



TRACTOR RODEO



MONDAY, JULY 1, 2019

Registration begins at 4 PM • Games begin at 5 PM

**Obstacle Courses
Feats of Skill
Games & Fun For the
Whole Family**

Contact Shawn Bugbee Cell: 227-1799

For Rules and Entry Information Visit: www.northernmainefair.com

Northern Maine Agricultural Fair

TRACTOR RODEO

Monday, July 1, 2019

Prizes: Ribbon Only - 1st, 2nd & 3rd Places

BLIND MAN'S LEAP - Twenty feet will be marked off with a clear start/stop line. Begin with the front tires of tractor on the start line. With the driver blind folded, the driver drives as close to the finish line as possible without going over. If the driver goes over the finish line, they are disqualified. Once tractor is stopped, measurement will be taken from the finish line to the front tire. Closest to the line wins. Hands must remain on steering wheel throughout contest.

CORN PLANT - A 70 foot track is measured out. Ten feet from the starting line, 5 cups will be placed at ten foot intervals. The driver must drop a kernel of corn into each cup with his right hand, drive around a cone placed ten feet from the last cup and then come back down the line dropping a kernel of corn into each cup with his left hand. This event is timed and penalties are also assessed. Five seconds will be added to time for every crushed cup, ten seconds for touching or not going around the cone, and five seconds for each missed kernel. If a kernel goes in but bounces out it still counts. Driver's butt must remain in seat at all times though they may lean as they choose. One hand must remain on steering wheel at all times. Handfuls of corn may not be dropped toward each cup, one at a time. If a driver breaks a cup, he must walk the course and replace it himself with supplied cups. This is called the "Walk of Shame." Must make an effort to put corn in each cup or you will be disqualified.

BARREL ROLL - Driver must push a barrel in a straight line for 75 feet. Pushing with a grill or bucket are not allowed. If a barrel or tractor goes out of bounds the driver is disqualified.

CRACK THE EGG - This is a timed event. A stand will be made that allows clamps to slide up and down to adjust the height of line to a tractor's drawbar. Once the height has been adjusted with the drawbar of the tractor, an egg is placed into the clamps. The tractor will be six feet ahead of the egg holder. Time starts when tractor tires begin to move backwards and stops as soon as the egg is cracked or broken. The time will only count if the yellow part of the egg is NOT broken and the egg is only cracked.

SLOW RACE - Start with the tractors in a line at the starting line. The track will be 75 yards long. A "flagger" will give the signal to start. Once started, the drivers can not touch the clutch or ride the brake. Grottoes to adjust speed is okay. If a tractor stops completely or stalls they are disqualified. Drivers are not allowed to weave or drive diagonally. The last driver to cross the finish line wins. Penalty will be assessed to those who delay starting once the flagger has started the line.

RING TOSS - Similar to corn plant, this is a good Multi-tasking game. Five road cones will be placed along a track ten feet apart. The driver drives along the row of cones five feet away and tosses hula hoops over cones. He must then circle a cone at the other end of the track and come back through course ringing cones on the opposite side. Five second penalty assessed for each missed cone.

TEETER TOTTER - a teeter totter is built out of planks in a similar fashion to a bridge that you might drive on. Underneath is a 6 x 6 to balance on. The driver drives his tractor onto the teeter and tries to balance to keep the teeter off the ground at both ends. Drivers are timed to see how long it takes to balance for three seconds. This is a game within a game as a first place is awarded for the person who achieves the three second balance first and also to the person who is able to balance for the longest not touching the ground. Tries are limited to five minutes.

CHAIN FOLD - In the middle of the track will be a 16" x 16" flat steel plate and a 20' long chain with clevis. Hook the chain to the tractor's drawbar. Driver drives the tractor forward until the chain is straight and not touching the plate. The driver then backs up until the end of the chain is on the plate. The object of the game is to drive back and forth until the whole length of chain is on the plate and none of the chain is touching the ground with the drawbar over the plate. Time starts when the driver starts to go backwards once the chain is straight and ends when the drawbar is over the plate and tractor is completely stopped.

Northern Maine Agricultural Fair Association
TRACTOR RODEO
Monday, July 1, 2019

EVENT(S) ENTERING

Name: _____ Age: _____

Address: _____

Phone: (____) _____ - _____ Email: _____

BARREL ROLL	TIME _____	POINTS _____
CORN PLANT	TIME _____	POINTS _____
CRACK THE EGG	TIME _____	POINTS _____
SLOW RACE	TIME _____	POINTS _____
CHAIN FOLD	TIME _____	POINTS _____
BLIND MAN'S LEAP	TIME _____	POINTS _____
TEETER TOTTER	TIME _____	POINTS _____
RING TOSS	TIME _____	POINTS _____