

**Younguns**

**YG**

## MISSION STATEMENT

Young Guns is a non - profit organization dedicated to promoting the western lifestyle in our youth and families. We demand sportsmanship, leadership, and professionalism in our youth as well as adults. We affirmatively promote, preserve, and protect the safety of our participants, volunteers, staff, and livestock. We are dedicated in teaching cultural awareness and diversity, self-worth, and self-esteem while providing wholesome family time and entertainment.

One of our primary goals is to procure sponsorships for operating and awards costs to allow families to enjoy their time together without the burden of excessive expense. Any help with sponsors is greatly accepted.

### Primary Goals:

- ❖ To promote the sport of rodeo among children and youth up to the age of 18 years.
- ❖ To target children and youth in the above said area who are already participating in youth rodeo to some extent and to target those children and youth who are not participating but would have a desire to do so.
- ❖ To promote a Christian and family atmosphere.
- ❖ To promote and foster friendly competition in various rodeo events.
- ❖ To foster professionalism among families and participants in and out of the rodeo arena.
- ❖ To create an environment of encouragement for each participant.
- ❖ To create opportunities for notoriety and recognition for those participants who achieve excellence in their individual events.
- ❖ To prepare participants to ascend to the next level of the rodeo industry (Jr. & High School Rodeo, College Rodeo, Professional Rodeo, etc.).

Members compete in traditional rodeo events in 4 different age groups for both girls and boys.

As a sponsor, you will be supporting youth rodeo in the heart of the cattle country. If you would like to target potential customers in this area, give our association a platform for your advertising dollars and help support a great bunch of kids in the process.

## **YOUNG GUNS BOARD MEMBERS**

Melissa Vander Hamm  
620-255-8795  
[ygrodeo@gmail.com](mailto:ygrodeo@gmail.com)

Scott Vander Hamm  
620-408-6140  
[scottvh88@gmail.com](mailto:scottvh88@gmail.com)

Eric Peterson  
806-930-2157

Mike Heiland  
620-339-5288

Amanda Peterson  
806-930-1663  
[amandapetersonphotography@gmail.com](mailto:amandapetersonphotography@gmail.com)

Dani Heinrich  
620-874-4340  
[dani.m.heinrich@gmail.com](mailto:dani.m.heinrich@gmail.com)

Travis Pitts  
In Memoriam

Jodi Pitts  
316-288-3861

Leslyn Carson  
405-880-3030  
[enteryoungguns@gmail.com](mailto:enteryoungguns@gmail.com)

Craig Carson  
405-714-9200

Website: [ygrodeo.com](http://ygrodeo.com)

Online Entries website: [yguns.xyz](http://yguns.xyz)

Email entry questions: [enteryoungguns@gmail.com](mailto:enteryoungguns@gmail.com)

Any info requests can be emailed to: [ygrodeo@gmail.com](mailto:ygrodeo@gmail.com)

Facebook: YOUNG GUNS

Instagram: younggunsdc

**Rodeo Secretary**

Leslyn Carson

[enteryoungguns@gmail.com](mailto:enteryoungguns@gmail.com)

405-880-3030

**Send Sponsor Money To:**

YoungGuns Sponsorships

% Melissa Vander Hamm

13504 6 Rd

Ingalls KS 67853

**Entry Method**

- ✓ MEMBERS – Online Only – [yguns.xyz](http://yguns.xyz)
- ✓ May pay fees by Cash, Check or Credit Card at rodeo
- ✓ NON – MEMBERS – Email [enteryoungguns@gmail.com](mailto:enteryoungguns@gmail.com)

- **Entries questions:** [enteryoungguns@gmail.com](mailto:enteryoungguns@gmail.com)
- **Information only:** [ygrodeo@gmail.com](mailto:ygrodeo@gmail.com)

**Membership Documents Email**

Sarah Devaughn

[sarahygrodeo@gmail.com](mailto:sarahygrodeo@gmail.com)

# YOUNG GUNS RULES & REGULATIONS 2024- 2025 TIMED EVENT SERIES

**ORDER OF EVENTS – Rodeo to start at 8:00 A.M. on Saturday 8:00 A.M. on Sunday**

## Youngguns

### FEES

All entry fees must be paid before contestant can compete.

### LATE ENTRIES

Late entries will be accepted no later than Monday before the rodeo at 6:00 P.M. with a \$25 late fee. Late fee goes directly into prize fund. **You cannot enter at the rodeo.**

### REFUNDS / DRAW OUTS

Must be confirmed by **12:00 noon** Friday with the Rodeo Secretary.

Weather Draw outs will be handled on a case by case basis

Must have an approved doctor's or vet's release prior to start of rodeo.

### FINALS ENTRIES

Hard Close – No late entries accepted. No changes after final checklist is posted on Monday before rodeo.

All checks will be cashed the Monday after finals weekend.

### POINTS

To be awarded 10-9-8-7-6-5-4-3-2-1 for 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, and 10th places respectively, no matter how many entries per event. In addition to placing points, 1 participation point will be given to each participating entry. If a non-member places, points revert to highest placing member below that placing. If not enough entries in an event for 10 placings, points will be awarded to only those members placing. Points will be awarded at the finals toward year end totals. If team roper places more than once at any given rodeo, including Finals, he/she will receive respective points, money and awards. Only highest placing team points at each rodeo will be added to the all-around totals per contestant. All placing ties will be added together and divided equally. No points awarded for adult partners.

## PAYOUT

1. No ground money paid – all ground money goes to the prize fund.
2. 70% of entry fee (jackpot money excluding stock charge) in each event paid back to contestant.
3. Payout is as follows:
  - 1-4 entries ..... 1 money ..... 100%
  - 5-9 entries ..... 2 monies ..... 60/40%
  - 10-14 entries ... 3 monies ..... 50/30/20%
  - 15-19 entries ... 4 monies ..... 40/30/20/10%
  - 20-24 entries ... 5 monies ..... 37/27/17/12/7%
  - 25 & over ..... 6 monies ..29/24/19/14/9/5%

\*If there is a qualified time or score, all prize money will be paid. If no qualified time or score, all money goes to the Young Guns Prize Fund. \*\* If contestant is a no show, entry fee will remain in jackpot for distribution. If medical or vet release is presented timely, jackpot money will be refunded to contestant. \*\*\*Team Ropers may only rope for jackpot money 2 times including regular entries and any draw entries. See Team Roping Rules "Draw Partner" section.

## GENERAL RULES

1. Age limit: 18 and under. All ages are determined as of January 1, 2023.
  - ✓ A contestant may enter an older age group if they so wish, but will only be allowed to compete and acquire points in that age group for the entire series. Contestant must declare which age group they wish to be in when entering first rodeo.
2. Each member's parent or guardian will be required to sign a release form before competing.
  - ✓ Must furnish a copy of legal proof of age (birth certificate) to rodeo secretary by 2nd rodeo entered.
3. Unsportsmanlike conduct, profanity, fabrication of name, age or other facts will not be tolerated. Such action may bring suspension. Use of alcohol or drugs by members or parents will not be tolerated and will result in suspension.
4. All contestants must wear long sleeve shirt, boots & jeans during their ENTIRE RUN. (no tennis shoes). Alleyway is considered part of the arena. Flagrant or deliberate action to prevent compliance to this rule will result in a no time. Sweat shirts, coats, vests are allowed.
  - ✓ \*\*\*NOTE \*\*\*Hats are not required, but if you choose to wear a hat please make sure it stays on during the entire run. If you cannot keep your hat on, then please do not wear it. No ball caps allowed when competing. Stocking hats are allowed
  - ✓ \*\*\*NOTE\*\*\* Contestants may not be secured to saddle. Ex. - Velcro or straps
5. Unusual, unnecessary or inhumane treatment of stock in any event will result in a no time and carry the following penalties:
  - ✓ 1st offense - \$25 fine
  - ✓ 2nd offense - Suspension of member from next rodeo
  - ✓ 3rd offense - membership revoked. JUDGES DECISIONS ARE FINAL.
6. Any verbal or physical abuse toward any Young Guns rodeo judge, official, stock contractor or any other personnel will not be tolerated. The following penalties will apply:
  - ✓ 1st offense - \$100 fine
  - ✓ 2nd offense - Suspension of member from next rodeo
  - ✓ 3rd offense - membership revoked
7. All goats will be drawn. All calves & steers will be chute run, no draw.
8. 2 Electric timers will be used for barrels, poles & goats, with #1 timer being designated as the official time and #2 timer being designated as the backup time. In the event of the #1 timer

malfunctioning, contestant will receive back up time from timer #2. If timer #1 malfunctions on more than 3 runs all backup times will be used.

9. Announced times are UNOFFICIAL.
10. 3 gate calls will be made - If not present or mounted, contestant will be disqualified. (A time limit of one-minute starts when second gate call is made by announcer.
  1. \*\*\*Note\*\*\* One minute will be given to enter arena or contestant will be disqualified at judge's discretion.
11. Young Guns director will have the authority to inform rodeo management and judges about rule infractions.
12. Contestant must compete to qualify:
  1. Must start & stop time while mounted.
  2. No leading horse into the arena to mount before the run.
  3. If the horse's nose crosses the plane of the gate, with or without the rider, the run is considered started.
  4. If a contestant falls off before the timeline it will be considered a no-time.
  5. Forward motion must be maintained after the contestant crosses the plane of the gate when using a center gate. Ex. – barrel racing
  6. No Circling or stopping once time has started. Forward motion must be maintained until the end of the run.
  7. Must compete without assistance to receive a time. No riding double to compete.
    - 6 & Under and 7-10- Parent can assist but cannot cross the plane of the timeline or the contestant receives a no time.
    - All other age groups – Parent can assist but cannot cross the plane of the gate or the contestant receives a no time.
13. Insufficient funds must be taken care of before the contestant can enter any more rodeos. The collection fee is \$25 per check. Cash-only entries may be required at the discretion of Young Guns personnel.
14. Young Guns personnel reserves the right to amend or revise any rule or event at any time during the rodeo season. Any major change in events will be announced and/or posted.
15. All protests must be accompanied with a \$25 cash protest bond. A written protest along with protest bond must be presented to the Rodeo Secretary. If protest is ruled in favor of protestor, the protest bond will be refunded. The decision will be made by the Young Guns personnel who are present at the performance and the judges.
16. In order to be a contestant at the Young Guns Finals Rodeo, each contestant must compete at ½ of scheduled rodeos (rounded up in case of odd number of rodeos) in each event to be entered. Heading and Heeling are considered separate events for finals qualifications. Adults roping in team roping at the finals must also compete in at least ½ of the rodeos.
17. Finals will be 2 go rounds. Finals contestant order will be drawn for the 1st day and run in reverse order the 2nd day. Points will be awarded for the top 10 places in each round and the top 10 places in the average. The average is calculated by adding the times together. Points go toward year end awards. Finals awards will be given on times (not points).
18. **ALL Goat events at the finals are excluded from the reverse order and will be a random draw both days.**
19. Contestant/member must compete at finals at least one of the days and pay all fees in order to receive year end awards and finalist coat. (You may purchase coat at cost if unable to compete. Hardship cases will be reviewed by Young Guns personnel on a case-by-case basis.
20. Contestant/member must be present at finals awards banquet to receive prizes. Hardship cases will be reviewed by Young Guns personnel on a case-by-case basis.

21. If rodeo is canceled due to weather or uncontrollable circumstances. Rodeo may or may not be rescheduled. A canceled rodeo may count as a qualifying rodeo for the events in which a contestant was entered in that particular rodeo. If an event is completed, money will be jackpotted and event points will be awarded but no points will be awarded toward the All Around. Any entry for an incomplete event will be rolled to the next rodeo. If contestant cannot attend next rodeo, they must notify rodeo secretary no later than regular entry deadline, which is Wednesday before rodeo at 5pm.
22. To be eligible for All Around prizes, contestant must have qualified to compete in 2 or more events. Team roping (whether heading or heeling) is one event. Switching ends does not constitute another event.

### **23. Tie Breaker Rules:**

#### **1. Year End Event Tie Breaker Rules:**

1. Go back to highest number of 1st places for the year.
2. Go back to the highest number of 2nd places for the year, etc.  
(Includes finals points - each round and average)

#### **2. Finals Event and/or Finals Average Tie Breaker Rules:**

1. Fastest time at finals
2. If still tied, prize will be duplicated. Another prize will be ordered to match.

#### **3. All - Around Tie Breaker Rules: (Includes finals points – each round and average)**

1. Most number of events qualified in to compete at finals
2. Most number of 1st places
3. Most number of 2nd places, etc.

### **Year End Event Saddles & All – Around Saddles**

24. Each Contestant can only win one “event” saddle in the year end standings. If contestant has qualified to win more than one “event” saddle the saddle they will be awarded is determined by the following.
  1. Event that contestant won with the most accumulated points. Same rules apply if saddle is passed down farther.  
Example: Contestant wins the year end barrels with 50 points and also wins poles with 40 points. The contestant would win the barrel saddle as they have the most accumulated points in barrels. Therefore, the pole saddle would roll to the 2<sup>nd</sup> place winner in poles.
25. All around saddles are not considered an “event”, therefore contestant can win 1 “event” saddle and the all-around saddle.



# **EVENT RULES**

## **All Dummy Roping**

Young Guns will use 2 Ribbons and a board to mark the distance from the dummy. The area within the ribbons is considered the timeline/arena. Once the contestant enters the area between the ribbons, no more physical assistance may be given. Verbal assistance is allowed. Parents may build loop, but it must be done outside the designated area. Only the contestant is allowed in the area between the ribbons. If the contestant is assisted, they will receive a no time.

Within the 5 Seconds, the contestant must draw enough slack out of the loop i.e. Pull slack to make it clear that a legal catch has been made

## **6 & UNDER GIRLS - CALF DUMMY ROPING**

1. Rope until you miss.
2. First run – contestant must rope from behind calf's head.
3. Calf will be moved 1 ft. after each run.
4. 1 legal catch – (collar catch around neck ONLY).
5. Fishing will be allowed with a 5 second time limit.
6. Roper will be disqualified if any part of body goes over the line at any time.
7. Last contestant left roping will win event. Remaining contestants will split points & jackpot as appropriate. If 3 contestants missed on 3 ft. & 4th contestant catches at 4 ft. – he will win event & 10 points – last 3 will split 2nd, 3rd & 4th. If only one contestant catches – he receives 1st place points and money.

## **6 & UNDER BOYS - BONES STEER DUMMY ROPING**

1. Rope until you miss.
2. First run – contestant must rope from behind steer's head.
3. Steer will be moved 1 ft. after each run.
4. 3 legal head catches ONLY – (see team roping).
5. Fishing will be allowed with a 5 second time limit.
6. Roper will be disqualified if any part of body goes over the line at any time.
7. Last contestant left roping will win event. Remaining contestants will split points & jackpot as appropriate. If 3 contestants missed on 3 ft. & 4th contestant catches at 4 ft. – he will win event & 10 points – last 3 will split 2nd, 3rd & 4th. If only one contestant catches – he receives 1st place points and money.

## **ALL BARREL RACING 6 & Under – 60 second time limit 7-18 - 45-second time limit**

1. All barrels to be 55 gallon steel drums with both ends intact.
2. Barrels to be set in a clover leaf pattern a minimum of 15 feet from fence or standard pattern.  
Standard Barrel Pattern: If arena size allows; 60 ft from start to 1st and 2nd barrels - 90 ft between 1st & 2nd barrel - 105 ft. between 3rd and 1st or 2nd barrels - 75 ft from score line to fence. If the size must be reduced, do so by even increments.
3. There will be a five second penalty for each turned over barrel.
4. Contestant may start from left or right side; but must complete a "standard" pattern as referenced in the WPRA rule book.
5. Center gate is used, so the contestant must be mounted and maintain forward motion once the horse has crossed the plane of the gate, until the end of the run.

6. Failure to complete pattern is a no time. If contestant or horse breaks the plane of the start line, except at the beginning and ending of the run, it is a no time.
7. Gates will be closed during run.
8. We will drag after 5 in all age groups except 6 and under. We will drag at 7 for them, we will **NOT** drag at the beginning of each age group
9. 7-18 age groups - Upon broken pattern contestant must go onto next barrel or exit the arena. No circling the barrel twice or starting over. Please adhere to this policy to keep it fair for all contestants. Repeated infractions could result in suspension from next rodeo.
10. 6 & Under age groups are allowed to "correct" their patterns and will be given a time.

### **ALL POLE BENDING 6 & Under – 60 second time limit 7-18 - 45-second time limit**

1. There will be 6 poles used, height of poles to be 5 to 6 feet tall. Pole base size must be standard in diameter (no metal bases).
2. Poles to be set on top of ground in a straight line. The distance from the starting line to the first pole will be approximately 21 ft. and distance between poles will be approximately 21 ft.
3. There will be a 5 second penalty for each pole knocked down.
4. Contestant may start from left or right side.
5. Failure to complete pattern is a no time.
  1. Wrong way turns are broken patterns.
  2. If a pole is down, horse must pass on proper side of where the base should sit in a "stacked" pattern to be a qualified run.
  3. If contestant or horse breaks the plane of the start line, except at the beginning and ending of the run, it is a no time.
6. Gates will be closed during run.
7. Upon broken pattern contestant must go onto next pole or exit the arena. No circling the pole twice or starting over. Please adhere to this policy to keep it fair for all contestants. Repeated infractions could result in suspension from next rodeo.
8. In all age groups we will drag after 6 runs maximum - less depending on ground conditions - at the discrepancy of pole bending director or Young Guns personnel. We will not drag at beginning of age group.
9. 6 & Under age groups are allowed to "correct" their patterns and will be given a time.

### **6 & UNDER GOAT TAIL UNDECORATING – 45 second time limit**

1. Goat staked on a 3 ft. rope/tether. Stake to be driven below ground level.
2. Goat to be held by a goat holder until contestant crosses the starting line.
3. Contestant must ride their horse across the start line, race to where the goat is tethered, dismount, catch the goat, remove the ribbon from the goat's tail, and run back across the chalked time line, for flag to drop. Time line will be located (ten) 10' feet back from tether stake back in the direction of the start line. Contestant must finish across time line with ribbon in their hand.
  1. Once time has started, if the ribbon falls off the goat's tail prior to the contestant dismounting, the contestant will be issued a re-run. If the ribbon falls off the goat's tail after the contestant has dismounted (relinquished control of horse), the contestant will pick up the ribbon and run to the finish line with ribbon in hand.

4. Contestant will receive a no-time for running over the goat. If horse runs over the rope, without contact of the goat, there will be a 10 second penalty. If horse runs over the rope, with contact of the goat, the contestant will receive a no time.
5. The Young Guns board will have another "horse catcher" positioned behind the goat holder to help catch contestant's horse. Contestant's safety is the top priority of the Young Guns Directors. If the helper steps in to rescue the contestant because the contestant's safety is at risk, the contestant may continue their run once safely on the ground.

### **ALL GOAT TYING - 45 second time limit**

1. Goat staked on a 10 ft. rope. Stake to be driven below ground level.
2. Goat to be held until contestant crosses the starting line.
3. Goat must be thrown by hand. If goat is down, contestant must lift goat to feet & throw again. If contestant's hand is on goat when goat falls, it is considered thrown by hand.
4. Must cross and tie any three legs (legs must be crossed above the hoof).
  1. Boys will string and tie goat same as a calf (see tie-down roping rules). Boys must use a piggin' string, no other material permitted.
  2. Girls must use a rope, piggin' string or leather thong, no other material permitted. Legal tie - 1 or more wraps and a ½ hitch, hooey or knot.
5. Contestant must stand back 3 feet from goat before judge will start time for 6 second time limit.
6. Goat must stay tied for 6 seconds.
7. No time if contestant touches goat or string after signaling for time.
8. Contestant will receive a no-time for running over the goat. If horse runs over the rope, without contact of the goat, there will be a 10 second penalty. If horse runs over the rope, with contact of the goat, the contestant will receive a no time.
9. Goats to be changed after 3 runs.
10. All fresh goats to be run at and tied down before each rodeo. In case of draw-out, goat will be tied by director or contestant.
11. If goat breaks away because of fault of horse, contestant will be disqualified.
12. Goats may have horns but they must be tipped.
13. Goats will be of equal size and weight within each age group.
14. All goats will be drawn before each performance.
15. In the case of a scratch or draw out after the goat draw, we will NOT tie the goat.

### **ROPING EVENTS - GENERAL RULES**

1. A 10 second penalty will be added for breaking the barrier.
2. Barrier will be electric rope barrier.
3. If barrier equipment fails, the decision concerning getting animal back will be made by the barrier judge.
4. If barrier fails to work and stock is brought back, contestant must take same animal over, during or immediately after the same performance.
5. If animal leaves arena, judge will drop flag to stop time, roper gets calf back lap & tap with the time added which was taken when the calf left the arena.
6. Calf Roping & Breakaway Roping All Ages; Barriers to be set by roping director, arena director and/or judge.
7. There shall be 2 or more timers, a field flag judge, and a barrier judge. Time to be taken between 2 flags. Animals used for roping events should be inspected & objectionable ones eliminated.

8. One loop per roper in all steer roping events, including the finals. Should the roper miss with one loop, he/she must retire and no time will be allowed.
9. One loop per roper in all calf roping events.
10. Roping calf/steer without releasing loop from hand is not permitted and shall be a no time.
11. In Calf Roping the field flag judge must watch calf during the 6 second period and will stop the time on stopwatch when the calf kicks free using the time shown on the watch to determine whether calf was tied long enough to qualify.
12. Roper will be disqualified for removing rope from calf after signaling for time, until the tie has been passed on by the field judge.
13. In all roping events, the pusher cannot push calf or steer past the end of the chute.
14. Panels may be used to haze cattle in calf roping events.
15. Animal belongs to contestant when they call for it, regardless of what happens, with the following exceptions:
  1. If animal escapes from arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with lap & tap start. Time accumulated will be added to time used to complete qualifying run. If time is not recorded, contestant will receive a 10 second penalty. Contestant will also take any barrier or field penalties with him on lap & tap.
  2. In cases of mechanical failure.
  3. If, in the opinion of the line judge, contestant is fouled by equipment, contestant shall get their same stock back, providing they declare themselves by pulling up.

### **BREAKAWAY CALF ROPING - BOYS & GIRLS - 45 second time limit**

#### **7-10 age group will have CLOSED GATE**

1. 1 loop only.
2. Use string provided by Young Guns. All saddle horn ties may be inspected by official.
3. Rope will be tied to saddle horn at the end of the rope with white flag on end of rope.
4. Barrier must be used - 10 second penalty for broken barrier.
5. Calf must look through loop with rope falling over the head then catch as catch can.
6. Calf must break string, no time if contestant breaks string.
7. Contestant will receive no time should they break rope from saddle horn by hand or by touching rope or string after catch is complete. However, if the rope should dally around the horn, the contestant may ride forward, un-dally the rope & then stop horse to make rope break away.
8. Time will be flagged when rope breaks from saddle horn.

### **TIE DOWN ROPING – 11-14 BOYS - 45 second time limit – OPEN GATE**

1. 1 loop only.
2. Horse must have neck rope to prevent abuse to livestock.
3. Rope must be tied hard & fast.
4. Catch as catch can. Rope must hold calf until roper gets hand on calf.
5. Contestant must rope, dismount & cross & tie any 3 legs. Legal tie - 1 or more wraps & ½ hitch or hooey. If calf is already down roper can go ahead and tie calf. DOES NOT HAVE TO DAYLIGHT CALF.
6. Tie must hold for 6 seconds after roper mounts and gives slack.
7. Roper must not touch calf, rope, or go back to his tie after signaling for time, this will result in a no time. The run will result in a no time if at any time roper is assisted.

## **TIE DOWN ROPING – 15 - 18 BOYS - 45 second time limit – OPEN GATE**

1. 1 loop only.
2. Horse must have neck rope to prevent abuse to livestock.
3. Rope must be tied hard & fast.
4. Catch as catch can. Rope must hold calf until roper gets hand on calf.
5. Contestant must rope, dismount & cross & tie any 3 legs. Legal tie - 1 or more wraps & ½ hitch or hooey. ROPER MUST DAYLIGHT CALF.
6. Tie must hold for 6 seconds after roper mounts and gives slack.
7. Roper must not touch calf, rope, or go back to his tie after signaling for time, this will result in a no time. The run will result in a no time if at any time roper is assisted.

## **STEER BREAKAWAY –**

### **7-10 - 45 Second time limit and CLOSED GATE**

### **11-14 and 15-18 - 30 Second time limit and OPEN GATE**

1. One loop only.
2. Roper to come from heading box.
3. Use string provided by Young Guns. All saddle horn ties may be inspected by official.
4. Roper MUST HAVE WHITE FLAG TIED TO END OF ROPE. Rope will be tied to saddle horn at the end of the rope.
5. Barrier must be used - 10 second penalty for broken barrier.
6. **7-10 only Only 3 legal head catches:**
  1. Head or both horns
  2. Half head, includes 1 horn & nose
  3. Around the neck

### **11-14 and 15-18 Slick Horns only**

7. If loop crosses itself in the head catch, it is illegal. If Hondo passes over one horn & loop is over the other, the catch is illegal.
8. Front leg in head loop is a no time.
9. Steer must break string, no time if contestant breaks string.
10. Contestant will receive no time should they break rope from saddle horn by hand or by touching rope or string after catch is complete. However, if the rope should dally around the horn, the contestant may ride forward, un-dally the rope & then stop horse to make rope break away.
11. Time will be flagged when rope breaks from saddle horn.

## **DALLY TEAM ROPING – 45 second time limit – OPEN GATE ALL AGES**

1. 2 loops only. Header & heeler must enter box as entered in rodeo (header or heeler). Points will be awarded according to the way contestant entered in rodeo (header or heeler).
2. Both header and heeler must leave from roping boxes.
3. Barrier must be used - 10 second penalty for broken barrier.
4. 3 legal head catches:
  1. Head or both horns
  2. Half head, includes 1 horn & nose
  3. Around the neck

5. If loop crosses itself in the head catch, it is illegal. If hondo passes over one horn & loop is over the other, the catch is illegal.
6. Front leg in head loop is a no time.
7. Cross fire is an automatic no time.
8. If heeler catches 1 hind foot it is a 5 second penalty.
9. Time will be taken when both ropers are dallied around saddle horn & horses face each other in a line with ropes tight & horses' front feet on the ground. Ropers must be mounted before time will be taken.
10. Girls may tie on, heel end only.

**11. 7-10 Team Roping has no barrier.**

- 12. 7-10 Team Roping Heading and Heeling is NOT a separate event.**

**\*\*\*ONLY 1 SADDLE WILL BE GIVEN TO THE HIGHEST POINT WINNER.**

**TEAM ROPING DRAW PARTNERS**

1. Contestants may enter "open/draw" (or if partner doesn't show) and a partner will be drawn for them. Willing DRAW PARTNERS must be USTRC #5 PLUS or above headers, and USTRC #6 or above heelers. They can be an Adult or Contestant of any age group. Draw partners will be eligible to rope for jackpot money on only 2 runs (including any entered runs) and only if they have paid the entry fee and declared their eligible runs.
2. At least 1 partner must be in age group competing in.
3. Partner may be from same age group, another age group or an adult.
4. Contestants may enter with no partner and a partner will be drawn for them.
5. Willing DRAW PARTNERS must be USTRC #5 PLUS or above headers, and USTRC #6 or above heelers. Draw partners will be eligible to rope for jackpot money on only 2 runs (including any entered runs) and only if they have paid the entry fee and declared their eligible runs.
6. Adults & helpers may enter team roping at one end to rope with ANY team roping contestants.
7. Adults & helpers must rope in at least ½ of the season rodeos also to qualify for finals.
8. Adults & helpers (excluding draw partners) must pay entry fee same as member.
9. Adults & helpers eligible for jackpot money but not for points.
10. Contestants may enter as a helper 2 time in the age group they are competing in.

**STEER WRESTLING – BOYS - 30 SECOND TIME LIMIT - CLOSED GATE**

1. Hazer to come from heeling box. Steer Wrestler to come from heading box.
2. 30 second time limit, before penalties.
3. Hazer may be YG member or adult. They are subject to contestant rules if acting as a hazer, a violation of rule by hazer will disqualify the contestant they are helping.
4. If hazer bats steer, or contestant's horse, contestant will receive no time.
5. Hazer must not render any physical assistance to contestant while contestant is working with steer.
6. Contestant is considered working with steer when steer leaves the box.
7. Steer must be caught from horse.
8. If contestant jumps at steer, he accepts him as sound.
9. If steer gets loose, dogger may take no more than one step to catch steer.
10. After catching steer, wrestler must bring it to a stop or change its direction and twist it down.

11. If steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
12. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight. Wrestler must have hand on steer when flagged.
13. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.
14. Contestant and hazer must use the same horse they leave chute with.
15. Hazer will be allowed to catch dogger's horse.
16. Dogger is entitled only one jump.
17. Contestant is required to turn steer's head so that he can get up.
18. 11-14 Boys may enter steer wrestling for Jackpot money only. NO Points or Prizes