

Event Coordinators

The event coordinator positions have been created to help facilitate the organization of workers, equipment and stock for each event and to encourage a broad base of volunteerism. Event coordinators should be adult or senior members (at least 15 years of age). A coordinator need not be a competitor in the event he or she coordinates. In fact, it may be easier to coordinate an event that you or your family is not highly involved in.

Duties will include recruiting volunteers to set up and help with the event. In events applicable, this includes being sure stock and/or equipment is in position. In addition, if a contestant has a question or concern, the event coordinator will serve as the first point of contact before involving an arena director or judge.

Coordinator should either be present at each MHSC rodeo or arrange for a substitute coordinator.

Barrel Racing

- 2 - Main gate attendants
- 1 - Out gate attendant
- 3 - Set barrels/ pick up hats
- 1 - Call names at gate
- Set timers

Pole Bending

- 2 - Main gate attendants
- 1 - Out gate attendant
- 3 - Set poles/ pick up hats
- 1 - Call names at gate
- Set timers

Keyhole Race

- 2 - Main gate attendants
- 1 - Out gate attendant
- 1 - Set tires/ pick up hats
- 1 - Call names at gate
- Set timers

Sack Race

- 2 - Main gate attendants
- 1 - Out gate attendant
- 2 - Run sack to gate / pick up hats
- 1 - Call names

Goat Tying/ Goat Tail Tying

- Obtain ribbons or like material for each beginner contestant for each rodeo
- 2 - Main gate attendants
- 1 - Out gate attendant
- 2-3 - Hold goats/help switch goats/ pick up hats/catch horses
- 1 - Call names at gate
- 1 - Pick up hats

Breakaway Roping

- Obtain and cut breakaway strings, enough for each contestant at each rodeo
- Make sure a horse is available for judge serving as field flagger
- 1 - Main gate attendant /call names
- 1 - Out gate attendant
- 1 -Chute gate opener
- 1 - Stripping chute operator
- 1 - Cattle exit gate
- 1 - Pick up hats

Team Roping

- Make sure a horse is available for judge serving as field flagger
- 1 - Main gate attendant / call names
- 1 - Out gate attendant
- 1 -Chute gate opener
- 1 - Stripping chute operator
- 1 - Cattle exit gate
- 1 - Pick up hats

Chute Dogging

- Make sure a horse is available for judge serving as field flagger
- 1 - Main gate attendant / call names
- 1 - Out gate attendant
- 1 - Chute gate opener
- 1 - Stripping chute
- 1 - Catch pen gate
- 1 – Rider to clear cattle from arena
- 1- Relay names and scores via 2-way radio to announcer

Calf & Steer Riding

- Make sure contestants are wearing helmets and vests
- 1 -Chute gate openers
- 1 - Arena gate
- 1 - Stripping Chute
- 1 – Rider to clear cattle from arena
- 1 – “Bullfighter” (someone to assist in case a child hangs up)
- 1- Relay names and scores via 2-way radio to announcer

Dummy Roping

- Set up roping dummies, stake and mark distances
- 2 judges/flaggers (preferably adult members who do not have children in the event)
- 2 timers/results keepers (preferably adult members who do not have children in the event)
- The coordinator could also serve as a judge or timer
- The coordinator or a timer needs to also serve as an announcer