

# 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. Contestants must enter the age group they fall in. 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. For Summer Series rodeos, each family must work 1 point per child per rodeo. Families will **NOT** be asked to work our Annual Rodeo this year unless your child is entered. To qualify for prizes, work points must be completed.
3. For our Summer Series Rodeos, each contestant will pay a \$40 membership fee.
4. Dress code: Western attire, long-sleeved, collared, button-down shirt, boots, hats optional (NO baseball caps). No restraints other than rubber bands may be used by contestants. Handicapped contestants are exempt.
5. No stallions allowed.
6. In order to qualify for prizes, contestants must compete in 2 out of 3 rodeos. All 3 rodeos count for points.
7. Contestants must enter 3 events at the first rodeo to qualify for all-around. Once you have entered, you may not add events at future rodeos. Contestants may compete in their age group only.
8. A 10-point system will be used to determine all-around.
9. In case of a tie for points for the event winner and/or prizes, the contestant who has placed in the most events will be declared the winner. If events placed in are equal, then the number of first places in events competed in will determine the winner. If all of the above are equal, the contestant who has the fastest total times combined in the event will determine the winner.
10. In case of a tie for points in all around or runner-up, the contestant who has placed in the most events will be declared the winner. If events placed in are equal, then the number of first places in events competed in will determine the winner. A coin toss will determine the winner if all of the above are equal.
11. In case of a tie for the event, points and money will be split.
12. Contestants **MUST** be ready when called. After three arena calls, the contestant will be disqualified.
13. If a holding pen is provided, the holding pen **MUST** be used.
14. Any unsportsmanlike conduct, profane language, animal abuse, or drinking of alcoholic beverages in the arena will disqualify any contestant.
15. Contestants will be disqualified for any mistreatment of stock.
16. The decision of the judge will be final.

**UYRC HAS THE RIGHT TO REMOVE LIVESTOCK AT ANY TIME.**

17. 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. The secretary must be notified before the conclusion of the event.
18. Rules may be amended by the board with a  $\frac{2}{3}$  majority vote at any time.
19. Any contestant found violating rules in any event will automatically be disqualified from the event.
20. For jackpot rodeos, money will be split, 1 money for every 5 contestants up to 6 places. The address on your entry blank will be used to mail checks, so please write or print clearly.

## **Roping Events**

Back gate will be **OPEN** in all roping events. A time limit of 60 seconds will be imposed in all roping events.

### **Dummy Roping-7 and Under**

*If a contestant chooses to enter the dummy roping, they will be ineligible to enter the team roping.*

1. Contestants will rope a dummy steer.
2. 3 legal catches: slick around, around the neck, half head.
3. Roper must stand behind an established line to rope, otherwise a “no catch” will be given to that loop.
4. Roper must pull slack at earliest available time. No “fishing” is allowed, otherwise a “no catch” will be given for that loop.
5. Ropers will repeatedly be placed 1 foot back from the previous spot and rope until only one roper catches at the extended length.
6. 2 Board Members will be present at the Dummy Roping when possible.

### **Breakaway Roping**

**8-10 (boys and girls), 11-13 (boys and girls), 14-19 (boys and girls)**

1. 1 loop only.
2. Loop must pass over the calf’s head and draw up on any part of the calf’s body. **A bell collar catch is required for the breakaway for 14-19 girls.**
3. Calf must break the string or no time will be given.
4. Ropes must be tied to the saddle horn with nylon string. A knot must be tied at the end of the rope with a string tied at the knot. There will be no tail.
5. Rope must be tied to the horn with a nylon string and may **not** be run through the bridle, tie-down, neck rope, or any other device.
6. Horse must clear the box before the calf is roped.
7. 10-second penalty for breaking the barrier.
8. Back gate will be **open**. A time limit of 60 seconds will be imposed.
9. Calf must be roped and string broken from the saddle before the calf enters the catch pen.

### **Double Mugging**

**8-10 (boys only)**

1. Time to be taken between 2 flags.
2. 1 loop only.
3. Catch as catch can. Roping the calf without releasing the rope from hand is not permitted.
4. Rope must be tied hard and fast to saddle horn. The contestant must rope the calf, dismount the horse, and go down rope at which time mugger will flank calf and roper must cross and tie three feet. If calf is down when mugger reaches it, it must be let to its feet and thrown by hand. If the mugger’s hand is on calf when calf falls then the calf is considered thrown by hand. Rope must hold calf until mugger gets hands on calf.
5. After roping the calf, roper must dismount and wait for mugger to throw calf by hand. Mugger holds foreleg and gives foreleg to roper. At this time, mugger can assist in holding calf down in a way that calf is unable to gain its feet. After roper has completed tie and throws hands in air signaling time, mugger must step away from calf.
6. Mugger may remove rope from calf (before roper has finished the tie) if necessary for safety reasons.

This will not disqualify the run, however, after roper has signaled for time the rope may not be removed until judge has expired the 6-second tie rule.

7. A neck rope must be used, and contestant must adjust rope and reins in such a manner that will prevent the horse from dragging calves.
8. Tie must hold until passed on by judge and roper and mugger must not touch the calf after giving finish signal. If tie comes loose before the tie has been ruled a fair one, the roper will be given a no time.
9. Calf must be crossed and tied with at least 1 wrap and hooey.
10. The flag judge will pass on the tie of the calf by use of stopwatch, timing 6 seconds from the time roper has remounted (may have assistance from mugger) and given slack to rope. Rope will not be removed from calf and rope will remain slack until field judge has passed on tie.
11. Flag judge is to stop watch when calf kicks free, using the time on the watch to determine if time limit of 6 seconds was reached to qualify time.
12. Mugger must be a parent of roper. If parent of roper is not present/able; roper's parent may choose a parent of any contestant entered in any event to mug, or choose any entered contestant from the 14-19 age group.
13. Horse must clear box before calf is roped.
14. A contestant will receive a 5-second penalty for the run if he brings the animal over backward with the animal landing on its back or head with all 4 feet in the air.
15. Back gate will be **open**. A time limit of 60 seconds will be imposed.

### **Ribbon Roping**

**8-10 boys, 11-13, 14-19**

1. 1 loop only.
2. Catch as catch can.
3. Calf does not have to be on his feet and roper must have his/her **feet on the ground** when ribbon is pulled.
4. If the roper has legally roped the calf and there is no ribbon on the calf when the runner reaches the calf, the team will get a rerun. No hair will be pulled.
5. Runner must run back across the calf score line and hand the ribbon to the flag man.
6. Runner must be entered in the rodeo and must be in the same age group or younger than the roper.
7. The runner must be the opposite gender of the roper.
8. Horses must clear the box before the calf is roped.
9. 10-second penalty for breaking the barrier.
10. A contestant will receive a 5-second penalty for the run if he brings the animal over backward with the animal landing on its back or head with all four feet in the air.
11. Back gate will be **open**. A time limit of 60 seconds will be imposed.

### **Tie Down Roping**

**11-13, 14-19**

1. 1 loop only.
2. Horse must clear the box before the calf is roped.
3. Catch as catch can (Roper must hold calf until roper gets hand on calf. Once the roper has touched the calf and the rope comes off, the roper must not lose contact with the calf).

4. Contestant must adjust rope and reins in a manner that will prevent the horse from dragging the calf. If a horse drags a calf, the field judge may stop the horse and any penalty for such an offense can only be assessed by the flag judge.
5. Rope must be tied hard and fast.
6. After roping the calf, the roper must dismount, go down rope, throw the calf by hand, and cross any 3 of the calf's feet.
7. If the calf is down when roper reaches it, it must be thrown by hand, with at least 3 feet hanging, and to the satisfaction of the judge.
8. Tie must hold until passed on by the judge and roper must not touch the calf after finishing signal until the judge has completed his examination.
9. The field judge will pass on the tie, timing 6 seconds from the time the roping horse takes his first steps forward after the roper has remounted.
10. If rope comes off the calf before the contestant remounts, 6-second clock starts immediately.
11. A contestant will receive a 5-second penalty for the run if he brings the animal over backward with the animal landing on its back or head with all 4 feet in the air.
12. Back gate will be **open**. A time limit of 60 seconds will be imposed.
13. Roper may not interfere with his horse or equipment after time is called for.

### **Team Roping**

*Open to any age unless contestant has entered the dummy roping.*

1. Ropers may enter one time.
2. No courtesy ropers.
3. Horse must clear the box before steer is roped.
4. There are three legal head catches: slick horns, half head, around the neck.
5. 10-second penalty for breaking the barrier. 5-second penalty for one heel.
6. Two loops per team.
7. Headers must dally, female heelers may dally or tie on with the use of a quick-release device.
8. You cannot dally over a hard tie.
9. Back gate will be **open**. A time limit of 60 seconds will be imposed.

### **Timed Events**

#### **Pole Bending**

**7 and Under, 8-10, 11-13 (girls only), 14-19 (girls only)**

1. The pole bending pattern is to be run around 6 poles.
2. Each pole is to be 21 feet apart, with the first pole 21 feet from the starting line.
3. A horse may start either to the right or to the left of the first pole and run the remainder of the pattern accordingly.
4. Failure to follow the pattern shall cause disqualification--contestant breaks the pattern; breaks forward motion; if the contestant backs up, it is considered a broken pattern.
5. Knocking over a pole shall carry a 5-second penalty for each pole knocked over. Should a contestant knock down a pole, they must go around where the base should be at the stake.
6. Touching a pole with the hand or body of a contestant is not a disqualification.

### Cloverleaf Barrels

#### **7 and Under, 8-10, 11-13 (girls only), 14-19 (girls only)**

1. The cloverleaf pattern may be started from either the left or the right and completed accordingly.
2. Knocking over a barrel will result in a 5-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.
3. Failure to follow the pattern shall cause disqualification--contestant breaks the pattern; breaks forward motion; if the contestant backs up, it is considered a broken pattern.
4. The course must be measured exactly. The 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.

### Straightaway Barrels

#### **7 and Under, 8-10, 11-13 (girls only), 14-19 (girls only)**

1. Barrels are to be set 21 feet from the starting line and 60 feet apart.
2. Contestant will start from behind the starting line, run to the left or the right of the first barrel, then continue the figure 8 pattern.
3. Knocking over a barrel will result in a 5-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.
4. Failure to follow the pattern shall cause disqualification--contestant breaks the pattern; breaks forward motion; if the contestant backs up, it is considered a broken pattern.

### 7 & Under Goat Slapping

1. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a 10-second penalty will be added.
2. Contestant will dismount on their own, slap goat anywhere, and run across the finish line.
3. Parent may hold horse after child is stopped, but cannot assist the child in stopping or dismounting.
4. Parents are required to stay behind the line until the horse is stopped or a 10-second penalty will be added.

### Goat Tying

#### **8-10, 11-13, 14-19 (girls only)**

1. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a 10-second penalty will be added.
2. Goat must be thrown by contestant and any 3 legs tied with goat string, leather thong, or rope for **girls**; **BOYS MUST TIE WITH A PIGGIN' STRING IN ALL AGE GROUPS.**
3. When tie is complete, contestant must stand 3 feet away from the goat for the 6-second time clock.
4. If the goat gets up before the 6 seconds and tie comes loose, contestant will receive a no time.
5. The goat will be staked in the arena on a rope approximately 10 feet long.
6. There will be a 60-second time limit.
7. **8-10 Age Group**-There will be a line drawn in the arena that the parent is required to stand behind.
8. Parent crossing the line before child touches the goat will result in a 10-second penalty.

9. 11-13 and 14-19-no parents in the arena during goat tying.

**Chute Dogging**

**11-13 Boys, 14-19 Boys**

1. With steer loaded in chute, dogger gets beside steer with hand and arm in front of the shoulder of steer, or behind shoulder if dogger desires, and can wrap under neck. When dogger calls for steer the chute gate will be opened. Dogger must maintain his hand and arm position without impeding forward progress of the steer. If forward progress is impeded by choking or any other means, dogger will receive a no time. Should dogger grab horn or ear, a 10-second penalty will be assessed. Steer must cross score line before being thrown or starting to slow the steer's forward progress to start throwing process. If steer is thrown before crossing line, it will result in a disqualification since time has not started. Dogger cannot do anything to start throwing process until time has started in the field.
2. It is the contestant's responsibility to check for broken horns.
3. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plane of the chute gate.
4. Contestant is considered working the steer when the steer leaves the chute.
5. If steer gets loose, dogger may take no more than one step to catch steer.
6. After crossing the start line, wrestler must bring it to a stop or change its direction and twist it down.
7. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
8. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all feet feet and head straight.
9. Wrestler must have hand on steer when flagged.
10. Contestant is required to turn steer's head so that he can get up.
11. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.

**It is your obligation to ask questions if a rule is not completely understood.**