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# EDMOND JR. RODEO RULEBOOK 2019

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[EdmondJrRodeo@hotmail.com](mailto:EdmondJrRodeo@hotmail.com)

Abusive treatment of livestock, profanity, use of alcohol, drugs or fighting **WILL NOT** be tolerated by adults or contestants. Should these activities take place contestant shall be suspended from competing. Adults will be escorted off the premises.

## **Edmond Round Up Club**

### **“Carl Benne Arena”**

300 N. Kelly Road / P.O. Box 1054

Edmond, Oklahoma 73083

[www.EdmondRoundUpClub.com](http://www.EdmondRoundUpClub.com)

Kimberly Benne-Gray

(405) 264-3685

\*Phone calls only between 6pm-9pm

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## **Welcome Edmond Jr. Rodeo Contestants**

The Edmond Jr. Rodeo Committee (EJR) and the Edmond Round-Up Club would like to thank you for your support and participation in the Edmond Jr. Rodeo. We strive to make this an organization that everyone can enjoy and be proud of. If you have a question, please don't hesitate to ask one of our members or board directors, all comments and suggestions are greatly appreciated. Please let us know and we will do our best to make this organization the best it can be.

## **The Edmond Jr. Rodeo Mission Statement**

To conduct a safe and family friendly rodeo series for youth up to, but not including, 19 years old. The rodeo series has been and will continue to be a learning rodeo with a primary goal of allowing contestants to grow and improve. While competition is encouraged, sportsmanship is demanded.

We are a non-profit organization promoting family fun and good sportsmanship while teaching, learning and participating in the sport of rodeo. All proceeds go towards year-end awards to reward the youth for their good works and accomplishments.

We have provided you with this rulebook to inform you of our rules. Please make sure you know the rules for your events.

We would like to thank each and every one of our sponsors that have contributed to these rodeos and have helped to make them happen. We would like for you to take a minute to thank them and give them your business at every opportunity.

## 1 SCHEDULE

1.1	Edmond Jr. Rodeo Schedule				
	April	5-6	August	2-3	*Rain out dates if needed
	May	3-4	August	9-10	Finals
	May	24-25			
	June	14-15			
	July	12-13			
	July	19-20			

## 2 GENERAL RULES

- 2.1 Starting Time. 7:00 pm on Friday night and Saturday night. Books close at 6:30 pm on Friday night and Saturday night. Roping will start at 10:00 am on Saturday (double header), books close at 9:30 am.
- 2.2 Entries
- 2.2.1 **THE BOOKS WILL NOT BE RE-OPENED FOR LATE ENTRIES. NO EXCEPTIONS.**
- 2.2.2 Call-in entries will be accepted on Monday prior to the rodeo 6:00-9:00pm or by online entry. Online entries must be received by the Monday prior to the rodeo by 9:00 pm. An email confirmation will be sent to verify your entry was received. Any scratches must be received by Friday at 5:00 pm to EdmondJrRodeo@hotmail.com. All entries to be paid in cash. All entries must be paid prior to rodeo start time. NO Checks. NO Exceptions.
- 2.2.3 Contestants may pre-enter for the next rodeo after the books are closed and all stock has been drawn and posted.
- 2.2.4 All roping events, Chute Dogging and rough stock events (excluding Mutton Bustin') MUST BE PRE-ENTERED.
- 2.2.5 No Exhibitions during Rodeo Performance.
- 2.3 Announcement of Times or Markings. The announcement of times and markings shall be deemed unofficial until posted. If a judge makes a correction to time or marking, the correction should be announced.
- 2.4 COGGINS. NEGATIVE COGGINS PAPERS ARE REQUIRED AT EACH RODEO AND WILL BE CHECKED UPON ENTRY TO THE RODEO GROUNDS. HORSES WITHOUT NEGATIVE COGGINS PAPERS WILL NOT BE ALLOWED TO ENTER THE RODEO GROUNDS. NO EXCEPTIONS.
- 2.5 RULES MEETING. All contestants and the contestant's parent or legal guardian should attend the rules update meeting conducted prior to the first rodeo of the year held at the arena.

## 3 CONTESTANTS

- 3.1 Forms / Ages
- 3.1.1 The Edmond Jr. Rodeo is open to any single boy or girl who has never been married and was 18 years old or younger as of January 1st of the current year. **Prior to entering, each contestant must have on file the Edmond Round-Up Club's notarized release. The contestant's parent or legal guardian must sign the release.** The release will be valid from the date signed until January 1 of the next year, and will be valid for any and all activities held at the Edmond Round-Up Club unless otherwise stated on the release.
- 3.1.2 Each Contestant must provide or verify, if a previous year contestant, the Edmond Round-Up Club has a certified copy of their birth certificate.
- 3.1.3 The Contestant's age as of January 1st of the current year defines the contestant's age group.
- 3.1.4 Contestants can compete in their age group and/or a higher age group (riding up). Contestants will be eligible for all monies.
- 3.1.5 Any contestant competing in an event of an older age group (riding up) will only be eligible for day money ONLY.
- 3.1.6 Contestants are not allowed to ride below their age group or ride down. If a contestant is discovered riding down at any time, all points for that event are forfeited and redistributed. Also, the contestant will not be refunded entry fees. It is the contestant and contestant's parent or legal guardian responsibility to comply with this rule. The Edmond Jr. Rodeo Committee shall periodically compare the contestant's age to the age group the contestants are entering.

### 3.2 Age Groups / Entry Fees:

<b><u>Age 4 &amp; Under</u></b>		<b><u>Age 9 – 11</u></b>	
Goat Undecorating on Foot only	\$13.00	Jr. Steer Riding	\$29.00
Stick Horse Barrel Racing	\$10.00		
Dummy Roping	\$10.00		
<b><u>Age 6 &amp; Under</u></b>		<b><u>Age 10 – 13</u></b>	
Mutton Bustin'	\$18.00	Barrel Racing	\$19.00
Goat Undercoating on Horse	\$17.00	Pole Bending	\$19.00
Barrel Racing	\$13.00	Goat Tying	\$23.00
Pole Bending	\$13.00	Break-a-Way Roping	\$25.00
		Chute Doggin'	\$30.00
<b><u>Age 5 – 6</u></b>		<b><u>Age 12 – 14</u></b>	
Goat Undecorating on Foot	\$17.00	Sr. Steer Riding	\$29.00
Stick Horse Barrel Racing	\$10.00		
Dummy Roping	\$10.00		
<b><u>Age 7 – 8</u></b>		<b><u>Age 14 – 18</u></b>	
Calf Riding	\$26.00	Barrel Racing	\$21.00
		Pole Bending	\$21.00
<b><u>Age 7 – 9</u></b>		Goat Tying	\$25.00
Goat Tying on Horse	\$20.00	Break-a-Way Roping	\$25.00
Pole Bending	\$16.00	Chute Doggin'	\$30.00
Goat Undecorating on Foot	\$20.00	Team Roping	\$30.00
Barrel Racing	\$16.00		
Dummy Roping	\$10.00		
<b><u>Age 9 &amp; Under</u></b>		<b><u>Age 15 – 16</u></b>	
Break-a-Way Roping	\$25.00	Jr. Bull Riding	\$45.00
		<b><u>Age 17 – 18</u></b>	
		Sr. Bull Riding	\$45.00

- 3.2.1 The Edmond Jr. Rodeo Committee reserves the right to eliminate any event. Entry Fees are subject to change.
- 3.3 Contestants will be disqualified for any of the following:
- 3.3.1 **Abusive treatment of livestock, profanity, use of alcohol, drugs or fighting WILL NOT be tolerated by adults or contestants and contestant will be suspended from competing. Adults will be escorted off the premises. Anyone caught and/or proven cheating will be suspended from competing. The Edmond Jr. Rodeo Committee will determine the length of suspension. No contestant will be forced to compete. Judges may disqualify a contestant that, in their opinion, is resisting in competing.**
- 3.4 Dress Code
- 3.4.1 The following dress code will be required during Grand Entry and Rodeo Performances. Any Event Director or Judge may enforce this rule. All contestants 7 years and older must wear a "collared" long sleeve shirt, long pants, and boots. Western hats (no ball caps) are required for contestants 7 years and up. There will be no dress code for contestants 6 years and younger with the exception that contestants must wear close toed shoes (no sandals or ball cleats). Contestants that do not abide by the dress code will be disqualified.
- 3.4.2 Hats Rule (for the required age group), a hat must be worn on their head until past the timer/barrier when in the arena. The contestant should not intentionally remove, knock hat off either by hand or by shaking head. There will be a five (5) second penalty added to time if hat comes off before barrier.

#### **4 MEMBERSHIP**

- 4.1 Membership in the Association shall be open to any person interested in youth rodeo. Membership shall be made by application. Any person becoming a member shall become familiar with the Rules and Bylaws and shall comply with and be bound by them.
- 4.2 Age shall be determined as of January 1st, 12:00:01 am of the year in which those points will count toward year-end championship awards.
- 4.3 Membership fee for individuals 18 and under will be \$25.00 each.
- 4.4 Membership dues and application must be completed and turned in by the end of the last scheduled event of the rodeo for which the contestant would like for his/her points to count. A copy of the contestant's birth certificate must be furnished for EJRC records, and must be turned in by the next rodeo the contestant attends. No points will be accumulated or rodeo attendance counted until the membership application, dues, and birth certificate are turned in.
- 4.5 Members must compete in an event 8 (eight) of the scheduled rodeos, not including the finals, in order to qualify in that event for the Finals Rodeo and to receive year-end awards.
- 4.6 Contestant, or a representative, must work at 50% of the rodeos (6 rodeos) prior to the Edmond Jr. Rodeo Finals. This doesn't mean the whole rodeo... help set barrels/poles, concessions, gates, stripping chutes, rough stock, etc. You will be given a note card at the beginning of the rodeo season. It is the CONTESTANTS responsibility to get this signed by the event director directly after you have worked an event. Sheets must be turned in, completed, by the end of the last rodeo of the regular season (the rodeo prior to finals weekend).

#### **5 JUDGING**

- 5.1 Judges and timekeepers should be people with rodeo experience. If an infraction of the rules occurs, the complaint must be registered with the Judges before the next age group begins. Judges may not be overruled, however if an obvious error is made, the Rodeo Committee that are present at the rodeo in which the problem arises, may meet and discuss the problem with the judges. After the discussion, the judge's decision will be final. IN ALL EVENTS, THE JUDGE'S DECISION IS FINAL.
- 5.2 A judge and/or Rodeo Committee shall have the authority to request that any person be removed from the arena if that person, in the judge's or Rodeo Committee's opinion, is interfering with the contest event.

#### **6 ORDER OF EVENTS**

- 6.1 Saturday morning performance:  
Chute Dogging  
Break-a-Way Roping  
Team Roping
- 6.2 Friday/Saturday evening performance:  
Bull Riding                      Goat Undercoating on Foot                      (held outside the main arena, during rough stock)  
Steer Riding                      Stick Horse Barrel Racing                      (held outside the main arena, during rough stock)  
Calf Riding                      Dummy Roping                      (held outside the main arena, during rough stock)  
Mutton Bustin'  
Goat Undercorating on Horse  
Goat Tying  
Barrels  
Poles
- 6.3 In the event that the stock has not arrived by starting time of the rodeo, events will be moved up.

#### **7 RIDING EVENTS – GENERAL**

- 7.1 Draw
- 7.1.1 Stock will be drawn for all Riding Events, excluding Mutton Bustin' which will be chute drawn.
- 7.1.2 Stock must be drawn by at least one judge or certified director of that rodeo.
- 7.1.3 The contestant must compete on the stock drawn for them.
- 7.1.4 The contestant will be called a total of (3) three times, the contestant will be disqualified and not receive a time or score if they are not ready when called to compete.
- 7.2 Helpers
- 7.2.1 Riders may have two (2) helpers.
- 7.2.2 Riders who are held on by a helper past the plane (latch) of the chute gate may not place higher than a rider who is not held. The score sheet should be marked to indicate the riders who meet this description.
- 7.3 Timing General

- 7.3.1 Judges must use a stop watch in the Riding Events.
- 7.3.2 The latch side Judge will be the official time of the completion of the ride. The remaining Judge will serve as the back-up timer.
- 7.3.3 In any instance the rider has made a qualified ride when the whistle blows, even if the whistle sounds before the required time, the judge must go by the whistle.
- 7.3.4 Judges will time the length of the ride with a stopwatch until the whistle has sounded or the contestant is disqualified.
- 7.3.5 The time will start when the animal's inside shoulder (latch side) crosses the plane (latch) of the chute gate.
- 7.3.6 The time will stop when any one following disqualifications occurs:
  - 7.3.6.1 Rider being bucked off.
  - 7.3.6.2 Touching animal, equipment or person with free hand. (Except mutton busters' who begin the ride with two hands.)
  - 7.3.6.3 Rider aids them self with the arena fence.
  - 7.3.7 The contestant will be disqualified and not receive a time or score for using sharp spurs, placing spurs or chaps under the rope when the rope is tightened.
  - 7.3.8 In all riding events the contestant must complete the required time or the whistle has sounded to be eligible for a marking.
- 7.4 Re-Rides General
  - 7.4.1 Interference by Arena Personnel. If any arena personnel (pickup men, clowns, gatemen, etc.) interfere with a riding event competition, the contestant may, at the discretion of the judge, receive a re-ride. Fouled by Chute. If, in the opinion of the judge, a rider is fouled by the chute, the rider shall be entitled to a re-ride.
  - 7.4.2 The judges must continue timing the contestant until they declare themselves, other disqualification occurs or a qualified ride is made.
  - 7.4.3 If the judges determine the contestant is eligible for a re-ride, due to interference or foul, the contestant may have the option to receive their marking/time or except a re-ride.
  - 7.4.4 Steer/Bull riding Event – In the steer and bull riding event the rider must declare them self at the time of interference or foul to be eligible for a re-ride.
  - 7.4.5 When a re-ride is offered, the judge must advise the contestant of the score/time and of the option for a re-ride. Decision to take a re-ride or score/time for that ride will be left up to the contestant. Decision should be made before next contestant performs. If contestant does not want a re-ride, he must accept the score/time given by Judges.

## **8 MUTTON BUSTIN**

- 8.1 In the Mutton Bustin' the required time for the animal to be ridden is six (6) seconds.
- 8.2 Vest and helmet are mandatory. If the contestant does not have one, the Edmond Round-Up Club will provide one. Mouthpieces are not required but highly recommended.
- 8.3 The contestant may use a rope on the sheep, or they can hold on with their hands and feet. Laying on top of the sheep in a bear hug is acceptable.
- 8.4 The time should stop when any part of the rider's upper body touches the ground or if the free hand (on what begins as a one-handed ride) touches the animal
- 8.5 No re-rides will be given in the Mutton Bustin' with the exception, in the opinion of the judge; the contestant was fouled by the chute or interfered by arena personnel as stated in the General Re-Ride rules.
- 8.6 Contestant's riding with one (1) hand will be scored higher than a contestant riding with both hands. Points and payout will be based on the contestant's score on a "qualified ride" and then by contestants who have ridden for the longest amount of time until all placings are filled.

## **9 CALF / STEER / BULL RIDING GENERAL**

- 9.1 All animals will be flanked.
- 9.2 Rider must ride with one (1) hand.
- 9.3 Vests are mandatory. Helmets and mouthpieces are not required but highly recommended.
- 9.4 Riding is to be done with a loose rope, with or without a handhold, with no knots or hitches to prevent rope from falling off the bull when the rider leaves his back.
- 9.5 Except for calf riding, the rope must have a bell and clacker when the animal leaves the chute. The bell on the rope must be under the belly of the animal. A steer or bull rider will not receive a time or score if they compete without a bell or clacker attached to their bullrope.
- 9.6 In the opinion of the judge or event director, an animal with sharp horns may be removed from the draw or competition.
- 9.7 Re-Rides
  - 9.7.1 In an addition to General Re-Rides and in the opinion of the judges, re-rides will be granted, under the following conditions:
    - 9.7.1.1 If the animal fails to buck to the satisfaction of the judges. If the animal falls on its side, providing the contestant has made a qualified ride up to the point where the animal fell.
    - 9.7.1.2 If the flank strap comes off of the animal prior to the end of the allotted time, provided the rider has made a qualified ride up to when the flank strap comes off.
    - 9.7.1.3 If the rider has made two (2) honest attempts to get out on a chute fighting animal.
  - 9.7.2 When a re-ride is offered, the judge must advise the contestant of the score/time and of the option for a re-ride. Decision to take a re-ride or score/time for that ride will be left up to the contestant. Decision should be made before next contestant performs. If contestant does not want a re-ride, he must accept the score/time given by Judges.

## **10 CALF RIDING**

- 10.1 In the Calf Riding, the required time for the animal to be ridden is six (6) seconds.
- 10.2 Points and payout will be based on the contestant's score on a "qualified ride" and then by contestants who have ridden for the longest amount of time until all placings are filled.
- 10.3 Only Calf Riding contestants, (2) two helpers per contestant, arena personnel and stock contractors are allowed behind the chutes during this event.

## **11 STEER RIDING**

- 11.1 In the Steer Riding, the required time for the animal to be ridden is eight (8) seconds.
- 11.2 Payout will be based on qualified rides only. Ground money will only be paid if there were no qualified rides.
- 11.3 Points will be based on the contestant's score on a "qualified ride" ONLY.
- 11.4 Only Steer Riding contestants, (2) two helpers per contestant, arena personnel and stock contractors are allowed behind the chutes during this event.

## **12 BULL RIDING**

- 12.1 In the Jr. Bull Riding, the required time for the animal to be ridden is eight (8) seconds.
- 12.2 Payout will be based on qualified rides only. Ground money will only be paid if there were no qualified rides.
- 12.3 Points will be based on the contestant's score on a "qualified ride" ONLY.
- 12.4 Only Jr. Bull Riding contestants, (2) two helpers per contestant, arena personnel and stock contractors are allowed behind the chutes during this event.

## **13 CHUTE DOGGING**

- 13.1 There will be a thirty (30) second time limit.
- 13.2 Score line will be parallel to bucking chutes. It will be set at ten (10) feet in front of bucking chute.
- 13.3 The line (barrier) judge will flag the start when the animals' nose crosses the score line.
- 13.4 Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
  - 13.4.1 If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up.
- 13.5 This event shall not be conducted with an open catch pen gate at any rodeo.
- 13.6 All steers shall be turned out in the same direction and the same chute should be used.
- 13.7 With steers loaded in bucking chute, dogger gets beside the steer, right hand in front of or behind right front shoulder. Dogger must keep right hand in front or behind shoulder until the steer's nose crosses the score line. If dogger moves into throwing position or touches either horn before steer's nose crosses score line there will be a ten (10) second penalty added to time. If steer is thrown before crossing the score line the dogger will be disqualified.
- 13.8 Chute Dogger must allow steer to maintain forward motion to the score line. Chute Dogger may not choke steer.
- 13.9 It is the contestant's responsibility to check for broken or loose horns.
- 13.10 If steer gets loose, dogger may take no more than one step to catch steer.
- 13.11 After crossing the start line, wrestler must bring it to a stop or change its direction and twist it down.
- 13.12 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.
- 13.13 Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.
- 13.14 Wrestler must have hand on steer when flagged.
- 13.15 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.
- 13.16 Timed event judge will not flag contestant out until time is recorded.
- 13.17 Judge is to flag time, then flag contestant out if run is not legal.
- 13.18 Contestant will be disqualified for any abusive treatment of steer.
- 13.19 Dogger will be disqualified if animal is thrown before start line.
- 13.20 If steer falls on its own before crosses line, steer must be let up and not thrown until steer's nose crosses line.
- 13.21 There shall be a timer, a field flag judge, and a barrier judge.
- 13.22 The fairness of the catch and throw will be left to the judges, and their decision will be final.
- 13.23 Field flagger is required to watch contestant and steer until animal is turned loose.
- 13.24 Barrier judge will stand on the start line on right side of the steer and flag when the animal's nose crosses the line indicating the start of the run.
- 13.25 Field flagger will flag when the animal is legally thrown indicating the end of the run.
- 13.26 A whistle will be used to signal when steer crosses the start line.

## **14 TIMED EVENTS GENERAL**

- 14.1 Run positions will be drawn for the timed events.
- 14.2 In the Timed Events, Judges will not flag contestants out until time is recorded.
- 14.3 The arena gate will be closed once the contestant enters.
- 14.4 Once the arena is available, the contestant will be called a total of (3) three times. When the third call is made, the contestant will have sixty (60) seconds to enter the arena and at the discretion of the event director, may be disqualified.
- 14.5 Interference. The contestant may receive a rerun, if in the opinion of the judge, the contestant was interfered by arena officials or others in the arena or barrier failed to function properly. Any re-runs will be at the end of the event and the contestant will not carry any penalties from the previous run.
- 14.6 Timer. If available, an electronic timer will be used in goat undercoating on horse, goat tying, barrel racing and pole bending. If the electronic timer fails during the event and the time cannot be reported, the official time will refer to the back up flag time. The contestant may be awarded a rerun, if in the opinion of the judge, these two timing methods malfunction. Any re-runs will be at the end of the event and the contestant will not carry any penalties from the previous run.
- 14.7 Helpers. If the contestant helper is across the starting line and assists in any timed event the contestant may not place higher than a contestant that a helper did not cross the starting line. The timer sheet should be marked to indicate contestants who meet this description.
- 14.8 All timed events will be ran with a closed gate.

## **15 GOAT UNDECORATING (ON FOOT)**

- 15.1 The goat should be held back behind the stake facing the contestant. The rope should be tight. The goat should be released when the flagman signals for time to start.
- 15.2 The goat should be tied with a rope that is at least ten (10) feet in length.
- 15.3 The contestant must be standing behind the timer and must run from starting line to goat, remove ribbon from tail of goat and return to starting line with the ribbon.
- 15.4 The goat will be staked a maximum distance of 100 feet from the timer line.

## **16 GOAT UNDECORATING (ON HORSE)**

- 16.1 The goat should be held back behind the stake facing the contestant. The rope should be tight. The goat should be released when the flagman signals for time to start.
- 16.2 The distance from the starting line to the goat will be 100 feet
- 16.3 The goat should be tied with a rope that is at least ten (10) feet in length.
- 16.4 The contestant must be mounted on a horse and must ride from starting line to goat, dismount, and remove ribbon from tail of goat.
- 16.5 Time will start when contestant crosses the start line and will stop when the judge flags for the time to stop.
- 16.6 A ten (10) second penalty will be given, if the horse touches the goat or tether rope when the rider still has control of horse.

## **17 GOAT TYING (ON HORSE)**

- 17.1 The goat should be held back behind the stake facing the contestant. The rope should be tight. The goat should be released when the flagman signals for time to start.
- 17.2 The distance from the starting line to the goat will be 100 feet. The goat should be tied with a rope that is ten (10) feet in length, not to exceed eleven (11) feet.
- 17.3 The contestant must be mounted on a horse and must ride from starting line to goat, dismount, and throw the goat by hand. If the goat is down when the contestant reaches it, the goat must be stood on at least three (3) feet, and the goat must be re-thrown. The contestant must then cross and tie any three legs together with a leather thong, piggin string, or rope. If the contestant's hand is on the goat when the goat falls, the goat is considered thrown by hand.
- 17.4 The Field Judge will approve the tie. The goat must stay tied for (6) seconds, the contestant will receive a no time if not secure for six (6) seconds, the contestant will receive a NO TIME. To qualify as a legal tie, 3 legs must be crossed there will be one or more wraps and a half hitch. A half hitch only is not a legal tie and will be given a NO TIME.
- 17.5 Time will start when the contestant crosses the starting line and will stop when the flag man signals the completion of the tie. Deliberately holding the goat down after completion of tie will result in disqualification. If the contestant does not stand clear of goat immediately after completion of time, he/she will receive a NO TIME. The contestant must clear the rope with both hands before flag is given. If the contestant goes back to the rope before the 6 seconds is up, he/she will receive a no time.
- 17.6 Goat tiers will have a one (1) minute time limit.
- 17.7 A ten (10) second penalty will be assessed, if the horse crosses the rope or touches stake and/or the goat or tether rope. There will be a NO TIME received if the contestant's horse drags or breaks the goat away from the stake or renders the goat un-tie able whether or not the contestant is in control of the horse.

## **18 BARREL RACING**

- 18.1 All barrels will be marked. The start and finish lines will also be marked.
- 18.2 The contestant may start with either the right or left barrel. If starting with the right barrel, there will be one right turn and two left turns around the barrels. If starting from the left, there will be one left turn and two right turns around the barrels.
- 18.3 When the arena will tolerate, standard clover leaf pattern is recommended. The first and second barrels will be sixty (60) feet from the score line, ninety (90) feet between the first and second barrels, and one hundred five (105) feet from the first and third barrel and second and third barrel.
- 18.4 If the contestant breaks the pattern, the contestant cannot start the run over; contestant can complete the run, but will receive a NO TIME.
- 18.5 Knocking a barrel over will receive five second penalty.
- 18.6 The arena will be dragged every five (5), but not between age groups. Dragging will start with the 7-9 age group. The drag interval can change at the discretion of the event director and arena director.
- 18.7 Any contestant that crosses the finish line before completing the pattern will be disqualified.
- 18.8 Once the arena is available, the contestant will have ninety (90) seconds to enter the arena or they will be disqualified.

## **19 STICK HORSE BARREL RACING**

- 19.1 Contestant must use the stick horse that is provided by the Edmond Jr. Rodeo and may not make any modifications.
- 19.2 Standard clover leaf pattern using buckets approximately 10 feet apart.
- 19.3 Failure to complete the pattern is a no-time.
- 19.4 Stick horse must stay between the legs of the contestant otherwise it will be considered a no time.
- 19.5 Five (5) second penalty for each overturned bucket.

## **20 POLE BENDING**

- 20.1 Standing AQHA pattern will be used.
- 20.2 There will be six (6) poles used. The poles are to be set on top of the ground in a straight line. The distance from the starting line to the first pole shall be twenty one (21) feet and twenty one (21) feet between each pole.
- 20.3 There will be a five (5) second penalty for each pole knocked down. Contestants will receive NO TIME (disqualification) for not following (breaking) the pattern. Contestant may start from either side (left or right).
- 20.4 Pattern definition: The pattern will be considered broken when the horse makes a wrong turn or any part of the horse breaks the plain of the next pole on the wrong side.
- 20.5 If a pole is down, the horses must pass on the proper side of the base to be a qualified run. If the pattern is broken, the contestant cannot start the run over. The contestant can complete the run, but will receive a NO TIME.
- 20.6 Any contestant that crosses the finish line before completing the pattern will be disqualified.
- 20.7 The arena will be dragged every five (5), but not between age groups. Dragging will start with the 7-9 age group. The drag interval can change at the discretion of the event director and arena director.

## **21 ROPING EVENTS GENERAL**

- 21.1 The back gate will be open in all roping events with the exception of 9 & Under Break-a-Way. All ages will have a (60) second time limit not to include penalties. Only one (1) loop per contestant will be permitted in all ages.
- 21.2 There will be only one roping contestant or one team on horseback in the arena during a roping event. All ropers must be ready and cinches tight before entering the arena.

- 21.3 A ten (10) second penalty will be added for breaking the barrier. A rope fouling on any fixed object will not constitute a rerun.
- 21.4 The neck rope must clear the calf before the roper's loop goes over the calf's nose.
- 21.5 Calves will be chute drawn.
- 21.6 All changes in lists of roping order must be made before any stock for that event is loaded in the chutes. After the stock is loaded, ropers must rope in that order.
- 21.7 Should the barrier break at any point other than the designated breaking point, the decision is up to the barrier judge. If the contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, the barrier judge may assess a ten second penalty. Otherwise, it is not considered a broken barrier. It is always the decision of the barrier judge whether the barrier is broken or not. The ring must fall less than 10 feet from the barrier to be considered a broken barrier.
- 21.8 If the automatic barrier does not work but a time is recorded, contestant will get the time, but there will be no penalty for the broken barrier.
- 21.9 If the automatic barrier fails to work and the official time has not started, the contestant will get the stock back if the stock is qualified on in the field, entitling the contestant to a rerun without penalties.
- 21.10 If the barrier equipment hangs on the stock and the contestant tries the stock, he/she accepts the stock. If contestant pulls up, he/she will receive the same stock back.
- 21.11 The stock belongs to the contestant when it is called for regardless of what happens, with the following exceptions: in case of mechanical failure, the animal escapes from the arena, or the contestant is fouled by the neck rope on the stock.
- 21.12 The roping directors will determine the length of the hazing line.
- 21.13 The roping box shall be part of the arena during the roping events. Once the score line has been set, it will not be changed in that go around of the age group, nor can the length of the box be changed.
- 21.14 Any intentional dragging of stock regardless of the distance, as determined by the judges or directors will result in a "no time".
- 21.15 The stock contractor and/or the directors will determine if stock is too sick or injured for competition.
- 21.16 Should stock escape the arena, the time will be stopped and the roper will get the same stock again. The stock will be put back into the chute and the time will restart when the stock's head enters the arena. "lap & tap" with elapsed time added. All penalties will apply.
- 21.17 All roping events will be chute drawn. The draw will be final, regardless of any previous draw of the same stock or position in the current rodeo or any previous rodeo. In the roping events, if an error is noted before the class begins, the class will be redrawn. If an error is noted after the class is underway, the contestant will be given the first alternate calf. The directors will determine if the class is underway. The draw is open and all interested parties are welcome and encouraged to observe.
- 21.18 No rerun will be given due to faulty or broken equipment furnished by the contestant.
- 21.19 A rerun will be given if a calf is "Not rope able" at the Flagman's and line judges' discretion.
- 21.20 If the judge sees he has made an error in flagging, he must declare a rerun before the next contestant competes.
- 21.21 A calf must be rerun before another contestant uses it in a regular draw.
- 21.22 There will be a field flag judge, timekeeper, field official, a line official and a barrier judge. Other officials may be used to help determine legal catches or if any infractions of the rules occur.
- 21.23 The barrier judges will see that the barrier is not tampered with. They will change the barrier string whenever it may become weakened. The directors will determine the barrier length.
- 21.24 The field flag judge will decide if a catch is legal and that decision will be final.

## **22 DUMMY ROPING**

### **22.1 4 & Under, 5-6 age groups**

- 22.1.1 Calf dummy will be used.
- 22.1.2 Bell collar catch is the only legal catch.
- 22.1.3 Roper must stand behind designated line to deliver rope and must not step over the line. Ropers stepping over the line will be disqualified.
- 22.1.4 Roper gets one (1) loop per round, rope until you miss. Ropers will have a rope-off if tie occurs.
- 22.1.5 The board (line) will be moved back approximately 1 ft for each round.
- 22.1.6 Roper may "fish" the rope on before completing the run.
- 22.1.7 Roper must deliver loop and pull slack tight around calves neck to show completion of run.
- 22.1.8 Last contestant roping will win the event. Remaining contestants will split points and jackpot as appropriate.

### **22.2 7-9 age group**

- 22.2.1 Calf dummy will be used.
- 22.2.2 Bell collar catch is the only legal catch.
- 22.2.3 This will be a timed event. Time will start when roper steps over the designated start line. Roper may deliver rope in area between the designated line behind the dummy and starting line.
- 22.2.4 Roper must deliver loop and pull slack tight around calves neck to show completion of run and to stop the timer.
- 22.2.5 "Fishing" is legal but slack must be pulled tight around the calf's neck to show completion of run and to stop the timer.
- 22.2.6 Roper must step over the starting line to start timer.
- 22.2.7 Roper must not step on or over line behind calf dummy or it will result in a disqualification.
- 22.2.8 Roper will get two (2) loops with a sixty (60) second total time limit.
- 22.2.9 Each contestant will rope once, fastest time wins.

## **23 BREAK-A-WAY ROPING**

- 23.1 Cattle neck ropes on calves must be tied with string or rubber bands.
- 23.2 No metal snaps or hardware shall be used on cattle neck ropes in the Breakaway Roping events.
- 23.3 An adjustable slide shall be used on all cattle neck ropes for cattle used in the Breakaway Roping events.
- 23.4 An automatic barrier must be used.
- 23.5 Ropes are to be tied to the saddle horn with a string provided by the Association. "Unaltered" string will be provided. The rope may not be run through the bridal, tie down, neck rope or any other device. Horn knots must be removed.
- 23.6 The rope must be on the side you are roping from.
- 23.7 A visible flag must be attached to the rope where it is tied to the saddle horn. No ribbons will be allowed.
- 23.8 The rope must go over the calf's head and draw up anywhere on the animal. The rope must be jerked loose from the saddle horn by the calf, not by the roper.

- 23.9 The calf must be roped before it leaves the arena.
- 23.10 There will be a 10 second penalty for breaking the barrier.
- 23.11 For a qualified catch, the rope must be thrown. The roper may not place the rope on the calf by hand.
- 23.12 If the roper breaks the string, the judge will flag the roper out. The rope must break away free and clear from horse.
- 23.13 The roping director will check each break-a-way roper's string to make sure it's tied on correctly and that the string hasn't been unbraided or altered.
- 23.14 There will be a thirty (30) second time limit.

**24 TEAM ROPING**

- 24.1 A barrel barrier or a string barrier may be used in all Team Roping events.
- 24.2 The barrel barrier will be set at the discretion of the event director and arena director.
- 24.3 Cattle may not be roped prior to barrel. Roping cattle prior to the barrel will constitute a broken barrier and a ten (10) second penalty.
- 24.4 A team must consist of at least one 13 or younger contestant for the 13 and under class. In the 14 – 18, one of the team members must be 18 or younger. Team roping contestants may rope twice providing they swap ends or partners.
- 24.5 The steer belongs to the team when it is called for.
- 24.6 If the steer gets out of arena, the flag will be dropped and the team will get the steer back "lap & tap" with time added, which was taken when steer left the arena, plus penalties.
- 24.7 Each contestant will be allowed to carry only one rope. Each team is allowed two (2) throws in all. Roping the steer without turning loose of the loop will be considered a "no time".
- 24.8 The tie-on rule will be allowed for adults over 50, children under 13, and females on the heel end only. To tie on, an approved quick release device must be used. No hard ties will be allowed. Steer must be standing up when roped by the header and/or the heeler.
- 24.9 When the steer is roped, both horses must face each other, with steer in line, with ropes dalled and tight before the field judge will drop the flag.
- 24.10 Adult "helpers" are allowed unlimited runs.
- 24.11 The steer must not be handled roughly at any time and the ropers may be disqualified if, in the opinion of the field judge, they have intentionally done so.
- 24.12 If the steer is roped by one horn, the roper is not allowed to ride up and put the rope over the other horn or head by hand. If either roper does not dally and drops their rope, the team will be flagged out.
- 24.13 Any questions as to catches in this event will be decided by the field judge.
- 24.14 A legal head catch occurs when the head or both horns, half of the head or around the neck is roped.
- 24.15 A legal heel catch occurs when any catch is behind both shoulders provided the rope goes up the heels. A one heel catch receives a five (5) second penalty. No cross fires.
- 24.16 An illegal head catch occurs if only one horn is roped or a figure 8 is around horns or around the nose. A steer roped around the belly by the header is a "no time". If the rope crosses itself anywhere on the steer's head, and/or a front leg is roped at anytime, the team will receive a "no time".
- 24.17 If the Hondo passes over one horn and the loop over the other horn, the catch is illegal.
- 24.18 There will be a 10 second penalty assessed for breaking the barrier.
- 24.19 A NO TIME will be issued if steer is roped prior to crossing the barrel.

**25 INDIVIDUAL EVENT POINT SYSTEM**

- 25.1 Individual and All-Around Points are one in the same.
- 25.2 Placing points will be awarded only to contestants in their age group, who qualify in an event thru five (5) places, all other contestants will be awarded one (1) point for participation.
- 25.3 When a rodeo must be stopped due to uncontrollable circumstances, only participation points will be awarded for the entire rodeo. The rodeo will then be considered a "Jackpot" rodeo. All contestants entered and paid will receive one (1) participation point per their event and be able to count this rodeo as one (1) of the required rodeos they may need to qualify for the finals.
- 25.4 Points will be awarded through five (5) places on the following percentage scale and all other contestants will receive one (1) point for participation.
 

1st place	10 points
2nd place	8 points
3rd place	6 points
4th place	4 points
5th place	2 points
Participation Point	1 point
- 25.5 Team Roping: Team ropers will be given one participation point as header and heeler. Team roping will be considered as two events for this event only. A contestant may only enter twice per age group in team roping. If roper heads/heels twice, points will only count once toward the head/heel side. If swapping ends, points can be earned on both ends. In this case, a person could earn a participation point on the head and heel side. Only the highest points earned on either the head or heel side will be counted toward the All Around.

**26 ALL AROUND POINT SYSTEM**

- 26.1 All Around year end awards will be given to boys and girls in each age group. Boys and girls All Around points will be compiled separately.
- 26.2 All Around age breakdown is as follows: 6 & Under, 7 to 9, 10 to 13 and 14 to 18. There will not be an All Around awarded for the 4 & Under category.
- 26.3 The contestant must qualify in at least two (2) events for the finals to be eligible for All-Around Year-End awards.
- 26.4 All points earned in the contestant's age group throughout the year and in the finals will count towards the All-Around. All-Around awards are to be given to the contestant compiling the greatest number of points in two or more events.
- 26.4.1 All-Around points will apply only to All-Around Year End Awards. All-Around points do not affect individual event points.
- 26.5 If you are "riding up" in an age group, the participation points you receive in those events will NOT count towards the all around.
- 26.6 For the events that are 4 & Under, 9 & Under, 13 & Under, etc., the points received in those events will be tallied in the contestant's all around age group.

**27 \$\$\$\$ PAY OUT \$\$\$\$**

- 27.1 All monies will be paid after each event.



- 27.2 General rules will apply to pay-off of prize money. The number of monies (places) paid will vary accordingly to the number of contestants. With the exception of Calf Riding and Mutton Bustin', if fewer contestants qualify than the number of monies (places) to be paid, payout percentages will be refigured.
- 27.3 The number of monies paid will vary accordingly to the following schedule:
- |               |          |  |
|---------------|----------|--|
| 1-3 Entered   | 1 Money  | 100%   |
| 4-7 Entered   | 2 Monies | 1st 60%, 2nd 40%                                   |
| 8-11 Entered  | 3 Monies | 1st 50%, 2nd 30%, 3rd 20%                          |
| 12-15 Entered | 4 Monies | 1st 40%, 2nd 30%, 3rd 20%, 4th 10%                 |
| 16-19 Entered | 5 Monies | 1st 33%, 2nd 27%, 3rd 20%, 4th 13%, 5th 7%         |
| 20 or more    | 6 Monies | 1st 29%, 2nd 24%, 3rd 19%, 4th 14%, 5th 9%, 6th 5% |
- 27.4 Maximum number of monies (places) to be paid not to exceed six (6) except for the ties and splits.

**28 REFUND POLICY**

- 28.1 No draw out will be allowed after books are closed. In the event a contestant enters and then does not compete in the rodeo, NO REFUND WILL BE GIVEN.
- 28.2 If the rodeo is stopped for uncontrollable circumstances, refunds will be given for unfinished events. Entry fees for unfinished events, less office charge, will be refunded. All refunds MUST be picked up before leaving the rodeo grounds on the date of cancellation.

**29 FINALS**

- 29.1 The Finals rodeo will start at 7:00 p.m. on Friday night and Saturday night (with books closing at 6:30 p.m.)
- 29.2 The contestant must have competed in the event a minimum of eight (8) times prior to the Finals, to qualify for the Finals in that event.
- 29.2.1 The participation point earned for rodeos stopped due to uncontrollable circumstances will be considered competing and will be counted as one of the minimum eight (8) times required.
- 29.3 Contestants will take all points earned throughout the year into the Finals.
- 29.4 Contestants that do not have 8 rodeos to qualify as a finalist may compete in the finals. However, they will not be eligible for points or awards; they will only be eligible for money won.

**30 YEAR END AWARDS**

- 30.1 The contestant must qualify for the Finals, to be eligible for Year-End awards in that event.
- 30.2 Any contestant competing in an event of an older age group who qualified for the Finals in the event, will only receive Finalist Prizes for year end awards. These contestants are not eligible for the top five year-end placings awards in the older age group event in which they are riding up.