

General Overview & By -Laws

All Contestants and Parents are asked to read the rules carefully. Failure to familiarize yourself with the rules will not be accepted as an excuse.

This organization shall be known as The YOUNG GUNS JUNIOR RODEO Association. Its colors will be red, black and white. The -YOUNG GUNS JUNIOR RODEO Association may herein be referred to as YOUNG GUNS JUNIOR RODEO. It is strictly a non-profit organization.

The purpose and mission of the YOUNG GUNS JUNIOR RODEO Association is to develop sportsmanship, horsemanship, build character and life skills in the youth of our country. Promoting the positive image of the sport of rodeo. Preserve the Western Heritage. Offer the privilege of family bonding and maintain the highest regard for the livestock.

All rules will be written in favor of contestants to encourage them to participate in the sport of rodeo. The Young Gun Junior Rodeo Association reserves the right to change or add rules for the good of the contestants and the organization. General meetings will be held throughout the rodeo season as needed.

Each participant, by the act of paying membership dues or entry fees, waive all claims against management, stock contractors, arena owner, and the association for injuries he or she or their property may sustain at the rodeo or on the road to and from the rodeo.

A Contestant and Contestant's parent/guardian must abide by the rules of the YOUNG GUNS JUNIOR RODEO Association.

The YOUNG GUNS JUNIOR RODEO Association reserve the right to reject the entry of any Contestant who has violated the rules of the association.

A Contestant is eligible for All-Around points if entered in three or more events.

Points are awarded to YOUNG GUNS JUNIOR RODEO member contestants as follows in the table below:

1 st Place	50 Points
2 nd Place	45 Points
3 rd Place	40 Points
4 th Place	35 Points
5 th Place	30 Points
6 th Place	25 Points
7 th Place	20 Points
8 th Place	15 Points

9 th Place	10 Points
10 th Place	5 Point

In the event of a tie for any placing the point distribution will be handled as follows: Example: Three contestants are tied for first place. The points for first, second and third place will be added together for a total of 135 points. Those 135 points will be divided by three (the number of contestants involved) and each of the tie holders will receive equal points (45 points each). This calculation process applies for all ties for the 1st through 10th place. In the event of a tie for 10th place both/all contestants will receive 5 points.

The YOUNG GUNS JUNIOR RODEO association, judges and hosting facilities assume no responsibility for injury or damage to person, property or stock of any owner, contestant, spectators, or assistants.

Contestants, parents and spectators are not to confront the judges. Confronting the judges will not be tolerated. If a problem arises or you have a question, please visit the Arena manager and not the judges. All judges' decisions are final.

Books will close with no exceptions at the beginning of the immediately preceding event.

The building and grounds should be left as they were when we arrive.

All contestants and families are responsible for cleaning up their area around trailers and in the bleachers. All trash both inside and outside should be picked up each day.

Parent/Guardian Code of Conduct

The YOUNG GUNS JUNIOR RODEO Association believes that the young people of our Association are the future of rodeo and the future of our country. It is important that the parents and guardians of the Contestants realize how much the kids learn from watching the example set by the adults who attend our rodeos. It is understood that we, the adults who support our children in their rodeo endeavors, all want the best outcome for our children and for the children of our friends and our communities. It is also understood that certain things will come up in the course of the rodeo season, just as in the rest of our lives that we will disagree with. A questionable call by a judge, the fact our kids might not have been one of the winners that day, an honest mistake made figuring a score or a time, are just a few things that come to mind. How we choose to deal with those things can have far reaching impact on our children and our organization. Those impacts can be either positive or negative and we have control over that outcome. We will strive to show the kids of our Association that it is possible to disagree with something and to register that disagreement in such a manner so as not to create a negative experience, environment, or memory for our children who are always watching us. We understand that we are the teachers of **all** the children who are within the sound of our voices and in sight of our actions. We will make a promise to think before we act and to show our children that we respect the sport of rodeo and the people of the YOUNG GUNS JUNIOR RODEO Association. We do this to set a good example for the young minds and hearts that look to us every day for guidance, strength, support and understanding. We are adults. We are the teachers.

Permanent Expulsion may be imposed, after a meeting by the arena director. Written notice to the provided member, parent, or guardian after Board vote. A member, parent, or guardian shall be permanently expelled in the event that the member has been found guilty of misbehaving in such a manor or fraud, dishonesty, collusion, concealment or misrepresentation of facts involving judges, events, or our association.

The YOUNG GUNS JUNIOR RODEO Association is founded upon Christian principles, and it is expected that each individual member will exhibit characteristics in keeping with this foundation. Each rodeo performance will begin with a prayer to further exhibit the principles of the YOUNG GUNS JUNIOR RODEO Association.

GENERAL RULES

1. Membership fees consist of \$35 per contestant. A discount of \$10 will be given to families with more than one child with a Maximum of \$100 per family.
2. RODEO ENTRYS CAN BE DONE ONLINE AT OUR WEBSITE OR BY CALL IN.
3. CALL IN BY TEXTING TO 256-605-6733. (Watch our Facebook for opening of entries and call-in times). CALL IN IS NORMALLY THE MONDAY BEFORE EACH RODEO. ANY ENTRYS RECEIVED AFTER MONDAY WILL BE SUBJECT TO LATE FEE OF \$25. WEDNESDAY BEFORE THE RODEO BEFORE 12:00 NOON. WILL BE THE DEADLINE FOR LATE ENTRYS. THE DRAW WILL BE DONE AT 6:00 P.M. THAT DAY AND NO ADDITIONS WILL BE ADDED AFTER THAT TIME. **NO ENTRYS ON THE DAY OF RODEO.**
4. ALL MEMBERSHIP FORMS AND WAIVERS MUST BE COMPLETED AND TURNED IN AT LEAST ONE HOUR BEFORE THE FIRST RODEO IN ORDER FOR THE CHILDREN TO COMPETE. PLEASE HAVE THEM COMPLETED AND NOTORIZED IF AT ALL POSSIBLE BEFORE THE DAY OF THE RODEO.
5. Membership must be purchased before the contestant enters any rodeo events. Points will not be counted until the membership (which must be notarized) has been completed and fee has been paid. If a permit is bought before entering points **WILL NOT** be carried over to a membership if purchased later. You must buy membership before entering, for that day's points to count toward year-end and All-Around awards.
6. A copy of the contestant's birth certificate or other acceptable proof of age will be required at time of membership fee payment or by the rodeo contestant attends in the series or no points will be awarded.
7. Contestant will be required to compete in at least four (4) rodeos of the series not including the finals as a member per event and enter and attend the finals to be eligible for year-end awards. They must also meet all their obligations regarding sponsorships and/or fund raisers for the year.

YEAR END AWARD REQUIREMENTS: There must be a minimum of 10 entries in a

class for it to qualify as a buckle/saddle event for year end. Each child to qualify for yearend awards, **must compete in at least 4 rodeos and participate at finals to qualify for year-end awards. Each child is required to participate in fundraising/requests for sponsorships. It is required that each child raise \$300 in sponsorship. The sponsorships will be due by the third rodeo.** All proceeds of sponsorship/fundraising go directly to yearend awards. The sponsorship information is available from the rodeo secretary at the rodeo, on the website or can be requested by email.

8. Each contestant will pay a \$10.00 arena fee at each rodeo. This will be used to cover the cost of our facility this year. This is the only way that we can afford nice facilities for our kids to be able to enjoy.
9. There will be five age groups: 5 & under, 6-8, 9-12, 13-15, 16-19. Age will be determined as of January 1st of the current year.

A Contestant must be under the age of 19 as of January 1st of the current year. Age category is determined by the age of the contestant as of the first day of the current year. For example, if a contestant has a birthday in March and is 8 years old. That contestant will compete as an 8-year old even though he/she will turn 9 before or during the season. Any contestant, who knowingly is competing for points in the wrong age group and is caught, will be disqualified and not allowed to compete in any other YOUNG GUNS JUNIOR RODEO rodeos in the current series. All monies and points will be forfeited.

10. All-Around divisions will be 5 & Under, 6-8, 9-12 girls, 9-12 boys, 13-15 girls, 13-15 boys, 16-19 girls, 16-19 boys. The all around awards are also subject to the minimum 10 entries rule. This means if there are only 5 on average throughout the year, only buckles will be given for that division, unless we have a sponsor for the saddle.
11. All contestants including the leader in the leadline events are required to wear Dress Code western attire:

- ☐ Western Hat commonly known as a “cowboy hat.” Wrist
- ☐ length BUTTON DOWN shirt with a collar and cuffs. Long
- ☐ pants: Length from waist to ankles.
- ☐ Western Boots: Lace up boots will be allowed. Slip on type footwear, i.e. “mules”, “clogs” will not be allowed.

Ball caps, T-shirts and Sweatshirts will not be allowed.

12. Shirt sleeves must be rolled down. Contestant’s shirts must be buttoned, and tail tucked in at the YOUNG GUNSS JUNIOR Rodeo of their event.
13. Contestants’ hat must be on their head when entering the arena and Contestant must have hat on head when leaving the roping box. Intentionally shaking hat off will result in disqualification.
14. If a Contestant chooses to wear protective equipment in place of western attire, he/she will be allowed to compete with the equipment.
15. All decisions relating to question of “Dress Code or proper attire” will be the sole and exclusive domain of the Judge. Contestants who are noted to be in violation of the dress code by a Judge, will be allowed one warning from the Judge. Any code violation shall be immediately brought to the attention of the Contestant. If the violation is noted, as the Contestant is about to compete, said Contestant will be allowed to continue in that specific

event with no disqualification. This is to prevent the rodeo being held up while the Contestant procures the proper attire. If said Contestant returns to the arena in a later event that day and has failed to correct the violation, as requested by the Judge, the Contestant will face disqualification from that day's rodeo and surrender any and all points earned in that day's rodeo prior to the disqualification.

16. The Judge is the only individual who can disqualify a Contestant.
17. If at any time, a Judges or any official feels that a Contestant, horse or livestock are in danger of injury they may step in and assist in whatever manner the situation calls for.
18. If a Contestant is called three times and is not ready to enter the arena, they receive a no time, unless arrangements have been made with the Judge.
19. Rodeo points will not be counted until all YOUNG GUNS JUNIOR RODEO Membership Rules are complied with.
20. Any rules being questioned will be finalized by arena director.
21. The Young Guns Junior Rodeo secretary must approve all material pertaining to YOUNG GUNS JUNIOR RODEO prior to distribution.
22. Year-end awards will be determined by the amount of funds made available through the fund-raising efforts of the association and its members.
23. If a Contestant, a Contestant's parent/guardian, or another Contestant believes the Judge(s) have made an erroneous call, the process for registering that specific belief and initiating a review by the Judge(s) is as follows:
 1. *The contestant must register the complaint before the next event begins with the arena director.*
 2. *The arena director of the YOUNG GUNS JUNIOR RODEO will approach the Judge asking for clarification.*
 3. *The Judges will decide:*
 - a. *The Call stands as made, in which case the issue is closed, and the rodeo will continue, or*
 - b. *The complaint is valid and take corrective action.*

The Judges' decision will be final.

25. Contestants, parents, and guardians must wait until after the performance to review all results from that day. All times will be posted after each performance. Contestants, parents, and guardians are to give adequate time for the rodeo office to effectively and thoroughly tally times and places.
26. **Times and places announced during the rodeo are *unofficial*. The official times and places are posted at the next rodeo. If you have a disagreement, it must be brought to the attention of the secretary at that time.**
27. Judges will disqualify any Contestant under the influence of alcohol or drugs during a rodeo. Any YOUNG GUNS JUNIOR RODEO Contestant confirmed to be drinking alcohol, or using illegal drugs while on the rodeo grounds, or at any facility in which a YOUNG GUNS JUNIOR RODEO sponsored event is taking place may be subject to any,

or all of the following/but not limited to, loss of points, disqualification, or expulsion from the YOUNG GUNS JUNIOR RODEO Association.

28. **Only adults are allowed to assist in the arena area for safety reasons.** Parents please do not allow any younger kids in the arena unless they are in there for their event. Mutton busting kids will wait outside the arena or in a holding area. One parent will be allowed to enter the arena with contestant. Kids in the arena without permission can be disqualified from the Rodeo at the Judge's discretion. **FOR SAFETY THIS RULE WILL BE FOLLOWED.**
29. Foul Language in the arena may lead to disqualification at the Judges' discretion.
30. Excessive rowdiness, quarreling, fighting with the Judges or Officials by Contestant will be a disqualification.
31. Attempting to fix, threaten, bribe, influence, harass or coerce the judges or officers will result in disqualification.
32. Mistreatment of rodeo stock, including excessive dragging, or mistreatment of contestants' mount can result in disqualification.
33. Fighting among contestants, parents and guardians will not be permitted under any circumstance.
34. In co-ed events over age 9 (Dummy Roping, Breakaway, Steer Stopping, & Team Roping) boys and girls will compete against each other for the prize money and event points in each age bracket. Boys and girls will be separated for All Around points.
35. In age brackets 5 & under and 6-8 boys and girls will compete against each other for event points, all-around points and prize money. All 5 & under and 6-8 events are open to both boys and girls. They will not be separated for any awards.
36. If at any time, Judges or any official feels that a Contestant, horse or livestock are in danger of injury they may step in and assist in whatever manner the situation calls for.
37. Leadline events are for Leadline kids ONLY. If your child wants to ride in the events, they cannot do leadline events. They must choose one or the other. Points will not transfer over if you move up/down.
38. If an event is NOT offered in your child's age group, they can ride up. But points will not count toward the all around.
39. ALL ENTRIES are to be entered and fees paid before the rodeo starts. NO ENTERING or ADDITIONS on THE DAY OF THE RODEO.
40. Must be entered and at the finals to receive year end awards.
41. Must be in rodeo dress code in order to receive your award.
42. Parents are requested to volunteer at least one event per rodeo. A work card/volunteer schedule is available through the rodeo secretary. Each time a card is filled up, it goes into a drawing for prizes at the awards banquet.

Payback

- 1-4 entries pay 1 money, 100%
- 5-8 entries pay 2 monies, 60% - 40%
- 9-12 entries pay 3 monies, 50% - 30% - 20%
- 13-19 entries pay 4 monies, 40% - 30% - 20% - 10%

20-25 entries pay 5 monies, 32% - 26% - 20% - 14% - 8%

25 or more entries pay 6 monies, 29% - 24% - 20% - 14% - 9% - 4%

Ground money will not be paid if there are no qualifiers. In case of a tie, monies will be added together, then divided by number of contestants tied.

All other events will vary in fees due to the differences in stock charges, please see a YOUNG GUNS JUNIOR RODEO secretary for clarification.

Each Contestant will pay a \$10.00 arena fee per rodeo.

8 & Under Event Rules SAFETY and success are the main concern with regards to the Children

1. Rule #1 **Have FUN!**
2. It is strongly recommended that protective helmets be worn in all events.
3. Judges retain the right to stop Contestant from competing should a matter of safety become an issue. Following are a few examples for illustration:
 - a. The Child is riding a horse that they cannot control, or the horse is unprepared for the event they are being asked to participate in.
 - b. A child is adamantly protesting having to compete in an event due to fear or other circumstances.

EVENT RULES

DUMMY ROPING Open to ages 5 & under, 6-8 Boys & Girls. **If not entered in a Mounted Roping Event.**

1. Ropers will rope a roping dummy supplied by the YOUNG GUNS JUNIOR RODEO Association.
2. Contestants must rope with hat on. If their cowboy hat is knocked off accidentally during a throw, no penalty will be assessed. Hat must be back on head before Contestant ropes in next round. **If a hat is intentionally shaken off, it will result in disqualification.**
3. The winner of this event is the Contestant who successfully receives the most points using the point system below:

EACH CONTESTANT IS GIVEN 3 LOOPS

3 POINTS - Around both horns

2 POINTS - Half a head (loop must be around one horn and head, one eye of the steer must look through the loop)

1 POINT - Around the neck

4. The rope must be swung at least 2 or more times over head before it can be spent or delivered.

5. The Judges do not have to be the Judges that are working the arena at the rodeo. This contest may be Judged by a representative of the YOUNG GUNS JUNIOR RODEO, or an appointed individual who does not have a child in that age group.
6. The Contestant may receive assistance from a helper in building their loops.
7. A Contestant who has been swinging, but has not delivered their rope may stop their swing and readjust their loop size, spoke, etc. and then continue.
9. The contestant cannot cross the line, rope, or board on the ground used as the marker of the roping line. The Contestant cannot cross this line with any part of their foot while throwing their rope at the dummy.
16. A contestant who does not exhibit good sportsmanship during this contest can be disqualified at any time by the Judge.
17. The Contestant who is roping is to be given as much room as they need to swing and deliver their rope. If during a throw, a Contestant is accidentally fouled by virtue of their rope hitting a spectator or another Contestant, the Contestant who was fouled will be allowed another try. This will be the call of the designated Judge(s).
18. Roping Event for that rodeo, but they may go back to dummy roping at the next rodeo if they choose.
19. The starting line should be measured from the head of the dummy. The calf dummy and steer dummy need to have the distance.

STICK HORSE RACE Open to ages 5 & under Boys & Girls

1. No time limit.
2. Time starts when Contestant crosses the start line and stops when Contestant crosses back over the start line.
3. Contestants must run with hat on. If their cowboy hat comes off during run, no penalty will be assessed.
4. Contestant runs across start line with stick horse between legs, runs around one barrel either left or right and runs back across starting line.
5. Stick has to be between legs when Contestant crosses the start line at the beginning and end of race. If the stick comes out from between legs while running, Contestant must remount stick horse. Contestant does not have to stop to remount but must make an honest attempt to get the stick back between legs.
6. If stick is not between Contestant's legs when Contestant crosses the finish line a 10-second penalty will be added.
7. Contestant will not be disqualified for any reason. Falling or breaking the pattern will not cause a disqualification.

RIBBON PULLING Open to ages 5 & under Boys & Girls

1. No time limit.
2. Judge starts time when the Contestant crosses the start line, Judge will stop time when Contestant removes the ribbon from the goat's collar.
3. Contestants must run with hat on. If their cowboy hat comes off, no penalty will be assessed.
4. Contestant is to run across start line grab rope and pull ribbon off goat's tail.
5. Goat handlers must hold goat facing starting line, at furthest point away from contestant. Goat handlers must be an adult, or a Contestant with permission to work in the arena.
6. Contestant will not receive a time unless they are the one to actually remove the ribbon.

PATTERNED EVENT GENERAL RULES

Barrel Racing & Pole Bending

1. On patterned events, the official time will be taken from the electronic eye.
2. Electronic eye timing systems are used to mark the times in the patterned events. Both Timers back this electronic system up with stopwatches in case the electronic system fails.

Following is an example of how that works; The Timers will run stopwatches using the Line Judge's flag as the cue to start and stop their watches. One of the Judges (the line Judge) stands behind one of the electric eye units and sights across the arena to the second electric eye to establish the plane of the start/finish line. When the nose of the Contestant's horse breaks the plane of the starting line, the Judge drops his flag and the back-up Timers start their stopwatch at this time. The Judge drops his flag again when the Contestant returns back across the start/stop line after completing their run. The Back-up Timers stop their watches when the Judge drops his flag. The back-up times will be recorded in increments of hundredths (1/100) of a second. When the electric eye fails to work for one or more Contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
3. Any contestant crossing finish line before the pattern is complete or breaking the 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 riding past the plane of a pole or barrel.
4. Hat must stay on across threshold of the gate. If hat falls before threshold, contestant will receive a 5 second penalty.
5. If horse starts timer by backing through before starting the pattern, time will be considered started.
6. No two contestants may ride the same horse in the same age division in Barrel racing and Pole Bending.
7. Unless the event director is notified of a problem a contestant will be disqualified for not coming to gate immediately after being called. If event director is notified of a problem, contestant will be dropped to the end of the age group to make their run.
8. Exhibitor must be mounted before entering the arena

9. During timed events, the arena will be dragged at regular intervals, to be determined by the Arena Director. Turnouts will be included in the count. The arena must be worked following the Pole Bending and the Barrel Race before the next event can begin.
10. Back Arena gate must be closed immediately after the Contestant enters the arena and kept closed until pattern is completed and Contestant has horse under control.
11. There will be no re-runs given due to the failure of equipment furnished by the Contestant, or if a horse falls.

CLOSED GATE RULE

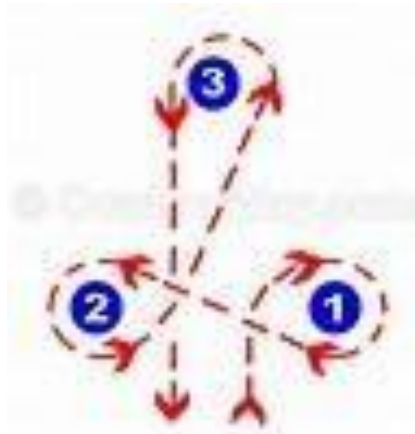
AGES GROUPS: 6-8: Parent may lead child into the gate, but must not cross the timer line.

AGE GROUPS-9-12; 13-15;16-19: Closed Gate rules apply.

LEAD-LINE BARREL RACING: Also See Pattern Event Rules. Open to age 5 & under & 6-8 Boys & Girls

1. Properties: Three (3) 50 gallon metal barrels.
2. The pattern will be closed in smaller for the lead-line events.
3. Contestant may go around either right or left barrel first but must make the first turn to the right and two turns to the left or first turn to the left and two turns to the right.
4. Knocking over a barrel is a five (5) second penalty, per barrel.
5. Judges will set barrels according to arena conditions.
6. Should a barrel fall after contestant crossed the finish line, time will hold and run considered qualified. Judge will determine if run is qualified.
7. Touching barrels is permitted by either horse or rider.
8. **Leader and Rider must be in proper western attire.**

BARREL RACING: Also See Pattern Event Rules. Open to age 5 & under & 6-8 Boys & Girls Ages 9-12, 13-15 Boys & Girls & 16-19 Girls Only

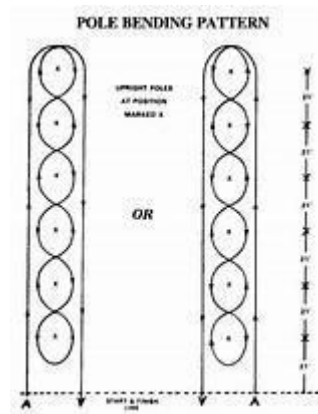


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2. Contestant may go around either right or left barrel first but must make the first turn to the right and two turns to the left or first turn to the left and two turns to the right.
3. Knocking over a barrel is a five (5) second penalty, per barrel.
4. Judges will set barrels according to arena conditions.
5. Should a barrel fall after contestant crossed the finish line, time will hold and run considered qualified. Judge will determine if run is qualified.
6. Touching barrels is permitted by either horse or rider.

LEAD-LINE POLES: Also See Pattern Event Rules. Open to age 5 & under & 6-8 Boys & Girls

1. Properties: 4 Poles (shorten for lead-line event) each 6-7 feet tall, not constructed in a manner that may cause injury to rider or animal.
2. Contestant may run from left or right.
3. Contestant starts to right or left of the poles, runs down the length of all six poles, makes a left or right hand turn around the last pole, makes a weaving pattern through the six poles, makes a right or left hand turn around the first pole, resumes the weaving pattern and makes another left or right hand turn around the end pole and then runs straight back across the finish line.
4. The distance from the starting line to the first pole shall be twenty-one (21) feet and spacing between poles shall be twenty-one (21) feet apart.
5. There will be a five (5) second penalty for each pole knocked down.
6. Touching the poles is permitted by either horse or rider.
7. Leader and Rider must be in proper western attire.

POLE BENDING: Also See Pattern Event Rules Open to ages 5 & under Boys & Girls Ages 9-12, 13-15 Boys & Girls, & 16-19 Girls Only



1. Properties: 6 Poles each 6-7 feet tall, not constructed in a manner that may cause injury to rider or animal.
2. Contestant may run from left or right.
3. Contestant starts to right or left of the poles, runs down the length of all six poles, makes a left or right hand turn around the last pole, makes a weaving pattern through the six poles, makes a right or left hand turn around the first pole, resumes the weaving pattern and makes another left or right hand turn around the end pole and then runs straight back across the finish line.
4. The distance from the starting line to the first pole shall be twenty-one (21) feet and spacing between poles shall be twenty-one (21) feet apart.
5. There will be a five (5) second penalty for each pole knocked down.
6. Touching the poles is permitted by either horse or rider.

FLAG RACING: 6-8, Boys & Girls Ages 9-12, 13-15 Boys & Girls, & 16-19 Girls Only

- A. Objective—To race through the course mounted horseback. Deposit a flag in the first bucket, retrieve a flag from the second bucket and cross the finish line.
- B. Rules:
 1. There will be a (thirty) 30-second time limit for this event.
 2. Equipment—(Two) 2 (five) 5 gallon buckets set on (fifty-five) 55 gallon barrels. Sand to fill buckets. No other substance permitted.
 3. Contestants MUST run a continuous forward motion "horseshoe" pattern only. They may NOT circle back. This will be considered a broken pattern resulting in No Time.
 - 4 with buckets on top should be set as close as possible to the following dimensions; (one hundred) 100 feet from start/finish line and (forty) 40 feet to (seventy five) 75 feet apart, arena permitting. There shall be a minimum of (twenty) 20 feet from either barrel to arena fence or wall.

5. The contestant may run the course either direction, from left to right or right to left. In either case, the bucket on the first barrel he comes to shall not have a flag in it. The bucket on the second barrel he comes to shall have a flag set in the center of the bucket of sand.
6. The contestant is given a flag just prior to or when he enters the arena. He then races across the start/finish line toward the first barrel. As he passes the first barrel, he places the flag into the sand in the first bucket. He then crosses over to the second barrel and takes the flag out of the sand in the second bucket and races back across the start/finish line.
7. He must carry the flag in his hand. Carrying the flag any other place but in his hand carries a (two) 2-second penalty.
- C. Disqualification: A contestant will be disqualified for any of the following:
 1. Knocking over a barrel or turning bucket over.
 2. Failure to keep the flag in the first bucket. A dropped flag (on the ground) or a missed flag in a bucket is a "no time".
 3. Crossing the finish line without the flag from the second bucket.
 4. Using the flag as a whip on the horse.
 5. Anytime a contestant dismounts to retrieve flag from ground after he has crossed starting line.
 6. All penalties and disqualifications will be documented by the line judge.

GOAT TYING Mounted and Unmounted: Mounted ages 6-8 & 9-12 Boys & Girls. Unmounted 6-8 Boys & Girls. Mounted 13-15 Boys & Girls & 16-19 Girls Only

1. Sixty (60) second time limit. The electronic eye system is used and time is stopped by judges flag. Unmounted events the Timers may use stopwatches. The time will be recorded in increments of hundredths (1/100) of second.
2. Goat will be staked on 10 feet of rope at least 100 feet from starting line , if possible. Stake to be completely in the ground so that no part of it is visible.
3. Contestant must ride from the start line to the goat, dismount and throw the goat by hand. Unmounted Goat Tying Contestants must run from the start line and throw the goat by hand.
4. Goat tiers will tie any three (3) legs with goat string (girls must use goat string) and (boys must use piggin string), with one or more wraps and a half hitch, hooey or knot. Goat must stay tied for six (6) seconds after contestant steps back at least three (3) steps away from goat. 6 second time starts after stepping back three (3) steps. **Girls can use goat string. Boys must use a piggin string.** If Contestant gets goat tether rope wrapped around leg he/she may ask the Judge for permission to remove it or it will be a no time. After getting permission from the Judge, removing the rope and moving back three (3) feet the sixsecond time limit will start.
5. If goat is down, it must be brought to its feet then thrown. If Contestant has a hand on goat before it falls, it is considered thrown.

6. If the Contestant's horse crosses over the rope, or goat, or if the Contestant's horse comes in contact with the rope, or goat at any time while contestant is mounted or dismounted, a 10-second penalty will be added.
7. Goat must be held facing starting line, at furthest point away from contestant and must be released as starting flag drops. Goat handlers must be an adult, or a Contestant not in the event or age group of the Contestant making the run. The handler is to release goat and move off behind the Field Judge.
- 8 Time to be taken between electric timer and drop of judge's flag. Timer starts time when the nose of the Contestant's horse breaks the plane of the start line, Judge stops time when Contestant signals the completion of the tie and has dropped his flag. The Contestant's hands must be clear of the string with arms raised to give clear indication to Judge they have completed tie.
9. If tie comes loose or if goat gets to its feet before time has been ruled fair, contestant will be marked no time.
10. Contestant will receive a "no time" for touching goat or tie after once signaling a completion of tie.
11. If a Contestant is entered in the Mounted Goat Tying they cannot enter the Un-Mounted Goat Tying.
12. If at any time during the current year rodeo season the Contestant decides to move from the Un-Mounted Goat Tying to the Mounted Goat Tying Division, they cannot carry their points with them.

ROPING EVENT GENERAL RULES--JUDGES DECISION WILL BE FINAL

1. In the roping events, Chute Dogging, and Flank & Tying events the electronic eye system is not used. Instead, the Timers use stopwatches. The time will be recorded in increments of hundredths (1/100) of second. Time is to be taken between two flags. Penalties will not count in time limit.
2. There will be a field flagman and a barrier judge. Arena conditions will determine length of score. Length of score will be set by judges, stock contractors and Board of Directors.
3. There will be only one (1) contestant in the arena during a roping event.
4. If jerk line, which pulls barrier, fouls roper, he will be entitled to a rerun if he declares himself immediately, not after spending loop.
5. If roper breaks the barrier, a ten (10) second penalty will be added to time.
6. Judges will see that barrier is not tampered with. In the case of a barrier malfunction the call will be made by the line judge. If contestant pulls up and calls a foul, it has to be approved by the line judge in order to get a new run. If it's called and the contestant continues to rope they will not get a new run.
7. Barrier equipment will be inspected by the judge before each roper competes. Barrier pigtail will be more than 6 inches.
8. Contestants are allowed only one loop in Breakaway and Calf Roping.
9. Cattle maybe drawn or chute run. If they are drawn, it is contestants' responsibility to rope the correct calf or steer. If the wrong calf/ steer is roped the run must be done again with the proper calf or steer

10. Unless the arena director is notified of a problem a contestant will be disqualified for not coming to gate immediately after being called. If arena director is notified of a problem, contestant will be dropped to the end of the age group to make their run.
11. Contestant must use string provided by the YOUNG GUNS JUNIOR RODEO to tie on breakaway rope.
12. Cattle belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
 - a. In any timed event, if an animal escapes from the arena, the field judge will drop the flag and all watches will be stopped. Contestant will receiver original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run.
 - b. In case of mechanical failure.
 - c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself by pulling up.
13. Tailing or pushing of animals is contestants' preference. Helper must be ready. Arena Director may appoint a pusher for the Contestant.
14. If neck rope remains on the animal after it leaves the chute, an automatic rerun will be awarded. The Field Judge will alert contestant to this fact when it happens. Contestant(s) may pull up and declare themselves but doing so is not mandatory to receive a rerun.
15. Judge is to flag time, then flag contestant out if run is not legal, or signal any penalties.
16. Roper must be mounted when time is taken in Breakaway, Steer Stopping and Team Roping.
17. Roping without releasing loop from hand will be a disqualified catch.
18. Contestant will be disqualified for any abusive treatment of horse or other livestock.
19. Only Western Saddles are to be used.

BREAKAWAY ROPING: Also See Roping Event Rules. Open to ages 9-12 Boys & Girls Ages 13-15 Boys and Girls & 16-19 Girls Only

1. Thirty (30) second time limit.
2. Ropes are to be tied to the saddle horn with a string supplied by the Arena Director. A knot must be tied at the end of the rope with the string tied at the knot. There will be no tail.
3. A flag that is visible to the flagman or judge must be attached at the knot end of the rope.
4. Rope must go over the calf's head and it must draw up on any part of the calf's body behind the head.
5. Contestants will receive no time should they break rope from the saddle horn by hand or by touching rope or string after catch is complete. However, if rope should dally around the horn, the contestant may ride forward, un-dally the rope, and then stop horse to make rope break away.
6. No flag on rope will be a no time.
7. Horse must clear box before loop is thrown.

8. Rope must be released from Contestant's hand to be a legal catch.
9. Closed catch pen.
10. There will be a ten (10) second penalty for a broken barrier.

**CALF ROPING: Also See Roping Event Rules Open to ages 9-12, 13-15 & 16-19
Boys Only**

1. Time limit is thirty (30) seconds except for the 9-12 they will have 45 seconds.
2. One (1) loop will be allowed. May not rebuild.
3. Rope must be tied hard and fast.
4. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
5. Contestant must rope calf, dismount, go down the rope and throw calf by hand and cross and tie any three (3) feet with a piggin string. There shall be one or more wraps and a half-hitch or hooley. (A hooley is a half hitch with a loop, tail of the sting may be partly or all the way pulled through.)
6. Any catch is legal. "Catch as catch can" rule. Rope must hold calf until roper gets his hands on calf.
7. If calf is down when roper gets to it, calf must be stood on at least three feet. (Calf must be elevated high enough that it has the opportunity to regain its feet) and must be re-thrown. If calf is up when roper touches him, then falls, the calf will be considered thrown by hand.
8. If calf is down when roper gets to it and he chooses not to get calf up he will receive a ten (10) second penalty. If he tries to get him up and then chooses to go ahead and tie he will still receive a ten (10) second penalty.
9. Tie must hold for six (6) seconds and three legs must remain crossed after roper has remounted and ridden up and given slack in rope. Slack must remain until judge examines and approves run. If tie does not hold, roper will receive a no time. If rope comes off calf as roper starts to work the tie, the six (6) second time will start when roper clears the calf. Rope will not be removed and rope must remain slack until field judge has passed on tie.
10. The Judge will watch the animal during the six (6) second period and will stop the watch in the event the animal gets free, using the time on the watch to determine if it was tied for the required length of time. Judge must show his watch if contestant requests it.
11. There will be a ten (10) second penalty for a broken barrier.
12. Calf belongs to roper when he calls for it, regardless of what happens, except in case of mechanical failure. Judge will rule.
13. Should calf escape arena, time will be stopped and roper will get same calf "lap & tap" with elapsed time added. Time will start when calf's head enters the arena.
14. The drag rule from the High School Rodeo Rulebook will be used for this event. Excessive dragging will be grounds for disqualification.

15. Roper will be given "no time" for touching calf, string or rope after giving finish signal.
16. If at any time, Judges or any official feels that a Contestant, horse or livestock are in danger of injury they may step in and assist in whatever manner the situation calls for.

**CHUTE DOGGING: Also See Roping Event Rules Open to ages 9-12, 13-15 & 16-19 Girls or Boys-
Ran together**

1. Time limit of thirty (30) seconds. Time to be taken between two flags.
2. Event held at the bucking chutes. A left delivery chute will be used and all chute dogging runs will be made from the same chute.
3. Prior to starting this event the Judge will swing one of the bucking chute gates open so that it is perpendicular to the chutes. A mark will be made in the dirt at the arena end of this open gate. This mark will indicate the distance the "start of time line" will be set from the bucking chutes. After closing the chute gate, a line will be set in the dirt running parallel to the chutes using the mark previously mentioned as a start guide. This line should be set by the Judge(s). The "start line" is now set.
4. Time starts when steer's nose breaks the plane of the "start line" after leaving the opened chute. One of the judges will drop a flag to indicate when this has happened.
5. With steers loaded in bucking chute, dogger gets beside the steer left hand on the left horn, right hand in front of or behind right shoulder. When dogger calls for the steer the chute gate will be opened. Dogger must keep right hand in front of or behind shoulder until the steer's nose crosses the score line.
6. Contestant cannot "lock up" steer or move into throwing position until the plane of the "start line" has been broken and the judge has dropped his flag. The judge dropping the flag to start the time will verbally cue the dogger when he is clear to lock up the steer.
7. Contestant is free to throw the steer any time after the contestant has been given the verbal cue to "bulldog" or "go" by the judge. If dogger moves into throwing position before steer's nose crosses the "start line" there will be a ten (10) second penalty added to time. This will be referred to as breaking the barrier. If steer is thrown before crossing the start line the dogger will be disqualified.
8. After crossing the start line, dogger must change direction of steer and twist it down.
9. 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. The judge in the field will drop his flag to stop the time when this point has been reached by the Contestant.
10. No dog falls or hoola-hans (end over end) allowed.
11. If steer gets loose from Contestant, they have one step to regain contact with steer.

12. If a steer falls in the opposite direction the dogger is attempting to throw him (dog fall) the contestant may turn the steers head to correspond with the leg position to make this a legal fall.
13. Contestant must have one hand on steer when flagged.
14. If steer is accidentally knocked down or thrown down 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.
15. Contestant cannot touch right horn until nose of steer crosses starting line.
16. If steer falls or stumbles, a rerun will be decided by the judges.
17. One (1) person on ground, no other contestants beyond start line.
18. Contestants 16-19; 13-15 receive no help until 15 seconds without penalty. If they request a tail out of chute they will get a 10 second penalty; 9-12 always get tail unless they request no tail with no penalty.
19. Contestant must not hold steers back or hinder movement until Steer crosses the start line; you will be disqualified.
20. There shall be two judges. A field flag judge and a barrier judge. The fairness of the catch and throw will be left to the judges, and their decision will be final.
21. The field judge is required to watch contestant and steer until animal is turned loose.
22. The 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.
23. Field judge will flag when the animal is legally thrown indicating the end of the run. The same judge can be used to flag the start and the finish.

STEER STOPPING: Also See Roping Event Rules Open to ages 9-19 Boys & Girls- Ran together

1. Thirty (30) second time limit. Time is taken between two flags.
2. Three legal head catches: both horns, half head, or around the neck.
3. One loop only.
4. Roper must dally to stop steer or change steers direction. Dally means one complete turn around the horn. No tied ropes allowed.
5. Time stops when steer and horse face each other with 8 feet on the ground.
6. Steer must be standing when roped.
7. Roping steer without turning loose of the loop will be considered no catch.
8. Closed catch pen.
9. A dropped rope will count as a rope thrown.
10. If steer is roped by horn or any foul catch, roper is not allowed to ride up and put rope over horn or head with his hands.
11. The judge will decide any questions regarding catches.
12. If horse ducks to the left contestant will be disqualified.

TEAM ROPING: Also See Roping Event Rules 9-19 Boys & Girls Ran together Heading & Heeling

1. A thirty (30) second time limit. Ropers can only carry one loop. Closed catch pen. If animal escapes, time is to stop and contestant is to receive a rerun @ lap and tap plus the original time.
2. Contestants are allowed to enter twice. They can enter once as a Header and once as a Heeler, or they can enter twice as a Header or twice as a Heeler.
3. Heading and Heeling are two separate events and points for the year-end awards in those two events will be tracked as all other events.
4. The team roping is open across all age brackets 9 and above. Gender is immaterial; age is immaterial. A team is a team.
5. There will be a ten (10) second penalty for a broken barrier.
6. If a contestant does not have a partner but wishes to enter with the request that a partner be drawn from a draw box may do so. The Draw Box is defined as the list of names of Contestants, both Headers and Heelers, who entered the rodeo and requested their name be put in the Draw Box. A roper without a partner can enter the rodeo via the entry form with the request that they need a partner drawn. One will be drawn for them out of the ropers listed in the Draw Box. If your name is drawn, you **do not** have to pay an additional entry fee to rope with the partner you are drawn with. The run **will not** count for points for the contestant whose name came out of the Draw Box. Their points will only count on their original entered run(s). You must enter at least one time for your name to be eligible to go in the Draw Box. The run will be eligible for prize money.
7. Time will be taken when steer is roped and both horses facing steer in line, with ropes dallied and tight, horse's front feet must be on the ground.
8. Roping steer without turning loose of the loop will be considered no catch.
9. If either roper does not dally or drops rope, the team will be flagged out.
10. If steer is roped by horn, roper is not allowed to ride up and put rope over horn or head with his hands.
11. The judge will decide any questions regarding catches.
12. Three legal head catches: both horns, half head, or around the neck. Legal heel catches: any heel catch behind front shoulder is legal if rope goes up heels. If only one hind foot caught contestants will receive a five (5) second penalty.
13. No cross firing. This means that the Header must dally and change directions of the steer before the Heeler can throw his/her loop.
14. A dropped rope will count as a rope thrown.
15. Steer must be standing up when roped by head and heels.
16. Contestants can be disqualified if in the Judge's opinion the animal is handled with excessive roughness.
17. Any question as to whether a catch is legal, will be decided by the Judges. Their decision is final.

RIBBON ROPING (Dally): Also See Roping Event Rules 9-19 Boys & Girls Ran together

I. GENERAL RULES

1. The point system in the ribbon roping will follow the same criteria as the team roping.
2. Open to boys and girls. Mixed or same gender. Either can be the roper or runner.
3. Roping Box shall be part of the arena during the roping events.
4. Once score line has been set in timed events it will not be changed in that go nor, can the length of the box.
5. Barrier will be used.
6. It is always the decision of the barrier judge whether the barrier is broken.
7. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten second fine. Otherwise, this will be considered a broken barrier.
8. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
9. If automatic barrier fails to work and official time has not started, contestant would get stock back if stock qualified on in the field, entitling contestant to a re-run without penalties.
10. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
11. If barrier equipment hangs on animal and contestant tries the animal, he/she accepts the animal. If contestant pulls up, he/she will receive the same animal back.
12. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
 - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with the lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run.
 - b. In cases of mechanical failure.
 - c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself/herself by pulling up.
13. In the ribbon roping a horse must clear the box before a loop is thrown.
14. The finish line will be marked by the judge in front of the roping box.
Flag judge stands on this line.

15. Time to be taken between two flags.
16. It shall be the arena director's responsibility to see that contestant compete on the 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.
17. This event shall not be conducted with an open catch pen gate at any rodeo.

II. Time Limit:

There will be thirty (30) second time limit with a one-minute time limit option at state/provincial finals rodeos. There will be a one (1) loop limit in all go-rounds at all rodeos. **III. Event Rules:**

1. Calves may be pushed out by contestant's assistant providing they are ready.
2. Catch as catch can. Any catch that holds the calf is legal.
5. Runner must stand in the designated area in the arena.
7. Runner must cross finish line to get time.
8. Flag judge will flag time when runner crosses finish line with ribbon in hand and give to judge or team will receive a no time.
9. Ribbon – flagging tape shall be approximately ½ inch in width and 12 inches long.
10. The ribbon itself must be fastened to the top of the tail with a rubber band.
11. The runner removes the ribbon and runs across the finish line in direction for time.
12. Ribbon must be removed by runner.
13. Any part of the ribbon is legal.
14. Rope must hold calf until roper touches calf

FLANK & TYING: Also See Roping Event Rules Open to ages 9-19 Boys or Girls- Ran together

1. Thirty (30) second time limit.
2. The rope must be the same length between post and calf's neck for every Contestant.
3. Calf must be tailed. The contestant may pick tailer or Arena Director will appoint one.
4. Time is to be taken between two flags. The Judge drops the flag when the Contestant's hand leaves the post. The Judge stops the time when the Contestant signals their tie is complete.
5. Contestant must run from post and throw calf by hand and cross and tie any three (3) feet with a piggin string. There shall be **two full wraps** and a half-hitch or hooey. (A

- hooley is a half hitch with a loop, tail of the sting may be partly, or all the way pulled through.)
6. Calf may be thrown by flanking, mugging, or legging.
 7. Tie must hold for six (6) seconds and three legs must remain crossed. Time will start when Contestant has stepped three (3) feet from the animal. Calf must remain tied until judge examines and approves tie. If tie does not hold, roper will receive a no time.
 8. The Judge will watch the animal during the six (6) second period and will stop the watch in the event the animal gets free, using the time on the watch to determine if it was tied for the required length of time. Judge must show his watch if contestant requests it.
 9. A calf roping piggin string must be used.
 10. The decision to switch calves will be left up to the Judge (s) and Arena Director after all entries are in.
 11. If the calf should break away because of equipment failure such as a knot coming undone, and it is not the fault of the Contestant, a rerun will be given.
 12. In 16-19 Boys Flank and Ty you must choose to either calf roping or flank and ty. You cannot do both.

STEER RIDING- Boys or Girls- Ran together I.

General Rules:

1. Contestant is not to use sharp spurs.
2. Contestant will have the right to call judges to pass on whether or not animal is properly flanked to buck the best of his ability.
3. Fall - If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
4. No contestant will ride two head in the same event during a performance except for re-rides.
5. Contestants may pull riggings from either side.
6. 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.
7. Steers or heifers weighing 600 - 900 lbs. should be used for this event. Horns must be tipped to at least the size of a half dollar. Bulls are not to be used.

II. Time Limit:

1. Animal must be ridden for 6 seconds.
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

III. Event Rules:

1. This event is open to boys only.
2. To qualify, the rider must have spurs over the break of the shoulders and touching animal when animal's front feet hit the ground on its initial move out of the chute.
3. Contestants will have the right to call judges to pass on whether or not animal is properly flanked and cinched.
4. Rigging must lie flat on animal's back while rigging is being cinched.

5. Stock contractor may call on judge to pass on whether rigging is being set or cinched in a manner that might hurt animal's back.
6. Judges may require contestant to take his hand out of rigging after a animal is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request to take such action.
7. One arm must be free at all times.
8. The judge on the latch side of the chute gate shall serve as a back-up timer in the bareback 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

MUTTON BUSTIN Ages 5&U and 6-8 Boys and Girls ran together

- 1) Only a parent or legal guardian may register a child in the Mutton Busting Event
- 2) Release forms and waivers must be signed by a parent or guardian at registration/event.
 - 3) Children must be between 1-5 years of age and may not exceed 55lbs (this is for safety of the animal)
- 4) Contestants must wear western attire and required safety equipment.
- 5) Protective helmets will be required (for safety of child) The association has some helmets available, or you can bring your own. NO RACING style helmets with point in front!
- 6) Only 1 parent allowed in arena with each contestant

CALF RIDING RULES- Boys or Girls- Ran together

Scoring

- Animal must be ridden 6 seconds
- Time/scoring will start when the animal breaks the plane of the gate
- Rider and animal will be marked separately
- Each judge will mark 0-25 score on rider & 0-25 score on animal
- Judges will use stopwatches to verify the buzzer/whistle at the end of the ride.
- Head Judge's stopwatch is official and will sign all final score sheets **Equipment**
- Stock contractor will furnish flank strap

Protective helmets will be required (for safety of child) The association has some helmets available, or you can bring your own. NO RACING style helmets with point in front! • Bull riding rope, helmet and vest must be furnished by contestant, any other equipment used is optional

Disqualification/No Score

- Not following judge's instructions
- Riding with more than one hand
- Contestant is bucked off • Contestants free hand/arm touches animal, equipment, or person before the required riding time of the event

Re-ride

- All re-rides are at the discretion of the judges

Only 1 assistant per contestant behind chutes
All general rules must be followed

BULL RIDING RULES- Boys or Girls- Ran together

Scoring

- Animal must be ridden 6 seconds (Jr age group) 8 seconds (Sr age group)
- Time/scoring will start when the animal breaks the plane of the gate
- Rider and animal will be marked separately
- Each judge will mark 0-25 score on rider & 0-25 score on animal
- Judges will use stopwatches to verify the buzzer/whistle at the end of the ride.
- Head Judge's stopwatch is official and will sign all final score sheets **Equipment**
- Stock contractor will furnish flank strap

Protective helmets will be required (for safety of child) The association has some helmets available, or you can bring your own. NO RACING style helmets with point in front! • Bull riding rope, helmet and vest must be furnished by contestant, any other equipment used is optional

Disqualification/No Score

- Not following judge's instructions
- Riding with more than one hand
- Contestant is bucked off • Contestants free hand/arm touches animal, equipment, or person before the required riding time of the event

Re-ride

- All re-rides are at the discretion of the judges

Only 1 assistant per contestant behind chutes

All general rules must be followed