

GRANT COUNTY JUNIOR RODEO 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. Long sleeve western shirts with button down front and boots will be required. Western hat optional but NO caps permitted
10. 60 second time limit on all events

PAY – OFF

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 (6 & under not eligible)
3. All Around Buckles **will be** awarded to boy and girl in each age group
4. Must be entered in 2 events to qualify for AA but no more than 4
5. Open Team Roping separate and not figured in for AA awards
6. Pay off
 - 4 or less - winner takes all
 - 5 – 8 contestants – 60 -40
 - 9 -1 12 contestants – 50 – 30 – 20
 - 13 – 19 contestants – 40 – 30 – 20 – 10
 - 20 & more – 30 -25 – 20 – 15 – 10

RIDING EVENTS

1. Standard rules
2. Judges will have final decision regarding all equipment, qualified rides, scoring, disqualifications and re-rides

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. Two loops will be allowed if two loops are carried (60 second time limit)
4. Two loops for team roping only
5. Team roping may enter twice and counts as two events. Can switch ends
6. Partners must be in same age group

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

RIBBON ROPING

1. Roper and runner must be entered in rodeo
2. Roper may not assist taking off ribbon
3. Calf does not have to be standing when ribbon is removed (Catch as Can)
4. Roper doesn't have to be touching calf when ribbon is removed
5. Boy roper – girl runner.....Girl roper – boy runner
6. Money won goes to roper
7. Ribbon must be on calf's tail when the runner gets it. If the ribbon falls off and runner picks up the ribbon and runs back to the box the team will be disqualified. A re-run will be allowed in this situation only if they rope and qualify in the field
8. 11 – 14 age group will need a mugger and the roper will run their own ribbon back to the box. The mugger needs to be a contestant in the rodeo

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. Roper must be on calf when foot touches the ground
3. Once roper dismounts, this signals time to stop and can't remount

GOAT TYING

1. Goat will be tied to stake with rope at least 10 feet in length
2. Contestant must throw goat by hand or daylight if goat is down
3. The tie will be passed on by a field judge and remain tied for 6 seconds
4. Once contestant signals for time they may not touch tie
5. Should a contestant run over the goat or contact the goat or rope with their horse while still mounted they will receive a no time

GOAT TAGGING

1. Same rules as goat tying except contestant will dismount and touch goat
2. Parents aren't permitted in arena to assist - arena help will be provided

RACING EVENTS

1. The starting line and all barrels and poles must be marked permanently for performances
2. A contestant will receive a 5 second penalty for each barrel or pole knocked over
3. Barrels are a cloverleaf pattern either right or left
4. Contestant will be disqualified for not following pattern
5. Flag Race – 5 second penalty for knocking over the can and 10 second penalty for knocking over both barrel and can. Contestant must cross finish line with flag in hand. Can't stop and pick up flag if it's dropped. Contestant will be disqualified for hitting horse with the flag. Contestant must go up on one side of barrel and come back on opposite side