

Gooding Junior Rodeo Rules 2022

This is a great opportunity for contestants to learn and encourage others. Let's help make sure everyone enjoys their experience.

Anyone not complying with the following rules will be disqualified.

1. Western attire will be required for all riding events. Long pants, long sleeve shirts, western hat and boots for all contestants in riding events and team roping partners. Grass events are not required to wear boots.
2. PeeWee Division can have an adult on foot, not on horseback, help them through the pattern. The adult on foot must cross the eye the same time as the horse to be given a time. Youth Division will be given a time if they break the pattern and need to correct it, as long as they eye is not broken. Parents can help the Junior division into the arena but cannot assist during the pattern.
3. Contestants may move up a division for any event **only if it is not offered in their age division.**
4. Team Roping contestants may enter twice, as long as they switch partners or switch ends with current partner. BOTH runs will count towards All Around Points.
5. Junior High contestants may rope with an adult who is in western attire.
6. A barrier will be used in roping events.
7. Sheep Riders need to bring their own helmet and rope. They can ride without if they choose.
8. Contestants will be allowed to share horses.
9. Goat changes and arena rakes will be determined by the arena director.
10. Any contestant or family member showing rude or abusive behavior to a judge, member of the Gooding Junior Rodeo staff or arena volunteer will be disqualified.
11. Contestants will be disqualified for mistreatment of rodeo stock or any animal on rodeo grounds.
12. A five second penalty will be assessed to time if a barrel or pole is knocked over.
13. A 10 second penalty will be assessed to time if the rider's hat is not on entering through the gate.
14. Flag race-can go around barrel. Flag must be in the bucket. A No Time will occur if the barrel is knocked over, the flag is dropped or if the flag is used for a whip. There will be a 60 sec time limit.
15. All events will be run with a closed gate.
16. Time limits on events will be as follows:
 - Sheep/Calf Riding: 6 seconds
 - Steer Riding: 8 seconds
 - Rubber Head Roping: 60 seconds or three throws. Parents can help rebuild loop.
 - Goat Tying: 60 Seconds
 - Team Roping: 60 seconds or three loops
 - Breakaway Roping: 45 seconds or two loops
 - Tie Down Roping: 60 sec or 2 loops

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IF SOMETHING OCCURS THAT IS NOT ADDRESSED ABOVE, GOODING JUNIOR RODEO STAFF WILL REVERT TO HIGH SCHOOL RODEO RULES.

All Around Points:

- Points will be given through 10th place in each event. 10 points for 1st place, 9 points for 2nd place, 8 points for 3rd place.....
- If entered in more than one age division, contestant must declare which age division they want to compete for the all-around in. If no age division is declared, all-around points will be counted in contestants age group. Only events within the age division will be counted for the all-around.
- In the event of a tie, all-around award will be duplicated
- PeeWee Girls Events: Stick Horse Barrels, Goat Tail Untying, Rubber Head Roping, Barrel Racing, Sheep Riding, Figure 8
- PeeWee Boys Events: Stick Horse Barrels, Goat Tail Untying, Rubber Head Roping, Barrel Racing, Sheep Riding, Figure 8
- Youth Girls Events: Barrel Racing, Pole Bending, Breakaway Roping, Goat Tying, Calf Riding
- Youth Boys Events: Flag Race, Figure 8, Goat Tying, Breakaway Roping, Calf Riding
- Jr. High Girls Events: Barrel Racing, Pole Bending, Goat Tying, Breakaway Roping, Team Roping – can enter twice in team roping if switching partners or ends – both runs count in all-around
- Jr. High Boys Events: Flag Race, Goat Tying, Breakaway Roping, Steer Riding, Team Roping – can enter twice in team roping if switching partners or ends – both runs count in all-around
- High School Girls Events: Barrel Racing, Pole Bending, Goat Tying, Breakaway Roping, Team Roping – can enter twice in team roping if switching partners or ends – both runs count in all-around
- High School Boys Events: Tie Down Roping, Team Roping – can enter twice in team roping if switching partners or ends – both runs count in all-around