

Single/Tandem Axle Rodeo Course

Obstacle #1 – Controller Left Turn

The objective is to come to a complete stop before the stop sign/line and negotiate a tight left turn, getting as close as possible to the radius cone without touching it. After stopping, the operator must do this in a continuous motion.

Accomplishing this obstacle	300 points
Stop before stop sign/line	100 points
Going over stop sign/line	-100 points
Radius cone touched	-100 points
Within 6” of radius cone	100 points
Within 7 – 12” of radius cone	75 points
Within 13 – 18” of radius cone	50 points
Within 19 – 24” of radius cone	25 points
Over 24” of radius cone	-100 points
Outside cones hit	- 25 points each hit
Changing direction	- 5 points each time
Stopping	- 5 points each time

Obstacle #2 – Parked Cars

This obstacle tests the operator’s ability to plow between two simulated parked cars by knocking down or making contact with the cones between the obstacles. This will test the operator’s judgment of plow blade location and the ability to operate in a confined space. **This is the only obstacle where the objective is to hit the target cones.** You will receive 25 points for each target cone you make contact with or knock down. 25 points will be **deducted** for each target cone that is **not hit**, with a maximum deductible of 100 points if no cones are hit. The operator must do this in a continuous motion.

Accomplishing this obstacle	200 points
Target cones not hit	- 25 points each
Barricades or side rail hit	- 25 points each hit
Outside cones hit	- 10 points each hit
Changing Direction	- 5 points each time
Stopping	- 5 points each time

Obstacle #3 – Offset Alley

The object of this is to negotiate the truck through three sets of barricades that are off center to test the operator’s ability to negotiate through tight turns in a confined space. The operator must do this in a continuous motion.

Accomplishing the obstacle	300 points
Barricades or side rail hit	- 25 points each hit
Barrels hit	- 25 points each hit
Changing direction	- 5 points each time
Stopping	- 5 points each time

Obstacle #4 – Outside Curve

The object of this obstacle is to negotiate the truck through the curve without hitting any cones. Points will be deducted if cones are hit or knocked down. The operator must do this in a continuous motion.

Accomplishing this obstacle	100 points
Cones hit	- 25 points each hit
Changing direction	- 5 points each time
Stopping	- 5 points each time

Obstacle #5 – Controlled Compound Curve

The object of this obstacle is to test the operator's ability to maneuver their vehicle in a tight curve situation without making contact with any cones. The operator will have to drive forward into obstacle switch drivers, and then back out to simulate a situation where forward progress is restricted due to an accident or other incident that may shut off this section of roadway. The operator must do this in a continuous motion. **You are required to change drivers at stop line in obstacle.**

Accomplishing this obstacle	400 points
Cones hit	- 25 points each hit
Changing direction	- 5 points each time
Stopping	- 5 points each time

Obstacle #6 – Tapered Alley Dock

The alley dock tests the operator's ability to back the vehicle into a tapered confined space. The operator must back into the space without hitting the sides of the dock and also must stop as close to the back of the obstacle as possible without hitting it.

In addition to not hitting any of the barricades in the alley dock, **it is the operator's responsibility to sound the horn.** When the horn sounds, the judge will measure the distance to the furthestmost back portion of the spreader chute to the back barricade. If the operator forgets to sound the horn, the judge may not be able to accurately measure the distance to the alley dock, and the resulting score will be based on the scorekeeper's judgment. After the judge measures, you then can drive out of the obstacle and continue the course. The operator must do this in a continuous motion except at the back portion where the measurement is required.

Accomplishing this obstacle	200 points
0 – 6" of rear barricade	100 points
7 – 12" of rear barricade	75 points
13 – 18" of rear barricade	50 points
19 – 24" of rear barricade	25 points
Over 24" of rear barricade	-100 points
Rear barricade hit	-100 points
Barricades or side rail hit	- 25 points each hit
Changing direction	- 5 points each time
Stopping	- 5 points each time

Obstacle #7 – Cul-de-Sac

This obstacle is designed to test the operator's ability to maneuver their vehicle within a cul-de-sac or roundabout situation. The objective of this obstacle is to negotiate the truck through the area without making contact with any cones or mailboxes in the area. The operator must do this in a continuous motion.

Accomplishing this obstacle	300 points
Cones hit	- 25 points each hit
Mailboxes hit	- 50 points each hit
Changing direction	- 5 points each time
Stopping	- 5 points each time

Obstacle #8 – Diminishing Clearance

The object is to negotiate the vehicle between the cones (the cones are gradually set closer together) without hitting any of the cones. This obstacle tests the operator's ability to properly align the vehicle and to judge distance on either side of the vehicle. The operator must do this in a continuous motion.

Accomplishing this obstacle	100 points
Cones hit	- 20 points each hit
Changing direction	- 5 points each time
Stopping	- 5 points each time

Obstacle #9 – Stop Bar

This is the final obstacle on the course. The driver must complete the driving course by coming as close as possible to the stop bar, without touching or going over it, and honk the horn. As soon as the operator honks the horn, the time will stop.

100 points will be given for completing the course within the course time. If you go over the course time you lose 100 points plus 1 point per second.

Measurements will be taken from the toe of the blade, and points will be given as follows:

Accomplishing this obstacle within 6"	100 points
Within 7 – 12"	75 points
Within 13 – 18"	50 points
Within 19 – 24"	25 points
Over 24"	-100 points
Touched over line	-100 points
Changing direction	- 5 points each time
Stopping	- 5 points each time
Over course time	- 1 point per second