

Yavapai County Junior Rodeo Assoc.

2011 RULES & REGULATIONS

Welcome to the Yavapai County Junior Rodeo Assoc. Series! It is important that you familiarize yourself with the rules and regulations of our events. Some of our events may not be the exact rules of other organizations. In Yavapai County, we take great pride in our family friendly atmosphere. Please remember that this event is for the children and we want their experience to be a great one!

Event Directors:

Event directors will be chosen for each event. Anyone interested in being a director may contact Dena Rodriguez. Once the positions are filled, they will remain filled until someone resigns or is asked to resign. These positions are open to anyone who has an understanding of the event.

Entries:

YCJRA entries will be handled by the entry secretary. This person will take entries and do the draw prior to the rodeo. It is your responsibility to get your entries in on time and make sure that they are received. We will not accept entries received 7 days past the deadline date. Additional charges will apply for late entries.

Rodeo Schedule:

Saturday June 4th, 2011

Frontier Days Rodeo Grounds, Prescott, Az.

Saturday July 9th, 2011

Frontier Days Rodeo Grounds, Prescott, Az.

Saturday August 20th, 2011

Frontier Days Rodeo Grounds, Prescott, Az.

YAVAPAI COUNTY JUNIOR RODEO ASSOC. GROUND RULES

PARENTS/GUARDIANS:

By entering your child(ren) in *any* Yavapai Junior Rodeo Association event, you agree to uphold and abide by the regulations.

1. Any adult that abuses, shows disrespect, or attempts to intimidate an Event Director, Judge, Timer, Secretary or YCJRAA volunteer or is out of control will be asked to leave the event as outlined in the YCJRAA

Code of Conduct and Responsibility.

2. **Directors or judges decisions are *final*.**

3. All contestants must wear western attire. Failure to wear western attire in an event results in disqualification of the event.

Definition of Western Attire

Long or short sleeve western shirt with buttons or snaps all the way down the front.

Jeans

Western Boots (with heels) NO FAT BOYS OR CHUNKYS!

Belt (optional)

Cowboy hat or no hat

4. No alcoholic beverages allowed.

5. If there is not more than 4 contestants entered for each event that particular event will be cancelled and the contestant will be refunded their money for that event only.

6. Contestants need to help keep the grounds clean. Failure to do so will require us to add a \$ 5.00 vehicle charge.

7. All contestants must be able to reach stirrups with the ability to use them.

8. If a contestant falls off his/her horse during an event, it will result in a no time.

9. Only the contestant is allowed in the arena on horseback.

10. Age groups are as follows, as of May 1st of the current year.

a. 3 – 6 year olds

b. 7 – 9 year olds

c. 10 – 13 year olds

d. 14 – 17 year olds

11. Once a contestant has been entered and entry has been paid, that contestant cannot switch divisions or age groups.

12. Parents accept full responsibility for themselves and their children.

13. Officers, directors, volunteers, participants, contestants, contractors, arena owners, sponsors etc. that are associated with the Yavapai County Junior Rodeo Assoc. Association are not responsible for accidents or theft with livestock/horses, spectators, or personal property

14. Dogs must be on a leash at all times. Violators are subject to a \$20 fine 1st offense, \$50 fine 2nd offense and \$100 fine for each additional offense.

15. Parents may lead/walk a contestant into the arena so long as they do not cross the line of the timer. In the 3-6 age division the parent shall be allowed on foot to cross the line of the timer and assist in the completion of the appropriate pattern.

16. There will be no payouts in the 3-6 division, though ribbons will be given. In the 7-9, 10-13, 14-17 divisions there shall be a payout depending upon the number of entries.

17. In each event there shall be a 10 point system used (10 for 1st, 9 for 2nd, etc.). Each contestant that enters and competes will receive at least one point.

18. Should any check **not** clear there will be a \$25 penalty applied. You **must** pay all remaining entry fees and **all** future entry fees in cash, cashiers check or money order .

19. The Yavapai County Junior Rodeo Assoc. reserves the right to alter, change or cancel any event. Arena director may change/alter the rules in any event to protect the safety of the children/contestant.

20. Upon name being called, contestant will have 60 seconds to enter the arena. Horses that are unsafe/unwilling to enter the arena within time allotted will be disqualified.
21. Upon breaking the pattern in the timed events, the announcer will request that contestants exit the arena.
22. In all timed events, there is a 60 second time limit. If this limit is reached, the announcer will declare time and request that the contestant exit the arena. This does not apply to 3-6 age groups.
23. Cattle in all roping events will be chute run. If a contestant is a turn out, then the next contestant will receive that animal to compete on.
24. All Draw Outs must be declared by Tuesday prior to the rodeo to be eligible for a credit towards the next rodeo. There will be no refunds. You must contact the Entry Secretary for the "Draw Out" to be official.
25. Timers will consist of one electric eye, flagger, and back-up timer.
26. 5 and 6 year olds have the option to enter in the 7-9 age group. Contestant may not enter in both age groups and once entered in the 7-9 age group they may not go back to the 3-6 age group during the season.

YAVAPAI COUNTY JUNIOR RODEO ASSOC. EVENT RULES

Barrel Racing

The Contestant shall race through a cloverleaf pattern and do so in the quickest time possible.

Measurements used when arena conditions allow:

- 60 feet from arena fence to the start/finish line.
- 45 feet from the start/finish line drawn between the first and second barrel.
- 90 feet between the first and second barrel.
- 105 feet from each the first and second barrel to the third barrel.
- No barrel may be closer than 20 feet from the fence or wall.

1. The contestant will race across the start/finish line and to either the left or right barrel first. If the right barrel is used as the first barrel, the contestant will make a right hand turn around that first barrel and then proceed to the second barrel. Then the contestant will race towards the third barrel. The contestant will make a left hand turn around the third barrel then race back across the start/finish line. The opposite will occur if the contestant chooses to go to the left barrel first.
 2. A five second penalty will be assessed for each barrel knocked over.
 3. A contestant may reach down and touch a barrel in order to keep it from falling over.
 4. When arena conditions do not allow a full pattern to be used, the pattern may be shortened as necessary.
 5. Raking will be at the start after the 3-6 barrels and shall occur no than every 10 racers. In the Pee Wee class and in the event of the director's request, in all divisions, the raking may change to accommodate unforeseen circumstances. Typically there would be no raking in the Pee Wee division.
 6. Gates will be closed while contestant is running.
 7. All contestants will enter and exit through the established gate or gates as determined by the director.
 8. Crossing the start/finish line before a pattern or run is finished will result in a no time.
- Broken Pattern will consist of no more than 3 complete turns after crossing the start line.

Pole Bending

1. The course shall consist of six poles, set in a straight line. The first one being set 21 feet from the start/finish line. Each pole after shall be set 21 feet apart. No pole may be closer than 20 feet from a fence or wall.
2. The contestant must cross the start/finish line and may start on either side of the pattern that they choose. The contestant must race down along side the poles and upon reaching the end pole, the contestant must turn around that pole. The contestant must weave through the poles towards the first pole. Upon reaching the first pole, the

contestant must then turn around this pole and then weave back through the poles. Upon reaching the end pole the contestant must turn the end pole and race along side the poles and cross the start/finish line.

3. There will be a 5 second penalty assessed for each pole that is knocked over. The contestant may touch a pole by hand to try to keep the pole up without penalty.

4. All contestants will enter and exit through the established gate or gates as determined by the director.

5. Crossing the start/finish line before a pattern or run is finished will result in a no time.

Broken pattern shall be defined as breaking their forward motions to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original position of the fallen pole, it is considered a broken pattern.

Goat Tying

1. Girls ages 7-9, 10-13, 14-16. Boys ages 7-9

2. Boys division will tie goat with a piggin' string, and will tie the goat calf style.

3. The goat is tethered to a 10 foot long soft rope with a metal snap affixed to each end.

4. Goat can weigh no more than 50 pounds.

5. The goat will be tethered 100 feet from the start line.

6. Contestants must ride across the start line and race to where the goat is tethered. Then dismount, catch the goat, throw and tie any three legs together. (If goat is down when contestant reaches the goat, the goat must be raised and thrown) Then signal that the tie is complete by raising hands in the air. Contestant must step away from the goat at least three feet. The goat's legs must remain crossed and secured for 6 seconds from the time that the contestant has stepped away from the goat. There is a 60 second time limit on this event.

7. If the contestant's horse comes into contact with the goat or rope at any time, it will result in a no-time.

8. If a contestant is trying to dismount for the goat tying and falls down in the process, it does not result in a no time unless the contestant is unable to complete the event.

9. Goats will be changed after every five ties have been completed.

Goat Tail Pull 3-6 age group

1. The goat shall be tethered in the same manner as with goat tying. A six-inch ribbon is tied to the base of the goat's tail. Contestant must ride horse to goat, dismount and is required to remove the ribbon from the tail and raise their hands into the air. (parent may assist contestant ride and dismount) Time is started when the contestant crosses the timer line and ends when the contestant has raised his/her hands into the air with the ribbon in one hand. Flag will not be dropped until hands are raised!

2. Parents may stand near the goat in order to hold the horse so as to prevent an accident during the dismount. If the parent must assist the contestant in the dismount other than holding the horse, then it shall be considered an assist and the contestant shall be placed below those who completed the goat tail pull in an unassisted manner

Flag Race 3-6 age group

Two 55 gallon barrels shall be set parallel 100ft from the start/finish line and from 40 to 75ft apart, arena permitting, with a minimum of 20ft from either barrel to the arena fence. Placed on top of each barrel shall be a 5-gallon bucket filled with whole oats 4" from the top of the bucket. The flags shall be mounted to a dowel of not less than 16". On the retrieving bucket the top of the flag must protrude above the rim of the bucket by a minimum of 5". The contestant is given the flag prior to or when entering the arena. The contestant then races across the start/finish line towards their first barrel as the contestant turns around the first barrel he/she must place the flag into the oats in the first barrel. The contestant then crosses the arena to his/her second barrel and removes the flag from the bucket and then proceeds back across the start/finish line. The contestant may circle any barrel without penalty. The flag must be carried in either hand (carrying the flag anywhere other than the right or left hand shall constitute a 2-second penalty). Should any of the following occur there would be

an automatic disqualification. Knocking over a barrel or turning a bucket over, failure to keep the flag in the first bucket, crossing the finish line without the flag from the second barrel, or using the flag as a whip on the horse.

Breakaway Calf Roping

1. Boy 7-9,10-13,14-16 and Girls 7-9,10-13,14-16.
2. The contestant must tie a piece of string (provided by YCJRAA) to the end of the rope. The string must be tied to the saddle horn at the end of the rope. There must be a colored piece of ribbon or cloth tied to the end of the rope. Line will consist of 3 directors on foot. Only 1 contestant at a time in the arena. Event Director will ensure that string and ribbon are properly tied or contestant will be disqualified.
3. The contestant will start from the right side of the roping box and nod when he/she is ready for the gate man to release the calf.
4. The contestant must then chase the calf. In order to be a legal catch, the loop must clearly pass over the calf's head behind the ears, and over the nose. The loop may draw up on any part of the calf's body behind the head.
5. Time stops when the field flagger indicates that the rope has broken away from the horn. There is a 60 second time limit on this event.
6. The calf must break the rope away from the saddle horn. The contestant will receive a no time should they break the rope away from the saddle horn themselves.
7. If calf ducks through line and contestant does not break barrier, contestant then receives a new calf

Calf Tying

1. Calf will be tied to post.
2. Time will begin when contestant's hand releases from post.
3. The calf will be tailed by director or appointed person.
4. The contestant must then tie any three legs together (legs must be crossed for a clean tie) with a piggin' string, call for time by raising hands, and stand clear. A legal tie shall consist of one or two wraps around any three legs and a half hitch or hooley. (hooley = a half hitch with a loop, the tail of the string may be partly or all the way pulled through)
5. The calf's legs must remain crossed and secured for 6 seconds after completion of the tie.
6. If the calf does not remain tied for the required time, it will result in a no-time.

Team Roping

1. Contestant must rope with an adult. If a parent cannot rope with child then the contestant will be allowed to rope with another adult approved by the Event Director (limit to 2 runs per adult per age division). If your parent or a adult family member can not rope, the Event Director will provide you with a list of drawn partners. You will be allowed two designated partners – after that you will be drawn a partner.
2. Header starts from the left hand roping box and the heeler starts from the right hand roping box.
3. There will be a five second penalty for catching one hind leg.
4. Tie on for heeling is optional for all division, and for female parents/family.
5. Legal head catches are:
 - Around the horns
 - Around the neck
 - Half head
6. Head loop must be the first catch and the header must dally and change the direction of the steer before the heeler may throw the rope in attempt to catch the back legs.
7. The header and heeler can carry only one loop and the team is allowed to use two loops total.
8. A dropped loop is considered a thrown loop.
9. The heeler must dally when catch is made and then the header must turn and face the steer. Time is flagged when the steer and ropes are tight. Both ropers must be dallied until recognized by the judge.
10. First place will be awarded to the contestants with the fastest time. There is a 60 second time limit on this event.

Steer Stopping

Boys ages 7-9,10-13,14-16.

Closed – gate event the arena needs to be cleared at all times.

60 second time limit

The contestant starts from the left side of the roping box.

The 3 Legal head catches are:

- Around the horns
- Around the neck
- Half head

Time will end once contestant has dallied and brought the steer to a stop, with the steer facing the horse. Under Control

Contestant will be disqualified for:

- Illegal head catch
- Dropping the rope
- Missed Loop
- Missed Dallies Dropped Rope

Dummy Roping 3-6 age group

Objective: The contestant must rope mounted horns, by standing behind a specified line. This event uses the point system, and then if needed there is a process of elimination by moving the line further away from the target (horns).

Rules:

1. Each contestant may enter only one time per event.
2. Each contestant will rope 3 times from the line.
3. Points are as follows:
 - Horns – 2 points
 - Neck – 1 point
 - Half head – 1 point
4. A dropped loop is considered a thrown loop.
5. Fishing is allowed.
6. The rope must pass over the nose completely to be a legal half head catch.
7. If the rope goes over the back of the dummy catching the whole dummy, it is considered a miss.
8. Ties will be roped off (process of elimination.)
9. Contestant with no legal catches is not eligible for placing, but will receive a participation point.

Rope off:

1. The line will be moved back from the target in which the contestants will throw one time at each distance. The line will continue to move further away after each completed round.
2. Judge will determine the distance each time the line is moved.

Disqualifications:

1. Dropping or losing a rope in the rope off.
2. Illegal head catches; anytime a loop crosses over itself for 'figure 8' as part of the catch, or a hondo goes over a horn.
3. Stepping over designated line.