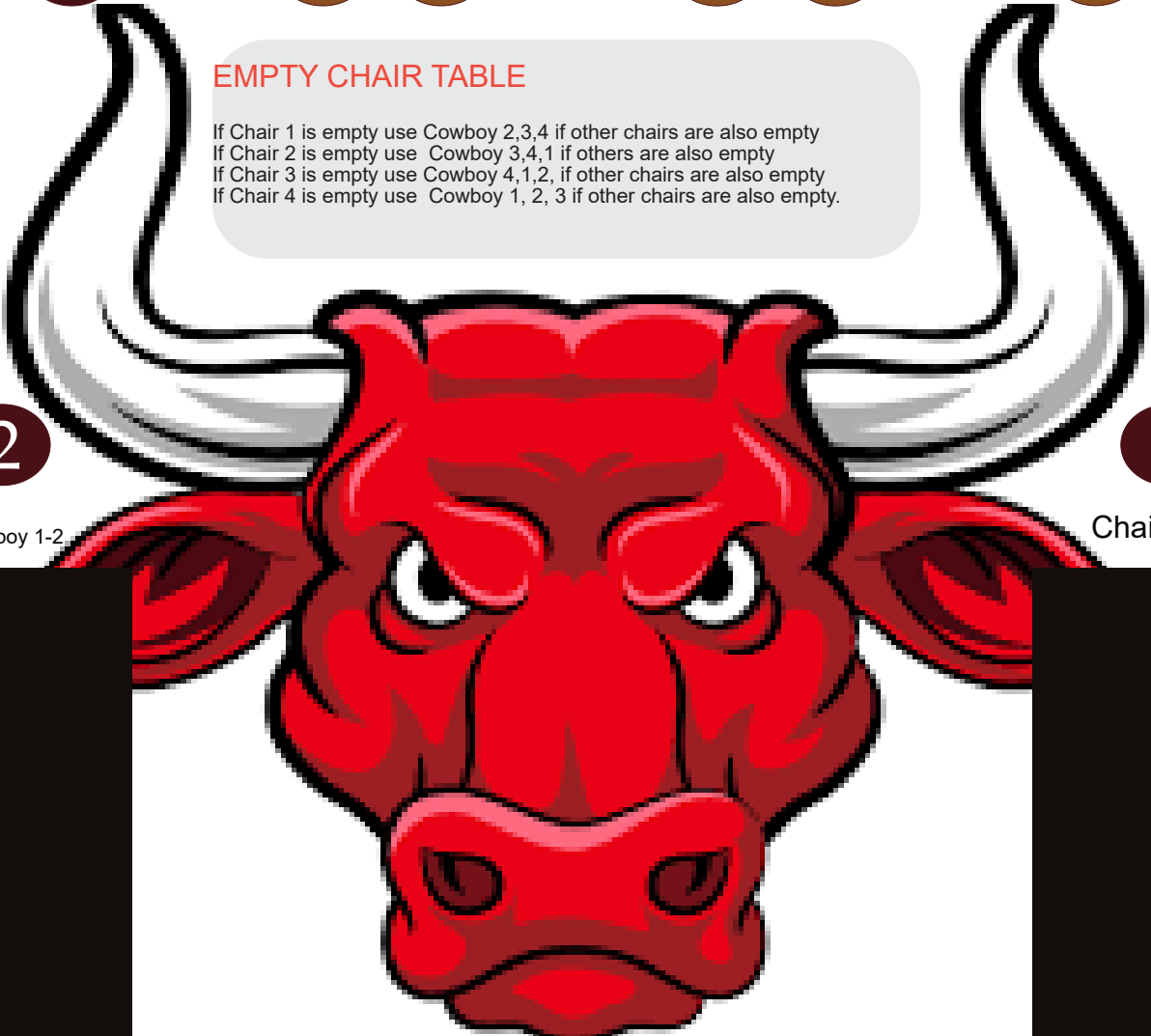
Chair 4



1 2

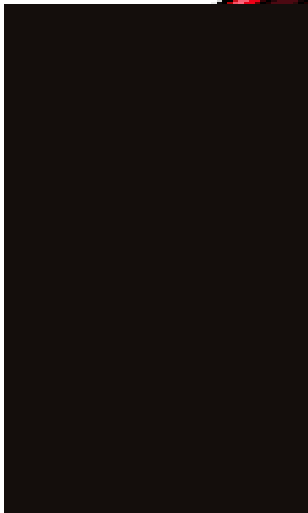
## EMPTY CHAIR TABLE

If Chair 1 is empty use Cowboy 2,3,4 if other chairs are also empty  
 If Chair 2 is empty use Cowboy 3,4,1 if others are also empty  
 If Chair 3 is empty use Cowboy 4,1,2, if other chairs are also empty  
 If Chair 4 is empty use Cowboy 1, 2, 3 if other chairs are also empty.



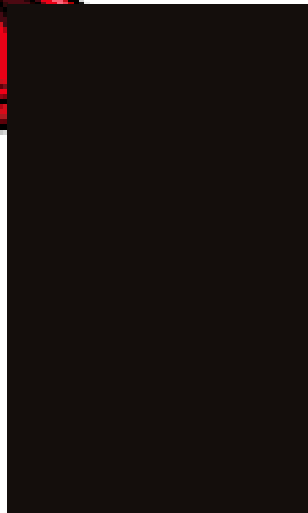
1 2

Chair 5 / Cowboy 1-2



1 2

Chair 6 / Cowboy 3-4



Thirsty Swanson



Brave

Hero



Chuck Slimberry



Brave

Crazy



Callus Hornsby



Brave

Fidgety

Nervous



Spirit Lust



Patient

Crazy



Rusty Springer



Brave

Patient

Doc Spinebuster



Patient

Crazy

Fidgety

Wyatt Burp



Hero

Crazy

Pancho Suarez



Patient

Hero

Fidgety

Nervous

# UNUSUAL EVENTS TABLE

Roll two dice and follow the results

- 2- Bull takes out Cowboys 3 and 4 in wicked fashion. Both are injured for the next rodeo.
- 3- Bull tosses clown in the air. Ambulance is called. Re-start Cowboy Poker.
- 4- Bull stomps feet and gets his horns into chair. But cowboy stays, earn a chip.
- 5- Bull picks up cowboy and tosses him in the air! Lands in chair, earn a chip .
- 6- Bull makes a mad dash but exits towards the clown. Cowboy earns a chip .
- 7- Bull stops snorts and charges... Table implodes and cowboy tossed flying! Your out.
- 8- Bull takes a while charge and runs through the table. Cowboy untouched. Earn a chip.
- 9- Bull keeps going after the clowns but not taking any runs at the table. Earn a chip.
- 10- Bull stomps feet and gets his horns into chairs but cowboy stays. Earn a chip.
- 11- Bull gouges clown . Rodeo must be halted as they attend to clown. Re-start Poker.
- 12- Bull takes out Chair 1 and 2 in wicked fashion. Both are injured for the next rodeo.



# Bull Charge Chart

- 11- Ornerly bull stomps and charges table. Nobody comes off chair. Earn a chip.
- 12- Bull complacent and is switched out. Cowboy earns a chip.
- 13- Ornerly bull stops. Snorts . Then takes out chair two with his horns. OUCH!
- 14- Ornerly Bull focusses on the table and charges, takes out chair three. He's gone!!
- 15- Ornerly Bull pauses, stomps the dirt, leads the charge to take out chair four. Cowboy is finished!
- 16- Bull is very complacent, new ornerly bull arrives. Cowboys not fazed, earn a chip.
- 21- If cowboy has patient quality he is safe. Bull gets distracted and starts towards the crowd. If not patient drop one grit grade.
- 22- If cowboy has brave quality, bull charges but veers away at the last second. If not brave drop one grit grade.
- 23- If cowboy has crazy quality, bull turns away from table at last second. If not crazy, drop one grit grade.
- 24- If cowboy has hero quality, bull gets distracted by the clown. If not a hero, drop one grit grade.
- 25- If cowboy has fidgety quality, bull heads for the clown in full force. You got lucky, no damage. Earn a chip.
- 26- If cowboy has nervous quality, bull goes through the middle and takes out table. You get off lucky. Earn a chip.
- 31- If cowboy has patient or brave quality, gets bumped but stays on the chair. If not drop one grit grade.
- 32- If cowboy has hero or crazy quality, cowboy has nerve and stays on chair as bull passes. If not -1 grit grade.
- 33- If cowboy has nervous or fidgety quality, amazingly , they stay on the chair as bull changes direction If not -1 grit grade .
- 34- If cowboy has patient or hero quality, bull takes out clown but not them. If not drop one grit grade.
- 35- If cowboy has brave or crazy quality, hangs onto chair and stays seated as bull stops and stares him down. If not crazy or brave -1 grit grade.
- 36- If cowboy has nervous or fidgety quality, bull stops, snorts, stomps dirt. Charges but horns miss connecting. You got lucky but panic did creep into your head. Drop one grit grade.
- 41- If cowboy has the patient quality, stays in the chair during bull snorting session. If not patient, -1 grit grade.
- 42- If cowboy has the brave quality, hangs onto chair while bull charges. If not brave drop one grit grade.
- 43- If cowboy has the crazy quality, stands on chair to distract bull. It worked. If not crazy drop one grit grade.
- 44- If cowboy has the hero quality, looks bull in the eye in face to face confrontation. If not hero drop one grit grade..
- 45- If cowboy has the fidgety quality, grit grade drops one . If not add 1 to your grit grade (cannot go over two)
- 46- If cowboy has the nervous quality, grit grade drops one. If not add 1 to your grit grade (cannot go over two)
- 51- If cowboy has the fidgety or the nervous quality, he gets ready to bolt . Drop grit grade by one
- 52- If cowboy has the patient or brave quality, waves to crowd as bull stomps and snorts. If not drop one grit grade.
- 53- If cowboy has the crazy or hero quality, waves bull one with his red scarf. If not drop one grit grade.
- 54- Bull is going full steam ahead....horn catches the side of your chair. You go up and land on your chair. Still in it but drop 1 grit grade.
- 55- Bull is angry and determined, takes out chairs 1 and 2. Wow... Nasty piece of work!
- 56- Bull is snorting mad, makes a mad charge and takes out chairs 3 and 4. Get out of the way!
- 61- If cowboy has patient or nervous quality, waves to mom in the crowd. If not patient, nervous drop one grade.
- 62- If cowboy has hero or fidgety quality, keeps thinking of a cold when over! If not hero, fidgety -1 grit grade.
- 63- Cowboy showing lots of guts and stays firm!! Bull does a drive by. Add 1 to grit grade and earn a chip.
- 64- Bull snorts and charges but changes direction last minute towards the clown. Earn a chip and +1 grit grade
- 65- Bull takes out chair 1 and the middle table... Cowboy is injured and cannot continue in the next rodeo.
- 66- BULL takes out the entire group!! Roll three dice and add them up. Highest total is the winner of the Poker game.

# Mexican Cowboy Poker Rules

## THE RULES

Object of the game is to stay on the chair for as long as you can while the bull is charging at your table. Last cowboy still in the chair wins.

Pick a cowboy and place them on one of the chairs 1 to 4. Chairs 5 and 6 are for the clowns and left open for a four player game. But Chair 5 will refer to both cowboy 1 and 2 if rolled. Chair 6 will refer to both cowboys 3 and 4 if rolled. .Option B- You can use 6 cowboys and six chairs and not have a clown option. Clowns are a key point to the event as they attract the bull to the table. Put a token on 2 . That will be your cowboys starting grit grade.

Each time the bull charges , it will test your nerves and bravery. We will call this your grit grade. Each cowboy will start with a grit grade of 2. You cannot go any higher than 2. Once your grit grade gets down to zero you have left your chair and ran to safety!

You can also earn bravery chips. Bravery chips can be used when your grit grade goes from 1 to 0. Instead of being out, play your bravery chip and move your grit grade back to 1.

Roll 4 dice (D6). Black dice for the bull, red for cowboy, and one blue and one white dice for the action chart. Read the blue dice and the white dice together as a two digit number. Example. Blue 4 , White 3, the dice roll is 43.

Read the bull's black die first. If the bull's dice roll is 2-4 , go to the Bull Charge Chart. If your roll a 1 go to the Bull Rampage Chart. If it is a 6, go to the Unusual Events Chart.

The red die represents the cowboy mentioned in the Bull Charge Chart. If you roll a 1 , refer to the cowboy in Chair 1. A die roll of 2 is the cowboy in chair 2, etc. Dice roll of 5 will affect cowboys 1 and 2. Dice 6 refers to cowboys 3 and 4. If a cowboy roll refers to an empty chair , progress to your right until you reach a cowboy. Example. Cowboy 1 and 2 have ran. On your cowboy roll, you roll a 1. Since he is not there you go to cowboy 2. If he is not there, you refer to cowboy 3.

The Bull Charge chart will refer to your cowboys qualities. The chart results will increase, decrease or keep even your grit grade and may earn you a chip. It could also have a cowboy getting knocked out of their chair instantaneously. Once a cowboys grit grade goes down to 0, he has ran to safety and left his chair.

STRATEGY OPTION. WAVE MY HAT. Once during the Poker night a cowboy is allowed to "wave his cowboy hat" in front of a neighbouring cowboy to try and get the bull to go in that direction. Before a dice roll a cowboy will declare, "Wave my HAT". He then chooses another Cowboy WHO is beside him to take his place for the cowboy red dice roll. If your cowboy chair comes up on the red dice, it will count towards the cowboy you called out. It can only be used once during the game. Use it once and use it wisely (maybe when down to grit grade 1).

## BULL RAMPAGE CHART

### DICE ROLL ... COWBOY REFERENCE

- 1 REFERS TO COWBOYS 1,2
- 2 REFERS TO COWBOYS 2,3
- 3 REFERS TO COWBOYS 3,4
- 4 REFERS TO COWBOYS 4,1
- 5 REFERS TO COWBOYS 1-4
- 6 REFERS TO COWBOYS 1-4



**Example.** Black die 1, red die 3. When a 3 is rolled either cowboy 3 or 4 is going to be running for hills. The lower number will be A in the chart below, and the higher number will be B. Look at the last two dice rolled (blue,white). If they total a 7, Cowboy A is eliminated. In this case it would be the Cowboy in Chair 3.

DICE ROLL	COWBOY GONE!
2	A
3	A
4	A
5	B
6	B
7	A
8	B
9	A
10	B
11	A
12	B
TWO	COWBOYS
A = lowest	B=Highest

DICE ROLL	COWBOY GONE
2	Cowboy 1
3	Cowboy 1
4	Cowboy 2
5	Cowboy 1
6	Cowboy 3
7	Cowboy 2
8	Cowboy 4
9	Cowboy 3
10	Cowboy 4
11	Cowboy 1
12	Cowboy 4
FOUR COWBOY ROLLS OF 5,6	ELMININATION



# BULL RAMPAGE CHART

