

**EVENT RULES**  
**Holgate's Junior Rodeo**  
**June 21, 2025**



**MIDGET DIVISION WOOLY RIDING**

1. The ride will be scored by two judges, with each judge awarding 0-25 points for the sheep performance, and 0-25 points for the rider. Maximum possible score, 100.
2. Sheep shall be numbered and drawn for by the stock contractor and at least one judge present.
3. A helmet and mouthpiece are mandatory, gloves, vests and spurs are optional. The rider shall furnish their personal protective equipment.
4. Contestant will use a rope or braided rope.
5. Contestant will compete using one hand holding the rope during the ride.
6. Ropes must have a bell. The bell must be under the belly of the sheep.
7. The rider calls for his sheep, for the gateman to open the chute gate, either by nod of the head or a verbal declaration to open the gate.
8. If the sheep falls, contestants are entitled to a re-ride at the discretion of the judges, and if the rider has qualified up to the point of the foul.
9. The contestant makes a qualified ride at 6 seconds when any part of the rope is in the riding hand, and any part of the body not touching the ground, he is to be marked.
10. There shall be no interference of any kind with the sheep during the ride from parents, stock contractors, or others.
11. Contestants will be disqualified for the following offenses: a) not wearing a helmet or no mouthpiece; b) being buck off; c) touching the animal with their free hand or any part of the free arm; d) if the contestant is not ready after three consecutive calls; e) and if there is interference from parents during the ride.

**MIDGET BARREL RACING**

The rules for Midget Division barrel racing shall be the same rules as required for the Senior Girls Barrel Racing, with the following exception; the parent (or helper) may assist the contestant by holding the horse's bridle and walking the horse and rider from start to finish. The time limit will be waived and the contestant will still receive a time.

**MIDGET DIVISION FLAG RACING**

1. Time limit is 35 seconds to finish a run, to record a time.
2. The contestant will be mounted, and they may choose to go left or right around the barrel to pick up the flag. The contestant will grab the flag and ride back to the start/finish line to complete the run.
3. The flag will be set in a one gallon can fill of sand and set atop and in the center of a 55-gallon barrel.
4. Should the contestant miss pulling out the flag the first round, the contestant may circle the barrel the 2nd or 3rd time, until the contestant pulls the flag out of the can. The contestant must make a circle in the same direction as when they first begin around the barrel. No other circle is allowed.
5. The third barrel from the Barrel Racing contests shall be used for Flag Racing, and the barrel shall remain in the same position as in Barrel Racing.
6. There will be five (5) second penalty added to the time, should contestants knock over the can while pulling up the flag.
7. A no time will be given if the barrel is knocked down or if flag is dropped any time during event.
8. The contestant will be disqualified if the flag is used as whip.
9. Time will start and stop when the field judge flags the run as the horse's nose breaks the plane of the start/finish line.
10. The contestant must have the flag in their hand when crossing the start/finish line.
11. Contestants may enter the arena at their speed. The arena gate will be closed once the rider has entered the arena and will remain closed until the run is completed.

**MIDGET DIVISION GOAT TAGGING**

1. Time limit is 35 seconds to finish a run, to record a time.
2. Rules applying to Goat Tagging will be the same, as Goat Tying except the goat is not thrown and it's legs tied.
3. There will be a colored flag attached to the goat's tail; rubber band will be used to attach the flag to the goat's tail.

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4. Contestants must dismount from the horse, race to the goat and remove the flag off the goat tail.
5. Contestants will NOT wear spurs during the Goat Tagging event for safety reasons. They shall be required to remove them prior to making their run. Should the contestant wear spurs, then they will be given a no time.
6. Time will start when the contestant crosses the starting line and stop when the tag is pulled off the goat's tail. One field judge shall start the time and the other will flag the completion of the run at the location of the goat.
7. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope at any time, a five (5) second penalty will be assessed, added to their time.
8. If the goat should break away because of the fault of the horse (making contact with the goat or the stake rope while contestant is mounted), they will receive no time. Contestant is considered mounted until both feet are on the ground.

#### PEE WEE AND JUNIOR DIVISION BARREL RACING

The rules for the Pee Wee and Junior Division barrel racing shall be the same rules as required for the Senior Girls barrel racing.

#### SENIOR GIRLS BARREL RACING

1. Time limit is 60 seconds to finish a run, to record a time.
2. A clearly visible starting line will be provided.
3. No two contestants shall ride the same horse in an age division.
4. The horse's nose will be flagged as it crosses the start line where time will begin, and complete the run in the same manner.
5. The barrels locations and start line will be permanently marked for the entire rodeo.
6. The arena gate must be closed immediately after the contestant enters the arena, and kept closed until the pattern is completed and the contestant's horse is under control.
7. The barrel pattern will be posted at secretary's office.
8. Contestant may start on either the right or left barrel. When starting on the right barrel, there will be one right turn and two left turns around the barrels. When starting on the left barrel, there will be one left turn and two right turns around the barrels.
9. Touching a barrel is permitted by horse or contestant.
10. Judge is to flag time crossing the start line, then flag contestant out if the run is not legal.
11. Not conforming to the cloverleaf pattern during the run will result in a no time.
12. Knocking over a barrel is a five (5) second penalty per barrel.
13. If horse re-crosses the score line at any time before the pattern is completed, the pattern will be considered broken and will result in a no time.
14. All contestants must enter through the same designated gate.
15. Raking or dragging the arena will be after every seven (7) runs. Rake will be determined after the draw list is complete. If a draw out occurs, the rake will remain according to the final day sheet, and no changes is permitted.

#### PEE WEE AND JUNIOR DIVISION GOAT TYING

The rules for the Pee Wee and Junior Division goat typing shall be the same rules as required for the Senior Girls goat tying.

#### SENIOR GIRLS GOAT TYING

1. Time limit is 35 seconds to finish a run, to record a time.
2. A horse may be ridden by more than one contestant in this event.
3. Starting line will be 100 feet from stake. Goat should be tied to stake with a 10-foot length of rope.
4. Contestant must be mounted on a horse, run down to the tied goat and dismount. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with goat or rope before the run is complete, a five (5) penalty will be assessed, added to their time.
5. If the goat should break away because of the fault of the horse (making contact with the goat or the stake rope while contestant is mounted), they will receive no time. Contestant is considered mounted until both feet are on the ground.

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6. Time will start when the contestant crosses the designated starting line and stops when tie is released and both hands are in the air.
7. Contestant must step back three (3) feet from goat and will be flagged out for retouching the goat or tie after signaling for time.
8. Judge is to flag time, then flag contestant out if run is not legal.
9. Goats should be uniform in size and weight in each age division. Goats should not weigh over 70 pounds and have no horns (small, tipped horns are allowed).
10. Goat will be switched after every ten(10) contestants, except for the goat tagging event (these will be changed at the discretion of the arena director).
11. All contestants must enter through the same designated gate.
12. The goat holder shall release the goat when flag drops to start time.
13. Contestant must use a leather thong, pigging string, or rope to tie. Goat must be thrown by hand (goat must be elevated by contestant so that at least three feet are dangling straight underneath goat). Contestant must then cross and tie three legs together, signal for time, and stand clear of goat. Legs must remain crossed, tied and secure for six (6) seconds after completion of tie. To qualify as a tie, there will be one or more wraps and half hitch, hooey (half hitch with a loop, the tail of the string may be pulled partly or all the way through), or knot.

#### PEE WEE AND JUNIOR DIVISION POLE BENDING

The rules for the Pee Wee and Junior pole bending shall be the same rules as required for the Senior Girls pole bending.

#### SENIOR GIRLS POLE BENDING

1. Time limit is 60 seconds to finish a run, to record a time.
2. The poles and start line will be permanently marked for the entire go around. Start line will be clearly visible.
3. No two youths may ride the same horse in the same age division.
4. The horse's nose will be flagged as it crosses the start line and time will begin.
5. Arena gate must be closed immediately after contestant enters the arena and kept closed until pattern is completed and contestant's horse is under control.
6. Pattern: The distance from the starting line to the first pole shall be twenty-one (21) feet. The distance between each pole shall be twenty-one (21) feet. End pole must be at least twenty (20) feet from the fence. Poles must be in a straight line.
7. The contestant may start either to the right or left side of the poles, run to the last pole and turn around the pole, then cross between the poles in a weaving pattern back to the first pole. Upon reaching the first pole, turn around the pole and cross between the next pole and the next in a weaving pattern. Upon reaching the last pole, turn around the pole and run back to the starting line to complete the run.
8. Judge is to flag time, then flag contestant out if the run is not legal.
9. Knocking over a pole is a five-second penalty per pole.
10. Not following the pattern will result in a no time.
11. If horse re-crosses the start line at any time before the pattern is completed, the pattern will be considered broken and will result in a no time.
12. All contestants must enter through the same designated gate.
13. Raking or dragging the arena will be after every seven (7) runs. Rake will be determined after the draw list is complete. If a draw out occurs, the rake will remain according to the final day sheet, and no change is permitted.

#### PEE WEE AND JUNIOR DIVISION BREAKAWAY

The rules for the Pee Wee and Junior Division breakaway roping shall be the same rules as required for the Senior Girls breakaway roping.

#### SENIOR GIRLS BREAKAWAY ROPING

1. Time limit is 35 seconds to finish a run, to record a time.
2. All roping calves should be numbered and drawn for by the stock contractor and at least one judge present.
3. Roping box shall be part of the arena during roping events.

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4. If barrier does not work, but time is recorded, the contestant will get time. There will be no penalty for broken barrier. If the judge rules the roper is clean despite the equipment failure, the run is good, no re-run.
5. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions: a) If the calf gets out of the arena, flag will be dropped, and the roper gets the calf back lap and tap, with the time added to that taken when the calf left the arena plus barrier penalties. b) In case of mechanical failure, where the calf is inadvertently released.
6. If a field judge flags a contestant who still has one or more loops coming, judge may give the same calf back lap and tap, plus time elapsed and any penalties.
7. If, in the opinion of the line judge, contestant was fouled by barrier, contestant shall get his calf back, provided contestant declares himself by pulling up.
8. Horse must clear the box before a loop is thrown.
9. All ropes must be inspected by the judge positioned in the roping box area when the contestant enters the arena to see they are tied on properly. A distinguishable and visible flag must be tied on at the knot at the end of the rope where it is tied to the horn. Contestants must use string supplied by Rodeo Committee.
10. Loops may not be rebuilt. Two loops will be allowed if two ropes are carried, including one in hand.
11. The loop must pass completely over the calf's head, including both ears, and then catch as catch can if the calf runs through the loop.
12. Field judge will flag time and then flag contestant out if not a legal catch. NOTE: If a judge flags a contestant out, before dropping flag, there is no time.
13. A broken barrier will result in a ten (10) second penalty.
14. Cattle used may have horns no longer than between their ears.
15. Barrier length and roping box dimensions are posted at the secretary's office.
16. There is to be one designated person to line the cattle for each contestant.

**SENIOR BOYS TIE-DOWN ROPING**

1. Time limit is 45 seconds to finish a run, to record a time.
2. All roping calves should be numbered and drawn for by the stock contractor and at least one judge present.
3. Roping box shall be part of the arena during roping events.
4. If barrier does not work, but time is recorded, the contestant will get time. There will be no penalty for broken barrier.
5. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions: a) If the calf gets out of the arena, flag will be dropped, and the roper gets the calf back lap and tap, with the time added to that taken when the calf left the arena plus barrier penalties. b) In case of mechanical failure, where the calf is inadvertently released.
6. If a field judge flags a contestant who still legally has one or more loops coming, judge may give the same calf back lap and tap, plus time elapsed and any penalties.
7. If, in the opinion of the line judge, contestant was fouled by barrier, contestant shall get his calf back, provided contestant declares himself by pulling up.
8. Horse must clear the box before a loop is thrown.
9. Two loops will be permitted. No loops can be rebuilt once he crosses the score line. If a roper intends to use two loops, he must carry two ropes, including one in hand.
10. Rope horse must have a neck rope
11. Contestant must rope the calf, catch as catch can, dismount, go down the rope and throw the calf by hand and cross and tie any three legs. Upon completing the tie, the roper raises both hands to signal he finished the tie.
12. If calf is down when the roper reaches it, the calf must be let up on its feet and must be thrown by hand.
13. If the roper's hand is on the calf when the calf falls, calf is considered thrown by hand.
14. Rope must hold the calf until the roper gets hand on calf. If the rope should come off the calf after it has been roped, then the roper is allowed only one step to catch the calf by hand.
15. A roper must not touch the calf or rope after giving the finish signal. Roper will be disqualified for: a) touching calf, pigging string or rope after giving finish signal; b) signaling his horse to back up before remounting or by dragging calf after he remounts horse.

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16. Upon mounting his horse, the roper must put slack in the calf rope, where the rope must remain slack until the judge passes a legal tie.
17. The tie must hold for six (6) seconds with three (3) legs remaining crossed until passed by the judge. In the event the contestant's rope is off a calf as roper starts to work with tie, the six (6) seconds time will start when the roper clears calf signaling time using a stop watch.
18. The field judge or flagman shall time the roper six (6) seconds from the time the roper's horse takes his first step forward after the roper has remounted.
19. Any intentional dragging of calf regardless of distance or excessive dragging will result in disqualification. Intentional dragging shall be defined as caused by contestant. Excessive dragging shall be defined as moving the calf more than six feet after the contestant has called for time. However, if in the opinion of the judge, the dragging was caused by something outside the control of the contestant, the judge may give the contestant his time. Dragging the calf while the contestant is tying the calf will not be considered excessive dragging. If the contestant kicks the calf intentionally, he will receive a no time.
20. If a horse runs off with the calf, the roper shall receive a no time.
21. A broken barrier will result in a ten (10) second penalty.
22. Calves used shall have no horns
23. Barrier length and roping box dimensions are posted at the secretary's office.
24. There is to be one designated person to line the cattle for each contestant.

**SENIOR BOYS CHUTE DOGGING**

1. Time limit is 30 seconds to finish a run, to record a time.
2. All steers should be numbered and drawn for by the stock contractor and at least one judge present.
3. The bucking chute shall be part of the arena during the dogging event and the same chute, a left hand delivery, will be used for duration of the competition.
4. A chalk line drawn on the ground will be the score line and will not be changed for duration of the competition. The score line will be parallel to bucking chutes and will be set at ten (10) feet in front of the bucking chute. The measurement will be made with a chute gate in the closed position.
5. The line (barrier) judge, standing at the start line on the right side of the steer, will flag when the steer's nose crosses the score line indicating the start of the run.
6. Steer belongs to the dogger when he declares for it regardless of what happens with the following exceptions:
  - a) in cases of mechanical failure with the chute, b) if in the opinion of the line judge the dogger is fouled by chute, then dogger shall get his steer back provided he declares himself fouled.
7. With steer loaded in the bucking chute, the dogger gets beside the steer, right hand in front of or behind right front shoulder. When the dogger calls for the steer the chute gate will be opened. Dogger must keep right hand in front of or behind shoulder until the steer's nose crosses the score line.
8. If dogger moves into throwing position or touches either horn before steer's nose crosses score line there will be a ten (10) second penalty added to their time. If steer is thrown before crossing the score line the dogger will be disqualified.
9. Dogger must allow the steer to maintain forward motion to the score line. If the steer falls on its own before the nose crosses the score line, the steer must be let up and not thrown until the steer's nose crosses line.
10. If steer gets loose, dogger may take no more than one step to catch the steer.
11. After crossing the start line, dogger must bring it to a stop or change its direction and twist it down.
12. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by dogger putting animal's horns into the ground, it must be let up to all four feet and then thrown.
13. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet off the ground and head straight.
14. Upon throwing the steer down, the dogger must have hand on the steer when flagged.
15. A steer falling in the opposite direction the dogger is attempting to throw him (dog fall) the dogger may choose to turn the steer's head to correspond with the leg position to make this a legal fall.
16. Time shall be taken between two flags.
17. Contestant will be disqualified for any abusive treatment of steer.



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**TEAM ROPING, SENIOR GIRLS AND JUNIOR DIVISION**

The rules for the Junior Division and Senior Girls team roping shall be the same as the rules for the Senior Boys team roping with the following exceptions. a) the heeler shall have the option to either dally rope or tie on their rope to the saddle horn, b) both the header and the heeler will be allowed to remake a second loop to make a catch, potentially using all 4 loops to make qualified time, c) Senior Girls may rope with any contestant entered in the rodeo.

**SENIOR BOYS TEAM ROPING**

1. Time limit is 35 seconds to finish a run, to record a time.
2. All roping steers should be numbered and drawn for by the stock contractor and at least one judge present.
3. Roping box shall be part of the arena during roping events.
4. If barrier does not work, but time is recorded, the contestant will get time. There will be no penalty for broken barrier.
5. Team ropers, header and heeler, must declare their partner not later than the conclusion of the Midget division competition at the rodeo. Contestants must rope with partners within their own division.
6. A team roper will enter only once, either as a header or as a heeler.
7. Each team will be allowed to throw three (3) loops, however, each roper will carry only one (1) rope. If the header does not catch on his first loop, then he may remake his loop for a second throw. If the header catches on his first throw and the heeler does not catch on his first loop, then he may remake his loop for a second throw.
8. Time will be taken when the steer is roped and both ropers dallied.
9. No tied ropes are allowed.
10. Both ropers must hold their dally until time is signaled by the field flagman. Both horses must be facing each other with the ropes tight. The horses' front feet must be on the ground and ropers must be mounted when time is taken. Failure to hold dally for inspection by the flagman shall result in a no time.
11. A broken barrier will result in a ten (10) second penalty. Lap and tap rules apply to any stock that gets out of the arena.
12. If a roper loses their loop during, then that is considered a missed throw, and the team has a total of only two (2) loops left to make a qualified catch.
13. All changes in the list of roping order to split horses, etc., must be made before the start of that event. Once that event has started, ropers must rope in order listed.
14. Steers must not be handled roughly at any time. Ropers may be disqualified if in the opinion of the field judge they have intentionally done so.
15. If header accidentally jerks steer off its feet or steer trips or falls, header must not drag steer over eight feet (8') before steer regains his feet or the team will be disqualified. The steer must be completely on its feet when being roped by the head or the heels.
16. If the heeler ropes a front foot or feet in the heel loop, this is an illegal catch. However, should the front foot or feet come out of the heel loop by the time the field judge drops his flag, time will be counted.
17. There will only be three legal head catches: head, around the neck; both horns only; or half a head, one horn and around the neck. A figure eight loop in any of the listed catches will result in a no time. If the hondo passes over one horn and loops over the other, the catch is legal.
18. Any heel catch that will hold until the flagman drops his flag for time is legal, however, the heel loop must go up from under the hind feet catching one or both hind feet or legs only. If the rope slides up past the hip area, that is a legal, clean catch.
19. Catching only one hind foot or leg will result in the assessment of a five (5) second penalty.
20. Cross fire catches will receive a no time. If, in the opinion of the field flagger, a heel loop is thrown before the header dallied and changed the direction of a steer, team shall receive a no time.
21. If the chute neck rope hangs on or hangs up the animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive a re-run on the same animal.
22. Barrier length and roping box dimensions will be posted at the secretary's office.

**ROUGH STOCK RIDING EVENTS (Steer Riding, Bareback and Saddle Bronc Riding, Bull Riding)**

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1. A qualified ride for the senior boys bareback riding, saddle bronc riding, senior boys bull riding, and junior bull riding shall be eight (8) seconds. The peewee steer riding shall be six (6) seconds. Start time for scoring the ride, shall be when the animal's inside front shoulder passes the plane of the chute gate opening.
2. All stock shall be numbered and drawn for by the stock contractor and at least one judge present.
3. The ride will be scored by two judges, with each judge awarding 0-25 points for the animal's performance, and 0-25 points for the rider. Maximum possible score, 100.
4. In the rough stock, the rider must ride with one hand and the other hand must be free at all times. The rider may not intentionally use his free hand against foreign objects that obstructs his ride, such as, fences, pick-up men, etc.
5. The rider calls for his animal, for the gateman to open the chute gate, either by nod of the head or a verbal declaration to open the gate.
6. To qualify for a score, first, a bareback or saddle bronc rider must have their spurs over the break of the horse's shoulders and spurs touching the horse when the horse's front feet hit the ground on his first move out of the chute. This is referred as the mark out rule.
7. If a horse stalls coming out of the chute, either judge may tell the rider he has a free roll and the spur out rule shall be waived.
8. Judges shall drop to the ground a yellow flag to indicate violation of the spur out rule or for other disqualifying infractions.
9. The rider may choose to tell one judge and stock contractor he does not want his draw touched with a hotshot.
10. One (latch side) judge shall carry a stopwatch, and serve as a back-up timer. Should the judge's hand time be 8 seconds or longer, then the rider receives a score, so long as there are no other infractions.
11. Judge may disqualify rider who has been advised he is next to go if he is not above the animal and ready to go when the previous animal leaves the arena.
12. Flanks are mandatory for all rough stock riding events.
13. Pee-wee Steer riders, junior bull riders and senior boys bull riders must wear a riding helmet, safety vest, and use a mouth piece. The rider shall furnish their personal protective equipment.
14. Should a rough stock rider refuse to wear the helmet (for steer riding and bull riding only), safety vest, and use a mouthpiece, then his stock will be turned out and receive a no score.
15. Bareback and saddle bronc riders must wear a safety vest and use a mouthpiece. Wearing a helmet is optional. The rider shall furnish their personal protective equipment.

**RE-RIDES, ROUGH STOCK RIDING EVENTS (Steer Riding, Bareback & Saddle Bronc Riding, Bull Riding)**

1. A re-ride may be given if the animal fails to buck, stops, fouls the rider, or if the stock contractor's equipment fails. Judges shall make the determination if the animal has not bucked enough to warrant a re-ride. Rider shall take another animal which has been drawn for re-ride if the judges offer a re-ride.
2. If the rider is due a re-ride, then the judges shall inform the rider of his marking and offer the option for a re-ride. The rider has the option of taking the re-ride or take the marking.
3. If, in the opinion of the judge, a rider makes three honest efforts to get out on a chute- fighting animal and is unable to do so, he may have a re-ride drawn for him.
4. If the pick-up man or horse comes in contact with bucking horse before the qualified time has elapsed, a re-ride shall be awarded, subject to the judges' decision if the ride was impacted by the contact. If the contact is deemed incidental with no impact to bucking horse or rider, then the ride presumes on its own merit.
5. No re-ride shall be given if the contestant's own equipment breaks, however, if the stock contractor's equipment breaks, the contestant may have a re-ride. A rider shall be given a re-ride if the flank comes off or breaks, provided that the rider makes a qualified ride up to the point of equipment failure.

**SENIOR BOYS BAREBACK RIDING**

1. Riding is to be done with a one-handed rigging.
2. Latigo cannot be blocked in "D" ring. Riggings will use a standard "D" ring to be set to sit flat on horse's back when cinched.
3. Rider may have a single layer of leather, not be skived, under hand hold, which will extend at least one inch (1") on both sides of the center of the hand hold. It shall be glued down.

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4. No fiberglass or metal in rigging will be used as hand holds. Only leather or rawhide are allowed for the hand hold. Flathead rivets and/or screws, and "t" nuts will be allowed to secure hand hold; only other metal allowed will be in the "D" rings.
5. Cinches for bareback riggings shall be made of mohair.
6. Required bareback pads are to completely cover the underside of the rigging and to extend a full two inches (2") behind the rigging.
7. Pads used under riggings must be leather covered on both sides. If they are hair pads, they must be at least one inch (1") thick and if a foam, at least one and one quarter inches (1 1/4") thick.
8. Stock contractors will have the right to have judges pass on whether riggings are objectionable. Judges are to decide whether all riggings and pads are suitable.
9. The rider's glove will be a plain glove with no flaps, rolls, wedges or gimmicks.
10. There will be no adhesive material other than dry rosin used on riggings or on rider's glove. Benzoin may be used.
11. Five-point star rowels, no longer than one and one half inches (1 1/2") shall be used. Spur shank from one and three quarter inches (1 3/4") to two and one quarter inches (2 1/4") may be used. The spur shank can be offset one (1) to fifteen (15) degrees.
12. Rider may not take any kind of finger tuck, finger wrap, or shall not use finger tape. Violators will be disqualified.
13. The bareback rigging shall not be cinched down while the rider's hand is in the hand hold after the horse is cinched. The stock contractor may request the judge(s) to take such action.
14. Any of the following offenses will disqualify a rider: a) riding with too sharp or locked rowels, b) being bucked off, c) touching animal, equipment, or person with free hand, d) rigging comes off horse, with or without breaking, e) failure to mark out the horse coming out of the chute, or f) failure to wear safety vest and mouthpiece.

**SENIOR BOYS SADDLE BRONC RIDING**

1. Riding to be done with a saddle specifically for this event.
2. Riggin – 3/4 double – front edge of "D" ring must not pull further back than directly below center point of the swell.
3. Swell undercut – not more than two inches (2"), one inch (1") on each
4. side.
5. Gullet – not less than four inches (4") at center of fork or covered
6. saddle.
7. Tree – saddle must be built on PRCA approved tree.
8. Fork – fourteen inches (14") wide, nine inches (9") high
9. Cantle – five inches (5") maximum height, fourteen inches (14) maximum width, stirrup leathers must be hung over bars, and from cinch must be mohair at least eight inches (8") wide at center.
10. Standard halter to be used and approved by judges and stock contractor on fitness of halter. Halter must have adjustable nose bands.
11. Riding rein and hand must be on the same side.
12. Saddle shall not be set too far ahead on horse's withers. Either stock contractor or rider has the right to call judges to pass whether or not horse is properly saddled and flanked to buck its best. Middle flank to be behind curve of horse's belly. Flank cinch may be hobble.
13. Any of the following offenses shall disqualify the rider: a) being bucked off, b) changing hands on rein, c) losing or dropping rein before 8 second time, d) touching animal, equipment, or person with free hand, e) wrapping rein around hand, f) pulling leather, g) losing stirrup or spurs, h) using any foreign substance on saddle or chap other than dry rosin, and i) failure to wear a safety vest and mouthpiece.

**SENIOR BOYS BULL RIDING**

1. Head-fighting bulls having bad horns must be tipped to at least a quarter size or kept out of the draw. No bull may be put in the draw until his horns have been cut back a reasonable distance at least the diameter of a quarter.



**EVENT RULES**  
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2. Riding will be done with one hand and loose rope with or without hand hold.
3. No knots or hitches to prevent rope from falling off bull when rider leaves bull.
4. Rope must have a bell, and the bell must be under the belly of the bull upon pulling the rope tight.
5. If the rider makes a qualified ride with any part of the rope in riding hand with no part of the body touching the ground, he is to be marked.
6. There shall be no interference of any kind with the bull during the rider's performance from the pickup men, stock contractor or contestants. This includes the use of hotshots after the bull is released from the chute and after the rider sits down on an animal while in the chute.
7. Contestant will have the right to call judges to pass on whether or not the bull is properly flanked to buck to the best of its ability.
8. No more than two men may be on chute to pull contestant's rope, and all chute help shall be in western attire.
9. Rider shall be disqualified for the following offense; a) losing a bell, b) being bucked off, c) using sharp spurs and/or locked rowels, d) rowels must have at least one quarter (1/4) turn, e) touching animal, equipment, or person with free hand, and f) failure to wear a helmet, safety vest and mouthpiece.

**JUNIOR BULL RIDING**

1. The rules for Junior bull riding shall apply as the same rules required for the Senior Boys bull riding.

**PEE WEE STEER RIDING**

1. The rules for the Pee Wee Division steer riding shall be the same as required for the Senior Boys bull riding except that steer riding will be a six (6) second ride.
2. Flanking is mandatory for Pee Wee steer riding.