

# West Coast Junior Rodeo Association Rule Book

Revised 2024

**Welcome to the WCJRA!!!**

**The purpose of this association is to provide an environment of fun and fair competition and good sportsmanship for young people interested in rodeo.**

**WCJRA is a non-profit corporation.**

**Memberships are mandatory and must be renewed each year.**

- **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.**
- **Parental interference will not be tolerated. Violation could result in disqualification depending upon the discretion of the Board. Judge's decisions are final in all events.**

## Age Divisions

**5 and Under    6 to 9    10 to 13    14 to 18**

- **Age is determined as of January 1<sup>st</sup> of each year.**
- **Contestants can move up an age group but must move up in all events and for the entire year. Must be declared in writing prior to entry. Failure to do so will forfeit any points earned.**
- **Contestants may not be members of a professional rodeo association.**

### **EVENTS:**

***5/Under Boys and Girls:*** Dummy Roping, Stick Horse Race, Single Stake, Barrel Race, Keyhole, Goat Tail Untying

***6-9 Boys and Girls:*** Dummy Roping, Pole Bending, Barrel Race, Goat Tying, Keyhole, Breakaway Roping, Calf Riding

***10-13 Girls:*** Pole Bending, Barrel Race, Goat Tying, Breakaway Roping

***10-13 Boys:*** Goat Tying, Touch Calf Roping, Breakaway Roping, Chute Dogging

***10-13 Boys and Girls:*** Steer Stopping, Steer Riding

***14-18 Girls:*** Pole Bending, Barrel Race, Goat Tying, Breakaway

***14-18 Boys:*** Calf Roping, Chute Dogging

***14-18 Boys and Girls:*** Steer Stopping

***10-18 Boys and Girls:*** Junior Team Roping, Mixed Ribbon Roping

## WCJRA GENERAL RULES

1. Any member may be declared ineligible for any of the following offences:
  - a. Bad checks.
  - b. Fighting or quarreling in the arena.
  - c. Attempting to fix, threaten, bribe, influence or harass the judges at any time, in or out of the arena, or for talking with a judge or timer while an event is in progress. Violators of this rule shall be reported to the association board by the judge or contractor of the rodeo where the violation occurred.
  - d. Attempting to fix, threaten, bribe, influence, or harass a director, spokesperson, or official of the WCJRA at any time.
  - e. Contestants must have entry fees paid before competing in their events.
  - f. Conduct, speech, or appearance detrimental to the best interests of the WCJRA or the sport of rodeo.
  - g. Failure to abide by rules of this association.
  - h. Possession of, or drinking alcoholic beverages, narcotics, or other non-medicinal drugs while at any WCJRA rodeo.
2. Contestants must wear western attire in good taste, as to pass the discretion of the Board of Directors. Western attire must be worn while in and around the arena. Western attire includes:
  - a. Long-sleeved western shirt (must be wrist-length-sleeved shirt, button down, with collar and cuffs). Sleeves must not be rolled up except for roping or riding arm during event.
  - b. Western boots, sneaker type “sport shoes” are not acceptable footwear.
  - c. Cowboy hats. Helmets may be worn in lieu of cowboy hats while in competition.
3. The Board will expect the cooperation of any contestant when called upon by one of the Association officials to represent the Association’s interests regarding enforcement of rules at any approved rodeo or any matter of official business.
4. There will be no drawing out after positions have been drawn unless contestant has a doctor’s release. If a contestant is unable to compete at a rodeo because of sickness or injury his/her entry fee may be refunded. One Association official or spokesperson must approve this action. Such refund can be made only before payoff.
5. No re-runs will be given due to faulty or broken equipment furnished by contestant.
6. Contestants receiving assistance in any way while competing will place below unassisted contestants. “While competing” is defined as once they have crossed the score line. (Except in the 6-9 goat tying - see Goat Tying Rule #19; and 6-9 Dummy Roping – see Dummy Roping Rule #10.)
7. Ties for day all-around and year end all-around will be determined by the top money winner for that day and year respectively. The second top money winner will be reserve. Ties for all other year end placings will be determined by the same manner. Ties for points and money earned will be determined by a coin toss.

## PAYOFF AND POINTS

1. Pay-off is defined as checks, negotiable through any major bank.
  - a. The purse will be divided in the following manner:
    - 1-3 entries winner take all 100%
    - 4-6 entries – 60%, 40%
    - 7-10 entries – 50%, 30%, 20%
    - 11-15 entries – 40%, 30%, 20%, 10%
    - 16-20 entries – 33%, 27%, 20%, 13%, 7%
    - 21 or more entries – 29%, 24%, 19%, 14%, 9%, 5%
  - b. If there are any ties, the purse for those places will be split evenly among the contestants. There will be no purses paid below \$1.00. Checks not picked up at the end of the rodeo will be held for pick up at next rodeo or mailed at the end of the year.
  - c. Ties for day all-around and year end all-around will be determined by the top money winner for that day and year respectively. The second top money winner will be reserve. Ties for all other year end placings will be determined by the same manner. Ties for points and money earned will be determined by a coin toss. For events where contestants may enter twice, only money earned for highest placing run in each position (ie: header/heeler, roper/runner) will count for all-around and year end.
  - d. Points will be awarded only for a qualifying ride or legal catch. In the event(s) where contestants may enter twice, points will only be awarded to their highest placing run in each position (ie: header/heeler, roper/runner).
  - e. There will be no ground-split points given.
  - f. Points to be awarded in events with ten (10) or more entries as follows:
    - 1<sup>st</sup> place – 10 points, 2<sup>nd</sup> place – 9 points, 3<sup>rd</sup> place – 8 points, 4<sup>th</sup> place – 7 points
    - 5<sup>th</sup> place – 6 points, 6<sup>th</sup> place – 5 points, 7<sup>th</sup> place – 4 points, 8<sup>th</sup> place – 3 points,
    - 9<sup>th</sup> place – 2 points, 10<sup>th</sup> place – 1 point.Points to be awarded in events with six (6) to nine (9) entries as follows:
    - Maximum number of points determined by number of entries up to nine.
    - Example: 7 entries: 1<sup>st</sup> place – 7 points, 2<sup>nd</sup> place – 6 points, etc.Points to be awarded in events with five (5) or less entries as follows:
    - 1<sup>st</sup> place – 5 points, 2<sup>nd</sup> place – 4 points, 3<sup>rd</sup> place – 3 points, 4<sup>th</sup> place – 2 points,
    - 5<sup>th</sup> place – 1 point.
  - g. Rodeos have a minimum of 50% payback to contestants.

## JUDGING

1. Barriers and score line: A ten-foot tape must be on hand for the barrier judge. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance. Only tying knots in the rope on either end will accomplish adjusting length of barrier trip rope. A ten-second penalty will be added for breaking or beating the barrier. In all timed events, a barrier will not be considered broken unless ring drops within ten feet of the post. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced. Should barrier break at any point other than designated breaking point, decision is up to the barrier judge. If contestant obviously beats barrier, barrier is broken and string unbroken, barrier judge may assess a ten-second penalty, otherwise this will not be considered a broken barrier. Knot behind pulley is required. (Board of Directors reserve the right to use an electric eye barrier if conditions necessitate.)
2. If barrier flagman is used, animal to be flagged when crossing starting line, in front of flagman. Barrier judge shall be sure that nobody can stand close enough to barrier equipment to tamper with it.
3. Once score line has been set in timed events it will not be changed at the rodeo, nor can length of box be changed.
4. In order for time to be considered official, barrier flag must operate.
5. If automatic barrier does not work but time is recorded, contestant or team will get a time, but there will be no penalty for broken barrier.
6. If automatic barrier fails to work and official time has not started, contestant or team will get stock back if they declare themselves or if a qualified run has been completed.
  - a. If barrier equipment hangs on animal, the decision about getting animal back will be made by the barrier judge.
7. Field Flagger: In any timed event if an animal escapes from the arena, flag will be dropped and watches stopped. Contestants will get animal back with lap and tap start with animal in same condition as when left arena, and time already spent will be added to time used in qualifying. If time is not recorded, the decision of the flag judge will be final.
  - a. Field flag judge must ask contestant if he/she wants a second loop. Once a contestant has been flagged out, contestant will not receive stock back.
8. Neither timers, barrier judge, field flag judge, nor riding judge may be changed during the course of an event except in the case of sickness or by request of an Association official in agreement with rodeo committee.

## **CONTESTANT DISQUALIFICATION AND FINES**

1. Contestant shall be disqualified in all events for the remainder of the rodeo for the following offences at rodeo grounds or in town:
  - a. Being under the influence of liquor in or around the arena.
  - b. Rowdyism or quarreling in or around the arena.
  - c. Mistreatment of stock.
  - d. Cheating or attempting to cheat.
2. If a contestant competes without wearing the approved western attire, he/she will be disqualified for that event.
3. Contestants will not be eligible for average money in the event in which he/she has turned out stock.
4. If contestant is not ready to compete when called upon 3 times, contestant will be disqualified for that event.
5. Contestant will be disqualified for being in a pen with livestock at any time except when accompanied by stock contractor, arena director, judge, or when assigned to work in those pens.
6. Contestant can be disqualified only by agreement of an Association director, the rodeo judges and arena director. A majority decision of the three will decide.
7. Notice of contestants' failure to comply with these rules must be reported to the Association Secretary with the results of that particular rodeo or no action will be taken for the rule infraction.
8. **PARENTAL INTERFERENCE WILL NOT BE TOLERATED. VIOLATION WILL RESULT IN DISQUALIFICATION (at judge's discretion).**

## **GRIEVANCE PROCEDURE**

1. All protests shall be made immediately after the contestant's performance is completed and directed to the Judge. The interpretation of all calls and rules will be at the discretion of the Judge or Flagger.

## **STOCK CONTRACTOR AND RODEO LIVESTOCK**

1. All timed event stock shall be run through event chutes and through arena prior to start of contests where conditions permit.

## **RULES TO ENSURE HUMANE TREATMENT OF LIVESTOCK**

1. A neck rope must be used and calf may not be busted. If horse stops and calf hits the end of rope in such a manner that calf busts himself, roper will not be responsible. Contestant must adjust rope and reins in such a manner that will prevent horse from dragging calf. Rope to be removed from calf's body, as soon as possible after "tie" is completed. Roping calves should be strong and healthy.
2. The placing of fingers in eyes, lips or nose of steers while wrestling is forbidden.
3. Animals for all events will be inspected before the contest, and no sore, lame, sick or injured animal or animals with defective eyesight shall be permitted in the draw at any time. Should an animal become sick or be injured between the time it is drawn and the time it is scheduled to be used in competition, that animal shall not be used in competitions and another animal shall be drawn for that contestant.
4. No animal shall be beaten, mutilated, or cruelly prodded. Standard electric prods shall be used as little as possible. Animal shall be touched only on the hip or shoulder area with prod.
5. A conveyance must be available to remove animals from arena in case of injury.
6. Livestock to be removed from arena after completion of entry in contest.
7. Contestant will be disqualified for any mistreatment of horses or livestock.
8. Any animal that becomes excessively excited so that it gets down in the chute repeatedly, or tries repeatedly to jump out of the chute, or in any way appears to be in danger of injuring itself, should be released immediately.

# **WCJRA EVENT RULES**

## **GENERAL ROPING RULES**

1. Roping box shall be part of the arena during roping events.
2. Arena conditions will determine score. Length of score to be set by director and timed event spokesperson.
3. Once score line has been set in timed events it will not be changed in that go nor can length of box be changed.
4. Lap and Tap – No barrier to be used. Flagger to flag time when animal's nose clears the gate.
5. In all timed events, a barrier will not be considered broken unless ring drops within ten (10) feet of post, (unless using an electric eye barrier). A ten (10) second penalty will be assessed for breaking the barrier.
6. Should the barrier break at any point other than the designated breaking point, the decision to assess a penalty is up to the barrier judge. If contestant obviously beats the barrier, barrier judge may assess a ten (10) second penalty. Otherwise, this will not be considered a broken barrier.
7. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
8. If barrier equipment hangs on an animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive another animal.
9. Height of barrier shall be thirty-two (32) inches – to thirty-six (36) measured at center of box.
10. Stock belongs to contestant when he/she calls for it, regardless of what happens, with the following exceptions:
  - a. If the stock gets out of the arena, flag will be dropped, and the roper gets the stock back lap and tap with the time added which was taken when the stock left the arena plus any barrier penalties.
  - b. In cases of mechanical failure.
  - c. If, in the opinion of the line judge, contestant is fouled by barrier, contestant shall get another animal, providing contestant declares himself by pulling up.
11. Time to be taken between two flags.
12. Neck ropes must be tied with string or rubber bands.
13. Roping stock without releasing rope from hand will disqualify catch.
14. In any timed event if animal escapes from the arena, flag will be dropped, and watches stopped. Contestant will get animal back with lap and tap start plus barrier penalties (if any), and time already spent will be added to time used in qualifying.
15. If rope is on animal, contestant will get animal lap and tap with rope on in the chute.
16. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
17. When there is an electric timer or a digital clock malfunction, contestant will be given a rerun with any incurred penalties at a time designated by the judges and arena director, if stock is qualified on in the field.

## CALF ROPING

TIME LIMIT: Sixty (60) Seconds

ONE LOOP – Closed Catch Pen

DIVISION(S): 14-18 Boys

1. Piggin string shall be used for securing animals.
2. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent horse from dragging the calf.
3. No loops can be rebuilt.
4. Contestant cannot receive any assistance after crossing the starting line.
5. Contestant must rope calf, dismount go down the rope, and throw the calf by hand, cross and tie any three legs.
6. Any catch is legal, catch as catch can rule.
7. If calf is down when the roper reaches it, calf must be stood up on at least three feet. (Calf must be elevated high enough so he could regain his feet) and calf must be re-thrown.
8. If roper's hand is on calf and calf falls, calf is considered thrown by hand.
9. Rope must hold calf until roper gets hand on calf.
10. To qualify as a legal tie, there shall be one or more wraps, and a half hitch or hooey. (Hooey is a half hitch with loop; the tail of the string may be partly, or all the way pulled through.)
11. The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the judge.
12. Six-second time will start when the roper has remounted, and his horse has taken one step forward.
13. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper signals for time.
14. Rope will not be removed, and rope must remain slack until field judge has passed on tie.
15. If horse excessively drags calf after roper has dismounted, a ten (10) second penalty will be added to time by field flagger.
16. Roper will be flagged "no time" for touching calf or string after giving "finished" signal, or by dragging calf after remounting horse.



## **TOUCH CALF ROPING**

TIME LIMIT: Thirty (30) Seconds

ONE LOOP – Closed Catch Pen

DIVISION(S): 10-13 Boys

1. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent horse from dragging the calf.
2. No loops can be rebuilt.
3. Contestant cannot receive any assistance after crossing the starting line.
4. Contestant must rope calf, dismount, go down the rope, and touch calf.
5. Any catch is legal, catch as catch can rule.
6. Rope must hold calf until roper gets hand on calf.
7. If horse excessively drags calf after roper has dismounted, a ten (10) second penalty will be added to time by field flagger.

## **RIBBON ROPING (Steers or calves)**

TIME LIMIT: Thirty (30) seconds

ONE LOOP – Open Catch Pen

DIVISION(S): 10-18 Boys and Girls

1. Boy and girl team only. The roper will start from roping box. There will be only three (3) legal head catches: whole head, both horns, or a half head when roping steers. When roping calves, only one legal catch: around the neck.
2. Runner can leave circle when time starts when barrier flag drops.
3. Time will start when animal crosses the start line and will stop when runner has returned to starting circle, with any part of the ribbon.
4. Runner will start and finish from a circle drawn approximately 1/3 of the way down the arena from the roper's box.
5. Tying hard and fast to the saddle horn will not be allowed.
6. The roper cannot turn away from the steer or calf and drag or lead, he can back up but cannot drag back.
7. Animal must be up on all four feet when ribbon is removed.
8. No mugging. Roper must stop from forward motion. Dallies must be taken before ribbon can be removed. Dropped ropes result in disqualification.
9. If ribbon is not on animal when it leaves chute or falls off in arena, roper or runner must declare themselves; should team fail to declare, the field judge will signal time, and at the field judge's discretion, a rerun MAY be issued.
10. The circle will be on the right-hand side of the arena from the roping box. All ribbons shall be the same length and shall be in the same position on the tail.

## **BREAKAWAY ROPING**

TIME LIMIT: Thirty (30) seconds

ONE LOOP – Closed Catch Pen

DIVISION(S): 6-9 Boys and Girls, 10-13 Girls, 10-13 Boys, 14-18 Girls

1. The 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.
2. Rope must be tied to the horn with a string and may not be run through bridle, tie down, neck rope or any other device.
3. String will be provided and will be inspected by a designated official before each contestant competes.
4. No loops are to be rebuilt.
5. A cloth or ribbon must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
6. The catch-as-catch-can rule shall apply after the loop has passed over the calf's head.
7. In case the field judge flags out a roper that still legally has one or more loops coming, the judge may then give another calf back lap and tap, plus time already lapsed and any barrier penalty.
8. Contestants will receive no time should they break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, un-dally the rope and stop their horse to make the rope break away.

## **CALF RIDING/STEER RIDING**

TIME LIMIT:

DIVISION(S): Calf Riding: 6-9 Boys and Girls; Steer Riding: 10-13 Boys and Girls

1. See Addendum

## **JUNIOR TEAM ROPING**

TIME LIMIT: Thirty (30) seconds

TWO LOOPS WITH THREE LEGAL HEAD CATCHES – Closed Catch Pen

DIVISION(S): 10-18 Boys and Girls (team may be any combination of age from 10-18)

Junior Team Roping: Enter twice with two different partners. Enter twice heading, twice heeling or once heading/once heeling. See PAYOFF AND POINTS page 3 for details.

1. 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.
2. Each contestant will be allowed to carry only one rope.
3. Roper must dally to stop a steer.
4. No tied ropes allowed.
5. The word "dally" means one complete turn around the horn.
6. Ropers must be mounted when time is taken.
7. Steer must be standing up when roped by head and heels.
8. No foul catches can be removed by hand.
9. If steer is roped by one horn, roper is not allowed to ride up and put rope over horn or head with his hands.
10. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from loop by hand. However, should the front foot or feet come out of the heel loop by the time the field judge drops his flag, time will be counted.
11. In case the field judge flags out a team that still legally has one or more loops coming, the judge may give a steer back lap and tap, plus time already lapsed and any barrier penalty.
12. There will be only three (3) legal head catches.
  - a. Both horns
  - b. Half head
  - c. Around the neck
13. If honda passes over the horn, and the loop over the other horn, the catch is illegal.
14. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
15. Any heel catch behind both shoulders is legal if rope goes up heels.
16. One hind foot receives five-second penalty.
17. Cross fire catches will receive no time. If, in the opinion of the field flagger, a heel loop is thrown before the header has dallied and changed the direction of the steer, a team shall receive no time.
18. 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.
19. 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 team will receive no score.
20. Broken rope or dropped rope will be considered no time.
21. The judges will decide any questions as to catches in this event.

## **STEER STOPPING**

TIME LIMIT: Thirty (30) seconds

ONE LOOP – Closed catch pen for 10-13 division; Open catch pen for 14-18 division

DIVISION(S): 10-13 Boys and Girls, 14-18 Boys and Girls

1. The roper must dally to stop steer. The word “dally” means one complete turn around the horn.
2. Roper must be mounted when time is taken.
3. No foul catches can be removed by hand.
4. 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.
5. There will be only three (3) legal head catches:
  - a. Both horns
  - b. Half head
  - c. Around the neck
6. If hondo passes over one horn, then loops over the other, catch is illegal.
7. If loop crosses over itself in the head catch, catch is illegal.
8. Steer must not be handled roughly at any time, and roper may be disqualified if, in the opinion of the field judge, they have intentionally done so.
9. Broken rope or dropped rope will be considered no time.
10. Contestant must stop steer straight, and not turn off to stop steer.
11. Horse and steer must be facing each other, with rope tight, and horse’s feet must be on the ground before time is called.

## **BOY’S CHUTE DOGGING**

TIME LIMIT: Thirty (30) seconds

DIVISION(S): 10-13 Boys, 14-18 Boys

1. Score line will be ten (10) feet. Free hand must not touch right horn until steer’s nose crosses line. Breaking this rule will result in a 10 second penalty.
2. Time starts as soon as steer’s nose crosses line. Contestant will be disqualified if a steer, when down, has not crossed the line.
3. After catching steer, contestant must change direction of steer or bring steer to a stop and twist down. If steer is accidentally knocked down or thrown down before brought to a stop or the direction has changed, it must be let up to all four feet and then thrown.
4. Steer will be considered thrown down only when it is laying flat on its side, or on its back with all four feet and head straight. Contestant must have hand on steer when flagged. The fairness of catch and throw will be left to the judges and their decision will be final.

## **BARREL RACING**

DIVISION(S): 5/Under Boys and Girls (see 5/Under Rules), 6-9 Boys and Girls, 10-13 Girls, 14-18 Girls

1. Contestant will be allowed legitimate time from the time he/she enters arena gate until the time starts by field flagger or electric eye. Judge to determine legitimate problem for prestart time.
2. Starting line in barrel racing will be subject to ground conditions.
3. There shall be a minimum of seventy-five (75) feet for stopping.
4. The horse's nose will be timed as it crosses the score line each way.
5. The barrels and the starting line will be permanently marked for the entire go-round.
6. Contestants may go to either right or left barrel first but must make two (2) turns in one direction and one (1) turn in the other direction. Failure to follow the cloverleaf pattern will result in a no time.
7. The course will be dragged at regular intervals, to be determined by management. No more than twelve (12) runs will be made before course is dragged.
8. Following barrel racing events, the pattern will be dragged and leveled.
9. Arena gate must be closed immediately after contestant enters the arena and kept closed until pattern is completed and his/her horse is under control.
10. Judge is to flag time, then flag contestant out if run is not legal.
11. Knocking over a barrel is a five (5) second penalty, per barrel. Should barrel be knocked over and it sets up on opposite end, the five (5) second penalty will be assessed.
12. If forward motion is broken contestant will receive a no time.
13. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and contestant will receive a no time. If contestant's horse breaks timer light by backing through before starting pattern, time will be considered started.
14. An electric eye is preferable and will be used when possible. If the eye fails to work, the flagger's time will be used. The electric eye times will remain unaltered.
15. If timers fail to get time, contestant will be given a rerun, plus any penalties already incurred.

## **POLE BENDING**

DIVISION(S): 5/Under Boys and Girls (see 5/Under Rules), 6-9 Boys and Girls, 10-13 Girls, 14-18 Girls

1. Contestant will be allowed legitimate time from the time he/she enters the arena gate until time starts by field flagger or electric eye. Judge will determine legitimate problem for prestart time.
2. The horse's nose will be timed as it crosses the score line each way.
3. There shall be a minimum of seventy-five (75) feet allowed for stopping, from starting line in poles back to arena fence.
4. The poles and the starting line will be permanently marked for the entire go-round.
5. During pole bending event, the arena will be dragged at regular intervals, to be determined by the management.
6. Following the pole bending event the pattern will be dragged or leveled.
7. Arena gate must be closed immediately after contestant enters the arena and kept closed until pattern is completed and horse is under control.
8. The pole bending pattern is to run around six (6) poles.
9. No flags to be used on poles.
10. The distance from the starting line to the first pole shall be twenty-one (21) feet and spacing between poles shall be twenty-one (21) feet. End pole must be at least twenty (20) feet from the fence.
11. Poles shall be set on top of the ground, six (6) feet in height, and with no base larger than fourteen (14) or less than twelve (12) inches in diameter.
12. Poles must be in straight line.
13. Touching poles is permitted by horse or contestant.
14. An electric eye is preferable and will be used when possible. If the eye fails to work, the flagger's time will be used. The electric eye times will remain unaltered.
15. A contestant may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
16. Judge is to flag time, then flag contestant out if run is not legal.
17. Knocking over a pole is a five (5) second penalty per pole.
18. Not following the pole bending pattern will receive a no time.
19. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive a no time.
20. If forward motion is broken contestant will receive a no time.
21. If contestant's horse breaks timer light by backing through before starting time, time will be considered started.
22. If timers fail to get time, contestant will be given a rerun plus any penalties already incurred.

## **GOAT TYING**

DIVISION(S): 6-9 Boys and Girls, 10-13 Girls, 10-13 Boys, 14-18 Girls

TIME LIMITS:       6-9     Forty-five (45) seconds  
                      10-13  Thirty (30) seconds  
                      14-18  Thirty (30) seconds

1. 10 to 13 boys must use piggin strings only.
2. The stake and the starting line will be permanently marked for the entire go-round.
3. Arena gate must be closed immediately after contestant enters the arena and kept closed.
4. Time to be taken between two flags.
5. Tie all goats down three (3) times before the rodeo.
6. Collars will be snug and comparable. Ropes will be the same length. Goats will be as close to the same size and weight as possible.
7. Start flaggers will stand in identical place for whole go round.
8. Starting line will be a minimum of one hundred (100) feet from stake.
9. The goat should be connected to a stake with a rope ten feet in length.
10. Stake should be completely under the ground so that no part of it is visible or aboveground.
11. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from his/her horse, and throw the goat by hand.
12. If the goat is down when the contestant reaches it, goat must be stood on at least three (3) legs, (goat must be elevated by contestant so that at least three (3) legs are dangling straight underneath the goat and goat must be re-thrown) and then cross and tie any three legs together with a leather thong, piggin string or rope and stand clear of the goat.
13. Legs must remain crossed and secure for six (6) seconds after completion of tie.
14. To qualify as a legal tie, there will be one or more wraps, and a half hitch, hooey, or knot.
15. Time will start when the horse's nose crosses the starting line.
16. Time will stop when contestant signals the completion of the tie.
17. The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time limit for the goat's legs to remain crossed and tied.
18. Qualified persons other than contestants will be used as goat holders.
19. For age group 6-9 only, a parent may hold the contestant's horse after contestant has stopped the horse.
20. Contestant will receive a no time for touching the goat or tie string after signaling he/she is finished.
21. If a horse crosses or touches the rope or goat at any time, contestant will be assessed a ten (10) second penalty.
22. If the goat should break away because of the fault of the horse while contestant is mounted, he/she will receive a no time. A contestant is still mounted until both feet are on the ground.
23. If the goat should break away, it will be left to the judge's discretion whether the contestant will get a rerun.

## **6-9 DUMMY ROPING**

DIVISION(S): 6-9 Boys and Girls

1. The first round will be timed. Time starts when roper crosses the start line. Time stops when loop comes tight. Must be legal head catch. One loop only.
2. Legal head catches are slick horns, half head, and neck.
3. Top 10 fastest times from round one will come back for a reaching contest.
4. If two ropers miss at the same distance of the reaching contest, the placing will be determined by their times in the first round.
5. The foul line in the first round will be twelve (12) inches from the back of the dummy and will be moved back twelve (12) inches, or a distance determined by the judge in the judge's sole discretion, for each round thereafter. The start line will be 15 feet behind the score line.
6. Loop must leave the contestant's hand. Roping the dummy without turning loose of the loop will not be considered a qualified catch.
7. Fishing is legal as long as the foul line is not crossed.
8. If the entire body of the dummy is roped and the loop hits the ground, it will count as a miss.
9. A contestant may be assisted with building his/her loop before crossing the start line. This will not be considered an assist. The contestant must swing and throw the rope without assistance.

## **KEYHOLE RACE**

DIVISIONS: 5/Under Boys and Girls (see 5/Under Rules), 6-9 Boys and Girls

1. Time starts when participant crosses the start line.
2. The rider must enter the keyhole, turn around and return out of it to cross the finish line thereby stopping the clock.
3. If a contestant steps on or over the chalk line, they will receive a no time.
4. Judges will determine distance from start/finish line to keyhole on the day of the event.
5. Keyhole shall be marked with powdered lime and shall be fifteen (15) feet in diameter with the entrance five (5) feet by ten (10) feet.



## 5 & UNDER EVENTS

### GENERAL RULES

1. This age group is set up to encourage young contestants to participate as well as teach them how to compete. Mistakes may be corrected as long as they do not differ from the rules of that event. (Ex. If a contestant goes around a barrel the wrong way, they may correct it.)
2. If a contestant is taking an excessive amount of time to complete any event, and the Judge thinks the contestant needs parental assistance, the Judge may ask the parent to assist. If the Judge requests assistance for the contestant, the parent/adult must give assistance, or the contestant may be disqualified.
3. Any contestant who receives assistance once they have started competing will receive his/her time/score but will ALWAYS place below those contestants who competed without assistance.
4. The Judge's discretion and decisions will be final and parent interference will not be tolerated.
5. 5 & Under contestants are required to follow dress code rules including wearing a hat during the events that take place on foot.
6. Under no circumstances will contestants be allowed to be strapped onto the saddle with rope, cord or other restraints.

### 5 & UNDER GOAT TAIL UNTYING

1. **This event takes place on foot.**
2. Contestants to cross starting line, run to goat, take ribbon from tail and declare time by throwing hands up.
3. Distance from start line to goat to be determined by judge or official on day of event.
4. Goat to be held until contestant crosses start line.

### 5 & UNDER SINGLE STAKE RACE

1. **This event takes place on horseback.**
2. Time starts when contestant crosses the start line.
3. Contestant rides down around stake and back across finish line.
4. Distance from start/finish line to stake to be determined by the judges.
5. If the stake is knocked over, a five (5) second penalty will be assessed.

### 5 & UNDER STICK HORSE RACE

1. **This event takes place on the wild ride (stick horse) of the contestant's choice.**
2. Contestant will cross the start/finish line, run to the barrel and go around it and return back across the start/finish line.
3. Contestant must run with stick horse between legs. Not doing so will result in a 10 second penalty.
4. Distance from start/finish line to barrel to be determined by judges on the day of the event.
5. Knocking over the barrel is a five (5) second penalty.

## **5 & UNDER KEYHOLE RACE**

1. **This event takes place on horseback.**
2. Time starts when participant crosses the start line.
3. The rider must enter the keyhole, turn around and return out of it to cross the finish line thereby stopping the clock.
4. If a contestant steps on or over the chalk line, they will receive a no time.
5. Judges will determine distance from start/finish line to keyhole on the day of the event.
6. Keyhole shall be marked with powdered lime and shall be fifteen (15) feet in diameter with the entrance five (5) feet by ten (10) feet.

## **5 & UNDER BARREL RACE**

1. **This event takes place on horseback.**
2. Starting line in barrel racing will be subject to ground conditions. Please see diagram for pattern.
3. Time starts when contestant crosses start/finish line.
4. Contestant may choose either the right or left barrel first and must make a cloverleaf pattern, (see diagram) completing two turns in one direction and one turn in the other.
5. Any barrel knocked over will be a five (5) second penalty.
6. The clock is stopped when rider crosses the start/finish line.

## **5 & UNDER DUMMY ROPING**

1. In the first round, each contestant will be given three throws at the dummy head. Points will be calculated based on legal head catches. Legal head catches are slick horns (3pts), half head (2pts), and neck (1pt).
2. At the end of the first round, the contestant with the most points will be the winner. All ties will progress to a second round in sections, where each contestant will be given one loop. (For example: All ties for 9 points will rope off for placing within that section, if there are four contestants with 9 points, their section will rope off for 1<sup>st</sup>-4<sup>th</sup> place. Etc.) Rounds will continue until there are no remaining ties.
3. The foul line in the first round will be twelve (12) inches from the back of the dummy and will be moved back twelve (12) inches, or a distance determined by the judge in the judge's sole discretion, for each round thereafter.
4. Loop must leave the contestant's hand. Roping the dummy without turning loose of the loop will not be considered a qualified catch.
5. Fishing is legal.
6. If the entire body of the dummy is roped and the loop hits the ground, it will count as a miss.
7. A contestant may be assisted with building his/her loop. This will not be considered an assist. The contestant must swing and throw the rope without assistance.