

GRANT COUNTY JUNIOR RODEO RULES

GENERAL RULES

1. All contestants will be 18 years or under the day of the first performance.
2. No contestant or adult shall consume any alcoholic beverage on the rodeo grounds.
3. Contestant must compete in own age group.
4. Entry fees will not be refunded for any event contestant has competed in.
5. Any contestant refusing to participate in an event they are entered in will not be eligible for awards. Entry fees will not be refunded.
6. There will be no drawing out or refunds made after position or stock is drawn for unless contestant has a doctor's release.
7. Once stock is turned out or contestant didn't compete because of no show, that contestant is considered to have turned out and under no circumstances have the stock brought back, or make up a run.
8. The decision of any judge, flagger or timers will be final and no protest by contestant, parent or spectators will be permitted.
9. 6 and under contestants must be able to ride independently. Coaches/Parents are not allowed to cross the score line in any event to assist contestant. If Coaches/Parents cross the score line for any reason the contestant will be disqualified.
10. Long sleeve western shirts with button down front and boots will be required. Western hat or no hat, but **NO caps permitted**.
11. 60 second time limit on all events.

PAY OUT

1. Ground money will be paid only in an event where no one qualifies. Not figured in awards.
2. All Around Saddles **may be** awarded to high money winner boy and girl overall (Leadline NOT eligible).
3. All Around Buckles **will be** awarded to high money winner boy and girl overall (Leadline NOT eligible).
4. Must be entered in 2 events to qualify for AA but no more than 4.
5. Pay out
 - a. 4 or less contestants - winner takes all
 - b. 5 – 8 contestants – 60% – 40%
 - c. 9 – 12 contestants – 50% – 30% – 20%
 - d. 13 – 19 contestants – 40% – 30% – 20% – 10%
 - e. 20 & more contestants – 30% – 25% – 20% – 15% – 10%

LEAD LINE

1. Lead line entries are not available for any all-around awards or cash prizes.
2. Lead line will consist of an exhibition obstacle course that mimics the barrels, poles, flags and goat tagging rodeo events.
3. Adult is required to lead contestant through course.
4. No times will be given.
5. Participation award will be given upon completion.
6. Multiple contestants will be participating at the same time.
7. Eligible contestants may enter both the Leadline and 6 and under-age group events.

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ROUGH STOCK EVENTS

1. Bull and steers will be ridden eight seconds, calves will be ridden six seconds.
2. Bulls and steers will be ridden with flank straps. Calves - flank strap is optional.
3. Judges will have final decision regarding all equipment, qualified rides, scoring, disqualifications and re-rides.
4. Bull and steer riding is to be done with one hand and loose rope, with or without hand hold.
5. Calf riding can be done with one or two hands.
6. No finger wraps, no knots or hitches will be allowed to prevent rope from falling off bull or steer when rider leaves him.
7. Rider and animal are to be marked separately.
8. There will be two judges. Each judge will use figures marking the riding events ranging from 1 to 25 on both bucking animal and contestant. Each judge can contribute up to a 50 points for a maximum of 100 total points.
9. If contestants make qualified ride with any part of rope in riding hand, they are to be marked.
10. Contestant will receive no score for any of the following offenses:
 - a. Being bucked off.
 - b. Touching any object with free hand.
 - c. Placing spurs or chaps under the rope when the rope is being tightened.
11. If re-ride is given, judge shall inform the contestant immediately of contestant's marking and contestant will have an option of re-ride.
12. Contestant may refuse re-ride and take their marking.
13. Contestant must make their decision immediately.

ROPING EVENTS

1. There will be a barrier judge and field flag judge.
2. There will be a 10 second penalty for breaking the barrier.
3. One loop will be allowed in calf roping events (Calf Roping, Ribbon Roping, Breakaway, Calf Touch, Step-Down).
4. Two loops for team roping.
5. Stock shall be chute run.
6. Team ropers may enter twice, it counts as two events. Teams entering together twice must switch ends. Ropers entering twice in same position (ie: Header) must have two different partners.
7. Team roping partners must be in the same age group.
8. The draw in option is available for ropers that have not found a partner. If a roper chooses to use the draw option, a partner from the same age group will be drawn from the respective end, "header or heelers entered in that event" to complete the team.
9. This will be a random draw from the ropers entered in that event. If a contestant uses the draw option, they will assume all stock charges and roper's drawn will receive no money for that run.

TIE DOWN CALF ROPING

1. One loop will be permitted.
2. Contestant cannot receive any assistance after crossing starting line.

GRANT COUNTY JUNIOR RODEO RULEScontinued

3. Contestant must rope calf, dismount, go down the rope, and throw the calf by hand, cross and tie any three legs.

TIE DOWN CALF ROPING...continued

4. Catch as catch can. Catch as Catch Can is anytime a thrown rope is tight on any part of the animal and restrains the animal until the contestant gets a hand on the animal.
5. If calf is down when roper reaches it, calf must be day lighted. Day lighting – defined – If animal is down when contestant reached it, the animal must be let up so daylight can be seen under the animal and then be thrown by hand. If contestant's hand is on the animal when said animal falls, animal is considered thrown by hand and a time will be had.
6. If roper's hand is on calf when calf falls, calf is considered thrown by hand.
7. Rope must hold calf until roper gets hand on calf.
8. To qualify as a legal tie, there shall be one or more wraps and a half hitch or hooey. (A hooey is a half hitch with a loop. The tail of the string may be partly or pulled all the way through.)
9. The tie must hold six seconds with three legs remaining crossed until passed on by the judge.
10. Six-second time will start when roper has remounted and horse has taken one step forward.
11. 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.
12. Rope will not be removed and rope must remain slack until field judge has passed on tie.
13. Roper will be flagged no time for touching calf or string after giving finish signal.
14. If a calf kicks loose, the judge will stop watch and check time to determine if tie was legal.
15. Untie man must not touch calf until judge has passed on tie.

CALF TOUCHING

1. Same rules as calf roping. Catch as Catch Can.
2. Roper must touch calf to get time.
3. Roper must have hold of the rope when touching calf. Will not get a time until roper touches any part of calf and has hold of rope with the other hand.
4. Interference from any arena help or parent will disqualify contestant.

STEP DOWN

1. Same rules as calf roping. Catch as Catch Can.
2. Rope must be on calf when foot touches the ground.
3. Once roper dismounts, this signals time to stop.
4. Time stops when both feet touch the ground.

BREAKAWAY ROPING

1. Rope must be tied with string when calf is roped, rope must break away from saddle horn.
2. Hand must be free of rope when rope breaks.
3. A colored cloth or ribbon must be attached to end of rope.
4. Loop must go over calf's head and time will stop when rope breaks from saddle horn.
5. String used must be as strong as barrier string.

GRANT COUNTY JUNIOR RODEO RULEScontinued

RIBBON ROPING

1. One loop will be permitted.
2. Roper must designate his or her mugger, if someone other than designated mugger assists roper, the roper will be disqualified.
3. Mugger may not assist roper in removal of ribbon.
4. Catch as Catch Can.
5. Mugger is roper's choice as long as he or she is in dress code.
6. Roper must run his or her own ribbon.
7. Time will stop when roper crosses the score line.
8. Ribbon must be presented to flag judge.
9. If there is no ribbon, for whatever reason, when the roper gets to the calf, roper must tell the judge immediately and a re-run will be given.

TEAM ROPING

1. Team roping steers will be used; they will be numbered and drawn.
2. Header will start behind barrier using "header" box and must throw the first loop at head.
3. Heeler must start from behind barrier line.
4. Time will be taken when steer is roped; both horses face steer in line with ropes dallied and tight. Horse's front feet must be on the ground.
5. Each team is allowed two throws.
6. Roping steer without turning loose of the loop will be considered a no catch.
7. Roper must dally to stop steer.
8. No tied ropes allowed.
9. The word dally means one complete turn around the horn.
10. Ropers must be mounted when time is taken.
11. Steer must be standing up when roped by head or heels.
12. No foul catches can be removed by hand.
13. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with hands.
14. If the heeler ropes a front foot or feet in the heel loop, that is a foul catch. Should the front foot or feet come out of the heel loop by the time the field flag judge drops the flag, time will be counted.
15. There will be only three legal head catches:
 - a. Head or both horns
 - b. Half a head
 - c. Around the neck
16. If Hondo passes over one horn the loop over the other, catch is illegal.
17. If loop crosses itself in head catch, it is illegal. This does not include heel catches.
18. Any heel catch behind both shoulders is legal if rope goes up heels.
19. One hind foot receives five-second penalty.
20. 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.

GRANT COUNTY JUNIOR RODEO RULEScontinued

GOAT TYING

1. A clearly visible starting line shall be provided. The goat must be tied to a stake with a cotton rope ten feet in length.
2. Contestant must be mounted on a horse, ride from the starting line to the goat, dismount from the horse, and throw the goat by hand.
3. If the goat is down when the contestant reaches it, goat must be day lighted (Day lighting - defined - if animal is down when contestant reaches it, the animal must be let up so daylight can be seen under the animal and be thrown by hand. If contestant's hand is on the animal when said animal falls, animal is considered thrown by hand and a time will be had) and then cross and tie any three legs together with a leather thong, pigging string or rope, and stand clear of the goat.
4. Legs must remain crossed and secure for six seconds after completion of tie.
5. To qualify as a legal tie, there will be one or more wraps and a half hitch hooey or knot.
6. Time will start when the contestant crosses the starting line.
7. Time will stop when contestant signals the completion of the tie.
8. The timing of the tie will begin when the contestant stands clear of the goat. If the contestant gets rope that is holding goat wrapped around the contestant's leg, they may ask the judge for permission to remove the rope. After getting permission from the judge, the contestant may remove rope and a 6-second time will start.
9. Qualified persons other than contestants will be used as goat holders.
10. Holder shall release goat when rider crosses starting line.
11. The tie will be passed on by a field judge and if it is not secure for six seconds, the contestant will receive no time.
12. Contestants will receive no time for touching the goat or tie-string after signaling that they are finished.
13. If contestant's horse runs over the goat or rope, an automatic 10-second penalty will be assessed.
14. If the goat should break away because of the fault of the horse while contestant is mounted, contestant will receive no time.
15. If the goat should break away, it will be left to the judges' discretion whether contestant will get a rerun.

GOAT TAGGING

1. Same rules as goat tying except contestant will dismount and touch goat
2. Time will stop when contestant has tagged the goat.
3. Holder shall hold the goat the entire time.
4. Parents aren't permitted in arena to assist - arena help will be provided

BARREL, POLE, AND FLAG RACING

1. A clearly visible starting line shall be provided
2. The horse's nose will be timed as it crosses the starting line
3. The barrels, poles, flags and the starting line will be permanently marked for the entire go-round.

GRANT COUNTY JUNIOR RODEO RULEScontinued

4. During barrel, pole, and flag racing events, the arena will be dragged or raked at regular intervals determined by the rodeo committee prior to the rodeo.
5. Not following the designated pattern will receive a no time.

BARREL, POLE, AND FLAG RACING.....continued

6. If horse re-crosses the starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
7. If contestant's horse breaks timer light by backing through before starting pattern, time will be considered started.

BARREL RACING

1. The cloverleaf pattern is the only approved pattern in this event.
2. The contestant may start on either the right or left barrel.
 - a. When starting on the right barrel, there will be one right turn and two left around the barrels.
 - b. When starting on the left side, there will be one left and two right turns around the barrels.
3. Touching barrel is permitted by horse or contestant.
4. Knocking over and/or up ending a barrel is a five-second penalty per barrel.

POLE BENDING EVENT RULES

1. The pole bending pattern is to be run around six poles.
2. The distance from the starting line to the first pole shall be 21 feet, and the spacing between poles shall be 21 feet apart.
3. Poles must be straight in line.
4. Touching poles is permitted by horse or contestant.
5. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
6. Knocking over a pole is a five-second penalty per pole.
7. Pole is considered knocked over when top of pole hits the ground.

FLAG RACING EVENT RULES

1. A horse may start either to the right or left of the barrel and then run down and around the barrel and return to starting line.
2. Contestant may circle the barrel but must return on opposite side of approach.
3. Knocking over the barrel and bucket is a ten-second penalty. Knocking over the bucket only is a five-second penalty.
4. Not following the pattern will receive a no time.
5. Rider may not use the flag to whip the horse. Contestant will be disqualified for whipping horse with flag.
6. Flag must be carried past finish line.