

# Junior Rodeo General Rules

Last updated: June 25, 2026

## General rules

- Current Coggins papers are required for all horses.
- All entry forms, minor releases, and fees must be completed, returned, and paid in full before a contestant is allowed to participate.
- Age is as of the day of the rodeo. A birth certificate should be available. You may enter your child up one age division, but cannot enter two divisions. This must be denoted at the time of entry. No changes will be allowed once the entry form is turned in to XIT Rodeo & Reunion.
- Parents may accompany contestants to the start-finish line or roping boxes if they wish, but will not be allowed past that point. If they go past that point, the contestant will be disqualified from that event.
- Contestants in all classes are not eligible for all-around points unless entered in two or more events. See the All-Around section for more information.
- Contestants in all classes have a one-minute time limit to complete each event.
- In the event of a tie in any event, run-offs will be held until the winner is determined.
- Contestants in Class II through IV entering the arena must wear long pants, a long-sleeved shirt, boots, and a cowboy hat, helmet, or no hat. Class I (stick horse) contestants are exempt from this dress requirement.
- All Class I events are run with a stick horse. The stick must remain between the legs. Contestants must wear shoes or boots while competing (no bare feet or flip-flops/sandals). A stick horse must pass the judge's approval if the contestant brings their own. No stick horse made from rope is allowed, nor can the stick horse be tied to the contestant.

## Protests

- All protests must be submitted to the Jr. Rodeo Director only.
- Any protest not presented in an orderly and proper manner by parents or contestants will result in automatic disqualification from the entire rodeo without further discussion.
- A protest fee of \$50.00 must accompany the protest in writing. The fee is refunded if the protest is termed valid.
- Protests must be submitted immediately after the infraction to the director in charge, otherwise the protest is termed invalid.
- The director's decision is final.

## Barrel racing

### Class I

1. Must use a stick horse. Stick horses are available. Contestants may bring their own, however it must pass the judge's approval.
2. The stick must remain between the contestant's legs during the run in order to get a qualifying time.
3. The contestant must wear shoes while competing.
4. The pattern must be run correctly. The pattern is described in the Class II, III, IV rules. A demonstration will be given at the time of the event.

### **Classes II, III & IV**

1. A contestant may start on either the right or left barrel. When starting on the right barrel, there will be one (1) right turn and two (2) left turns around the barrels. When starting on the left barrel, there will be one (1) left turn and two (2) right turns around the barrels.
2. Knocking over a barrel carries a 5-second penalty.
3. A contestant touching a barrel with hand or body is not a disqualification.
4. Arena staff will drag between age divisions only.

## **Pole bending**

### **Class I**

Must use a stick horse. Stick horses are available. Contestants may bring their own, however it must pass the judge's approval. It must have a stick and cannot have a rope tied to the contestant in any fashion.

1. The stick must remain between the contestant's legs at all times during the run in order to get a qualifying time.
2. The contestant must wear shoes while competing.
3. The pole bending pattern is run around two poles. The pattern will be demonstrated at the time of the event.

### **Classes II, III & IV**

1. A contestant may use a standing or running start, right or left.
2. Six (6) poles will be used.
3. Required distance from start line to first pole: the first pole is set at 21 feet from the start line.
4. Required distance between poles: 21 feet.
5. All poles must be set either to the left or right of the stakes.
6. There is a five (5) second penalty for each pole knocked over.
7. A knocked-over pole is defined as the top of the pole making contact with the ground.
8. There is no disqualification for intentionally setting up a pole.
9. Arena staff will drag between age divisions only.

## **Goat ribbon race**

### **Class I**

The contestant must use a stick horse. Stick horses are available. Contestants may bring their own, however it must pass the judge's approval. It must have a stick and cannot have a rope tied to the contestant in any fashion. The stick must remain between the contestant's legs at all times during the run in order to get a qualifying time.

This is a timed event. The contestant runs across the start/finish line to the goat, removes the ribbon from the goat's tail, and returns to the starting line. The event is timed between the flags. The goat is held. Contestants cannot be assisted in any way between the flags.

Contestants must wear shoes while competing.

## **Mutton bustin'**

### **Class I boys and girls**

1. 5 and 6 year olds only are allowed to compete.
2. Both boys and girls can use two hands and must ride 6 seconds to qualify. This event is timed.
3. Safety equipment (helmet and vest) is mandatory and will be provided.
4. Parents and volunteers will be in the arena to haze sheep away from the fences.

## **Calf riding**

### **Class II**

Contestants can use two hands and must ride for 6 seconds to qualify for a score.

1. Must have spurs, a bell, and provide own rope.
2. Safety equipment (helmet and vest) is mandatory. Some will be provided, but contestants are encouraged to bring their own.
3. Girls can compete but will not accrue points toward the girls all-around.

## **Steer riding**

### **Class III**

Contestants must ride with one hand and must ride 6 seconds to qualify for a score.

1. Must have spurs, a bell, and provide own rope.
2. Flank straps will be used.
3. Safety equipment (helmet and vest) is mandatory. Some will be provided, but contestants are

encouraged to bring their own.

4. Girls can compete but will not accrue points toward the girls all-around.

## **Bull riding**

### **Class IV boys**

1. Boys ride with one hand and must ride 8 seconds to qualify.
2. Must have spurs, a bell, and provide own rope.
3. Flank straps will be used.
4. Safety equipment (helmet and vest) is mandatory. Some will be provided, but contestants are encouraged to bring their own.

## **Breakaway calf roping**

1. Location of rope tie and string. The end of the rope and attached flag must be tied to the saddle horn with string provided by the Association, so that when the calf is roped, the rope breaks away from the saddle horn.
2. Legal catch. The loop must go over the calf's head, and the time stops when the string breaks from the saddle horn. The rope may draw up any place on the animal.
3. Thrown rope & rope break. The rope must be thrown by the contestant, and the calf must break the rope from the saddle horn.
4. Slack dally on horn. If the rope should dally around the horn, the contestant may ride forward, undally the rope, and then stop their horse to allow the calf to break the rope away from the horn.
5. Contestant-assisted rope break. The roper may not snap the rope loose.
6. Escaped animal during run. If stock leaves the arena, the roper gets the stock back lap and tap, with the time added that was taken when the stock left the arena.

## **Steer breakaway**

1. Roper start. The roper comes out of the header box and starts from behind a barrier.
2. Beating the barrier. There is a 10-second penalty for breaking or beating the barrier.
3. Location of rope tie and string. The end of the rope and attached flag must be tied to the saddle horn with string provided by the Association, so that when the steer is roped, the rope breaks away from the saddle horn.
4. Legal catches. The three legal team roping head catches are allowed in this event: slick horns half-head around the neck
5. Slack dally on horn. If the rope should dally around the horn, the contestant may ride forward, undally the rope, and then stop their horse to allow the steer to break the rope away from the saddle horn.

6. Contestant-assisted rope break. The roper may not snap the rope loose.

## Double mugging

1. Hard & fast tie. The rope must be tied hard and fast to the saddle horn.
2. Neck rope on horse. All contestant horses must have a neck rope.
3. Qualified run. The contestant must rope the calf, dismount, and go down the rope (at which time the mugger throws the calf down by hand), and the contestant ties the calf. The contestant must cross and tie any three feet. To qualify as a legal tie, there must be one or more wraps around all three legs and a half hitch. If the tie comes loose or the calf gets to its feet before the tie has been ruled fair, the roper is disqualified.
4. Mugging assistance. After roping the calf, the contestant must dismount and wait for the mugger to throw the calf by hand. The rope must hold the calf until the mugger has his hands on the calf. If the mugger's hand is on the calf when the calf falls, the calf is considered thrown by hand. If the calf is down when the mugger reaches it, the calf must be let to its feet and thrown by hand. The mugger holds the foreleg and gives the foreleg to the contestant. At this time the mugger can assist in holding the calf down so that the calf is unable to regain its feet. The mugger may remove the rope from the calf (before the roper has finished the tie) if deemed necessary for safety reasons. This will not disqualify the run. However, after the roper has signaled for time, the rope may not be removed until the judge has passed on the six (6) second tie rule. After the contestant has completed the tie and throws hands in the air signaling for time, the mugger must step away from the calf.
5. Double mugging is a catch-as-catch-can event.
6. The six (6) second time starts once the contestant and helper are clear of the calf.

## Steer stop

1. The roper comes out of the header box and starts from behind a barrier.
2. There is a 10-second penalty for breaking or beating the barrier.
3. The three legal team roping head catches are allowed in this event: slick horns, half-head, or around the neck.
4. Time stop. Time is taken when the steer and horse are facing one another on a tight rope and the horse's front feet are on the ground. The steer must be standing on all four feet when time is stopped.
5. Number of loops. Only one loop is allowed in this event.
6. Dally only. Ropes can't be tied on hard and fast to the saddle horn. This is a dally-only event.

## Calf roping

1. Hard & fast tie. The rope must be tied hard and fast to the saddle horn.
2. Neck rope on horse. All contestant horses must have neck ropes.

3. Qualified run. The contestant must rope the calf, go down the rope, throw the calf by hand, and cross and tie any three feet. To qualify as a legal tie, there must be one or more wraps around all three legs and a half hitch. If the calf is down when the roper reaches it, the calf must be let up to its feet and thrown by hand. If the roper's hand is on the calf when the calf falls, the calf is considered thrown by hand. The rope and three legs stay tied until passed on by the judge, and the roper must not touch the calf after giving the finish signal until the judge has completed his examination. If the tie comes loose or the calf gets to its feet before the tie has been ruled fair, the contestant is disqualified.
4. Legal catch. Calf roping is a catch-as-catch-can event.
5. Six second period. The field judge passes on the tie of calves using a stopwatch, timing six (6) seconds from the time the roper's horse takes its first step forward after the roper has remounted. The rope will not be removed from the calf, and the rope must remain slack until the field judge passes on the tie. The roper is disqualified for removing the rope from the calf after signaling for time, until the field judge has passed on the tie. The field judge must watch the calf during the six-second period and will stop the watch when the calf kicks free, using the time shown on the watch to determine whether the calf was tied long enough to qualify.

## All-around

To qualify for All-Around, contestants must be entered in a minimum of two events. Contestants may enter as many events as they wish, and all count toward the All-Around total. A no-time in any event is no points. The winner in each division is determined by most points earned. In case of a tie for all-around, the tie is broken by total money won. Points are only awarded to the top five places in each event.

Points are assigned as follows:

- 1st - 5 pts
- 2nd - 4 pts
- 3rd - 3 pts
- 4th - 2 pts
- 5th - 1 pt
- 6th or lower - 0 pts

## Age divisions

Boys and girls division in each class.

- Class I - Ages 0-6
- Class II - Ages 7-9
- Class III - Ages 10-12
- Class IV - Ages 13-16