

# WESTON COUNTY JUNIOR RODEO

**SUPERINTENDENTS .....MATT AND CASSIE HAYMAN**  
**ENTRIES MUST BE POSTMARKED BY JULY 1<sup>ST</sup> OF EACH YEAR.**

## **GENERAL RULES**

1. Contestants must have lived in Weston County for the six months immediately preceding the first day of the rodeo or go to school or their parents or legal guardian pay real estate taxes in Weston county to be eligible to participate in the Junior Rodeo.
2. (a) Contestants must not have had his/her 18<sup>th</sup> birthday before the FIRST day of the rodeo. (b) Contestants for the smaller part of the rodeo must have had his/her 7th birthday on or before the FIRST day of the rodeo and not have had his/her 12th birthday on or before the FIRST day of the rodeo. (c) Misrepresentation of age or residence will disqualify any contestant.
3. All contestants are required to read the rules carefully, particularly those relating to the contests or events in which they enter. Failure to understand rules will not be accepted as an excuse.
4. The management assumes NO RESPONSIBILITY for injury or damage to any person, property, or stock of any owner, contestant, or assistant. Each participant, by the act of entering, waives all rights or claims against the management for injuries he or his property may sustain.
5. Contestant must be on hand to answer call of Arena Director and must comply with all responsible rules of the management of each particular contest or exhibit held.
6. Rodeo Officials, Flaggers, or Committee, may inspect any contestants equipment before, during, or after a rodeo performance for safety and rule infraction.
7. Contestants will not be allowed to ride double or lead another horse in the Grand Entry.
8. There will be no stock draws in any event. There must be two contestants entered in any event to make a contest in any event, except in Team events two teams are required..
9. There will be no changes or amendments during the rodeo.
10. During the rodeo, the arena and the track must be cleared of all spectators. The committee will furnish arena and chute help.
11. **There will be a one minute time limit rule for all roping events. The three girl's calf tie down event will have a three minute time limit.**
12. Parents' and contestants' conduct or speech detrimental to the best interests of Rodeo will not be tolerated.
13. Only contestants will be allowed to register complaints and these must be made with the official of that event before the start of the next event.
14. The decision of any Judges, Flagmen, or Timers will be final and no protest by contestant or parent will be permitted after said complaint has been ruled on.
15. Hats, boots, and long sleeved shirts with a collar & cuffs are required. Shirts must not have sleeves rolled up except in the rough stock events. A contestant must come to the event with proper attire on. No tennis shoe type boots will be allowed. Numbers must be visible while contestant is competing. **Runners in the ribbon roping may wear tennis shoes.**
16. In team events, if a member of the team is injured, that team may substitute another contestant entered in the rodeo that is in the same age division. However, no points or prizes will be awarded to the substitute partner.
17. There will be no ground money paid.
18. All contestants must be ready to compete and will only be allowed three gate calls per event. Failure to show will result in disqualification in that event.
19. **NO PARENTS WILL BE ALLOWED INSIDE ARENA OR TRACK GATE DURING EVENTS.**
20. No video replays will be allowed.
21. Safety is the number one priority. It is at the Judges and Arena or Track Committees discretion to disqualify a contestant in the event of a safety concern for the contestant, other contestants, by-standers and arena or track helpers.
22. ***A horse can be used only once in any event in the same age division.***

## **DISQUALIFICATION RULE**

The official(s) that is/are disqualifying them will notify any contestant being disqualified as soon as possible.

## **STOCK**

1. Contestant will be disqualified for being in a pen with the livestock at any time, except when accompanied by Stock Contractor, Arena Director, or a Judge, or is assigned to work in those areas.
2. Any mistreatment of rodeo stock or contestant's horse will not be tolerated, and contestant will be disqualified. This includes any excessive training on animals in or outside of arena before, during, or after performances.

## **CONDUCT**

Any contestant will be disqualified from the rodeo for any of the following offenses. If they are disqualified for any of these offenses, they will be disqualified from all events at the rodeo.

1. Having any association with alcoholic beverages, narcotics, or other non-medical drugs, while in attendance at the Junior Rodeo.
2. Quarreling, fighting, or being rowdy on the rodeo grounds at any time, or any place, during the duration of the rodeo.
3. Conduct or speech of any kind, detrimental to the best interest of the sport of rodeo, while on rodeo grounds.
4. Contestants will be disqualified for vandalism on Fair Grounds property during the duration of the two day rodeo.
5. Using any kind of electrical device by contestant or parent on contestant's horse.
6. Any contestants or parents attempting to fix, threaten, bribe, influence, harass, or coerce any Rodeo Official at any time between opening and closing of the rodeo.
7. Disqualification for any contestant shall occur if there is abuse (verbal or any other) of officials or other contestants by contestant,

contestant's family for that event only. If abuse continues the contestant will be disqualified from the rodeo.

**CHANGING OF RULES**

1. The proposed rule change must be in the form of a written letter from parties affected by the proposed changes. (i.e. Families with boys may only write to change rules that effect boys)
2. The Junior Rodeo Superintendents retain the right to change events, payout, prizes, stock, and rules pertaining to the running and best interest of the contestants and rodeo. Changes will be presented to the Weston County Jr. Rodeo Committee for approval.

**Event Rules**

**ALL AROUND**

**Rookie Award: Any boy or girl that is 7 or 8 years old and a first year junior rodeo contestant with the most points. If no rookie contestants acquire any real points in the rodeo, points will be kept between the rookie contestants as if they were their own division and the rookie with the most points wins.**

1. **All Senior boys must compete in the rough stock event and three (3) timed events, and all Senior girls must compete in the 3-Girl Calf Tie and three (3) timed events, to be eligible for "All Around" awards. Senior girls may only carry points from five events to the all-around and must declare those events on their entry form. Events declared by senior girls will be posted in the program.**
2. All Junior boys must compete in the calf riding event and two (2) timed events, and all Junior girls must compete in three (3) events, to be eligible for "All-Around" awards.
3. There will be a total of one hundred points awarded in each go around and in the average in all events. Awards; 40 to first, 30 to second, 20 to third, 10 to fourth except team events. In team events each member of the team will receive 40 for first, 30 for second, 20 for third, 10 for fourth.
4. Two qualified runs or scores takes precedence over one qualified run or score.
5. In the case of a tie, those points will be added together and split evenly between eligible All-Around contestants. If 4<sup>th</sup> is split between 4<sup>th</sup> and 5<sup>th</sup> they would be awarded 5 points each. (Eligible contestants)
6. **Average points will be awarded to the four fastest times combined over two days, or four highest points scored in go around over two days. The contestant qualifying on the most head of stock will have precedence in placing in the average over the contestant who qualified on less head of stock regardless of scores. Therefore contestants placing in one go around could be eligible for average points.**
7. In the case there are not 4 contestants, or teams, with a score; the remaining points will not be awarded. In order for points to be awarded they must be earned.
8. Points in rough stock for both senior and junior boys division will only be given to qualified rides. If all places are not filled with qualified rides then the remaining places will be for prizes only. Contestant riding the longest will receive the next highest award after all qualified rides have been awarded.
9. "A Team Roper without a partner can still enter the Team Roping and a partner will be drawn from the contestants who designated a willing to rope twice. Contestants must designate if they are a header or heeler so Superintendents can draw for a partner. Points will not be awarded to the drawn partner on this team (only the contestant without a partner can receive points), however they are eligible for prizes."

Point System Example for Eligible All-Around Contestants

Points awarded for each day and the average.

Place	Points
1st	40
2nd	30
3rd	20
4th	10

A Tie for 2<sup>nd</sup> with Eligible Contestants

Place	Points
1st	40
2 <sup>nd</sup> /3rd	25 to both Contestants
4th	10

A Tie for 3rd with Eligible All Around Contestant

Place	Points
1st	40
2nd	30
3 <sup>rd</sup> /4th	15 to the Eligible Contestant Only

A tie for 1<sup>st</sup> with Eligible Contestants

Place	Points
1 <sup>st</sup> /2nd	35 to both contestants
3rd	20
4th	10

3 way tie for 1<sup>st</sup>

Place	Points
1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup>	30 to all 3 contestants
4 <sup>th</sup>	10

3 way tie for 4<sup>th</sup>

Place	Points
1 <sup>st</sup>	40
2 <sup>nd</sup>	30
3 <sup>rd</sup>	20
4 <sup>th</sup>	3.3 to all contestants

#### **ROUGH STOCK**

**“All rough stock contestants are required to wear a safety vest. (Vests will be available at the rodeo).”**

1. The management will select the rough stock for each performance.
2. Rough stock will be ridden 8 seconds before timer gives signal. Timing starts when the inside of the animal's front shoulder passes the plane of the front of the chutes. The rider and animal will be marked separately. Ride will be marked according to how much contestant spurs animal and ability to sit up straight and proper while doing so. Stock will be marked as to how difficult they are to ride.
3. Each Judge will mark rider from 1-25 points and stock from 1-25 points using full spread. Highest possible score is 100. Riding to be done with one hand and a loose rope, with or without hand hold. Rope must have bell. No bell, no marking. There will be no knots or hitches to prevent rope from falling off when rider leaves animal. If contestant makes qualified ride with any part of rope in riding hand, he is to be marked.
4. Contestant will receive no score for any of the following offenses: Being bucked off; Touching the animal with free hand; Using sharp spurs; Placing spurs or chaps under rope when rope is being tightened.
5. At the discretion of the Judges, re-ride may be given only when stock fails to break, stops, fouls rider in chute, or falls down. Contestant may refuse re-ride and take his marking. Contestant must make decision immediately. Judges decision will be final.

#### **ALL ROPING EVENT**

1. Once contestant has been called for their event they have 1 minute to get into the box and call for his/her calf. If contestant cannot get his/her horse in the box they will be disqualified. The contestant has the option to use another horse, however, they still must adhere to the 1 minute time limit.
2. Ropes and equipment will be inspected by an arena director to ensure that ropes are tied on properly. This is to ensure the safety of the contestant.
3. An adult may assist a contestant in helping them get his/her horse set in the box. There is only one horse allowed in the box, the helper cannot be mounted.
4. Safety is the number one priority. It is the Judges and Arena Directors discretion to disqualify a contestant if there is a safety issue inside and outside the arena or track.

#### **JUNIOR BOYS CALF RIDING**

1. Same rules as rough stock riding with these exceptions: Calves will be ridden six seconds.
2. Calf riders may use 2 hands to ride. If rider chooses to use one hand and touches animal with free hand, it will not be a qualified ride.
3. A contestant must qualify the animal (a rider and the animal must break the plane of the chute), contestants must make a valid attempt to ride. Scores will be awarded at the discretion of the judges on qualified rides.

#### **SENIOR BOYS CALF ROPING**

1. Contestant must rope calf, dismount, go down the rope, throw the calf by hand, and cross and tie any three legs. Any catch is legal, “Catch-as-Catch-Can” rule. Roping calf without releasing loop from hand will disqualify catch.
2. If calf is down when roper reaches it, calf must be stood on at least three feet, (calf must be elevated by roper so that at least three feet must be dangling straight underneath calf) and calf must be re-thrown.
3. If roper's hand is on calf when calf falls, calf is considered thrown by hand. Rope must hold calf until roper gets hand on calf.
4. To qualify as a legal tie, there shall be one or more wraps and a half hitch or hooley. The tie must hold six seconds, and three legs remain crossed until passed on by the Judge. Six-second time will start when roper has remounted and his horse has taken one step forward. If roper's rope comes off calf as roper starts to work with tie, the six-second time will start when roper signals for time.
5. Roper will be flagged “no time” for touching calf or string after giving finish signal or for dragging calf after he remounts horse.
6. Roper will be disqualified for any abusive treatment of calf or his horse.
7. Two loops will be permitted. If roper intends to use two loops, he must carry two ropes. No loops can be rebuilt. If second rope falls from saddle before used, it cannot be rebuilt.
8. Contestant must use mandatory neck rope in a manner that will prevent horse from dragging calf. If horse drags calf, Field Judge may stop horse and any penalty for such dragging will be a matter for the Judges. **Contestant will not be allowed to compete without neckrope.**
9. Ten seconds will be assessed for beating or breaking the barrier. If ring drops within ten feet of post, barrier will be considered broken. If, in the opinion of the Line Judge, contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself by pulling up.

#### **GIRLS BREAK-AWAY ROPING**

1. Cattle to be roped from behind a barrier. Score to be set at discretion of Judges.
2. Cattle neck ropes on calves must be tied with string or rubber bands. This will be the responsibility of the Junior Rodeo Committee.
3. Arena conditions will determine score, length to be set by event's Judge or Spokesperson. Once score line has been set, it will not be changed in that go, nor can length of box be changed.
4. Lap and Tap—No barrier to be used. Flag time begins when animal's nose clears the gate. Only allowed when calf gets out of arena. If Field Judge flags out a roper that still has a legal loop coming, the Judge may give the same calf back lap and tap, plus time already lapsed

and any barrier penalty.

5. Ten seconds will be assessed for beating or breaking the barrier. If ring drops within 10 feet of post, barrier will be considered broken. If, in the opinion of the Line Judge, contestant is fouled by barrier, contestant shall get her calf back, providing contestant declares herself by pulling up.
6. Rope must be attached to the horn in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope. This will be contestant's responsibility.
7. The contestant will receive "no-time" should she break the rope away from the saddle horn by hand; however, if the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop her horse to make the rope breakaway.
8. Rope must be tied to the horn with a string provided by the Junior Rodeo and may not be run through bridle, tie down, neck rope, or any other device.
9. Two loops will be allowed if two loops are carried. No loops can be rebuilt. If second rope falls from saddle before used, it cannot be rebuilt.
10. A cloth or flag must be attached to the rope at the saddle horn so the Judge can tell when the rope breaks from the horn.
11. The "Catch-as-Catch-Can" rule shall apply after the loop has passed over the calf's head. Rope must be released from contestant's hand to be a legal catch.
12. Timed Event Judge will not flag contestant out until time is recorded.
13. Contestant will be disqualified for any abusive treatment of calf or her horse.

#### **JUNIOR BOYS BREAK-AWAY ROPING**

1. Cattle to be roped from behind a barrier. Score to be set at discretion of Judges.
2. Roper must have flag tied in end of rope, tied to saddle horn so that the Field Judge can tell when rope breaks from saddle horn. The flag end of rope to be tied to saddle horn in such a manner so that when steer hits the end of the rope, he will break the rope away from the saddle. This will be the responsibility of the contestant.
3. Loop must pass overhead or horns to be a legal catch. Legal catches are:
  4. Head or both horns
  5. Around the neck
  6. Half a head
7. Two loops allowed if two loops are carried. No loops can be rebuilt. If second loop falls from saddle before used, it cannot be rebuilt.
8. Contestant will receive a "no time" should he break the rope away from the saddle horn by hand; however, if the rope should dally around the horn, the contestant may ride forward, undally the rope, and then stop his horse to make the rope breakaway.
9. Rope must be tied to the horn and may not be run through bridle, tie down, neck rope, or any other device.
10. Time starts when barrier flag drops and ends when flag tied or end of rope is broken from saddle horn by steer. There will be a ten second penalty for breaking or beating the barrier.
11. Contestants will start from behind a barrier. Steer belongs to roper after he crosses the deadline, regardless of what happens, with one exception: If steer gets out of arena, flag will be dropped and the roper gets the steer back lap and tap with the time added which was taken when the steer left the arena.

#### **SENIOR BOYS CHUTE DOGGING**

1. There will be a thirty (30) second time limit.
2. Bucking chute shall be part of the arena during dogging events.
3. Once score line has been set it will not be changed in that go.
4. Score line will be parallel to bucking chutes. It will be set at ten (10) feet in front of bucking chute. The measurement will be made with chute gate in the closed position.
5. The line (barrier) judge will flag the start when the animals' nose crosses the score line.
6. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
  - a. In any timed event, if animal escapes from the arena, field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap and tap start. Time already accumulated will be added to time used to complete the qualifying run.
  - b. In cases of mechanical failure.
  - c. If, in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up.
7. Time shall be taken between two flags.
8. This event shall not be conducted with an open catch pen gate.
9. All steers shall be turned out in the same direction and the same chute will be used.
10. A left delivery chute must be used and all chute dogging runs must be made from the same chute.
11. With steers loaded in bucking chute, dogger gets beside the steer, right hand in front of or behind right front shoulder. When dogger calls for the steer the chute gate will be opened. Dogger must keep right hand in front of or behind shoulder until the steers' nose crosses the score line. **Dogger may have left hand on the left horn prior to leaving chute.** If dogger moves into throwing position or touches **right** horn before the steers' nose crosses the score line there will be a 10 second penalty added to time. If the steer is thrown before crossing the score line, the dogger will be disqualified.
12. Chute dogger must allow steer to maintain forward motion to the score line. Chute dogger may not choke steer.
13. It is the contestant's responsibility to check for broken horns.
14. There will be a designated helper assigned by the arena director. The helper cannot pass the plane of the chute gate.
15. Contestant is considered working the steer when the steer leaves the chute.
16. If the steer gets loose, dogger may take no more than one step to catch the steer.
17. After crossing the start line, wrestler must bring it to a stop or change its' direction and twist it down.
18. If the steer is accidentally knocked down or thrown before being brought to a stop or by wrestler putting animals' horns into the ground, it must be let up to all four feet and then thrown.

19. Steer will be considered thrown down only when it is lying flat on its' side or on its' back with all four feet and head straight.
20. Dogger must have hand on steer when flagged.
21. Contestant is required to turn steers' head so that he can get up.
22. If a steer is falling in the opposite direction the dogger is attempting to throw him (dog fall), the contestant may choose to turn the steers' head to correspond with leg position to make this a legal fall.
23. In order for time to be considered official, barrier flag must operate.
24. Timed event judge will not flag contestant out until time is recorded.
25. Judge is to flag time, then flag contestant out if run is not legal.
26. Contestant will be disqualified for any abusive treatment of the steer.
27. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.
28. Dogger will be disqualified if the animal is thrown before start line.
29. If steer falls on its' own before nose crosses the line, steer must be let up and not thrown until steers' nose crosses line.

#### **CLOVERLEAF BARREL RACING**

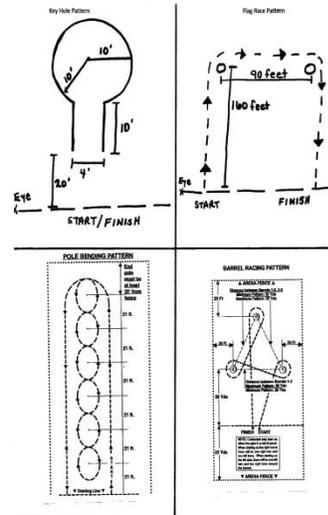
1. The contestant may start on either the right or left barrel.
2. When starting on the right barrel there will be one right turn and two left around the barrels.
3. When starting on the left side, there will be one left and two right turns around the barrels.
4. It is suggested that the barrels be 20 feet from the fence and the starting line 20 yards from the roping chutes. The standard distance between barrels is 30 yards between the first two and 35 yards from either of the first two to the third barrel, depending on the condition of arena.
5. Knocking over a barrel is a 5-second penalty.
6. No contestants can have any help from anyone after entering the gate.
7. If contestant's horse breaks timer light by backing through before starting pattern, time will be considered started.
8. A contestant will be disqualified if he/she goes back across the line once he/she has started and crossed once, or breaks pattern.

#### **POLE BENDING**

1. Six poles or stakes are used in this event and they are lined up in a straight line.
2. The starting and the finish line should be 21 feet from the first pole and there should be 21 feet between each pole.
3. The permanent location of each pole and the starting line may be marked with a rope on the ground.
4. The pattern to be run on the poles is as follows: The rider must ride down the right or left side of the poles to the last pole, turn around it, and ride in and out through the poles back to the first pole, then turn around it and ride in and out through the poles to the last pole, turn around it and ride down the opposite side of starting of the poles to the finish line.
5. Knocking down a pole is a 5-second penalty.
6. Contestant will be disqualified for not riding the pattern correctly.
7. Horse or contestant touching poles will be permitted.
8. The horse's nose will be timed as it crosses the starting line both ways.
9. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive "no time."
10. If contestant's horse breaks time light by backing through before starting time, time will be considered started.

#### **3 GIRLS CALF TIE DOWN**

1. Calf will have rope placed around his neck in the trailer.
2. The line will be 5 feet from the bumper of the trailer.
3. Flag will be dropped and time started when any part of the calf crosses the line. If any girl touches the calf before the flag is dropped it will be a no-time.
4. Once calf has crossed the line the girls must cross and tie 3 legs to the Judges approval.
5. If calf is down when the girls reach it, calf must be stood upon at least 3 feet before they can take it down and tie it.



6. Time will stop when the tier signals for time.

- All girls must drop the rope and step back 3 feet from calf before the judge will start the 6 second time. The team will be flagged a no-time for touching calf or string after signaling for time to stop.
- Time is taken from flag to flag.
- Calf must stay tied for 6 seconds.

#### **RIBBON ROPING**

- There shall be two or more timekeepers. Field Judges, a deadline referee and as many other officials as the local management finds necessary.
- A neck rope is mandatory.** The contestant will not be allowed to compete without a neck rope on his horse.
- A short length of ribbon about one-half inch wide and six inches or more in length should be fastened to the calf's tail while it is in the chute. The ribbon itself may be fastened on the tail with a rubber band. Regardless of how it is fastened, it should be fastened just above the switch of the tail and there should be enough ribbon to allow the contestants to grab and remove it without any trouble.
- Arena conditions will determine start and deadline, but a short score of 6 to 15 feet is desirable and should be used under most conditions. A boy team must work together in this event.
- The contestant who will do the roping may use two loops if two loops are carried. Contestants must adjust rope and reins in the manner that will prevent the horse from dragging the calf. If second loop falls from the saddle horn, it cannot be rebuilt.
- The runner may wear running shoes.
- The runner must stand in a designated area and cannot start running until the roper calls for the calf.
- If there is no ribbon on the calf when the contestant gets to it, the run still continues. The runner is required to touch the calf's tail and then run to the finish line.
- The points will be divided equally between the two contestants.
- Roper must dismount horse and hold calf for runner, and runner cannot take ribbon from calf's tail until roper has a hold of calf. Failure to follow this rule will result in disqualification of the team.
- "Catch-as-Catch-can" rules—Rope must HOLD calf until roper touches calf.
- The runner must arrive at the finish line with the ribbon or part thereof.

#### **KEYHOLE RACE**

- The pattern is the shape of a big keyhole, with a lane 10 feet long and 4 feet wide. Starting from a line 20 feet back, the contestant runs their horse up the narrow lane, do a fast rollback, ride back out the lane to the finish line.
- Timing starts and ends 20 feet from lane. Time is measured as the horse's muzzle crosses the line where the flagger is, going and coming.
- If horse steps on the outline or outside of the keyhole, contestant will receive a "no time."
- A horse can be used only once in any event in the same age division.

#### **GIRLS GOAT TYING**

- It is suggested that the roping score line is used as the starting line when arena conditions permit, if it is not used, the starting line would be at least fifteen yards from the chutes. If arena is needed.
- There is no set distance from the starting line to the goat, but a minimum of fifty yards is desirable. Arena conditions will govern this distance, however.
- The goat should be tied to a stake with a rope at least ten feet in length. Stake should be pounded completely into the ground so that no part of it is visible or aboveground.
- The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from her horse, and throw the goat by hand. If goat is down when the tie person reaches it, goat must be stood up on at least three feet, goat must be elevated by the tie person so that at least three feet are dangling straight underneath goat, and goat must be re-thrown and then tie any three feet

together with a leather thong or pigging string and stand clear of the goat. Three legs must be crossed, i.e. two hind legs over one front leg or one back leg between two front legs.

5. Legs must remain crossed and secure for 6 seconds after completion of tie.
6. A Field Judge will pass on the "tie" and if it is not secure for 6 seconds, the contestant will receive "no time". Legs must be crossed and tied.
7. To qualify as a legal tie, there will be one or more wraps, and a half hitch.
8. Timing will start when the contestant crosses the starting line and will stop when she signals the completion of the tie.
9. Should the girl run over the goat or rope with her horse while mounted, she will receive "no time."
10. If the goat should break away because of the fault of the horse while contestant is mounted, she will receive "no time." A contestant is still mounted until both feet are on the ground.
11. Goat tie person will receive "no time" for touching the goat or tie string after signaling she is finished.

#### **DALLY TEAM ROPING**

"A Team Roper without a partner can still enter the Team Roping and a partner will be drawn from the contestants who designated a willing to rope twice. Contestants must designate if they are a header or heeler so Superintendents can draw for a partner. Points will not be awarded to the drawn partner on this team (only the contestant without a partner can receive points), however they are eligible for prizes."

1. Contestants will start from behind a barrier. There will be a ten-second penalty assessed for breaking the barrier. Steer belongs to roper after he crosses deadline, regardless of what happens, with one exception: If steer gets out of arena, flag will be dropped and the roper gets the steer back lap and tap with the time added which was taken when the steer left the arena. Team roper behind barrier must throw first loop at head.
2. Animal belongs to contestant when he calls for him regardless of what happens except cases of mechanical failure.
3. Each contestant will be allowed to carry but one rope. Each team allowed three throws in all. Roping steers without turning loose of the loop will be considered "no time". Roper must dally to stop steer. No tied ropes allowed.
4. All changes in lists of roping order to split horses, etc., must be made before any stock for that event is loaded in chutes. After stock is loaded, ropers must rope in order listed.
5. Steer must not be handled roughly at any time, and ropers may be disqualified if, in the opinion of the Field Judge, they have intentionally done so.
6. If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight feet before steer regains his feet or the team will be disqualified.
7. Broken ropes or dropped rope will be considered "no time" regardless whether time has been taken or not.
8. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his hands. If the heeler ropes a front foot in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from the loop by hand; however, should the foot or feet come out of the heel loop by the time the Field flag Judge drops his flag, time will be counted.
9. In case the Field Flag Judge flags out a team that still legally has one or more loops coming, the Judge may give the same steer back lap and tap, plus time already lapsed and any barrier penalty.
10. There shall be two timers, a Barrier Judge, and a Field Flag Judge. Time is to be taken between two flags. Arena conditions will determine score, length of score to be set by Arena Director and Time Event Director or Spokesman, if present.
11. The Judge(s) will decide any question as to "catches" in this contest.
12. The word "dally" means one complete turn around the horn.
13. Time will be taken when steer is roped, both horses facing steer in line with ropes dallied and tight, horses front feet must be on the ground. Ropers must be mounted when time is taken. Steer must be standing up when roped by head or heels.
14. No foul catches can be removed by hand.
15. If artificial horns are jerked off, ropers will receive rerun on same steer with no penalties other than barrier penalties.
16. Legal catches: There will be only three legal head catches: head or both horns; half a head; around the neck.
17. If Hondo passes over one horn, the loop over the other, catch is illegal.
18. Any heel catch behind both shoulders is legal if rope goes up heels.
19. One hind foot receives five-second fine.
20. If loop crosses itself in head catch, it is illegal.
21. Cross fire catches will receive a "no time." If in the opinion of the field flagger, a heel loop is thrown before the header has dallied and changed directions of a steer, team shall receive "no time."
22. "A Team Roper without a partner can still enter the Team Roping and a partner will be drawn from the contestants who designated a willing to rope twice. Contestants must designate if they are a header or heeler so Superintendents can draw for a partner. Points will not be awarded to the drawn partner on this team (only the contestant without a partner can receive points), however they are eligible for prizes."

#### **JUNIOR GIRLS FLAG RACE**

1. Two barrels will be placed in the arena, each with a bucket on top of them. The pattern is designed to be ran in a "U" shape form.
2. Pattern Setup: Both barrels will be 160 feet from the eye and 90 feet in between the two barrels. A bucket with oats filled ¾ full will be placed on each barrel.
3. Rider will be given a flag at the gate by the gateman as they enter the arena. Rider will then race down to the left barrel and place the flag in the bucket. Time will start once the rider crosses the eye. Rider must pass on the left side (by the fence) of the barrel. Do not circle any of the barrels. After placing the flag into the first bucket, rider will proceed **on to** the second barrel staying on the outside again, grab the flag that is already in the second bucket, and run home past the eye where time will stop.
4. Rider must give their flag they brought home to the gateman before exiting the arena.

#### **JUNIOR BOYS GOAT TYING**

1. Time will start when contestant crosses the line.

2. Contestant must ride towards the goat, dismount, flank the goat and tie it down. Contestant must throw hands up in the air signaling their run is complete and judge will drop the flag. Time will stop when the judge drops the flag. Contestant must then immediately move at least 3 feet away from the goat while the judge makes sure the goat stays tied-down for the required time limit. Goat must stay tied-down for 6 seconds. If the goat does not stay down for the required time limit, the contestant will be disqualified.
3. Contestant cannot touch the goat until the 6 seconds has expired and the judge says that it is okay to retrieve your string. Failure to follow this rule will result in disqualification.
4. The horse cannot touch the goat or cross over the goat rope. Doing so will result in disqualification.
5. Junior boys are required to tie the goat like a calf. **They must use a calf tying string.** Failure to do so will result in a disqualification.
6. Contestant may tie any three legs together.
7. Contestants are required to daylight the goat before tying it. Failure to do so will result in a disqualification.
8. Abuse of the goat will not be tolerated and will result in disqualification from the event.
9. Judges decisions are final.