

PASO ROBLES PIONEER GAMES

- 1. Bale Wagon "Haro-Bed" Race**
- 2. Hay Hurdle Relay**
- 3. Celebrity Tractor Tire Race**
- 4. Hay Stealing Contest**
- 5. Antique Car Potato Race**
- 6. Hay Hurdle Relay**
- 7. Women's Truck & Horse Trailer Backing**
- 8. Tug-of-War**
- 9. Tractor Stake Race**
- 10. Crawler Tractor Pole Bending / Key Hole Race**



BALE WAGON “HARO BED” RACE

Equipment

- a. I075, I085, I095 BW28 or H-9980 wagons to be used

Contestants

- a. Maximum of two
- b. Be inside the cab with engine running

Race

- a. Timed Start Race
- b. 64 three-wire bales
- c. 1st and 4th tier on edge
- d. Minimum of two tie
- e. Each bale out of place will be penalized
- f. Un-load stack at designated location
- g. Time stops when bale wagon clears the stack
- h. Penalties 10 seconds for each violation



HAY HURDLE RELAY

Equipment

- a. PVC Pipe “Baton”
- b. Alfalfa bales pre-arranged in-line, stacked

Contestants

- a. Each Team consisting of 4 members

Race

- a. Timed Event
- b. Each team member to run the hurdle course only 1 time
- c. Pass the baton to the next team member
- d. Team members **MUST** restore any bales that are knocked out of place **BEFORE** next team member can begin
- e. Time Stops when the 4th member crosses the finish line
- f. Penalty – 5 seconds for each violation or hurdle not completed



HAY STEALING

Equipment

- a. Pickup truck
- b. Maximum 8' bed
- c. No stake side beds
- d. No flatbed trucks
- e. No hooks

Contestants

- a. Maximum four (4) teams
- b. Two persons per vehicle
- c. Driver must be 18 years old and must have a valid driver's license.

Race

- a. Each team standing in front of the vehicle
- b. ENGINE OFF -NO EXCEPTIONS
- c. Each member has one hand in the air to signal when ready
- d. Team members enter vehicle at buzzer and STAY in vehicle until reaching stack
- e. Back to assigned stack -turn off truck engine
- f. Load as many bales onto the pickup as possible in **3 minutes**.
- g. Proceed to finish line with loaded bales and BOTH members inside vehicle
- h. DQ for engine running prior to start, and while loading



TUG-OF-WAR

- a. 100 feet of 2” rope with knots tied in each end
- b. Boots or baseball/football type cleats (provided by the contestants)
- c. Gloves will be provided
- d. No ice or tree climbing spikes will be allowed

Contestants

- a. Maximum of ten (10) pullers
- b. One (1) team captain
- c. Local Varsity Football Team Members

Race 1.

- a. Teams line up on either side of the rope inside the 10 foot wide pull chute
- b. Team is disqualified if one or more pullers step outside the "pull chute" lines
- c. No side pulling-only straight line pulling is allowed
- d. No wrapping rope around hands or arms
- e. Starter sets center marker of the rope on the start line
- f. Raises flag while holding center marker over start line
- g. Drops flag to start contest
- h. Finish line is marked 15 feet on either side of the start line
- i. Winner is determined when center marker is pulled past a finish line



ANTIQUE CAR AND POTATO

Equipment

- a. Pre 1965 vehicles must be stock with original running gear, body, fenders and doors
- b. Doors must remain closed at all times
- c. Ten (10) potatoes painted Red Spaced 30' apart
- d. Spears to be provided by the Pioneer Games Committee the day of the event
- e. Spear shaft will be painted red the first 24 inches above spike

Contestants

- a. Drivers must be 18 years of age or older
- b. Must remain inside the vehicle at all times
- c. Cannot enter multiple times
- d. Only one entry per vehicle per contestant
- e. Only two persons permitted in vehicle

Race

- a. Ten (10) potatoes placed 30' apart
- b. 300' total distance of the race
- c. Approach potatoes on the passenger side of the vehicle
- d. Passenger spears each potato and places potato into the vehicle
- e. Disqualification will occur if passenger's hand touches the Red area on the shaft while spearing potato or for touching the potato on the ground.
- f. Time stops when the front of the vehicle crosses the finish line
- g. All ten potatoes must be inside the vehicle at the conclusion of the heat
- h. Spear to be returned to start line and potatoes counted at same time.

Penalties

- a. Missed or lost potatoes -20 seconds for each
- b. ANY EXHIBITION OF SPEED WILL RESULT IN DISQUALIFICATION -NO EXCEPTIONS



WOMEN'S TRUCK & HORSE TRAILER BACKING

Equipment

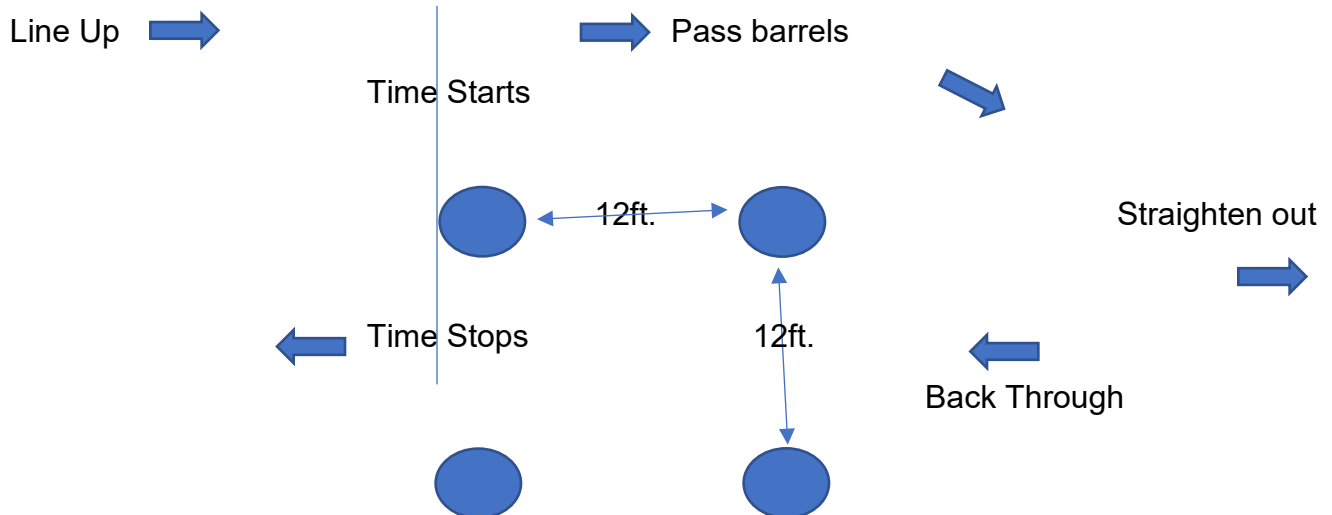
- Gooseneck or Bumper pull trailer
- No single axle trailers
- All trucks to be entered one time only, no multiple drivers

Contestants

- Inside truck cab at all times
- Driver must be 18 years old and have a valid driver's license

Race

- Chute Barrels placed 12 feet apart
- 1 minute 45 seconds total time allowed per contestant
- Line up and wait for flagger to start race
- Pass barrels on righthand side
- Time starts when front bumper passes first barrel
- Back through chute without touching barrels
- Time stops when front bumper clears the rear of the chute
- Contact with chute results in disqualification





TRACTOR STAKE

Equipment

- a. Tractor Length -center front axle to center rear axle -minimum 64"
- b. Tractor Width -rear wheels outside to outside -minimum 48"
- c. Equipment may be used by more than one contestant
- d. 10 wooden stakes 13' 6" apart at center

Contestants

- a. Maximum of six (6)
- b. Women and Men drivers
- c. Sixteen years or older

Race

- a. Start behind start/finish line
- b. Weave through stakes turning around at final stake and weave back to start line
- c. Time ends when both front wheels cross the start/finish line
- d. Penalties 20 seconds for each stake knocked down
- e. Disqualification if 5 or more stakes are knocked down



CRAWLER TRACTOR KEYHOLE RACE

Equipment

- a. Pre 1960 tracked tractor original or near original working condition
- b. Equipment may be used by more than one contestant
- c. 2 wood stakes 15' apart at center
- d. Keyhole lane to be 10ft wide and keyhole circle to be 15ft in diameter

Contestants

- a. Maximum of four (4)
- b. Women and Men drivers
- c. Sixteen years or older

Race

- a. Start behind start/finish line
- b. Proceed through stakes without knocking down stakes
- c. Turn around inside Keyhole without touching lines
- d. Return to finish line weaving between stakes
- e. Time ends when radiator cross the start/finish line
- f. Penalties 20 seconds for each stake knocked down or line crossed