

MRC Youth Rodeo

General Rules

AGE DIVISIONS:

0-6 years, 7-10 years, 11-14 years, 15-18 years

EVENTS: (CONTESTANTS MAY ENTER EACH EVENT ONLY ONCE)

0-6 – Barrel Racing (horseback), Pole Bending (Stick Horse), Ribbon Snatching, & Dummy Roping

7-10 – Barrel Racing, Pole Bending, Goat Tying, & Breakaway (All horseback)

11-14 – Barrel Racing, Pole Bending, Goat Tying, & Breakaway (All horseback)

15 – 18 – Barrel Racing, Pole Bending, Goat Tying (Girls), Breakaway (All horseback)

& Calf Tying (Boys, no horse – if calves are not available boys will tie Goats and will need horse)

*****Youth must compete in the age group they qualify for. Moving up into another division will not be allowed. Age will be determined by age of contestant day of the rodeo.*****

ENTRY FEES:

0-6 - \$2.00 per event

7-10 - \$5.00 per event

11-14 - \$7.00 per event

15-18 - \$10.00 per event

(All money is jackpotted (payed out) and there will be a \$2.00 office fee added per contestant.

POINTS AND PAYOFF:

1ST Place – 10 points

2nd Place – 9 points

3rd Place – 8 points

4th Place – 7 points

5th Place – 6 points

6th Place – 5 points

7th Place – 4 points

8th Place – 3 points

9th Place – 2 points

10th Place – 1 point

To qualify for All-Around youth must participate in all events in their age group, and high point contestant will be declared the All-Around Champion.

<u># of Contestants</u>	<u>Payoff Percentage</u>
1 – 3	100
4 – 7	60 – 40
8 – 12	50 – 30 – 20
13 – 17	40 – 30 – 20 – 10
18 – 24	35 – 25 – 20 – 12 – 8
25 or more	29 – 24 – 19 – 14 – 9 – 5

~Checks will be written for payout. Please pick up checks at office, no checks will be mailed to contestants.

****THERE WILL BE NO EXHIBITION RIDES ALLOWED BY CONTESTANTS**

****FLAGGERS DECISIONS ARE FINAL!!**

****No entry will be accepted without a parent/guardian signature notarized.**

Timers: In all cases, two (2) timers will be used and at least one will be a manually operated stopwatch. If electric eye is used and fails to work, the manual backup will be used for those electronically missed. All times will be recorded and then marked as a no-time, in case of any questions.

Draw: Secretary will draw for positions as entries come in. Contestants must run in draw positions.

0-6:

POLES: (Stick Horse) 6 poles, 4 feet apart. Poles tipped over will constitute a 5 second penalty for each pole tipped over. Broken patterns will be a no time.

BARREL RACING: (Horseback) 3 barrels. Tipped barrels will constitute a 5 second penalty per tipped barrel. Barrels will be measured according to arena dimensions. A cloverleaf pattern must be run, and broken patterns will be a no time. ****No exhibition runs will be allowed****

DUMMY ROPING: Roper must start behind the start line. Once roper crosses line, time will start. 3 legal head catches will be allowed (two horns, head or half-head). When rope comes tight on the dummy time will stop.

RIBBON SNATCHING: Contestant will stand at starting line. When contestant crosses start line, time will start. Contestant must run up to goat and remove the string tied to the goats tail. Contestant must then hold onto the string and run back across the starting line. Time will end once contestant crosses the line.

7-10, 11-14, 15-18: (All horseback events, except boys 15-18 Calf Tying)

POLES: 6 poles, 21 feet apart. Poles tipped over will constitute a 5 second penalty for each pole tipped over. Broken patterns are a no time.

BARREL RACING: 3 barrels. Tipped barrels will constitute a 5 second penalty per tipped barrel. Barrels will be measured according to arena dimensions. A cloverleaf pattern must be run. Broken patterns are a no time.

GOAT TYING (7-10 & 11-14 Boys & Girls and 15-18 Girls): Boys and girls will compete together. 60 second time limit. Goat is on a to-foot line. 3 legs must be tied, and stay tied for 5 seconds after the contestant moves away from the goat. If contestants horse touches or crosses the rope or goat at anytime during the run, contestant will receive a no time. This decision will be up to the discretion of the flagger. Boys will tie the goat as they would a calf with a calf/pigging string. Girls will tie as they always do using a goat string. Hands must be thrown in the air to signal the flagger that contestant has completed their tie.

BREAK-AWAY ROPING: Will flag to start as steer breaks the gate. Legal catches are: two horns, head or half a head (unless calves are used). Flagged as string breaks from horn on its own. 1 loop will be used, and there will be a 30 second time limit. Contestants must not touch the rope to break the string from the horn. String will be provided. All ropes must have a flag that can be seen easily by the flagger. Contestants must bring their own flag.

CALF TYING (15-18 Boys, Goats will be used if Calves are not available and Goat tying will require a horse and then all Goat Tying rules will apply): No horse needed. Calf will be tied to a line. 30 second time limit and the calf must be thrown by contestant. Calf must be tied with a piggin string and stay tied for 6 seconds which will start when contestant calls for time and clears calf. Three legs must cross on calf and stay tied until the flagger says the 6 second time limit is over. Flaggers decision is final.

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