

Schedule of Rodeos: July 30th, 2016
OLD TIMERS DAY RODEO RULES
(Revised 07/2016)

PLEASE READ ALL RULES CAREFULLY!

SCHEDULE OF RODEO:

Old Timers Day July 30, 2016

Rodeo will begin at 1:00 pm.

All entries must be postmarked by July 20, 2016 for Old Timers Day to waive the \$10.00 fee. All entries thereafter, a \$10.00 fee applies. Early entries are encouraged and very much appreciated. Entries will be taken from 11:00 - 12:00 the day of the rodeo.

No entries will be accepted after noon.

GENERAL RULES:

- Every contestant under the age of 18, MUST have a release form signed on each entry form by a parent/guardian.
- All contestants competing in rodeo events are required to wear cowboy/cowgirl attire: long sleeve western shirt tucked in at the waist, buttoned all the way up past the collar bone and at the wrist, cowboy boots with a riding heel are required, cowboy hat or no hat. Riding helmets are allowed. No tennis shoes, no tank tops, no shorts, no caps or visors. All rodeo official and arena help is asked to adhere to the same dress code.
- The rodeo will begin with the Grand Entry, followed by sheep riding, lead line, roping events (breakaway, ribbon roping, step down/tie down roping, adult/child team roping), goat tying, poles, barrels and the flag race. All rough stock, not including sheep, will be at the end.
- The age of the contestants is as of January 1, 2016. You must compete in the age group you fall into as of your age on January 1, 2016. There will be no moving or changing of age groups. There will be 5 age groups: 0-6 lead line (being led by a lead rope not alone), 0-6, 7-10, 11-14 and 15-18. Contestants may choose to move from lead line to 0-6.
- Contestants must be prepared to compete when called upon by the announcer. Contestants will be called 3 times when it is their turn to enter the arena. Failure to be present and ready to compete when called by the 3rd time may result in a disqualification for the event; this is determined by the arena judge.
- Contestants may be allowed to start their run in the alley, but not before. There will be no exhibition runs. Contestants must have their horse under control and slowed to a walk before exiting the arena.
- Roughing of the livestock will not be tolerated.
- Complaints will be addressed and handled according to Torrance County Fair Board policy.
- Any harassment of Rodeo Officials by a contestant, parent, or family member will be cause for disqualification of the contestant. Those involved may be asked to leave the premises.

ENTRY FEES & PAYBACKS:

Checks for entries will be deposited the first business day following the rodeo. All returned checks will incur a \$35.00 fee and must be paid for in cash within 2 weeks. Entries must then be paid with money order, cashier's check, or cash from that point forward.

Non-cattle timed events: \$5.00 entry/\$2.50 payback

Goat tying: \$5.00 entry + \$5.00 stock fee/\$2.50 payback

Cattle events: \$5.00 entry + \$10.00 stock fee/\$2.50 payback

Sheep riding: \$10.00 entry + \$10.00 stock fee/\$5.00 payback

Calf riding and Steer Riding: \$10.00 entry + \$15.00 stock fee/\$5.00 payback

In the event of no qualifying times, no ground money will be paid

Payback Schedule:

1-4 contestants winner takes all

5-8 contestants 1st=60%, 2nd=40%

9-12 contestants 1st=50%, 2nd=30%, 3rd=20%

13-19 contestants 1st=40%, 2nd=30%, 3rd=20%, 4th=10%

Over 20 contestants 1st=30%, 2nd=25%, 3rd=20%, 4th=15%, 5th=10%

All payback checks will be mailed after approval by Torrance County. A W-9 in the child's name must be on file with the county to receive payment.

POINT SYSTEM/AWARDS:

Points and paybacks are awarded without distinction between boys and girls. Points will be awarded on the following basis:

1st place= 10 points
2nd place=9 points
3rd place=8points
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

Ties: points will be averaged (ex. 10 + 9=19/2=9.5 points each)

All-Around and Reserve All-Around buckles will be given to the high point individuals in each age group. In the case of a tie, the tie for the buckle award will be determined by a flip of a coin.

BREAKAWAY ROPING

- All riders must start in roping box
- Rope barrier will be used
- 10 second penalty for broken barrier
- Rope must be tied to saddle horn with string only with flag on rope
- If rope is broken free from horn by contestant the roper will receive no time
- No tails on rope
- One loop only
- Rope must pass over head and nose

RIBBON ROPING

- Must have mugger
- Must have appointed adult in arena
- Appointed adult must be in rodeo attire
- Runner can be any age, but must be a participant roper
- 10 second penalty assessment
- 30 second time limit

CALF ROPING

- 7-10 step down 11-14 tie down 15-18 tie down
- Ropers must use pigging string
- 10 second penalty for broken barrier
- Two loops will be permitted if carried, miss with both loops results in no time
- Horse must have neck rope
- If calf is down when roper reaches it, calf must be day lighted
- If ropers hand is on calf when it fall, calf is considered thrown
- Legal tie is one or more wraps and a half hitch or hooley with three legs
- Tie must hold six seconds, must have slack in rope
- Calves must not be dragged and rope must remain slack. 15 foot drag results in no time
- If roper is having difficult time throwing calf, an adult may enter the arena and assist roper. Result is no time
- Judge will call for assistance in order to abide by humane treatment of livestock
- 30 second time limit

ADULT/CHILD TEAM DROPPING

- Header must start in roping box and will throw first loop at head
- Healer must start behind barrier line
- Each team will be allowed 1 throw, 1 for header, 1 for healer
- Time will be taken when steer is roped and both horses face each other
- No stretching steer
- Steer must be standing up when roped by head or heels
- No foul catches can be removed by hand
- If healer ropes a front foot or feet in the heel loop, that is a foul catch

- Should the front feet or foot come out of the heel loop by the time the flag judge drops the flag, the time will be counted
- Legal head catch is head over both horns, half a head, or around the neck
- Legal heel catch is any heel catch behind the shoulders if rope goes up heels
- One heel only catch will result in 5 second penalty
- No cross fires
- No time results if heel loop is thrown before header has dallied and changed directions of the steer
- Steers must not be handled roughly at any time and ropers may be disqualified by judge at any time
- If header accidentally jerks steer off his feet or steer trips and falls, header must not drag steer over 8 feet before steer regains feet
- Result of exceeding 8 foot drag rule is no time
- Broken or dropped rope results in no time
- 30 second time limit

BARRELS

- Cloverleaf pattern is the only pattern
- Not following the standard pattern results in no time
- Contestant may start on either the right or left barrel
- Right barrel start, there will be one right hand turn and two left hand turns
- Left barrel start, there will be one left hand turn and two right hand turns
- Touching barrel permitted
- Knocking over or up ending barrel results in 5 second penalty per barrel
- Contestant must continue forward motion at all times, failure to do so results in no time

POLES

- Pole pattern is to be run using 6 poles
- contestants may start on tight or left side of poles with remainder of pattern accordingly
- touching the poles by horse or rider is permitted
- Knocking over pole results in 5 second penalty per pole
- Not following pattern results in no time
- Contestant must continue forward motion at all times, failure to do so results in no time

FLAG RACE

- Placement of flag barrel will be center of arena adjusted proportionately to fit arena
- Rider may start either right or left of the barre, run down to and around the barrel and return to the starting line
- Rider may circle the barrel but must return on the opposite side of the approach
- Breaking pattern will result in no time
- 6 and under age group flag can will be placed on outer edge of barrel
- all other age groups flag can will be placed in center of barrel
- Barrel down results in no time
- Dropping flag results in no time
- Whipping horse with flag results in no time

GOAT TYING

- Goat will be tied on 10 foot line
- Contestant mounted on horse, ride to goat, dismount
- 0-6 age group may have help to stop and hold horse. Appointed adult allowed to help Appointee must be in rodeo attire

- 0-6 age group tie will be around goats neck
- All other age groups will not be allowed assistance
- Only goat handler and judge will be allowed in arena for 7-10, 11-14, and 15-18
- If goat is down when rider reaches goat it must be day lighted
- Goat must remain tied for 6 seconds
- Holder shall release goat when rider crosses the starting line
- No reruns will be allowed due to faulty or broken equipment furnished by contestant
- Girls must use goat string all age groups
- Boys must use pigging string all age groups

LEAD LINE

- 0-6 year old contestants only
- Must be lead by adult
- Leader must be in rodeo attire
- Child must hold both reins
- Lead rope must be used

SHEEP RIDING

- 0-5 year old contestants only
- only a parent or legal guardian may enter a child
- helmet and vest required
- Rider will hold on to animal with or without rope (parents discretion) with one or both hands
- Legal ride is 5 seconds
- Any body part of rider that touches ground results in no time
- No qualifying rides results in no winner
- All participants will receive participation prize

CALF RIDING

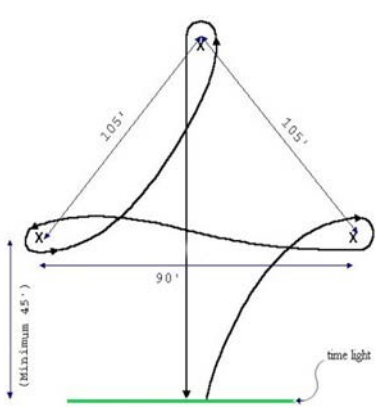
- 6-8 year old contestants only
- Must have steer rope to ride
- helmet and safety vest required
- legal ride is 6 seconds
- Legal ride is 1 hand only
- No score will result from falling off, touching animal with free hand, suing sharp spurs
- Re-ride is at judges discretion

STEER RIDING

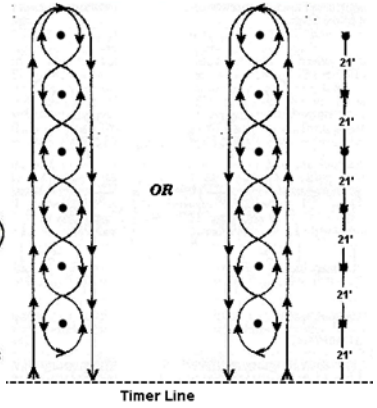
- 9-14 age group only
- Helmet and vest required
- Rope must have bell
- Legal ride is use of 1 hand only
- Legal ride is 6 seconds
- No score will result from falling off, touching animal with free hand, using sharp spurs.

STOCK

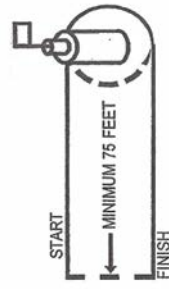
- Mistreatment of rodeo stock or the contestants horse will not be allowed and will result in disqualification



BARREL PATTERN



POLE PATTERN



FLAG PATTERN