

# Springdale Frontier Days Association 2024 PeeWee Rodeo

## Rules & Regulations

### General Rules

1. Contestant age is determined as of January 1 of the current year. Proof of age may be required.
2. Each contestant must have a notarized entry form and waiver signed by a parent or guardian before competing.
3. All contestants must wear western clothing—boots, pants, long-sleeve western shirt, and cowboy hat or helmet—when entering the arena.
  - *Riding helmets are encouraged for all events.*
4. No re-runs will be given due to faulty or broken equipment provided by the contestant.
5. **Refunds of entry money will only be given with a doctor's or veterinarian's note.**
6. Riders must be ready to compete when their name is called. If not ready after three calls, the rider will be dropped, and/or the animal will be turned out.
7. Only contestants are allowed in the arena or behind the chutes. In rough stock events, including Mutton Busting, Steer, Calf, and Bull Riding, contestants may have one (1) helper.
8. All-around buckle winners will be determined by the highest overall average score in each age division. Contestants earn points based on their placing in each event. To qualify for the buckle, contestants must compete in at least 4 events.
  - Points for all-around buckles are as follows:
    - 1st: 10 points
    - 2nd: 8 points
    - 3rd: 6 points
    - Participation: 1 point
    - Failure to appear for an event will result in 0 points for that event.
9. In the event of a tie for an all-around buckle, the contestant with the higher score in barrel racing will be awarded the buckle.
10. Family (Team) Events do not count towards all-around buckles.
11. Contestants must provide their own protective gear for rough stock events.

**Helmets are required for all rough stock events.**

12. Judges' decisions are final.

13. Drugs or alcohol are prohibited and will result in disqualification.
14. Excessive rowdiness, quarreling, fighting, or foul language is not allowed.
15. Fire lanes must remain open.
16. All contestants must read the rules carefully, especially those pertaining to the events they enter. Ignorance of the rules is not an excuse.
17. Questions may be addressed to the PeeWee Director and/or Board of Directors at the end of the event for that performance.
18. Unsportsmanlike conduct or animal abuse will result in disqualification.
19. By entering this rodeo, participants give SFDA permission to use event photography for publicity, including print and web use.
20. The Association reserves the right to refuse the entry of any contestant.
21. The SFDA Board reserves the right to make modifications to rules as necessary for safety or functionality, so long as the rules are applied the same to all within a given age group for that performance.

### **Rodeo Officials**

1. The decisions of flagmen or timers are final. Contestants may protest only through the PeeWee Director or Board of Directors before the end of the performance in which the question arose. If the protest is based on a possible misinterpretation of a rule and all agree an error was made, the PeeWee Director shall modify the ruling accordingly. Otherwise, the decision stands.

### **Springdale Frontier Days Pee-Wee Rodeo Event Rules and Regulations**

#### Goat Tail Untying (Buckaroo Only)

1. The contestant may have (1) helper to assist and/or lead their horse
2. Contestants will ride their horse to the desired distance from the goat.
3. A helper may assist the rider in dismounting their horse.
- 4. Time will start when the horse's nose crosses the starting line.**
5. Contestants must pull the ribbon from the goat's tail and raise their hands in the air to signal completion.
6. When the ribbon is removed and hand is in the air the time stops

#### Goat Tail Tying (Peewee Only)

1. The contestant must be mounted on a horse when entering the arena and must ride from the starting line to the goat, dismount from their horse, and tie a string/ribbon on the goat's tail.

2. To qualify as a legal tie, there will be at least one complete wrap around the tail and a knot. A single overhand knot is acceptable. Knot must not be tied in string/ribbon before the contestant reaches the goat.
3. Time will start when the horse's nose crosses the starting line.
4. Time will stop when the contestant signals the completion of the tie.
5. All contestants will receive (1) ribbon, all ribbons will be 12 inches long, ribbons cannot be pre-tied. The rodeo association will provide these ribbons to the contestant.

#### Goat Tying (Junior & Senior)

1. The contestant will ride their horse to the desired distance from the goat.
2. The contestant will dismount and throw the goat by hand and tie.
3. The goat must be tied with any (3) legs.
4. A piggin string or rope may be used to make the tie. Contestants must provide their own string or rope.
5. Legs must remain tied and secure for (6) seconds after the completion of the tie.
6. If a goat can break free in the (6) second-time limit a "no time" will be given to the contestant.
7. Time starts when the horse crosses the start line and finishes when the contestant raises their hands to signal completion of their tie.

#### Cal Stake (Buckaroo Only)

1. Contestant rides their horse down to a single pole placed 30 feet from the back fence and make a turn around the pole and returns to the start line.
2. Contestants may make a left or right turn around the pole.
3. Time starts when the horse crosses the start line and time stops when the horse crosses the finish line on the return trip.

#### Pole Bending (Peewee, Junior & Senior)

1. Contestant will enter arena and gate will be closed before their run begins and will remain closed until the run is over
2. Pole Bending uses six poles in a straight line placed 21 feet apart.
3. The contestant may run pattern from the left OR the right.
4. Time starts when the horse crosses the start line. Time finishes when the pattern is completed and the horse crosses the start/finish line.
5. If the pattern is broken or the horse crosses back over the start line prior to the pattern being completed a "no time" will be given.
6. A (5) second penalty will be given for each pole knocked over.

#### Barrel Racing (All Age Divisions)

1. Constant will enter the arena and gate will be closed before their run begins and will remain closed until run is over.
2. The contestant will ride horse in a cloverleaf style barrel pattern.
3. The pattern may be run from the left OR the right.
4. The pattern is defined as one right turn and two left turns if starting on the right barrel first OR one left turn and two right turns if starting on the left barrel.
5. A (5) second penalty will be assessed for each barrel knocked over.
6. Touching/rocking the barrels is permitted so long as it does not tip over.
7. If the pattern is broken, the contestant will receive a "no time".
8. Time will start when the nose of the horse crosses the start line and time will stop after a completed pattern is run and the nose of the horse crosses the finish line.
9. If a horse crosses the start/finish line before the pattern is complete a "no time" will be given.

\*Note- Buckaroo Barrel Pattern may be smaller than other age divisions\*

#### Bale Head Roping (All Age Divisions)

1. A plastic steer head will be mounted on a bale of straw or hay.
2. Buckaroo & PeeWee constants may receive assistance from a helper in building their loops. All other age groups must build their own loops.
3. The contestant will be given two practice throws from any distance prior to scored throws.
4. The contest will start with a line on the ground three (3) feet behind the Bale Head. This line may not be crossed with any part of the foot while throwing.
5. If a constant crosses the roping line with any part of his/her foot, that throw will not be valid but will count in their two tries.
6. A legal head catch is 1) rope on two horns worth 3 points, 2) Half head worth 2 points, 3) Neck rope worth 1 point. One horn does not count. Points will only be used if there is a tie in distance.
7. Each contestant will be given two (2) tries from the first distance and every distance thereafter to make a legal head catch. If a legal head catch is not made in the two tries the contestant is finished.
8. If at least one of the two tries qualifies for a legal head catch the constant will move back in two (2) foot increments until a catch is not made in the two tries.
9. The winner of the event will be the contestant that has a legal head catch from the longest distance. In the case of a tie regarding distance, points will determine the winner.

#### Breakaway Roping (Junior & Senior)

1. No barrier to be used. If a barrier judge is used to flag the start, he shall flag the animal when the animal's nose crosses the starting line. One loop is permitted
2. The calf's whole head must pass through the loop or the contestant will be disqualified.
3. The loop must be drawn up around the neck with no extremities in the loop and in front of the tail head, when the string breaks.
4. If any extremities are in the loop when the string breaks, ex. Figure 8 a tail or leg, rope dropped below tail head, etc., the run will be considered a no time. If the string breaks with the extremity in loop and then goes back around the neck of the calf, the run will still be a "no time."
5. If an extremity gets in the loop after the flagger has dropped the flag, the run will be legal. EX If the slack pops high and the loop feeds back out and a calf steps into the loop.
6. Horse must be moving out of the box to be a legal catch
7. There will be a 60 second time limit

#### Team Roping (Junior/Senior/Family)

1. No barrier to be used. If a barrier judge is used to flag the start, he shall flag the animal when the animal's nose crosses the starting line.
2. Header will start behind the barrier line using the headers box, and must throw the first loop at the head.
3. Heeler must start from behind the barrier line.
4. Time will be taken when steer is roped, both horses facing steer in line with ropes dallyed and tight, horse's front feet must be on the ground.
5. Each contestant will be allowed to carry only one rope.
6. Each team allowed two throws in all.
7. Roper must dally to stop steer or change steer's direction.
8. The word "dally" means one complete turn around the horn.
9. There are three legal head catches – slick horns, half head and around the neck.
10. There is a 5 second penalty for single leg catches by the heeler.
11. It is the header's responsibility to make sure the arena is clear before the steer is called for.
12. If the roper is visibly fouled or the steer is injured, as in the case of a broken horn, the roper must declare this by pulling up.
13. All decisions of the flagger are final.

#### Chute Dogging (Seniors & Parents)

1. Once the score line has been set it will not be changed in that go.

2. Score line will be parallel to bucking chutes. It will be set at ten (10) feet in front of the bucking chute. The measurement will be made with chute gate in the closed position.
3. The line (barrier) judge will flag the start when the animals' nose crosses the score line.
4. 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.
5. Time shall be taken between two flags.
6. If the steer gets loose, the dogger may take no more than one step to catch the steer.
7. With steers loaded in bucking chute, the dogger gets beside the steer, right hand in front of or behind right front shoulder. When a dogger calls for the steer the chute gate will be opened. Dogger must keep their right hand in front of or behind shoulder until the steer's nose crosses the score line. If a dogger moves into throwing position or touches either horn(s), or ear(s), before the steer's nose crosses the score line there will be a ten (10) second penalty added to time. If a steer is thrown before crossing the score line, the dogger will be disqualified.
8. There will be a 10 second penalty added if the dogger moves right arm to the right horn (throwing position) before the start line. This will be referred to as breaking the barrier.

#### Team Goat Tail Tying

1. Child will enter the arena on horseback, while the adult partner will stand & wait in a designated spot in the arena.
2. Child will ride to the desired distance from the goat, dismount, and take hold of the goat.
3. The adult partner may leave the designated spot once the child has touched the goat. They will then proceed to tie the ribbon around the goat's tail.
4. Time begins when the child's horse crosses the timing line and ends when adult & child throw hands in air to signal completion.
5. All contestants will receive (1) ribbon, all ribbons will be 12 inches long, ribbons cannot be pre-tied.

#### Mutton Busting (Buckaroo Only)

1. Riders must weigh less than 50lbs.
2. All riders must wear a helmet.
3. Each contestant may have (1) helper behind the chute to assist them.
4. If a contestant adamantly protests having to ride due to fear or other circumstances, the judge may rule to stop the contestant from completing the event.
5. A completed ride will last (5) seconds.

6. If a completed ride is made the contestant will receive a score using the standard scoring procedure of 0-100. 25 points for the rider and 25 points for the animal from two (2) judges.

7. If the contestant comes off prior to the (5) seconds time limit is up, they will receive a score of 0-60. 15 points for the rider and 15 points for the event.

#### Calf Riding (Peewee) & Steer Riding (Junior)

1. Riders must weigh less than 80lbs. (Calf riding only)

2. All riders must wear a helmet.

3. All riders are encouraged to wear other protective gear such as mouthpiece, vest, and facemask.

4. No sharp or lock spurs allowed.

5. Each contestant may have (1) helper behind the chute to assist them.

6. If a contestant adamantly protests having to ride due to fear or other circumstances, the judge may rule to stop the contestant from completing the event.

7. **One or Two hands are allowed.** Riders must complete their ride with the same number of hands as they began.

8. A completed ride will last (6) seconds.

9. If a completed ride is made, the contestant will receive a score using the standard scoring procedure of 0-100. 25 points for the rider and 25 points for the animal from two (2) judges.

10. If the contestant comes off prior to the (6) second-time limit they will receive a "no-time".

11. Re-rides will be up to the judge's discretion.

#### Bull Riding (Senior Only)

1. All riders must wear a helmet.

2. All riders are encouraged to wear other protective gear such as mouthpiece, vest, and face mask.

3. No sharp or lock spurs allowed.

4. Each contestant may have (1) helper behind the chute to assist them.

5. If a contestant adamantly protests having to ride due to fear or other circumstances, the judge may rule to stop the contestant from completing the event.

6. A completed ride will last (8) seconds.

7. If a completed ride is made, the contestant will receive a score using the standard scoring procedure of 0-100. 25 points for the rider and 25 points for the animal from two (2) judges.

8. If the contestant comes off prior to the (8) seconds time limit they will receive a "no time".

9. If the rider's free hand is used or touches the animal, they will receive a "no time".
10. Riding will be done with **one hand** and loose rope with or without a handhold.
11. Re-rides will be up to the judge's discretion.