

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

Updated June 2018

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. Contestant may start on either the right or left barrel but when starting on the right barrel, there will be on (1) right turn and two (2) left turns around the barrels. When starting on the left barrel, there will be on (1) left turn and two (2) right turns around the barrels.
2. Knocking over a barrel shall carry a 5-second penalty.
3. A contestant's 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. 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. 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 will be set at a distance of 21- feet from the start line.
4. Required Distance between Poles. The distance between each pole will be 21-feet
5. All poles must be set either to the left or right of the stakes.
6. There will be 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 will be no disqualification for intentional setting up a pole.
9. 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**

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

1. Must have spurs, bell, and provide own rope.

2. Safety equipment (helmet and vest) is mandatory. Some will be provided, but contestant is encouraged to bring their safety equipment.
3. 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. 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.

**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. Safety equipment (helmet and vest) is mandatory. Some will be provided, but contestant is encouraged to bring their safety equipment.

BREAKAWAY CALF ROPING

1. LOCATION OF ROPE TIE AND STRING. The end of rope and attached flag must be tied to the saddle horn with string provided by the Association, so when the calf is roped, the rope will break away from the saddle horn.
2. LEGAL CATCH. The loop must go over the calf's head and the time will stop when the string breaks from the saddle horn. Rope may draw up any place on the animal.

3. **THROWN ROPE & ROPE BREAK.** Rope must be thrown by the contestant and calf must break rope from saddle horn.
4. **SLACK DAILY ON HORN.** If rope should daily 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 horn.
5. **CONTESTANT ASSISTED ROPE BREAK.** Roper may not snap rope loose.
6. **ESCAPED ANIMAL DURING RUN.** If stock leaves the arena, roper gets stock back lap and tap with the time added which was taken when the stock left the arena.

STEER BREAKAWAY

1. **ROPER START.** Roper will come out of the header box and will start from behind a barrier.
2. **BEATING THE BARRIER.** There will be a 10-second penalty assessed for breaking or beating the barrier.
3. **LOCATION OF ROPE TIE AND STRING.** The end of rope and attached flag must be tied to the saddle horn with string provided by the Association, so when the steer is roped, the rope will break away from the saddle horn.
4. **LEGAL CATCHES.** The three legal team roping head catches will be allowed in this event:
 - a. slick horns.
 - b. half-head,
 - c. around the neck.
5. **SLACK DAILY ON HORN.** If rope should daily 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.** Roper may not snap rope loose.

DOUBLE MUGGING

1. **HARD & FAST TIE.** Rope must be tied hard and fast to the saddle horn.
2. **NECKROPE ON HORSE.** All contestant horses must have a neck rope.
3. **QUALIFIED RUN.**
 - a. Contestant must rope calf, dismount, go down rope (at which time the Mugger will throw calf down by hand) and contestant will tie the calf.
 - b. Contestant must cross and tie and three feet

- c. To qualify as a legal tie, there shall be one or more wraps around all three legs and a half hitch.
 - d. If tie comes loose or calf gets to his feet before the tie has been rule a fair one, the roper will be disqualified.
4. EXPLANATION OF MUGGER ASSISTANCE.
- a. After roping calf, contestant must dismount and wait for mugger to throw calf by hand.
 - b. Rope must hold calf until mugger has his hands on the calf; if mugger's hand is on calf when calf falls, calf is considered thrown by hand. If calf is down when mugger reaches it, the calf must be let to his feet and thrown by hand
 - c. Mugger holds foreleg and give the foreleg to the contestant. At this time mugger can assist in holding calf down in a way that the calf is unable to regain its feet.
 - d. Mugger may remove rope from the calf (before roper has finished 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 judge has passed on the six (6) second tie rule.
 - e. 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 will start once the contestant and his helper are clear of the calf.

STEER STOP

- 1. Roper will come out of the header box and will start from behind a barrier.
 - 2. There will be a 10-second penalty assessed for breaking or beating the barrier.
 - 3. The three legal team roping head catches will be allowed in this event:
 - a. slick horns. b. half-head, or c. around the neck.
4. TIME STOP
- a. Time taken when steer and horse are facing one another on a tight rope and horse's front feet are on the ground.
 - b. Steer must be standing on all four feet when time is stopped.
5. NUMBER OF LOOPS. Only one loop allowed in this event.
6. DALLY ONLY. Ropes can't be tied on hard and fast to saddle horn. This is dally only event.

CALF ROPING

- 1. HARD & FAST TIE. Rope must be tied hard and fast to the saddle horn
- 2. NECKROPE ON HORSE. All contestant horses must have neck ropes.
- 3. QUALIFIED RUN

- a. Contestant must rope calf, go down rope, and throw calf by hand and cross and tie any three feet.
- b. To qualify as a legal tie, there shall be one or more wraps around all three legs and a half hitch.
- c. If calf is down, when roper reaches it, the calf must be let up to his feet and thrown by hand.
- d. If roper's hand is on calf when the calf falls, calf is considered thrown by hand.
- e. Rope and three legs tied until passed on by judge and roper must not touch calf after giving finish signal until after the judge has completed his examination.
- f. If tie comes loose or calf gets to his feet before the tie has been ruled a fair one, the contestant will be disqualified.

4. LEGAL CATCH. Calf roping is a catch-as-catch-can event.

5. SIX SECOND PERIOD.

- a. The field judge will pass on the tie of calves through the use of a stop watch, timing six (6) seconds from the time the roper's horse take first step forward after the roper has remounted.
- b. Rope will not be removed from calf and rope must remain slack until field judge passes on the tie. Roper will be disqualified for removing rope from calf after signaling for time, until the field judge has passed on the tie.
- c. Field judge must watch calf during the six second period and will stop watch when the calf kicks free using the time shown on the watch to determine whether calf was tied long enough to qualify.

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 total money won. Points will only be awarded to top 5 holes in each event.

Points will be assigned as follows:

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

Age Divisions

Boys and Girls division in each Class.

Class I – Ages 0-6

Class III – Ages 10-12

Class II – Ages 7-9

Class IV – Ages 13-16