

UVALDE YOUTH RODEO

General Rules

1. Age shall be determined as of January 1st of the current year. Please have proof of age if questions arise. No married contestants. If you have attended college during one regular semester, you are ineligible. Summer school is not considered a regular semester. High school graduates must have attended high school during the preceding spring semester.
2. Dress code: Western attire, long sleeve collared shirt, boots, hats optional (NO baseball caps). No restraints other than rubber bands may be used by contestants. Handicapped contestants are exempt.
3. No stallions allowed.
4. Contestants must enter three events to qualify for all around. Contestants may compete in their age group only.
5. In case of a tie in points for all-around or runner-up, the contestant who has placed in the most number of events will be declared the winner. If events placed in are equal, then the contestant with the most first places in those events will determine the winner. If all of the above are equal, a coin toss will determine the winner.
6. A six-point system will be used to determine all around.
7. In case of a tie in an event, points and money will be split.
8. Contestants MUST be ready when called. After three arena calls, the contestant will be disqualified.
9. Any unsportsmanlike conduct, using profane language, animal abuse, or drinking of alcoholic beverages on the premises will disqualify any contestant.
10. Decision of the judge will be final.
11. All protests must be submitted in writing to the grievance committee accompanied by \$100.00 cash, which will be retained by the Uvalde Youth Rodeo Club if the protest is disallowed. No protest will be heard unless these steps are followed. Secretary must be notified before the conclusion of the event.
12. Any contestant found violating rules, in any event, will automatically be disqualified from the event.
13. Money will be split one money for every five contestants up to six places. The address on your entry blank will be used to mail checks, so please write or print clearly.

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 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.

- **Ribbon Roping:** One loop only. Catch as catch can. The calf does not have to be on his feet and the roper does not have to have his hands on the calf when ribbon is pulled, however, the roper must be off the horse when ribbon is pulled. If there is no ribbon on the tail, the runner may pull hair and present it to the judge. The runner may not pull hair if there is a ribbon on the tail. The runner must run back across the calf score line and hand the ribbon to the flag man. The runner must be entered in the rodeo and must be in the same age group as the roper. The runner must be female. Horses must clear the box before the calf is roped. Ten-second penalty for breaking the barrier. The back gate will be open.
- **Tie-Down Roping:** One loop only. 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

- **Pole Bending:** The pole bending pattern is to be run around six poles. Each pole is to be 21 feet apart, with the first pole 21 feet from the starting line. The pattern may be started either to the right or to the left of the first pole and run the remainder of the pattern accordingly. Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the offside. Example: Should a contestant run by a pole and have to back up or turn around and

retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern. Knocking over a pole shall carry a five-second penalty for each pole knocked over. Touching a pole with the hand or body of a contestant is not a disqualification.

- **Cloverleaf Barrels:** 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 their 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.
- **Straightaway Barrels:** Barrels are to be set 21 feet from the starting line and 60 feet apart. Contestants will start from behind the starting line, run to the left or the right of the first barrel, then continue the figure eight (8) pattern. The pattern may be started from either the left or the right and completed accordingly. Not following the figure eight (8) pattern will receive a no time. A broken pattern shall be defined as breaking their 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.
- **7 & Under Goat Slapping:** Horse touching goat or rope before contestant dismounts will constitute a ten-second penalty. Contestants will dismount on their own, slap goat anywhere, and run across the finish line. A parent may hold the horse after the child is stopped, but cannot assist the child in stopping or dismounting. Parents are required to stay behind the line until the horse is stopped.
- **Goat Tying:** Girls and boys from 8-10 and 11-13 age groups and girls only in the 14-19 age groups may enter: Horse touching the rope or goat, before the contestant dismounts, will be a ten-second penalty. Goat must be thrown by contestant and any three legs tied with piggin' string, goat string, leather thong, or rope. When tie is complete, contestant must stand three feet away from the goat for the six-second time clock. If the goat gets up before the six seconds and tie comes loose, contestant will receive a no time. The goat will be staked in the arena on a rope approximately ten feet long. There will be a 60-second time limit.