



**YOUTH RODEO
AUGUST 26, 2023**

SHOW OFFICIAL

TC LONG

Online Entry Opens	July 10	9:00AM
Barns Open	August 25	5:00PM
Start Time	August 26	8:00AM

SHOW REQUIREMENTS

1. **RULES/REGULATIONS:** Entries made in this department shall be subject to and each exhibitor agrees to abide by the General Rules and Regulations as published in the exhibitor handbook.
2. **ANIMAL HEALTH:** Contestants are responsible for adhering to current health requirements as stated in the General Rules section, which include a negative EIA (Coggins) test within the previous 12 months, and Certificate of Veterinary Inspection (health certificate) issued within 30 days for any out of state horses.

3. ENTRIES:

- a. **COMPLETE ENTRY:** All contestants must submit their entries through the NextGen Rodeo app.
 - i. Entries must be completed with signatures. Required signatures include contestant indemnity form, and W-9 .
 - ii. Upon the time of arrival, an indemnity form and a W-9 must be signed.
 - iii. Entry is not complete without all required paperwork and full payment at time of entry.
- b. **ENTRY PROCEDURES:**
 - i. **Online Entry:** Visit Rodeo Participants: bigtex.com/rodeoparticipants, use tab to download **NextGen** to complete the online entry and pay with a credit card. A confirmation email will be sent to the email address provided.

DUE BY ENTRY DEADLINE: August 15	QUESTIONS? EMAIL: ppoe@bigtex.com	PHONE: 214.421.8810 817-371-7727
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- c. **ENTRY DEADLINES:** **No late entries will be accepted after 11:59PM, August 15.**
- d. **ENTRY LIMITS:** Contestants may enter each event only once. Exception: Team Roping contestants may enter once as a header and once as a heeler. Team Roping partners must be designated at time of entry.

4. ELIGIBILITY:

- a. **AGE DIVISIONS:** The competition will be divided into three divisions based on the contestant's **age as of August 26, 2023:**
 - 8 & Under
 - 9-12
 - 13-15
 - 16-18
- b. Contestants who have graduated high school are not eligible to compete.
- c. This competition is limited to youth who are U.S. citizens with Texas residency. Non-United States citizens and Foreign Exchange students are ineligible to compete. All contestants must have a personal Social Security Number to be eligible to participate

5. FEES: Entry fees are paid per event.

Event	Entry Fee
Poles/Barrels	\$60
Goats/Breakaway/Tie-Down/Ribbon	\$60 with a \$20 livestock fee
Team Roping (per roper)	\$60 with a \$20 livestock fee

Other Fees	
Processing Fee (mandatory)	\$25



Horse Stall & RV	\$30/night Stall	\$50/night RV
Shavings	\$10 per bag (no outside shavings allowed in facility)	

6. PAYOUTS AND AWARDS:

- a. **PURSE DISTRIBUTION:** Entries will be jackpotted at 70%. Checks will be mailed following the conclusion of the event. All contestants receiving premium money must furnish a completed W-9 Form and have paid all fees in full before money is paid out.
- b. Payouts will be paid using the following schedule:

Entries	1st Place	2nd Place	3rd Place	4th Place	5th Place	6th Place
1 to 4	100%					
5 to 8	60%	40%				
9 to 12	50%	30%	20%			
13 to 16	40%	30%	20%	10%		
17 to 20	30%	25%	20%	15%	10%	
21 or more	29%	24%	19%	14%	9%	5%

- c. **SCHOLARSHIPS:** The all-around boy and all-around girl will each be awarded one, \$2500 scholarship in the 16-18 division.
- d. **ALL AROUND EVENTS:** The following events will determine the all-around points- Girls: Pole Bending, Barrel Racing, Goat Tying, Girls Breakaway, Team Roping. Boys: Boys breakaway, Tie Down, Ribbon Roping, Team Roping
 - i. **Point Values:** 1st place= 10 pts, 2nd place= 9 pts, all the way through 10th=1 pt.
 - ii. **Tie Breaker:**
 - a. In the event of a tie, within an event, the points for the specific placings will be added together and divided amongst the contestants who tied
 - b. In the event of a tie, overall, all contestants tied will draw a numbered chip. The highest numbered chip wins.

EVENT SCHEDULE

Wednesday, September 29th – 8AM

1. Pole Bending 8 & Under
2. Pole Bending 9-12
3. Pole Bending 13-15
4. Pole Bending 16-18
5. Barrel Racing 8 & Under
6. Barrel Racing 9-12
7. Barrel Racing 13-15
8. Barrel Racing 16-18
9. Goat Touching 8 & Under
10. Goat Tying 9-12
11. Goat Tying 13-15
12. Goat Tying 16-18
13. Ribbon Roping 9-12
14. Ribbon Roping 13-15
15. Ribbon Roping 16-18
16. Co-ed Breakaway Roping 8 & Under
17. Co-ed Breakaway Roping 9-12
18. Girls Breakaway 13-15
19. Boys Breakaway 13-15
20. Girls Breakaway 16-18
21. Boys Breakaway 16-18
22. Tie-Down Roping 13-15
23. Tie-Down Roping 16-18



- 24. Team Roping 13-15
- 25. Team Roping 16-18

CONTESTANT RULES

1. **DRESS CODE & BACK NUMBERS:**
 - a. Contestants and assistants must wear western attire in the arena always during a performance. Failure to begin the performance without proper attire will result in a penalty at the officials' discretion.
 - Shirt must be long sleeved, rolled down and buttoned.
 - Western boots must be worn in all events. Exception: runners in Ribbon Roping.
 - Cowboy hat or helmet.
 - Hat or helmet must break the plane of the arena, or a 5 second penalty will apply.
 - b. Back number must be worn and clearly visible while competing.
2. **ARENA:**
 - a. Only contestants entered in the event and assistants shall be allowed in the arena during a performance.
 - b. One assistant per contestant is allowed in the arena. In Barrel Racing and Pole Bending, assistants are not allowed past the arena gate. In roping events the contestant is allowed a helper in the box to help settle the horse and keep the horse in the corner of the box, and this help may continue until the contestant calls for the animal. Any assistance provided after the call for the animal will result in a no time.
 - c. At time of competition, contestant's name will be called three (3) times. If contestant is not present and ready to compete, contestant will be disqualified from that event.
3. **DRAWS:**
 - a. Position must be drawn in all events.
 - b. Numbers as drawn will be assigned to list of contestants, and the list is to be in non-alphabetical order.
 - c. Contestants are responsible for checking posted draws and being present at time of competition. Contestants who are not present when called for will be disqualified.
 - d. In roping events, if a split is needed it must be completed in the arena office at least two hours prior to the start of the respective event.
4. **OFFICIALS:**
 - a. The decision of any officials, flagmen, or timers will be final. Any protest must be made through the acting arena director before the end of the performance in question. Protests may be reviewed by officials, and all decisions are final.
 - b. Contestants may not approach or address an official or timer during events.
5. **RESULTS:** Results are considered final, except in the case of mathematical error which must then be changed by event officials.
6. **EQUIPMENT:**
 - a. Equipment must be offered for inspection at the request of an official before, during or after a performance.
 - b. Official may prohibit the use of bits or equipment he/she determines severe.
7. **ANIMAL WELFARE:** Contestants will be disqualified for any mistreatment of horse or livestock at judges discretion.
8. **STOCK:**
 - a. All stock is to be numbered and drawn for all roping and goat tying events. Ear tags, sale tags (glued on) and cattle marking pen are acceptable means of numbering. No untagged livestock may be used in the draw.
 - b. Contestants will not be disqualified for competing on the wrong head of stock but will be required to compete on their correct drawn stock to receive a time or score.



EVENT RULES POLE BENDING

1. **ARENA:**
 - a. The arena will be dragged after every five (5) names on the draw. No- shows and scratches will not move a drag up.
 - b. Contestant may enter arena at the speed of his/her choice where arena conditions allow.
 - c. Contestants may have as many helpers in the arena or alleyway as needed to ensure a safe start, but if anyone other than rider strikes at or whips the horse in the alleyway, the rider of the horse will receive a no time and be scratched from any remaining runs in that event.
 - d. Gate may be left open or closed at the discretion of management.
2. **POLES:**
 - a. To set poles, officials will stretch a tape measure to set poles twenty-one (21) feet apart.
 - b. Poles base will be 10-14 inches in diameter.
 - c. Poles will be 1- 2 inches in diameter, 6-7 feet in height.
3. **OFFICIALS AND EQUIPMENT:**
 - a. Electric timers must be used in this event. If electric timing equipment breaks and cannot be repaired before the go round is finished, the complete go round must be run over with a flagman and at least two (2) timekeepers with watches.
4. **PATTERN:**
 - a. The first pole is to be 21 feet from the starting line and each of the 6 poles shall be 21 feet apart.
 - b. Contestants may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.
5. **PENALTIES:**
 - a. Five (5) second penalty for each pole knocked over.
6. **DISQUALIFICATION AND RECEIVE A NO-TIME:**
 - a. Contestant's name will be called three (3) times. If a contestant is not present and ready when called to compete, it will be assumed that contestant is not present, and the contestant will be disqualified from this event.
 - b. If contestant breaks the pattern, it will result in a no time.
 - c. Losing all forward motion. If the contestant backs up, it is considered a broken pattern.
 - d. If contestant breaks the plain of the timer line before completing the pattern they will receive a no time.
 - e. Any intentional abuse to livestock.
7. **RE-RUN:**
 - a. Is given at official's discretion.
 - b. Contestant will have option to run immediately or after the event.
 - c. If timer malfunctions and results in a re-run, any penalties on first run will carry over to re- run. For example: If the contestant knocks over a pole on their first run, the re-run will have these penalties added onto the re-run time.
 - d. No re-run will be given due to faulty or broken equipment furnished by contestant.
8. **TIME LIMIT:** Forty-five (45) seconds



Goat Touching

1. **EVENT:**
 - b. Open to contestants in the 8 & Under division.
 - c. Starting line will be the same as the poles and barrels starting line.
 - d. Goat shall be staked with rope ten (10) feet in length and goat holder must hold goat at full length of rope behind stake. With a 5/8-inch hard twist rope. A collar or non-slip knot must be used on goat.
 - e. Stake is to be driven into the ground so that none of it is visible.
 - f. Goat must be staked at 105 feet from the starting line (fifth pole).
 - g. The contestant must be mounted on a horse and must ride from starting line to goat, dismount, go to the goat, and touch the goat to end time.
 - h. Time will start when mounted contestant crosses the starting line and will stop when the flag judge signals the completion of the touch.
 - i. Goat is to be changed every fifteen (15) contestants.
 - j. Contestants may have helpers in the alleyway as needed to ensure a safe start, but if anyone other than the rider strikes at or whips the horse in the alleyway, the rider of the horse will receive a no time.
 - k. Each contestant must compete on the stock drawn in the position draw.
2. **STOCK:**
 - a. There must be one (1) goat for every fifteen (15) runs and rotated in order. The goats must have numbers affixed to them.
 - b. Ear tags, sale tags (glued on), and cattle marking pen are all acceptable means of numbering.
3. **OFFICIALS:**
 - a. There will be two (2) flagmen, one at the starting line and one to flag touch at the goat.
4. **PENALTIES:**
 - a. Contestant will receive a ten (10) second penalty if contestant hits the goat and/or the goat rope while still mounted.
5. **DISQUALIFICATIONS AN:**
 - a. Contestant's name will be called three (3) times. If a contestant is not present and ready when called to compete, it will be assumed that contestant is not present and the contestant will be disqualified from the goat touching event.
 - b. If the goat breaks loose from the stake, contestant may receive a no time or re-run at the officials discretion.
 - c. Any intentional abuse to livestock will result in a disqualification.
6. **RE-RUN:**
 - a. Goat touching contestants may be given a re-run if the goat breaks loose from the stake (see above).
 - b. All arena gates are to be closed after contestant enters arena.
 - c. No re-run will be given due to faulty or broken equipment furnished by contestant.
7. **TIME LIMIT:** Forty-Five (45) Seconds
8. **BACK GATE:** The back gate will be closed once mounted contestant enters the arena.

GOAT TYING

1. **EVENT:**
 - a. Starting line will be the same as the poles and barrels starting line.
 - b. Goat shall be staked with rope ten (10) feet in length and goat holder must hold goat at full length of rope behind stake. Goat shall be tied to a stake with a 5/8-inch hard twist rope. A collar or non-slip knot must be used on goat.
 - c. Stake is to be driven into ground so that none of it is visible.
 - d. Goat must be staked at 105 feet from starting line (fifth pole).
 - e. The contestant must be mounted on a horse and must ride from starting line to goat, dismount, throw goat by hand (if goat is down when contestant reaches it, the goat must be cleared of the ground), and tie any three (3) feet together with leather string or pigging string, and stand clear of goat. (Must stand at least 3 feet from goat before officials 5 second count will begin).
 - f. Goat must remain tied for at least five (5) seconds.
 - g. Three legs should be securely tied to qualify as a legal tie; there will be one or more wraps, a half hitch, or a secure knot. Once contestant signals tie is complete, contestant may not again touch the tie or goat. This would result in a no-time.
 - h. Time will start when the mounted contestant crosses the starting line and will stop when flag judge signals the completion of the tie.
 - i. Contestant must compete on goat drawn.



- j. Goat is to be changed after every five (5) contestants.
- k. Each contestant must compete on the stock drawn and in the draw position.
- 2. **ARENA:**
 - a. The arena will be dragged at regular intervals to be determined by management. No-shows and scratches will not move a drag up.
- 3. **STOCK:**
 - a. No billy goats will be used.
 - b. Goats will not exceed 75 pounds.
 - c. There must be one (1) goat for every fifteen (15) runs and rotated in order. The goats must have numbers affixed to them.
 - d. Ear tags, sale tags (glued on) and cattle marking pen are all acceptable means of numbering.
 - e. All goats must be tied at least once prior to first performance of rodeo.
 - f. Must drag arena between age groups.
- 4. **OFFICIALS:**
 - a. There will be two (2) flagmen, one at the starting line and one to flag tie at the goat.
- 5. **PENALTIES:**
 - a. Goat tying contestant will receive a ten (10) second penalty if contestant hits the goat and/or the goat rope while still mounted.
- 6. **DISQUALIFICATION AND RECEIVE A NO-TIME:**
 - a. Contestant's name will be called three (3) times. If a contestant is not present and ready when called to compete, it will be assumed that contestant is not present, and the contestant will be disqualified from this event.
 - b. If the goat does not remain tied for five (5) seconds it will result in a no time.
 - c. If the goat breaks loose from stake, contestant may receive a no-time or a re-run, at the official's discretion.
 - d. If the tie is ruled illegal as stated above.
 - e. Any intentional abuse to livestock.
- 7. **RE-RUN:**
 - a. Goat tying contestants may be given a re-run if the goat breaks loose from stake (see above).
 - b. All arena gates are to be closed after contestant enters arena.
 - c. No re-run will be given due to faulty or broken equipment furnished by contestant.
- 8. **TIME LIMIT:** Forty-Five (45) seconds

BARREL RACING

- 1. **ARENA:**
 - a. The arena will be dragged every five (5) contestants on the draw. No-shows and scratches will not move a drag up.
 - b. The contestant is allowed a running start. Contestant must keep forward motion toward the first barrel and must be mounted when entering the arena.
 - c. Gate may be left open or closed at the discretion of management.
- 2. **BARRELS:**
 - a. The barrels may be placed by the management at distances that conform with the arena 15- 20 feet from any arena fence and location must be marked for the entire rodeo.
 - b. All barrels must be placed inside of stake toward middle of arena.
- 3. **OFFICIALS AND EQUIPMENT:**
 - a. Electric timers must be used in this event. If electric timing equipment breaks and cannot be repaired before the go round is finished, the complete go round must be run over with a flagman and at least two (2) timekeepers with watches.
- 4. **PATTERN:**
 - a. The barrels must be a minimum of twenty feet from the arena fence. The front two barrels must be sixty (60) feet from the starting line. The two front barrels shall be between 90-105 feet apart.
 - b. The barrels must be run in a cloverleaf pattern. Contestants will start from behind the starting line, run around barrel number 1, then around barrel number 2, and continue around barrel number 3, finishing by crossing the starting line on the way back. This pattern may be altered by starting with the number 2



- barrel, then to number 1.
- c. The time starts when contestant crosses starting line and stops when contestant crosses it on the way back after running pattern.
- 5. **PENALTIES:**
 - a. A five (5) second penalty for each barrel knocked over. If a contestant knocks over a barrel and it stands up again on its other end, it will be the same as knocking it over.
- 6. **DISQUALIFICATION AND RECEIVE A NO-TIME:**
 - a. Contestant's name will be called three (3) times. If a contestant is not present and ready when called to compete, it will be assumed that contestant is not present, and the contestant will be disqualified from this event.
 - b. Contestant breaks the pattern.
 - c. Loss of all forward motion. If the contestant backs up, it is considered a broken pattern.
 - d. Any intentional abuse to livestock.
- 7. **RE-RUN:**
 - a. Is given at official's discretion.
 - b. Contestant will have option to run immediately or after the event.
 - c. If timer malfunctions and results in a re-run, any penalties on first run will carry over to re-run. For example: If the contestant knocks over a barrel on their first run, then the re-run will have these penalties added onto the re-run time.
 - d. No re-run will be given due to faulty or broken equipment furnished by contestant.
- 8. **TIME LIMIT:** Forty-Five (45) seconds

ROPING RULES- ALL BARRIER EVENTS

- 1. **BARRIER AND SCORELINES:**
 - a. The same type of string must be used on barrier always.
 - b. Barrier judge shall keep a record of the length of the barrier rope to assure the same start for all contestants each performance.
 - c. Adjusting length of barrier rope will be accomplished only by tying knots in the rope on either end.
 - d. A ten (10) second penalty will be added for breaking or beating the barrier. In all events, a barrier will not be considered broken unless ring drops within ten (10) feet of the post.
 - e. Barrier equipment should be inspected by the barrier judge before each timed event. If equipment is faulty, it must be replaced.
 - f. If barrier flagman is used, animal is to be flagged when its nose reaches starting or deadline in front of flagman.
 - g. Barrier judge shall be sure that no one can stand close enough to barrier or barrier equipment to tamper with same.
 - h. Once score line has been set in timed events, it will not be changed until the go round is completed.
 - i. When barrier flag is used, barrier flag must operate for time to be considered official.
 - j. When automatic barrier is used, and automatic barrier does not work, and time is recorded, contestant or team will get time, but there will be no penalty for broken barrier.
 - k. When automatic barrier is used, and automatic barrier does not work, and times are not recorded, contestant or team will get stock back unless stock is missed. Contestant must take same animal over during or immediately after the same performance.
 - l. Contestant will be responsible for providing someone to push his own stock.
 - m. If anyone other than the rider strikes at or whips the horse in the arena or box, such as to "start the horse", the rider will receive a no-time and be scratched from any remaining runs in that particular event.
 - n. Open back gate will be used on all roping events except 8 and under Breakaway. If animal breaks plane of back gate before time is stopped a no time will be given.
- 2. **STOCK:**



- a. In any timed event, if an animal escapes from the arena, the flag will be dropped, and watches stopped. Contestants will get animal back with lap and tap start, and time already spent will be added to time used in qualifying. If time is not recorded, the decision of the flag judge will be final.
 - i. Once a contestant has been flagged out, contestant will receive no stock back.
- b. During any performance, if an animal in timed events escapes the chutes or pens before it is called for by contestants, or if automatic barrier fails to work and stock is brought back, that animal will be returned during or at the end of the performance in the same manner he was originally worked or brought to the pens for contesting. At least several head of animals will be brought back together.
- c. No animal may be re-penned by itself. Decision will be made by management about when stock is re-penned.
- d. If a calf or steer is not removed from the arena in time or escapes into the arena while the next contestant is tying another animal, the contestant will get his stock over, if the official rules interference. Decision to be made before contestant leaves arena.
- e. If an animal that is drawn in a riding event or is drawn in a timed event becomes sick or crippled before it is out, the officials and management must pass on the animal's ability to be used before it can be skipped or replaced in the draw.
- f. All stock is to be numbered and drawn for all riding, roping, goat tying, and dogging events. No numbered tags or untagged livestock may be used in the draw. Stock drawn for the performance must be posted.

BREAKAWAY ROPING

1. **EVENT:**
 - a. Legal Catch:
 - i. 8 & Under, 9-12, 13-15, 16-18 age divisions: Contestant must rope calf with clean bell collar catch, defined as passing over the calf's head and must not include any appendages including figure eight over the tail.
 - b. The rope must be tied with string to the saddle horn.
 - c. A 10 X 10 flag or handkerchief must be attached to end of rope. End of rope must be tied to saddle horn.
 - d. Contestant must compete on calf drawn.
 - e. Contestant must stay mounted until calf breaks string.
 - f. Contestant is allowed only one loop.
 - g. Horse must be moving out of the box to be a legal catch; horse cannot stand still.
2. **OFFICIALS:**
 - a. Two (2) or more Timekeepers.
 - b. One (1) Barrier Judge.
 - c. Two (2) Field Judges
 - i. One flagging judge to flag when string breaks from the contestant's saddle horn and observe the catch from his side of the calf.
 - ii. One judge to be at the opposite side of the arena to observe the catch from the other side.
 - iii. Field Judges must be mounted and, in such position, to be able to judge for clean catch immediately after string breaks.
 - iv. Either one can disqualify the contestant for an illegal catch.
3. **TIME TAKEN:** between barrier flag and field judge flag.
4. **SCORE:** Arena conditions will determine start and deadline, but a short score of 6 to 15 feet is desirable.
5. **PENALTY:** A ten (10) second penalty for breaking the barrier.
6. **DISQUALIFICATION AND RECEIVE A NO-TIME:**
 - a. Contestant's name will be called three (3) times. If a contestant is not present and ready when called to compete, it will be assumed that contestant is not present, and the contestant will be disqualified from this event.
 - b. If contestant fails to rope calf.
 - c. If contestant breaks string from the saddle horn with his/her hand.



- d. Any hazing. (Unless hazing permitted by management)
 - e. If contestant is not mounted when calf breaks string.
 - f. Lost or broken rope.
 - g. If flag or handkerchief is not attached to the end of rope.
 - h. If horse is not moving out of box when calf is roped.
 - i. Any intentional abuse to livestock.
7. **RE-RUNS:**
- a. If re-run is given, any penalties incurred during original run will be added to re-run time.
 - b. If contestant does not ask for calf, contestant must stop his horse as soon as possible without throwing his rope and re-run will be given. If contestant throws his rope, it will forfeit his re-run.
 - c. No re-run will be given due to faulty or broken equipment furnished by contestant.
8. **BACK GATE:** The back gate may be left open or closed at the discretion of management.
9. **TIME LIMIT:** Forty-Five (45) seconds, excluding penalties

TIE-DOWN ROPING

1. **EVENT:**
- a. The roping box shall be part of the arena.
 - b. One loop will be permitted.
 - c. If loop falls to the ground before it is thrown, it will be considered used.
 - d. Catch as catch can; Any catch that holds the calf is legal.
 - e. Rope must hold calf until contestant gets hand on calf. Once contestant has touched calf and rope comes off, contestant must not lose contact with calf.
 - f. Contestant must adjust rope and reins in a manner that will prevent horse from dragging calf. If horse drags calf, Field Judge may stop horse and any penalty for such offense can only be assessed by the Flag Judge.
 - g. Contestant may not receive assistance of any kind from outside of the roping box.
 - h. Contestant may have anyone push his calf.
 - i. Rope must be tied hard and fast.
 - j. After roping calf, contestant must dismount, go down rope and throw calf by hand and cross any three of calf's feet.
 - k. A legal tie shall consist of one or two wraps and a half hitch.
 - l. If calf is down when contestant reaches it, it must be thrown by hand, with at least three feet hanging and to the satisfaction of the judge.
 - m. If contestant's hand is on the calf when calf falls, calf is considered thrown by hand.
 - n. Tie must hold until passed on by the judge and contestant must not touch calf after finishing signal until judge has completed his examination.
 - o. The Field Judge will pass on the times, timing six (6) seconds from the time the roping horse takes his first steps forward, after the contestant has remounted. If rope comes off calf before contestant remounts six (6) second clock starts immediately.
 - p. Rope will not be removed from calf and rope must remain slack until Field Judge has passed tie.
 - q. Contestant must compete on calf drawn.
 - r. Neck rope is to be used.
2. **OFFICIALS:**
- a. Two (2) or more Timekeepers.
 - b. One (1) Barrier Judge.
 - c. One (1) Field Judge with stopwatch.
3. **TIME TAKEN:** between barrier flag and Field Judge flag.
4. **SCORE:** Arena conditions will determine score, length of score to be set by management.
5. **DISQUALIFICATION AND RECEIVE A NO-TIME:**
- a. Contestant's name will be called three (3) times. If a contestant is not present and ready when called to compete, it will be assumed that contestant is not present, and the contestant will be disqualified



- from this event.
- b. If contestant does not rope calf.
 - c. If tie comes loose or calf gets up before the time is ruled fair.
 - d. If the tie is ruled illegal.
 - e. Lost or broken rope.
 - f. No neck rope.
 - g. Any hazing. (Unless hazing permitted by management)
 - h. Any intentional abuse to livestock.
 - i. If a calf is intentionally flipped over backward (jerked down). Contestants will receive a “no- time” for the infraction. “Jerk down” will be defined as over backwards, with the calf landing on his back or head with all four feet in the air.
6. **RE-RUNS:**
- a. If contestant does not ask for calf, contestant must stop his horse as soon as possible without throwing rope and re-run will be given.
 - b. If contestant throws rope, he will forfeit re-run.
 - c. No re-run will be given due to faulty or broken equipment furnished by contestant.
7. **PENALTIES:**
- a. Ten (10) second penalty if barrier is broken.
 - b. If horse drags calf, Field Judge may stop horse and assess a penalty as he sees fit.
8. **TIME LIMIT:** Forty-Five (45) seconds, excluding penalties
9. **BACK GATE:** The back gate may be left open or closed at management’s discretion.

RIBBON ROPING

1. **ARENA:**
- a. The start and finish lines will be determined by management, but the roping score line will be used if possible.
 - b. The roping box shall be part of the arena.
2. **EVENT:**
- a. While calf is in the chute, a short length of ribbon about 1/2-inch-wide and 10 inches or more in length must be fastened with a rubber band to the tail head of the calf’s tail.
3. **ROPER & RUNNER:**
- a. This is a mixed event only, one boy and one girl. Either can be the roper or runner.
 - b. The roper must secure a runner.
 - c. The runner must be entered as a contestant in the 2023 Youth Rodeo. They may be entered in any event to be eligible to be a runner.
 - d. Roper and runner **MUST** be in the same age division. Age divisions are calculated based on the contestant’s age as of August 26, 2023.
 - e. One loop will be permitted.
 - f. Ribbon roping is catch as catch can. The rope must be on the calf when the roper or runner first touches the calf. Roper must be dismounted but does not have to touch the calf before ribbon is pulled.
 - g. The roper does not need to remove the rope from the calf before the runner crosses the line.
 - h. Neck rope must be used.
 - i. Runner will remove ribbon from calf’s tail and cross 25ft line from either side with ribbon in hand to complete run. Runner must then hand ribbon to Flag Judge.
 - j. If roper or runner sees there is no ribbon on the calf’s tail, he should call attention to it immediately.
 - k. The runner will be on foot, see dress code.
 - l. Runners may choose where they wish to stand in the arena.
 - m. Runners must be wearing back numbers while in the arena.
4. **OFFICIALS:**
- a. Two (2) or more timekeepers.
 - b. One (1) field judge at flag line (25 ft in front of roping box).
 - c. One (1) barrier judge.
5. **TIME TAKEN:** between barrier flag and field judge flag at flag line.



6. **DISQUALIFICATION AND RECEIVE A NO-TIME:**
 - a. Contestant's name will be called three (3) times. If a contestant is not present and ready when called to compete, it will be assumed that contestant is not present, and the contestant will be disqualified from this event.
 - b. If roper does not rope calf.
 - c. If rope does not hold calf until ribbon is removed.
 - d. If runner throws ribbon on ground or does not hand to official.
 - e. Lost or broken rope.
 - f. No neck rope.
 - g. Any hazing. (Unless hazing permitted by management)
 - h. Any intentional abuse to livestock.
 - i. If a calf is intentionally flipped over backward (jerked down). Contestants will receive a "no- time" for the infraction. "Jerk down" will be defined as over backwards, with the calf landing on his back or head with all four feet in the air.
7. **RE-RUNS:**
 - a. If there is no ribbon on the calf's tail and the roper or runner calls attention to that fact immediately. Any penalties incurred during original run will be added to re-run time.
 - b. If roper does not ask for calf, he must stop his horse as soon as possible without throwing his rope and re-run will be given. If roper throws his rope, re-run will be forfeited.
 - c. No re-run will be given due to faulty or broken equipment furnished by contestant.
8. **PENALTIES:** A ten (10) second penalty will be given for broken barrier.
9. **TIME LIMIT:** Forty-five (45) seconds, excluding penalties
10. **BACK GATE:** The back gate will be left open or closed at the discretion of management.

TEAM ROPING

1. **EVENT:**
 - a. The roping box shall be part of the arena.
 - b. Contestant is permitted one rope; each team is allowed two loops. Heelers must release loop from hand when attempting to rope heels.
 - c. Header must dally. A heeler must dally with the exception of a female and/or contestants with a physical handicap may tie on with a quick release device. Cannot dally over a hard tie.
 - d. All steers must be turned.
 - e. Contestants are not allowed to change catch by rubbing rope over horns or nose by hand to make a bad catch legal.
 - f. Loops may be changed by fishing only.
 - g. Header of the team must come from behind the barrier, arena conditions permitting.
 - h. Animals must be on feet when roped by either end.
 - i. Contestants must compete on steer drawn.
 - j. Animal belongs to contestant when contestant calls for it regardless of what happens except in cases of mechanical failure.
 - k. Contestants are asked not to rope at steer after they have been flagged a no time by the Judge.
2. **SCORE:** Arena conditions will determine score, length of score to be set by management.
3. **LEGAL HEAD CATCHES:**
 - a. Around the horns.
 - b. Around the neck.
 - c. Half a head.
 - d. All other head catches are illegal. (If hondo passes over one horn and the loop over the other, catch is illegal. If loop crosses itself in a head catch, it is illegal. This does not include heel catches.)
4. **LEGAL HEEL CATCHES:**
 - a. Any heel catch behind both shoulders is legal if rope goes up heels. (If a front foot or feet is in the heel loop, it will be considered an illegal catch unless front feet slip out of loop before official drops his flag.)
 - b. Dew claw catches are legal if rope holds for flagger inspection.
5. **OFFICIALS:**



- a. Two (2) or more Timekeepers.
 - b. One (1) Barrier Judge.
 - c. One (1) Field Judge.
6. **TIME TAKEN:** Between barrier flag and Field Judge flag when steer is roped on both ends, in a direct line and horse is on all fours. Horse facing steer in "L" or better, with rope dallied or tied.
7. **DISQUALIFICATION AND RECEIVE A NO-TIME:**
- a. Contestants' names will be called three (3) times. If a contestant is not present and ready when called to compete, it will be assumed that contestant is not present and the contestant will be disqualified from this event.
 - b. If animal is not on its feet when roped by either end.
 - c. Using more than two loops per team.
 - d. Failure to head steer before heeling.
 - e. Unnecessary rough treatment of steers.
 - f. Lost or broken rope.
 - g. If either contestant intentionally dismounts during contest run.
 - h. Front foot in heel catch.
 - i. If header or heeler fails to catch.
 - j. Any intentional abuse to livestock.
 - k. Crossfire: Heeler cannot throw rope until header has changed the steer's direction in a forward motion.
8. **TEAM ROPING PARTNER SUBSTITUTION:** Following the August 15 entry deadline, should a Youth Rodeo Team Roping contestant be unable to compete, a substitution may be made with regard to the following:
- a. The partner drawing out:
 - i. Must be an official scratch in the Team Roping by withdrawing from competition in writing, or must have been deemed ineligible according to event rules.
 - ii. A contestant who has scratched from the Team Roping may not re-enter the Team Roping.
 - b. Partner substitutions must meet the following criteria:
 - i. Substitution must be currently entered in the Youth Rodeo.
 - ii. Substitution must meet all eligibility requirements according to event rules.
 - iii. Substitution must not exceed roping limit: once as a header and once as a heeler.
 - iv. Substitution will result in additional entry fee: \$60.00.
 - v. Entry must be completed prior to the first go of the Team Roping.
9. **RE-RUNS:**
- a. All re-runs are at the discretion of the officials
 - b. No re-run will be given due to faulty or broken equipment furnished by contestant.
10. **PENALTIES:**
- a. Ten (10) second penalty if barrier is broken.
 - b. Five (5) second penalty for catching one rear leg.
11. **TIME LIMIT:** Forty-five (45) seconds, excluding penalties
12. **BACK GATE:** The back gate will be left open or closed at the discretion of management.