

Palomino Fest Youth Rodeo Rules

Roping Events

Intentional abuse of cattle in roping events will result in a ten-second penalty. The back gate will be open in all roping events; once your livestock reaches the stripping chute, time will be called. A time limit of 60 seconds will be imposed in all roping events.

- **Breakaway Roping:** One loop only. The roper must leave the box before roping. The loop must pass over the calf's head and draw up on any part of the calf's body. The calf must break the string or no time will be given. The flag must be at the saddle horn. The horse must clear the box before the calf is roped. Ten-second penalty for breaking the barrier. The back gate will be open. The calf must be roped and string broken from the saddle before the calf enters the catch pen.

- **Tie-Down Roping:** One loop only. The roper must leave the box before roping. Catch as catch can (rope must hold calf until roper gets hands on the calf. Once the roper has touched the calf and the rope comes off, the roper must not lose contact with the calf). Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf. If a horse drags a calf, Field Judge may stop the horse and any penalty for such offense can only be assessed by the Flag Judge. The rope must be tied hard and fast. After roping the calf, the roper must dismount, go down the rope and throw the calf by hand and cross any three of the calf's feet. If the calf is down when the roper reaches it, it must be thrown by hand, with at least three feet hanging and to the satisfaction of the judge. The tie must hold until passed on by the Judge and the roper must not touch the calf after finishing signal until Judge has completed his examination. The Field Judge will pass on the times, timing six (6) seconds from the time the roping horse takes his first steps forward, after the roper has remounted. If rope comes off the calf before the contestant remounts, six (6) second clock starts immediately.

- **Team Roping:** Ropers may enter one time. No courtesy ropers. There are three legal head catches: slick horns, half head, and neck. Ten-second penalty for breaking the barrier. Five-second penalty for one heel. Two loops per team. Headers must dally, female heelers may dally or tie on with the use of a quick-release device. You cannot dally over a hard tie.

Timed Events

- **Cloverleaf Barrels:** No restraints other than rubber bands to be used. The cloverleaf pattern should be adjusted to fit the arena. The barrels should be placed approximately 20 feet apart and 21 feet from the start and finish line. The pattern may be started from either the left or the right and completed accordingly. Not following the cloverleaf pattern will receive a no time. A broken pattern shall be defined as breaking forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the offside. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Knocking over a barrel will result in a five-second penalty for each barrel knocked over. If a contestant knocks over a barrel and it stands up again on its other end, it will be the same as knocking it over. Touching a barrel with the hand or body does not constitute disqualification.

Rough Stock

• Bull Riding:

- **General Rules:** Contestant is not to use sharp spurs. No part of spur may have sharp edges including rowels and wire locks. Fall – If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen. No contestant will ride two head in the same event during a performance except for rerides. Contestants may pull ropes from either side. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

- **Time Limit:** Bull will be ridden eight seconds. Time to start when the animal's inside front shoulder passes the plane of the chute.

- **Event Rules:** This event is open to boys only. Bell must be under belly of bull. Riding is to be done with one hand and loose rope, with or without handhold. No split finger wrap, no knots or hitches to prevent rope from falling off bull when rider leaves him. No more than two men may be on the chute to pull contestant's rope. The judge on the latch side of the chute gate shall serve as a backup timer in the bull riding event or a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight seconds, the judge must go with the whistle.

- **Scoring and Penalties:** Ride and animal to be marked separately. Mark the ride according to how much the contestant spurs the animal. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread. No bell – no marking. If contestant makes qualified ride with any part of rope in riding hand, he is to be marked. Contestant will receive no score for any of the following offenses: 1) Being bucked off. 2) Touching animal, equipment or person with free hand. 3) Using sharp spurs. 4) Placing spurs or chaps under the rope when the rope is being tightened. Judges may disqualify a bull rider who has been advised he is next to go if he is not above the animal with his glove on when the previous bull leaves the arena.

- **Re-rides:** The matter of the re-rides shall be decided by the judges. Contestants shall not influence the judges by asking for a re-ride at any time. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride. Contestant may refuse re-ride and take his marking. Contestant must make his decision immediately. No re-ride will be given due to faulty or broken equipment furnished by

contestant in any event. If animal that is drawn for a re-ride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the man who draws the animal for a re-ride. If an animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride in the prior go-round will take the animal first. When a final head is to be ridden in riding events, at least two additional head of stock will be available for re-rides. Re-rides may be given only when stock fails to break, stops, or fouls the rider. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute fighting animal and is unable to do so, he may have a re-ride drawn for. Contestants who are fouled at chute and declare will be entitled to a re-ride at judges' discretion. If animal falls down out of chute contestant will be entitled to a re-ride at the discretion of the judges. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have re-ride drawn. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the re-rides. If the pickup man or horse comes in contact with bull before qualified time has elapsed, re-ride will be given on the same animal drawn. Only exception to this rule is if it is that rodeo's last day. The last day, contestant may have same animal back if stock contractor is willing, or re-ride drawn if requested. If stock contractor is not willing, re-ride will be drawn. A contestant will only have the option of a re-ride if the flank comes off the animal and the contestant did not complete a qualified ride but was qualified up to the point of the flank coming off.

- **Equipment:** Rope must have bell. Bell must be in good shape, cannot be broken. No bell, no marking. Hooks or posts shall not be used on bull ropes. Quick release buckle is optional on bull rope on the off-side. All contestants must wear helmets approved for rodeo events, including both high school and junior high bull riders. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouthpiece may not be trimmed any smaller than the size required to cover all teeth. All contestants must wear a vest designed to protect the chest and back while contesting in the Bull Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.