**XIT RODEO & REUNION**

**JUNIOR RODEO**

**GENERAL RULES**

Current Coggins papers required for all horses.

All entry forms, minor releases and fees must be completed, returned, and paid in full before contestant is allowed to participate.

Age is as of the day of the rodeo. Birth certificate should be available. You may enter your child up one age division, but cannot enter 2 divisions. Must be denoted at time of entry, no changes will be allowed once entry form is turned in to XIT Rodeo & Reunion.

Parents will be allowed to accompany contestants to the start-finish line or roping boxes if they so desire, BUT WILL NOT BE ALLOWED PAST THAT POINT, in which case contestant will be disqualified from that event.

Contestants in all classes will not be eligible for all-around points unless he or she is entered in 2 or more events. See All-Around section for more information.

Contestants in all classes will 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 shall be wearing 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 1 EVENTS WILL BE RUN WITH A STICK HORSE. STICK MUST REMAIN BETWEEN THE LEGS. CONTESTANTS WILL WEAR SHOES OR BOOTS WHILE COMPETING (NO BAREFEET OR FLIPFLOPS/SANDALS). STICK HORSE MUST PASS JUDGES APPROVAL IF CONTESTANT BRINGS OWN. NO STICK HORSE MADE FROM ROPE IS ALLOWED NOR CAN STICK HORSE BE TIED TO THE CONTESTANT.

**PROTESTS**

ALL PROTESTS must be submitted to the Jr. Rodeo Director ONLY!

Any protests that are not presented in an orderly and proper manner by parents or contestants will result in an automatic disqualification from the entire rodeo without further discussion.

A protest fee of $50.00 must accompany the protest in writing. The fee will be refunded if the protest is termed valid.

Protests must be submitted IMMEDIATELY after the infraction to the director in charge, otherwise the protest will be termed invalid.

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. Stick must remain between contestant’s legs during run in order to get qualifying time.
3. Contestant must wear shoes while competing.
4. Pattern must be run correctly. Pattern is described in Class II, III, IV rules. A demonstration will be given at the time of event.

**CLASSES II, III, & IV**

1. Failure to follow the pattern is a disqualification.
2. Knocking over a barrel shall carry a 5-second penalty.
3. At a signal from the starter or timer, the contestant will go to barrel number 1,

turning to the right around this barrel, then on to barrel number 2 this time to

the left, at barrel number 3 the contestant makes the same left turn around this

barrel.

1. As soon as the turn is completed around the third barrel, the contestant sprints

the horse to the finish line.

1. This barrel course may also be run to the left. For example, the exhibitor will

start to barrel number 2, turning to the left around this barrel, then to barrel

number 1, turning to the right, then to barrel number 3, turning to the right,

followed by the final sprint to the finish line.

1. A contestant’s touching a barrel with hand or body is not a disqualification.
2. Arena staff will drag between age divisions only!

**\*\*\*16 and under Barrel Jackpot 90% payback $75/rider\*\*\***

1. **Contestant must be entered in at least one Jr. Rodeo Event**
2. **If entering multiple runs, a different horse must be used. Cannot run same horse twice.**
3. **Contestant will draw for run spot but will not be back to back if entering multiple times. Will skip at least one spot.**
4. **Arena will be drug every 10 runs.**
5. **Payout will be: 1-10 riders, winner takes 90%. 11-30 riders, 40/30/20 split.**
6. **Jackpot will be capped at first 30 paid riders.**
7. **Signup for the Jackpot will start at 7:30 AM and end at 9:00 AM Saturday July 28th.**

**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. Stick must remain between contestants’ legs at all times during run in order to get qualifying time.
2. Contestant must wear shoes while competing.
3. The pole bending pattern is to be run around 2 poles. Pattern will be demonstrated at time of event.

**CLASS II, III, & IV**

1. The pole bending pattern is to be run around six poles.
2. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
3. Failure to follow the pattern shall cause disqualification.
4. Knocking over a pole shall carry a 5 second penalty.
5. Pole bending is a timed event.
6. Touching a pole with hand or body is not a disqualification.
7. Arena staff will drag between age divisions only!

**GOAT RIBBON RACE**

**CLASS I**

 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. Stick must remain between contestants’ legs at all times during run in order to get 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. This event is timed between the flags. The goat will be held. Contestants cannot be assisted in any way between the flags.

Contestants MUST wear shoes while competing.

**MUTTON BUSTIN’**

**CLASS 1 BOYS AND GIRLS**

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

**CALF RIDING**

**CLASS II**

Contestanst can use 2 hands and must ride for 6 seconds to qualify for score.

1. Must have spurs, bell, and provide own rope.
2. This event will be timed, in addition to scoring, in case of failure of anyone to ride full time. However, if no one rides a complete 6 seconds then no points will be counted towards All-Around.
3. Safety equipment (helmet and vest) is mandatory. Some will be provided, but contestant is encouraged to bring their safety equipment.
4. Girls can compete but will not accrue points towards girls all-around.

**STEER RIDING**

**CLASS III**

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

1. Must have spurs, bell, and provide own rope.
2. Flank straps will be used.
3. This event will be timed, in addition to scoring, in case of failure to ride full time. However, if no one rides a complete 6 seconds then no points will be counted towards All-Around.
4. Safety equipment (helmet and vest) is mandatory. Some will be provided, but contestant is encouraged to bring their safety equipment.
5. Girls can compete but will not accrue points towards 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, bell, and provide own rope.
3. Flank straps will be used.
4. This event will be timed, in addition to scoring, in case of failure to ride full time. However, if no one rides a complete 8 seconds then no points will be counted towards All-Around.
5. Safety equipment (helmet and vest) is mandatory. Some will be provided, but contestant is encouraged to bring their safety equipment.

**BREAKAWAY CALF ROPING**

 Contestants must use calf roping box. One loop only. Must have rag on end of rope.

 Rope must be secured to saddle horn by string. String will be provided. There will be a

 flagman to stop time. Rope barrier will be used.

**FLAG RACE**

**CLASS II**

 This is a timed event. Two barrels, each with a bucket of sand on each end of the course, will be used in this race. Contestants race to the first barrel, remove the flag, then race to the second barrel and replace the flag, then race back to the finish line. Flag must stay in the bucket until the contestant crosses the finish line. Disqualification will occur for dismounting, dropping the flag, knocking over the barrel or bucket, striking the horse with the flag, or circling the barrel.

**All-Around**

In order to qualify for All-Around contestants must be entered in a minimum of 2 events. However, contestants can enter as many events as they wish and count towards the All-Around total. A no time in any event is no points. Winner in each division will be determined on most points earned. In case of a tie for all-around, tie will be broken by a flip of the coin. Points will only be awarded to top 5 holes in each event.

Points will be assigned as follows:

 1st – 5 pts 4th – 2 pts

 2nd – 4 pts 5th – 1 pt

 3rd – 3 pts 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

**\*\*\*16 and under Barrel Jackpot 90% payback $75/rider\*\*\***

1. **Contestant must be entered in at least one Jr. Rodeo Event**
2. **If entering multiple runs, a different horse must be used. Cannot run same horse twice.**
3. **Contestant will draw for run spot but will not be back to back if entering multiple times. Will skip at least one spot.**
4. **Arena will be drug every 10 runs.**
5. **Payout will be: 1-10 riders, winner takes 90%. 11-30 riders, 40/30/20 split.**
6. **Jackpot will be capped at first 30 paid riders.**
7. **Signup for the Jackpot will start at 7:30 AM and end at 9:00 AM Saturday July 28th.**