

Maintenance Rodeo Manual - 2026



All attendees must register in advance on-line. There is a \$20 fee to attend. Attendees can choose to sign up for the competitions the day of the event from 9:00 – 10:00AM upon their arrival. Attendees will have the option to sign up for one, two, three or all four events they would like to compete in. There is no additional cost for the competitions.

Vendors will have booths set up the day of the event from 9:00AM – 1:30PM to demonstrate their products for you along with hands on opportunities for you to test out their products.

A simple boxed lunch will be provided for all registered attendees along with all registered vendors.

The competition will consist of six events: Nail Driving, Skid loader, Leaf Blower Obstacle Course, Plant Identification, Zero-Turn Mower Course and Trailer Obstacle Course.

Top three place winners for each event will be awarded a prize. Awards will be handed out at the end of the day.

Strict adherence to safety is a must and any contestant that engages in dangerous operation of a piece of equipment, horseplay, abusive or distracting language during an event can and will result in disqualification from the competition. Each of the judges overseeing the equipment events will have whistles that will be used to control the events and maintain safety. All contestants upon hearing a whistle will be required to immediately stop the operation of the equipment and await instruction from the judges. People watching the events are asked to adhere to the same safety guidelines outlined in these rules.

Tentative schedule for the day:

- 9-10am - Meet and Greet with vendors and sign up for competitions
- 10am-12:30pm – competitions (plant identification must be completed first)
- 12:30-1:15pm – lunch
- 1:15 – 1:30pm – Awards

Backpack Blower Competition

Objective:

Use air from a backpack blower to force a tennis ball from a start line through openings created by cones through a finish line in the quickest time.

Procedure:

The participant will begin at the start line and use air to force the ball through the openings along the route indicated on the diagram.

The ball must pass through the openings in the correct order and direction as indicated. The task is completed the moment the tennis ball blows past the finish line.

If the ball passes the opening without going through it then the ball must be directed around the opening to pass through the opening in the correct direction. The ball may not pass through the opening in reverse.

Equipment

A backpack blower will be provided to you for the event.

The backpack must be worn with both arms through the shoulder harness.

Hearing protection must be worn.

The standard straight extensions will be placed on the flexible hose and both must remain attached through the contest.

No additional attachments will be allowed on the hose of the blower other than what is provided.

The course will take place on level ground with a preference of mowed turf with painted lines for the start and finish and cones to establish the obstacle.

All Openings created by cones must be 12”to 16” wide from inside edge to edge. (see the layout in attached exhibit)

Penalties:

A 60 second added penalty for not going through all obstacles on the course.

Disqualification for touching the ball by the contestant or equipment.

Disqualification for the ball going out of bounds.

Disqualification for passing the ball in the wrong direction.

Scoring:

This is a timed event. Participants with a clean run will be ranked from the fastest to the slowest time.

Time starts at the whistle and ends when the ball crosses the finish line

For a bonus, subtract 10 seconds for a perfect run in which no cones or obstacles are hit. Add any penalty time to determine final adjusted time score.

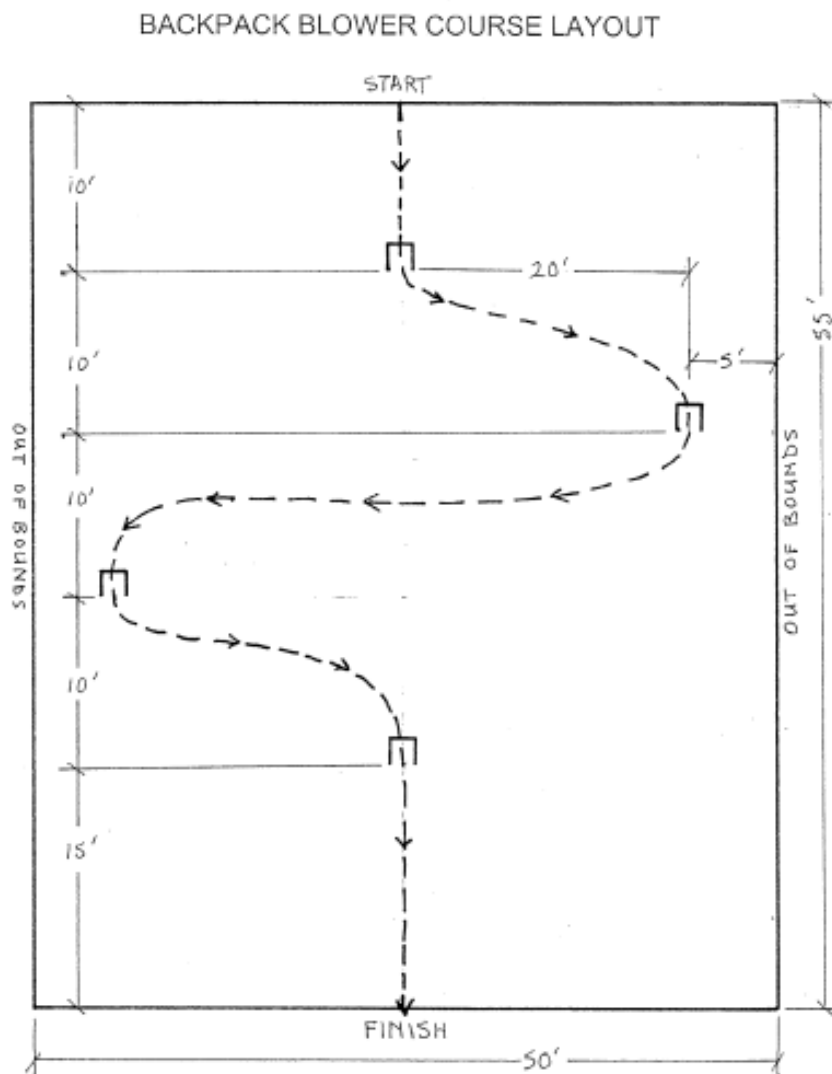
Time limit is three minutes to complete the course

2 runs per participant. Alternate course direction on second run.

Supplies:

- 12 Orange Cones
- Two Stop Watches
- 2 Whistles
- 2 clip boards
- Pens
- Calculator
- Recording sheet with participants and times
- Two Judges are needed. One to time and record, the other to monitor rules and penalties. Both with Recording Sheets of each participant.

*Below is an example of a course layout. The layout for the event may be similar but will differ based on facility size.



Judges Scoring Form - BACKPACK BLOWER COMPETITION

Contestant: _____

Time Limit: 3 minutes per run

#1 Elapsed time: _____:_____:_____

#2 Elapsed time: _____:_____:_____

Best time converted into seconds: _____

Penalties

- DQ for touching ball by contestant or equipment.
- DQ for ball going out of bounds.
- DQ for passing the ball through the Opening in the wrong direction.
- A 10 seconds added penalty for each missed obstacles on the course.

Disqualification: _____ Yes _____ No

Number of obstacles missed: _____

Scoring

Elapsed time: _____ (in seconds)

Penalty Added Time: _____ (10 seconds per obstacle)

Perfect Run: _____ - _____ (Reduce 10 Seconds)

Final time: _____ (in seconds)

Ranking: _____ (Completed after all contestants have gone.)

Judge's Signature _____

Plant Identification

To prevent any preview by contestants, plants and weeds will be placed on tables in a secluded area. Every effort will be made to keep others from viewing the testing materials. Contestants that have completed the event will not be allowed near or to communicate with those that are waiting to compete. Phones, books, or other identification aides are not allowed.

Objective:

To correctly identify a total of 20 plants; 10 ornamentals, 5 trees, 5 weeds. Plants shall only be available in pots and/or cuttings. Pictures are not allowed as a substitution.

Procedure:

At the designated time, all contestants participating in this event will be required to report to the judge's table to register.

Each contestant will then be given a pencil and clipboard with a score sheet and be directed to the exhibit tables.

Five exhibit tables will be set up with the plants.

Each contestant will have one minute at each table for a total of five minutes to complete the event.

One line of contestants will proceed down one side of the tables, and another line will go down the other side (buffet style), but no more than one person per side of each table will be allowed at any time.

Contestants will write down the common name and scientific name of each plant in the space provided on the score sheet.

Each plant will have a corresponding number label on both the plant and score sheet.

Once a person completes the round of all five tables they will turn in the scoresheet, clipboard and pencil to the awaiting judge for scoring.

Talking will not be allowed between contestants during the event. Finished contestants will not be allowed near the plants or the line of contestants waiting to compete.

Timing:

The judges will start the contestants through the tables one at a time.

At the end of each minute the judges will direct the contestants to move to the next table

Each contestant will have one minute at each table for a total of five minutes to complete the event.

Penalties:

Talking or communicating with active or awaiting competitors will result in disqualification

Scoring:

Five points for each plant (3 points for common name, 1 point for genus, and 1 point for species) resulting in a total possible score of 100 points.

Supplies:

- 5 tables
- 20 clipboards (the more the better if we have extra)
- Pens/Pencils (at least 30 but more is better)
- Something to block view for those waiting in line
- Stopwatch (we can use a phone if we don't have a stopwatch)

People:

- Timer (calls out when to move to next table, collects score sheets at end)
- Line monitor (hands out clipboards and sends the next two competitors in every minute)
- Floater (watches contestants, runs clipboards, troubleshoots)

Note:

- Minor spelling errors will be overlooked for common names, however, if spelling errors or handwriting are such that the judges cannot readily identify the answer it will be marked incorrect.
- Commonly recognized common names in the industry will be accepted at the discretion of the judges.
- Correct spelling of scientific names is required to receive those points with 1 point available for genus and 1 point for species.
- In the event of a tiebreaker, the individual with the most scientific name points will be determined the winner.

JUDGE'S SCORING FORM - PLANT IDENTIFICATION

Contestant: _____

	Common name – 3 points		Genus name -1 point		Species – 1point
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					
17					
18					
19					
20					

Scoring

All writing must be legible.

Common names are judges' discretion and spelling must be close enough to convey correct plant.

Genus and species must be spelled exactly correct to receive their respective points.

Tie breaker is highest score on genus and species combined.

Total Points: _____ out of 100 Tie Breaker Total: _____ out of 40

Judge's Signature _____

Zero Turn Mower Obstacle Competition

Objective:

To navigate zero turn mower through an obstacle course in the fastest time with a clean run.

Procedure:

Operator shall have seat belt fastened at all times.

Machine will be on and parking brake engaged upon the start. Time starts at the judge's whistle and wave of flag. Time stops when mower is returned to start, parking brake is applied, operator hands are off controls and machine is turned off.

Tennis balls will be placed on cones to help judges determine when the contestant has struck a cone.

The judges will attempt to reset any tennis balls knocked off during a run. If they cannot reset a ball during the run, judges will monitor the cone for further contact and apply penalties as needed.

The cones on the outside perimeter of the course are considered "out-of-bounds indicators."

The cones on the table's four corners will be considered "contact indicators." A tennis ball will also be placed on top of a cone on the table. If this ball falls off the cone, that will indicate that the contestant has "run over" the picnic table, and they will be disqualified.

55-gallon drums or similar objects will be placed in the center of the course. Tennis balls will be placed on a cone at each barrel to serve as "contact" indicators. If a tennis ball is knocked off the cone, it will be a 10 second penalty.

Contestant will back into the "square" and get as close to a cone with tennis ball. Touching the cone and ball falling off will result in a 10 second penalty. Points will be scored for coming as close to cone without touching.

Dimensions for the obstacles will be 6" per side wider than the widest point of the widest mower used.

Time will start at the signal and will end when the operator sets the parking brake and removes his/her hands from the controls.

Bonus point will be gained by picking up trash from the mower as maneuvering the course. No points will be deducted for not picking up trash.

The time limit for the event is 3 minutes

No practice or warm-up will be allowed

Equipment:

Zero Turn Mower will be provided by the sponsor, and the size is TBD.

Penalties:

Seat belts must always be used when the vehicle is in motion. Failure to do so will result in disqualification.

A 10 second added penalty for each tennis ball knocked off an "out of bounds" cone.

A 10 second added penalty for “contacting” an obstacle.

Disqualification for not following the prescribed course in the directions indicated.

Disqualification for running over cones or obstacles. This will be determined by knocking the ball off the can on the picnic table, knocking over a 55-gallon drum, or knocking over and driving over a cone.

Scoring:

This is a timed event. Participants with a clean run will be ranked from the fastest to the slowest time.

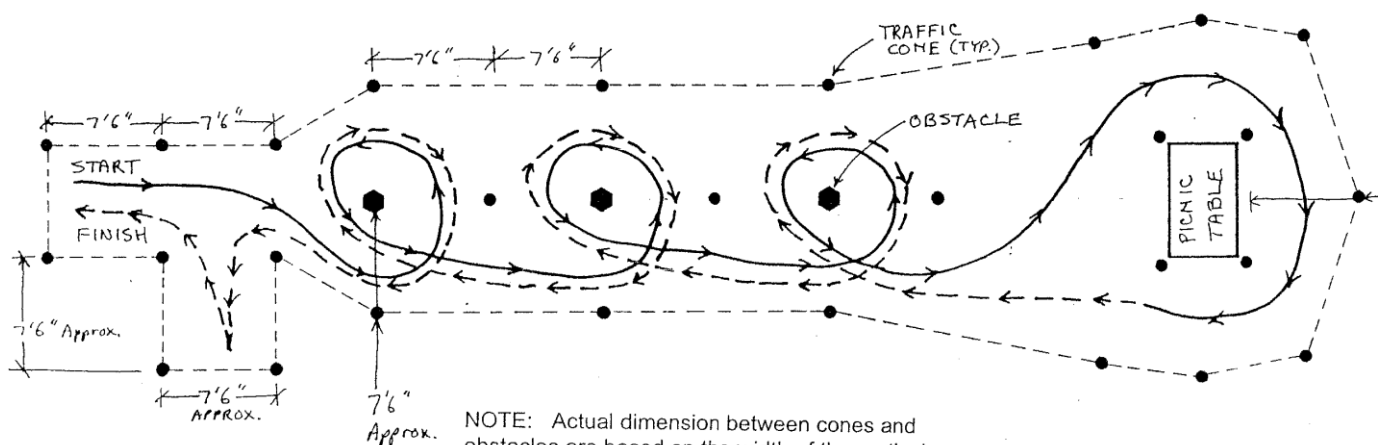
For a bonus, subtract 10 seconds for a perfect run in which no cones or obstacles are hit. Add any penalty time to determine the final adjusted time.

Supplies:

- Picnic Table
- 35 Traffic cones
- 40 tennis balls
- Flag for start
- Stop Watch
- Clip Board
- Table & Chair(s) for judge

*Below is an example of a course layout. The layout for the event may be similar but will differ based on facility and mower size.

ZERO TURN MAP



NOTE: Actual dimension between cones and obstacles are based on the width of the particular outront being used. Two brands of 72" outronts will be used on two separate courses in which the contestants will have a chance to choose the one they are most familiar with. Spacing between cones will be 10" wider than the widest point of the outront with the chute down (i.e. 5" clearance per side). Dimensions are measured inside to inside of the base of the cones.

JUDGE'S SCORING FORM – ZERO-TURN MOWER OBSTICAL

Contestant: _____

Time limit: 3 minutes

Course time to complete: _____

Penalties

- Add 10 second penalty for each tennis ball knocked off on “out of bounds” cone
- Add 10 seconds penalty for “contacting” an obstacle.
- DG for not following prescribed course in the directions indicated.
- DQ for running over cones or obstacles. This will be determined by knocking the ball off the cone on the picnic table, knocking over the 55 gallon drum, or knocking over or driving over a cone.
- DQ for not wearing seatbelt.

10 second penalties for out of bounds _____ (i.e. 3 penalties= 30 seconds)

10 second penalties for contacting obstacle _____ (i.e. 2 penalties= 20 seconds)

Disqualification? _____yes _____no

Scoring

- Subtract 10 seconds for a perfect run in which no cones or obstacles are hit

Time to complete _____ in seconds

+ total penalties _____ in seconds

-bonus _____ in seconds

FINAL TIME _____ in seconds

RANKING _____ Completed after all contestants have gone)

Judge's signature _____

UTV / Trailer Course

Objective:

To navigate a UTV and trailer through an obstacle course in the fastest time with a clean run. This event consists of a team of two people; a driver and a backup guide. Can only be the driver for one team. The course setup consists of one UTV and trailer stall (see attached layout diagram.) The UTV and one trailer will be used.

Procedure:

Teams of two begin in the cab of the UTV, seatbelts fastened, engine running, and transmission in park. On the judge's signal, the participant in the passenger seat will exit the vehicle and move around the exterior of the UTV/trailer, hook up the trailer and return to the passenger seat. With all participants buckled, the driver may then place the vehicle in gear and exit the start/end stall and attempt to navigate the course. Tennis balls on top of cones will mark the course. Any cone moved from its original location or tennis ball knocked from its perch atop the cone will be counted as a penalty as defined below. To complete the course, the team must back the UTV and trailer into the start/stop stall. Before the vehicle is put into reverse to attempt to enter the stall, the passenger may exit the vehicle and move to the designated spotting zone to assist the driver. Only verbal commands or hand/arm signals are authorized communication methods. Once the team has determined they have successfully parked in the stall, the driver will put the vehicle in park and turn off the engine. With the engine shut off, the passenger may then exit and unhook the trailer to stop the timer.

A cone will be placed in the center of the trailer with a tennis ball balanced on top. The guide is not allowed to cross between the UTV and trailer. Doing so will result in disqualification. The driver can then choose to go for the bonus points by attempting to pull within 6 inches of the rear cone without touching it. Driver must remain seat belted and with his or her hands off the steering wheel until the guide is in the vehicle and seat belted. Only then will the driver be allowed to put their hands on the steering wheel, put the truck in motion, and navigate the course.

Equipment:

A UTV and trailer

Penalties:

A 5 second added penalty for each tennis ball knocked off a cone.

A 10 second added penalty for moving a cone from its original location.

A 15 second added penalty for knocking the tennis ball off the cone in the trailer.

Disqualification for not following prescribed course in the directions indicated.

Disqualification for spinning tires on truck.

Disqualification for guide going between the UTV and trailer.

Disqualification for not wearing seatbelt when vehicle is in motion.

Scoring:

This is a timed event. Participants with a clean run will be ranked from the fastest to the slowest time. For a bonus, subtract 10 seconds for a perfect run in which no cones or obstacles are hit. Subtract 10 seconds for getting the trailer within 6" of the back stanchion without touching it. Add any penalty time to determine the final adjusted time.

Supplies:

- Scoring form for every team
- Suggested #of Judges x3
- Table and chairs for judges
- Whistle x 1
- Stop Watch x 1
- Clip Board x 1
- Cones x 30
- Tennis Balls x 30
- UTV x 1
- Trailer single axle x 1

Reminder that there are two people per team so they each will receive an award for 1st, 2nd, and 3rd.
Approx. footprint of the course 165' x 70'

*Below is an example of a course layout. The layout for the event may be similar but will differ based on facility size.

TRAILER OBSTACLE COURSE MAP



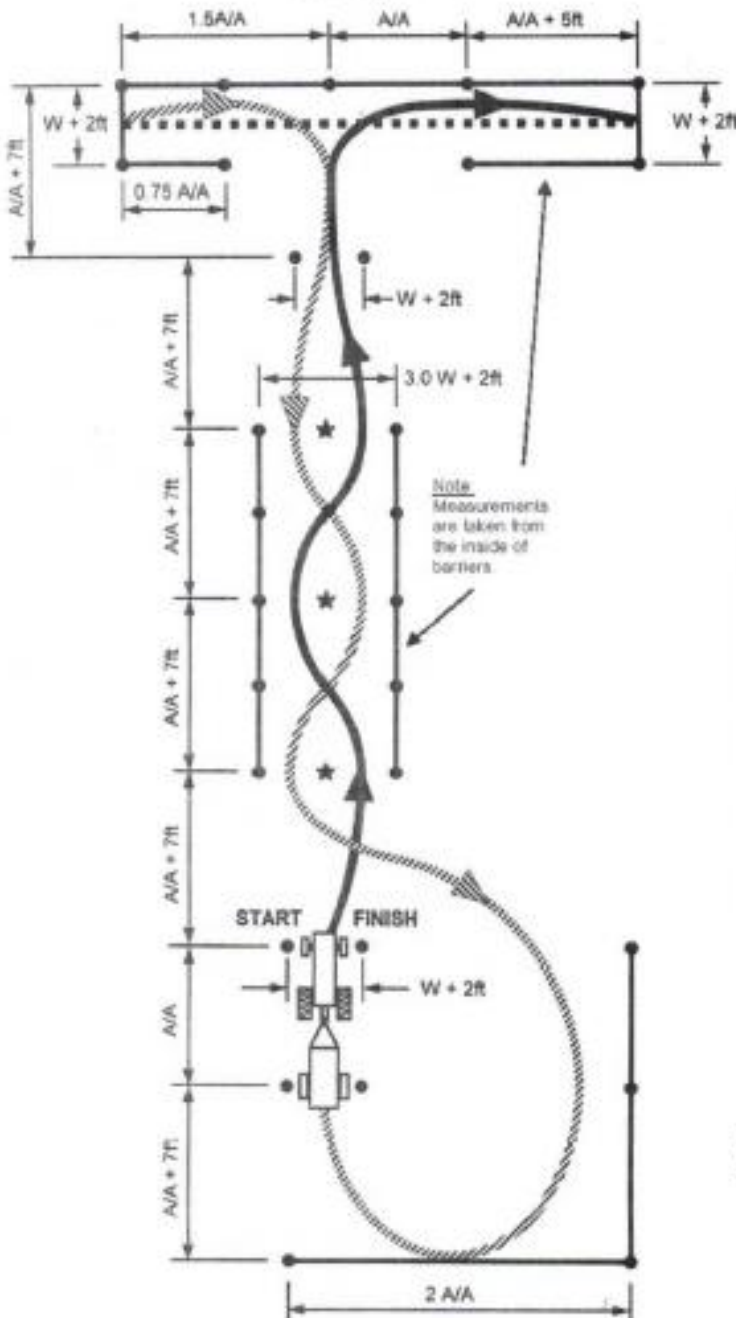
National Safe Tractor and Machinery Operation Program

Guidelines and Materials

Appendix H

Skills and Driving Test Layout Map

Driving Test



Calculations

$$A/A = \underline{\hspace{2cm}}$$

$$2 A/A = \underline{\hspace{2cm}}$$

$$1.5 A/A = \underline{\hspace{2cm}}$$

$$.75 A/A = \underline{\hspace{2cm}}$$

$$A/A + 5 = \underline{\hspace{2cm}}$$

$$A/A + 7 = \underline{\hspace{2cm}}$$

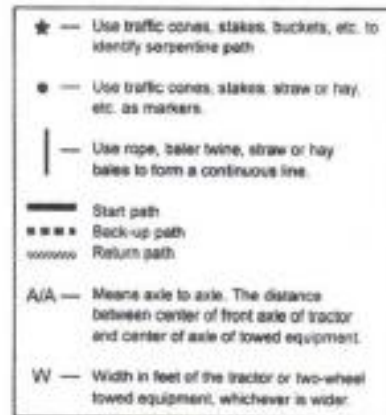
$$W = \underline{\hspace{2cm}}$$

$$W + 2 = \underline{\hspace{2cm}}$$

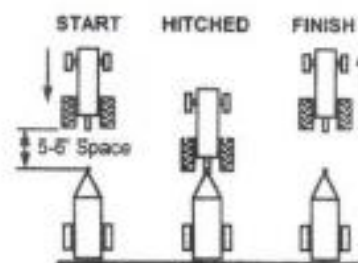
$$3 W + 2 = \underline{\hspace{2cm}}$$

$$\text{Length} \\ 7 A/A + 42 = \underline{\hspace{2cm}}$$

$$\text{Width} \\ 3.5 A/A + 5 = \underline{\hspace{2cm}}$$



Skills Test



Note: Raise or lower implement 3 or 4 inches before starting.

JUDGE'S SCORING FORM – UTV & TRAILER COURSE

Contestant 1: _____

Contestant 2: _____

Time Limit: 3 minutes

Elapsed time: _____ Elapsed time

converted into seconds: _____

Penalties

- A 5 second added penalty for each tennis ball knocked off a cone.
- A 10 second added penalty for moving a cone from its original location.
- A 15 second added penalty for knocking the tennis ball off the cone in the trailer.
- DQ for spinning tires on UTV.
- DQ for not wearing seatbelt when vehicle is in motion.
- DQ for guide going between UTV and trailer.
- DQ for moving the UTV while the Guide is entering or exiting the UTV.

Number of 5 second penalties: ____ (i.e. 2 penalties = 20 seconds)

Number 10 second penalties: _____ (i.e. 3 penalties = 30 seconds)

Number 15 second penalties: _____ (i.e. 4 penalties = 60 seconds)

Disqualification? _____ Yes _____ No

Scoring

- Subtract 10 seconds for a perfect run in which no tennis balls were knocked off.
- Subtract 10 seconds for getting the trailer within 6" of the back stanchion without touching it.

Elapsed time _____ (in seconds)

+ total penalties _____ (in seconds)

- bonus _____ (in seconds)

Final time _____ (in seconds)

Ranking: _____ **(Completed after all contestants have gone.)**

Judges Signature _____

Nail Drive

Objective:

The object is to use the fewest number of hits to drive the nail fully into the wood.

Procedure:

Contestants will enter the safety area and don safety equipment provided (safety glasses).

A nail will already be started in the wood at a predetermined depth using a pre cut jig to maintain consistency. (example – a metal block or pvc tube). The nail will start out aligned straight up and down to prevent possible safety issues.

Using the framing hammer, the contestant may strike the nail as many times as necessary to bury the nail to the head into the wood.

- Every touch of the hammer to the nail or wood (in case of a miss) counts as a strike.
- The contestant isn't allowed to touch the nail with his/her hands to straighten it or otherwise. They may however touch the board.
- A contestant will not be allowed to start over if they bend the nail.
- Only fully driven nails count.
- Practice taps at the beginning count towards the strike count if they touch the nail.
- Results should be scored through 3rd place.

Equipment:

A 24-ounce framing hammer between 14" and 16" length will be used to drive a 20d 4" bright common nail into a 4"x6" pine plank.

The 4"x6" pine plank will be placed on saw horses. It will be placed on the 4" side.

Scoring:

Fewest number of hits required to drive the nail completely into the wood is declared the winner.

Penalties:

1. Disqualification for bending nail to the extent it cannot be driven flush.
2. No score for any nail not driven flush to the head. Any nail head that a business card can be slipped under is not flush.

Tie Breaker:

In the event of a tie, the individuals who have tied on the number of strikes of the nail during the general event round will compete against each other in a tie breaker.

Tied Individuals will repeat the nail driving event again until one individual has clearly driven a nail in the least amount of strokes. In the event of 3 or more individuals who tie for least amount of strikes; this tie breaker process will be utilized to determine the winner of the tie and places thereafter.

Points will be distributed accordingly. Please see tie breaker rule example for clarification.

Nail Driving Tie Breaker Example

The Nail Driving Event has taken place and after the general event round, it has been determined that there is a 3-way tie.

Contestant	General Event Round	Tie Breaker Round 1	Tie Breaker Round 2	Tie Breaker Round 3	Final Places
Joe	3	3			2 nd
Tim	4				5 th
Derek	2				1 st
Billy	3	4	3	3	3 rd
Hunter	3	4	3	5	4 th
Justin	7				7 th
Clint	6				6 th

1. Since Derek has the fewest strikes after the general event round; he is awarded 1st place in the event. Joe, Billy, and Hunter have all tied for 2nd place and will have compete for places 2-4 in the tie breaker. Tim has the next fewest so he will receive 5th place.

2. During the first tie breaker round Joe drives the nail in 3 strikes. Billy and Hunter tie again. Joe is awarded 3rd place.

3. Billy and Hunter continue competing in tie breaker rounds until Billy finally drives the nail in 3 strikes and Hunter drives it in 5 strikes. Billy is awarded 3rd place in the event and Hunter 4th place.

JUDGE'S SCORING FORM - NAIL DRIVING CONTEST

Contestant: _____

Penalties

- DQ for bending the nail to the extent it cannot be driven flush.
- No score for any nail not driven flush to the head. Any nail head that a business card can be slipped under is not flush.

Disqualification? _____ Yes _____ No

Scoring

Total # of hits _____

Ranking: _____ **(Completed after all contestants have gone.)**

Judge's Signature _____

NAIL DRIVING TIE BREAKER

- In the event of a tie, the individuals who have tied on the number of strikes of the nail during the general event round will compete against each other in a tie breaker.
- Tied Individuals will repeat the nail driving event again until one individual has clearly driven a nail in the least amount of strokes. In the event of 3 or more individuals who tie for least amount of strikes; this tie breaker process will be utilized to determine the winner of the tie and places thereafter.
- Points will be distributed accordingly. Please see tie breaker rule example for clarification.

Skid Loader Competition

Objective:

The contest will consist of navigating a course and picking up three kettlebells and attempting to place each one on a target and returning the bucket back to the starting point.

Procedure:

Participants will drive the Skid Loader through a course and pick up one kettlebell at a time, then attempt to place the kettlebell on its' target. The course will be outlined with cones and tennis balls. Participants will need to avoid bumping the balls off the cones while navigating the course. There will be plywood targets on which the kettlebells are to be placed. The obstacles will range in height. Circles shall be painted on the plywood and the objective is to place each kettlebell on the target while keeping it in an upright position. Kettlebells that fall over during the run may be re-adjusted with the bucket to place them on the target in an upright position. The corners of the plywood targets and the perimeter of the barrel shall be clearly marked on the ground so they can be relocated in the same position for each participant.

Equipment:

Skid Loader with dual controls and bucket with teeth

Penalties:

A 10 second added penalty for any kettlebell that falls over yet remains on the target.

A 10 second added penalty for each tennis ball knocked off a cone.

A 10 second added penalty for contacting an obstacle as defined by the course judge.

Disqualification for not following prescribed course in the directions indicated.

Disqualification for running over cones or obstacles. This will be determined by knocking and driving over a cone.

Scoring:

This is a timed event. Participants with a clean run will be ranked from the fastest to the slowest time. For a bonus, subtract 10 seconds for a perfect run in which no cones or obstacles are hit. Add any penalty time to determine final adjusted time score.

JUDGE'S SCORING FORM – Skid Steer

Contestant 1: _____

Time Limit: 3 minutes

Elapsed time: _____ Elapsed time

converted into seconds: _____

Penalties

- A 10 second added penalty for any kettlebell that falls over yet remains on the target.
- A 10 second added penalty for each tennis ball knocked off a cone.
- A 10 second added penalty for contacting an obstacle as defined by the course judge.
- DQ for not following prescribed course in the directions indicated.
- DQ for running over cones or obstacles. This will be determined by knocking and driving over a cone.

Number 10 second penalties: _____ (i.e. 3 penalties = 30 seconds)

Disqualification? _____ Yes _____ No

Scoring

- Subtract 10 seconds for a perfect run in which no cones or obstacles are hit

Elapsed time _____ (in seconds)

+ total penalties _____ (in seconds)

- bonus _____ (in seconds)

Final time _____ (in seconds)

Ranking: _____ **(Completed after all contestants have gone.)**

Judges Signature _____



Enter the event area off Irish Drive - **Lowe Park - 4501 Irish Drive, Marion, Iowa**

Parking for Exhibitors and participants is available in the parking lot to the East of the Skid Steer and UTV course.

Exhibitors will be able to drive to the vendor area to drop off equipment and supplies then return to parking lot to park their vehicles.