UVALDE YOUTH RODEO CLUB

2022 SUMMER SERIES

GENERAL RULES

- 1. Age Groups are as follows: 7 & Under, 8-10, 11-13 & 14-18.
- 2. Age shall be determined as of January 1 of the current year. Have proof of age if a question arises. 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.
- 3. Dues for the 2022 Summer Series shall be \$100 per family. Dues will be waived if a Gold sponsorship is brought in.
- 4. The UYRC Summer Series is open to residents of Uvalde, Medina, Real, Zavala, Dimmit, Val Verde, Maverick, Edwards, and Frio Counties.
- 5. Contestants must enter three events on three point nights (must be the same events for all three nights) to qualify for all-around. Contestants may compete in their age group only. No restraints other than rubber bands may be used by contestants. Handicapped contestants are exempt.
- 6. No stallions allowed.
- 7. No alcoholic beverages allowed.
- 8. On point night, the contestant will not be allowed to compete in an event if their age group has already completed that event.
- 9. In case of 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 who has the most first places in events competed in will determine the winner. If all of the above are equal, a coin toss will determine the winner.
- 10. A six-point system will be used to determine all-around.
- 11. In case of a tie in events, points will be split.
- 12. Dress code: Western attire, long sleeve collared shirt, and boots are required. Helmets and hats are optional. No baseball caps.
- 13. Contestants must be ready when called. After three arena calls, the contestant will be disqualified.
- 14. Any unsportsmanlike conduct, using profane language, animal abuse, or drinking of alcoholic beverages in the arena will disqualify any contestant.
- 15. Decision of the judge will be final.
- 16. Intentional abuse of cattle in roping events will result in ten (10) second penalty. The back gate will be open in all roping events.
- 17. Any contestant found violating rules, in any event, will automatically be disqualified from that event.
- 18. No re-run will be given to any contestant if handicapped by their own equipment failure or accident to horse or rider.
- 19. An electric timer is preferable and should be used for all events, where possible.

- 20. In case of a tie in timed events on point nights, points will be split.
- 21. The UYRC Board of Directors will receive and act upon protests arising out of any event. A protest must be filed in writing, accompanied by a \$50.00 cash deposit, during or immediately upon the conclusion of the event contested. If the Board upholds the protest, the deposit shall be refunded to the protestor. If the protest is overruled, the deposit shall be forfeited to the club. No protest will be heard unless these steps are followed.
- 22. The same horse may be ridden in all events by more than one contestant in Tuesday night competition. We suggest that persons in this situation consider the time required for equipment changes and make prior arrangements so that other contestants will not have to wait an excessive amount of time.
- 23. The Board of Directors may add or amend any rule at any time with a called meeting and majority vote.

LEADLINE RULES:

1. No restraint devices may be used to hold the contestant on horse. Rubber bands on feet allowed.

GENERAL ROPING EVENT RULES

- 1. All roping events will be timed.
- 2. All roping events will be conducted from the roping box.
- 3. One official will be designated as a barrier judge and one official will be designated as a flagman.
- 4. A barrier is to be used. Horse must clear the box before the calf is roped.
- 5. Breaking the barrier will result in a ten (10) second penalty.
- 6. All cattle must be roped before they exit the arena.
- 7. Intentional dragging of cattle in roping events will result in a ten (10) second penalty.
- 8. There will be a 60 second time limit.

BREAKAWAY ROPING:

- 1. One loop only. Loop must pass over the calf's head and draw up on any part of the calf's body.
- 2. Calf must break the string or no time will be given.
- 3. Flag must be at the saddle horn.
- 4. Back gate will be open.
- 5. Horse must clear the box before the calf is roped.
- 6. Ten (10) second penalty for breaking the barrier.
- 7. Calf must be roped and break the string from the saddle before the calf enters the catch pen.

RIBBON ROPING:

- 1. One loop only. Catch as catch can.
- 2. Calf does not have to be on his feet and roper does not have to have his hands on calf when ribbon is pulled, however, the roper must be off horse when ribbon is pulled.
- 3. If there is no ribbon on the tail, the runner may pull hair and present it to the judge.

- 4. Runner may not pull hair if there is a ribbon on the tail.
- 5. Runner must run back across the calf scoreline and hand the ribbon to the flagman.
- 6. Runner must be entered in the rodeo and must be in the same age group, the runner must be female.
- 7. Horse must clear the box before the calf is roped. Ten (10) second penalty for breaking the barrier.
- 8. The back gate will be open.

TIE-DOWN ROPING:

- 1. All contestants in this event must use a neck rope and will only be allowed one (1) loop. Cannot rebuild.
- 2. Catch as catch can.
- 3. Calf must be daylighted.
- 4. If the calf is down when the contestant reaches it, it must be up prior to flanking, legging or mugging.
- 5. If the roper's hand is on the calf when the calf falls, the calf is considered thrown by hand.
- 6. Rope must be touching the calf when the contestant puts hand on the calf.
- 7. For a tie to be legal, the string must go around any three legs at least one time with a hooey.
- 8. Calf must stay tied for six (6) seconds after the roper re-mounts and puts slack in the rope.
- 9. Only the roper may touch the calf. Any assistance will be a disqualification.
- 10. There will be a 60 second time limit.
- 11. Back gate will be open.

TEAM ROPING:

- 1. Ropers may enter the team roping one time.
- 2. There are three legal catches: head, half-head, and horns.
- 3. Ten (10) second penalty for breaking the barrier.
- 4. Five (5) second penalty for one heel.
- 5. Two (2) loops per team.
- 6. Must dally.
- 8. Back gate will be open.

SPEED (TIMED) EVENT RULES

Note: There will be a two minute time limit for the horse and rider to enter the arena from the time the contestant's name is called. After two minutes, it will be a NO TIME for that event.

POLE BENDING:

1. The pole-bending pattern is to be run around six (6) poles. Each pole is to be 21 feet apart, with the first pole 21 feet from the starting line.

- 2. A horse may start either to the right or to the left of the first pole and run the remainder of the pattern accordingly.
- 3. Failure to follow the pattern shall cause disqualification.
- 4. Knocking over a pole shall carry a five (5) second penalty.
- 5. Pole bending is a timed event. Each contestant will begin from a running start. A clearly visible starting line should be provided.
- 6. Touching a pole with the hand or body of the contestant is not a disqualification.

CLOVERLEAF BARRELS:

- 1. The cloverleaf pattern may be started from either the left or the right and completed accordingly.
- 2. Knocking over a barrel will constitute a five (5) second penalty for each barrel knocked over.
- 3. Touching a barrel with the hand or body of the contestant does not constitute disqualification.
- 4. The pattern will be adjusted to fit the arena. The barrels will be placed at approximately 21 feet from the start and finish line.

STRAIGHTAWAY BARRELS:

- 1. Barrels are to be set 21 feet from the starting line and 60 feet apart.
- 2. Contestant may start either to the left or right of the first barrel, and complete the pattern accordingly.
- 3. Knocking over a barrel will result in a five (5) second penalty for each barrel.

GOAT TYING:

- 1. Girls and Boys in the 8-10 and 11-13 age groups and girls only in the 14-18 age group may enter.
- 2. Horse touching the rope or goat, before contestant dismounts, will be a ten (10) second penalty.
- 3. Goat must be thrown by the contestant and any three (3) legs tied with piggin' string or goat string.
- 4. When tie is complete, contestant must stand three (3) feet from the goat for the six (6) second time clock
- 5. A leather throng, piggin' string, or rope may be used to tie any three legs.
- 6. If the goat gets up before the six (6) seconds, the contestant will receive a no time.
- 7. Goat will be staked in the arena on a rope approximately ten (10) feet long.
- 8. There will be a 60 second time limit.
- 9. There will be a line drawn in the arena that the parent is required to stand behind. Parent crossing line before the child touches the goat will result in a ten (10) second penalty.

GOAT SLAPPING: (7 & UNDER):

- 1. Horse touching goat or rope before contestant dismounts will constitute a ten (10) second penalty.
- 2. Contestant will dismount, slap the goat anywhere and run across the finish line.
- 3. Contestant must stop the horse and dismount under their own will.
- 4. Finish line will be measured by goat rope.
- 5. Goat to be held on starting line side of stake and finish line past the stake.

- 6. Parent cannot help the child either stop the horse or dismount from the horse, doing so will result in a ten (10) second penalty.
- 7. There will be a line drawn in the arena that the parent is required to stand behind. Parent crossing line before the child stops the horse will result in a ten (10) second penalty.
- 8. Parent can hold the horse once the child stops the horse.

POINTS FOR ALL-AROUND

1. Accumulation of points will be on a six (6) point system.

a) First Place – 6 points d) Fourth Place – 3 points b) Second Place – 5 points e) Fifth Place – 2 points c) Third Place – 4 points f) Sixth Place – 1 point

- 2. Contestants may receive points in every event entered.
- 3. A contestant may not compete out of his or her age group.
- 4. A point tally will be posted Tuesday night after each point night. Report any discrepancies to the Board Secretary immediately.
- 5. All-Around prizes will be awarded to the top boy and girl in each age group.

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