

# **Young Guns Rodeo Association**

**Official Rule Book**

**2025 – 2026 Season**

*“Promoting the Western Lifestyle, Sportsmanship, and Family Values”*

A Non-Profit Youth Rodeo Organization  
[www.younggunsrodeo.com](http://www.younggunsrodeo.com)

## Mission Statement

Young Guns is a non-profit organization dedicated to promoting the western lifestyle among youth and families. We expect sportsmanship, leadership, and professionalism from both contestants and adults, and we actively promote, preserve, and protect the safety of participants, volunteers, staff, and livestock. We are committed to teaching cultural awareness, diversity, self-worth, and self-esteem while providing wholesome family time and entertainment.

**Sponsorship Promise:** One of our primary goals is to secure sponsorships for operating and awards costs so families can enjoy rodeo without excessive expense. Any sponsorship support is greatly appreciated.

## Primary Goals

- Promote the sport of rodeo for youth up to age 18.
- Reach current youth rodeo participants and welcome newcomers who want to get involved.
- Encourage a Christian, family-centered atmosphere.
- Foster friendly competition across events and professionalism in and out of the arena.
- Encourage every participant through a positive, supportive environment.
- Provide recognition opportunities for excellence in individual events.
- Prepare contestants to advance to Jr. High, High School, College, and Professional Rodeo.

## Board & Key Contacts

### 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)
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- Dorothy Bremer—620-338-2464

## Secretaries

- Leslyn Carson, Rodeo Secretary — 405-880-3030
- Sarah Devaughn, Rodeo Secretary — sarahygrodeo@gmail.com

## Web & Social

Website: ygrodeo.com

Info Email: ygrodeo@gmail.com

Entries Email: enteryoungguns@gmail.com

Facebook: Young Guns

Instagram: @younggunsdc

## Mail Sponsorship Support To:

Young Guns Association

% Melissa Vander Hamm

13504 6 Rd, Ingalls, KS 67853

## Entry Method

- Online entry link posted on Facebook and ygrodeo.com.
- Fees may be paid by cash, check, or credit card.

## Order of Events

Rodeos start at 8:00 AM on Saturday and 8:00 AM on Sunday. (Detailed order posted with the draw.)

## Fees

All entry fees must be paid in full before the contestant can compete.

## Late Entries

- Accepted until Friday before the rodeo at 6:00 PM with a \$25 late fee (goes directly to the prize fund).
- No entries accepted at the rodeo.

## Refunds / Draw Outs

- Must be confirmed by Friday, 5:00 PM with the Rodeo Secretary.

- Weather draw-outs handled case-by-case.
- Doctor's or vet release required before the rodeo starts. No draw-outs after start time.

### Points

- Placings earn 10-9-8-7-6-5-4-3-2-1 for 1st-10th, plus 1 participation point per entry.
- If a non-member places, points roll down to the next highest placing member.
- If fewer than 10 placings, only placing members receive points.
- Finals points are awarded (each round + average) and count toward year-end totals.
- Team ropers placing multiple times receive points/money/awards; only the highest placing team per rodeo counts toward an individual's All-Around total.
- Ties for placings: add monies/points and split equally. No points for adult partners.

### Payout

1. No ground money — goes to the prize fund.
2. 70% payback of entry fees (jackpot money excluding stock charges).
3. Payout schedule:
  - 1-4 entries: 1 money — 100%
  - 5-9: 2 monies — 60/40
  - 10-14: 3 monies — 50/30/20
  - 15-19: 4 monies — 40/30/20/10
  - 20-24: 5 monies — 37/27/17/12/7
  - 25+: 6 monies — 29/24/19/14/9/5

### Notes:

- If there is a qualified time/score, all prize money will be paid; if none, the money goes to the Young Guns Prize Fund.
- If the contestant is a no-show, the entry fee remains in the jackpot. With a timely medical/vet release, jackpot money is refunded.
- Team Ropers may rope for jackpot money only 2 times total (including draw entries). See Team Roping — Draw Partners.

### General Rules

1. Age: 18 & under (as of Jan 1, 2025). A contestant may declare in an older division and must remain all season.
2. Release & Proof of Age: Parent/guardian must sign the release—birth certificate due by the 2nd entered rodeo.
3. Conduct: Unsportsmanlike conduct, profanity, falsifying information, or alcohol/drug use by members or parents may result in suspension or expulsion.

4. Dress Code: Long-sleeve shirt, boots, jeans required for the entire run (alleyway included). Sweatshirts, vests, and coats allowed.

- Hats optional; if worn, must stay on. No ball caps except current-year YG caps. Stocking hats allowed.
- Contestants may not be secured to the saddle (e.g., velcro/straps).

5. Animal Welfare: Inhumane treatment = no time + penalties: 1st offense \$25 fine; 2nd suspension next rodeo; 3rd membership revoked. Judges' decisions are final.

6. Abuse of Officials/Personnel: 1st \$100 fine; 2nd suspension next rodeo; 3rd membership revoked.

7. Draw/Run: All goats drawn. Calves & steers chute-run (no draw).

8. Timing: Two electric timers for barrels, poles, and goats. #1 is official; if #1 malfunctions >3 runs, backup times used.

9. Announced times are unofficial.

10. Gate Calls: Three calls; 1-minute clock starts at the second call. Not mounted/present in one minute = DQ (judge's discretion).

11) Authority: YG directors may inform management/judges of infractions.

12) To Receive a Time:

- Start and stop time while mounted.
- No leading a horse in the arena to mount.
- Crossing the gate plane with the horse's nose starts the run.
- Falling off before the timeline = no time.
- With a center gate, maintain forward motion after crossing the plane. Excludes 6 and under
- No circling or stopping once time starts; maintain forward motion to the end. Excludes 6 and Under
- Assistance: 6 & Under and 7-10 may receive parent help without crossing the timeline. Other ages: no parent crossing the gate plane.
- No riding double.

13) NSF/Collections: Must be resolved before entering more rodeos. \$50 per check. Cash-only entries may be required.

14) Rule Changes: YG may amend rules at any time; significant changes will be posted/announced.

15) Protests: Written protest + \$25 cash bond to the secretary. Refunded if upheld; decision by present YG personnel and judges.

16) Finals Eligibility: Compete in  $\frac{1}{2}$  of the scheduled rodeos (rounded up) in each entered event. Heading and heeling  $\frac{1}{2}$  of the scheduled rodeos (rounded up) are separate events. Adults roping at finals must rope in  $\frac{1}{2}$  of the season's rodeos.

17) Finals Format: Two go-rounds. Day 1 draw; Day 2 reverse order. Points for top 10 each round and top 10 average (average = total time). Finals awards given on times (not points).

18) Goats at Finals: All goat events are random draw both days (not reverse order).

19) Awards Eligibility: Must compete at finals at least one day and pay all fees to receive year-end awards and finalist coat (purchase at cost if unable; hardship case-by-case).

20) Banquet Attendance: Required to receive prizes (hardship case-by-case).

21) Cancellations: Canceled rodeo may or may not be rescheduled. It may count as a qualifying rodeo for entered events. If an event completes, money is jackpotted and event points are awarded (no All-Around points). Incomplete entries roll to the next rodeo. If unable to attend next rodeo, notify the secretary by Wednesday, 5:00 PM.

22) All-Around Eligibility: Must qualify in 2+ events. Team roping (heading or heeling) counts as one event; switching ends does not add an event.

23) Tiebreakers:

- Year-End Event: Most 1sts → most 2nds → etc. (includes finals points: each round + average).
- Finals Event/Average: Fastest time at finals; if still tied, duplicate prize ordered.
- All-Around: Most events qualified at finals → most 1sts → most 2nds → etc.

Year-End Saddles

24) A contestant may win one-year-end event saddle. If winning multiple events, the saddle awarded is for the event with the most accumulated points; the other saddle(s) roll down.

25) All-Around saddles are not an event; a contestant may win one event saddle plus the All-Around saddle.

## Event Rules —

### Dummy Roping (6 & Under)

Setup: Two ribbons and a board mark the arena area. Once inside the ribboned area, no physical assistance (verbal only). Parents may build a loop outside the area. Assisted contestants will receive no time. Within 5 seconds of catch, the contestant must pull the slack to show a legal catch.

## **6 & Under Girls — Calf Dummy**

1. Rope until you miss.
2. First run: rope from behind the calf's head.
3. The board moves 1 foot farther from the dummy after each run.
4. Legal catch: collar (neck only).
5. Fishing allowed with a 5-second limit.
6. Any body part over the line = DQ.
7. Last roper left wins; remaining contestants split points/jackpot as appropriate.

## **6 & Under Boys — Bones Steer Dummy**

1. Rope until you miss.
2. First run: rope from behind the steer's head.
3. The board moves 1 foot farther from the dummy after each run.
4. Three legal head catches only (see team roping).
5. Fishing allowed with a 5-second limit.
6. Any body part over the line = DQ.
7. Last roper left wins; remaining contestants split points/jackpot as appropriate.

## **Event Rules — Barrel Racing**

1. Time Limits: 6 & Under — 60 seconds; 7–18 — 45 seconds.
2. Barrels: 55-gallon steel drums (both ends intact).
3. Pattern: Standard cloverleaf. If arena allows: 60 feet to 1st/2nd from Start line; 90 feet between 1st & 2nd; 105 feet to 3rd; 75 feet score line to fence. Reduce evenly if needed.
4. Penalties: +5 seconds per Knocked-over barrel.
5. Start/Finish: Center gate; must be mounted and maintain forward motion after crossing plane. Excludes 6 and Under
6. No Time: Broken pattern; crossing start line except at start/finish. 7–18 must move on or exit after a broken pattern.
7. Drags: After 5 runs (after 7 for 6 & Under)—no drag at the beginning of the age group.
8. 6 & Under: May correct pattern and receive a time.

## **Event Rules — Pole Bending**

1. Time Limits: 6 & Under — 60 seconds; 7–18 — 45 seconds.
2. Setup: Six 5–6 foot poles; standard bases (no metal). ~21 feet start to first pole; ~21 feet between poles.
3. Penalties: +5 seconds per pole down.
4. No Time: Wrong-way turns; crossing the start line except at the start/finish. If a pole is down, pass on the correct side of where the base would be (stacked pattern).

5. Gates closed during runs. Drag after  $\leq 6$  runs (director's discretion)—no drag at beginning of age group.
6. 6 & Under: May correct pattern and receive a time.

### Event Rules — 6 & Under Goat Tail Undecorating

1. Time Limit: 45 seconds.
2. Setup: Goat tethered on 3-foot rope; stake below ground. The holder releases when the contestant crosses the start line.
3. Run: Ride across the start, dismount, catch the goat, remove the ribbon from the tail, then run back across the chalked finish line (10 feet behind the stake toward the start) with the ribbon in hand.
4. Re-run: If the ribbon falls before dismount, the contestant receives a re-run. If after dismount, pick it up and finish.
5. Penalties/No Time: Running over the goat = no time. Running over rope without goat contact = +10 seconds; with contact = no time.
6. Safety: A designated horse catcher may step inches for safety; the contestant continues once safe.

### Event Rules — All Goat Tying

1. Time Limit: 45 seconds.
2. Goat on 10 10-foot rope; stake below ground. Holder releases at the start.
3. Throw by hand; if down, lift to feet and throw (hand on goat as it falls counts).
4. Tie: Cross and tie any three legs above the hoof.
5. Boys: Piggin' string only; string and tie like tie-down roping.
6. Girls: Rope, piggin' string, or leather thong. Legal tie: 1+ wraps + 1/2-hitch/hooey/knot.
7. Step back 3 feet; judge starts 6-second hold.
8. No Time: Touching the goat/string after signaling; running over the goat; running over the rope with the goat contact.
9. +10 seconds: Running over rope without goat contact.
10. Stock: Change goats after 3 runs; all fresh goats run and tied before the rodeo. If drawn out, the goat is tied by the director/contestant.
11. DQ: Goat breaks away due to horse fault.
12. Goats may have tipped horns.
13. Equal size/weight within age group.
14. All goats drawn.
15. No ties for scratched/draw-outs.

### Roping — General Rules

1. Barrier: Electric rope barrier; +10 seconds for breaking it.
2. Failure/Resets: Barrier judge decides; same animal must be taken during/immediately after performance.

3. Animal Leaves Arena: Lap-and-tap restart; previously elapsed time added. If no time recorded, +10 seconds. Barrier/field penalties carry.
4. Officials: 2+ timers, a field flag judge, and a barrier judge. Time is between two flags.
5. Loops: One loop per contestant per steer and calf roping unless otherwise specified.
6. No Time: Roping without releasing the loop from the hand.
7. Tie-Down Judging: The Field judge watches for 6 seconds; the time stops when the calf kicks free for validity.
8. DQ: Removing the rope from the calf after signaling before the field judge passes the tie.
9. Pusher: Cannot push past the end of the chute.
10. Calf Roping/Breakaway: Barriers set by director/arena/judge.
11. Hazing Panels: Allowed in the calf roping.
12. Animal Ownership: Once called for, animal belongs to contestant except in the case of arena escape; mechanical failure; or fouled by equipment (must pull up) — contestant gets same stock back.

### **Breakaway Calf Roping — Boys & Girls**

1. Time Limit: 45 seconds (7–10: closed gate)
2. 1 loop only. Use YG string; white flag on rope end; rope tied to saddle horn.
3. +10 seconds barrier penalty.
4. Calf must look through loop; catch-as-catch-can thereafter.
5. No Time: Contestant breaks string; breaking rope from horn by hand/touch after catch (may un-dally, then stop to break away).
6. Flag when rope breaks from horn.

### **Tie-Down Roping**

#### **11–14 Boys — 45 seconds, open gate**

- 1) 1 loop only; the horse must have a neck rope.
- 2) Rope hard & fast; catch as catch can; rope must hold until the roper handles the calf.
- 3) Cross & tie any three legs; no daylight is required if the calf is already down.
- 4) The tie must hold 6 seconds after mounting and giving slack.
- 5) No touching calf/rope/returning to tie after signaling; no assistance.

#### **15–18 Boys — 45 seconds, open gate**

- 1) Same as above, except roper must daylight the calf.

### **Steer Breakaway — 7-10 and 11-14**

1. 7–10: 45 seconds, closed gate. 11–14 30 seconds, open gate.
2. 1 loop only; roper from heading box. YG string with white flag; rope tied to horn.
3. +10 seconds barrier.
4. Legal head catches:

- 7–10: Head; half-head (1 horn & nose); around the neck.
  - 11–14 & 15–18: Slick horns only.
5. Illegal: Loop crossing itself; hondo over one horn with loop over the other; front leg inches head loop.
  6. No Time: Contestant breaks the string; breaking the rope by hand/touch after catch (may un-dally then stop to break).
  7. Flag when the rope breaks from the horn.

### **Dally Team Roping**

1. Time Limit: 45 seconds; open gate.
2. Loops: 2 total. Header & heeler must rope the ends as entered; points awarded by the entered end.
3. Boxes for both; +10 seconds barrier.
4. Legal Head Catches (3): Head; half-head (1 horn & nose); around the neck.
5. Illegal: Loop crossing itself; hondo over one horn with loop over the other; front leg inches head loop.
6. Cross-fire: No time.
7. One hind foot: +5 seconds.
8. Flag when both are dallied, ropes tight, horses facing, front feet down; both mounted.
9. Girls may tie on (heel end only).

### **7-10 Team Roping — Draw Partners**

1. Contestants may enter open/draw (or if a partner no-shows) to draw a partner. Willing draw partners must be USTRC #5 headers and #6 heelers and may be adult or any age. Draw partners are eligible for jackpot money on only 2 runs total (including any entered runs) and only if they have paid entry and declared eligible runs.
2. At least one partner must be in the competing age group.
3. Partner may be in the same/another age group or an adult.
4. Adults/helpers may enter one end to rope with any team roping contestants.
5. Adults/helpers must rope in ½ of the season rodeos to qualify for finals.
6. Adults/helpers (excluding draw partners) pay the same entry as members.
7. Adults/helpers are eligible for jackpot money but not for points.
8. Contestants may enter as a helper 2 times in their age group.
1. 7–10 Team Roping: No barrier. Heading & heeling are not separate events. Only one saddle awarded to the highest point winner.

### 11-14 Team Roping

1. One Run must come from the age group- If you do not have a partner, one will be drawn for you from the age group. It will come from the top of the standings list. The first rodeo will be a Team Roping Director's Discretion
2. Contestants may enter open/draw (or if a partner no-shows) to draw a partner. Willing draw partners must be USTRC #5 headers and #6 heelers and may be adult or any age. Draw partners are eligible for jackpot money on only 2 runs total (including any entered runs) and only if they have paid entry and declared eligible runs.
3. At least one partner must be in the competing age group for 1 run, 2nd run both must be in the competing age group
4. For the 2nd run, the Partner may be the same/another age group or an adult.
5. Adults/helpers may enter 2 times to rope with any team roping contestants.
6. Adults/helpers must rope in ½ of the season rodeos to qualify for finals.
7. Adults/helpers (excluding draw partners) pay the same entry as members.
8. Adults/helpers are eligible for jackpot money but not for points.
9. Contestants may enter as a helper 2 times in their age group.

### 15-18 Team Roping

1. Must rope with someone from your age group.
2. If you do not have a partner, one will be drawn from the top of the standings. The Team Roping Director has discretion at the 1st rodeo.
3. Contestants may enter a second time as a helper.

### Steer Wrestling — Boys

1. Time Limit: 30 seconds; closed gate. Hazer from heeling box; dogger from heading box.
2. Hazer may be a YG member or an adult; hazer violations DQ the contestant.
3. No Time: Hazer bats steer or contestant's horse; hazer renders physical assistance.
4. Working the steer begins when it leaves the box. Must be caught from the horse; one jump rule.
5. If the steer gets loose, the dogger may take no more than one step to catch.
6. Bring the steer to a stop/change direction, and twist down.
7. Illegal throw: Before stop or by planting horns; must let up and throw legally.
8. Legal fall: Steer flat on side or on back with all four feet and head straight; dogger's hand on steer at flag.
9. Dog fall: Dogger may turn head to make legal.
10. Contestant and hazer must finish on same horses; hazer may catch dogger's horse.
- 11. 11-14 Boys: Jackpot only — no points or prizes.**

## 15–18 Boys Dally Ribbon Roping — One Loop (Closed Gate)

1. Time Limit: 30 seconds
2. Team options: (1) one boy + one girl, or (2) two boys.
3. Runner can be in the 11-14 or 15-18
4. Partner must be indicated at entry.
5. Each roper may enter once per rodeo.
6. Roper ropes calf, dallies, and holds; the runner removes the ribbon and crosses the barrier line of the roper's box.
  - a. Box & Barrier: Standard roping box and barrier.
  - b. Ribbon: Uniform color, unbreakable, 1" x 12"; tied with a #12 rubber band.
  - c. Start: Roper must start from the right-hand box facing the arena.
  - d. Barrier Penalty: +10 seconds, enforced by barrier judge.
  - e. Runner Position: Runner may wait anywhere in the arena (judge may designate).
  - f. Dally Requirement: Roper must dally and hold immediately after roping—no trailing or hazing back.
  - g. Runner's Job: Remove ribbon and carry it back to the roper's box.
7. Time starts: when the calf releases the barrier rope.
8. Time stops: when the runner crosses the barrier line with the ribbon and is flagged.
9. Loop Limit: Roper may carry one loop only.
10. Calf must look through the loop; catch-as-catch-can thereafter.

### **Disqualifications / Penalties**

11. Failure to complete and hold a dally.
12. Dropping/losing the rope.
13. Runner touching the rope or calf before the roper is dallied.
14. Roper dragging calf to runner (must dally off and wait).
15. Runner crossing barrier line without ribbon.
16. +10 seconds: Runner leaves designated area prior to roper calling for calf (field judge).

## Thank You to Our Sponsors

Your support keeps entry fees reasonable, awards meaningful, and opportunities growing for the next generation of cowboys and cowgirls.

This handbook supersedes prior versions for the 2025–2026 season. Significant changes will be posted/announced. For questions, contact the Rodeo Secretary or email [ygrodeo@gmail.com](mailto:ygrodeo@gmail.com).