

Queen Creek Junior Rodeo

Mission Statement

We are a nonprofit organization committed to providing a family environment in which children may obtain and develop the basic skills of rodeo. Our commitment is to prepare our contestants to excel in both Junior and High School Rodeo. We will recognize sportsmanship like conduct and honor personal growth. Skill, Discipline, Respect, and a Competitive Spirit are the attributes in which we support.

Queen Creek Junior Rodeo

Rule Book & Ground Rules

1. All contestants must wear western attire. Failure to wear western attire in an event results in disqualification of the event.

Definition of Western Attire

- a. Long or short sleeve western shirt with buttons or snaps all the way down the front.
 - b. Jeans
 - c. Western boots (with heels) **Fatbaby and/or Chunky Sole Boot are Not Allowed in Competition**
 - d. Belt (optional)
 - e. Cowboy hat or no hat
2. **Parents inside the arena must wear western attire.** If the parent(s) do not have on western attire during the event, the contestant will be disqualified from the event. **Arena helpers do not need to have on western attire.**
 3. No alcoholic beverages allowed.
 4. Parents or Contestants, at the discretion of the event director are required to participate in providing support to an event.
 5. Contestants need to help keep the grounds clean, so trash collection is done before any awards are distributed.
 6. All contestants must be able to reach the stirrups with the ability to use them. No tie-on to saddle.
 7. If a contestant falls off during an event before the time is completed it will result in a no time.

8. Event director's decisions are final.
9. Only the contestant is allowed in the arena on horseback.
10. Age group is as follows as of September 1st of previous year
 - Pee Wee: 3-6 yr olds
 - Juniors: 7-9 yr olds
 - Seniors: 10-13 yr olds
11. Once a contestant has been entered and entry has been paid, that contestant cannot switch divisions or groups.
12. Parents accept full responsibility for themselves and their children.
13. Officers, directors, volunteers, participants, contestants, contractors, arena owners, etc. that are associated with the Queen Creek Junior Rodeo, are not responsible for accidents or theft with livestock/horses, spectators, or personal property.
14. Dogs must be on a leash at all times violators are subject to a \$20 fine 1st offense, \$50 fine 2nd offense and \$100 fine for each additional offense.
15. A contestant may be assisted thru the gate on foot and not on horseback. In the Pee Wee division the parent shall be allowed on foot to cross the line of the timer and assist in the completion of the appropriate pattern. The Pee Wee contestant who is lead through the pattern shall be placed below all other Pee Wee Contestants who completed the event without assistance.
16. There will be no payouts in the Pee Wee division. In the Junior and Senior divisions there shall be a payout for each event to the top 4 contestants. Payouts will be by check at the conclusion of each rodeo.

17. A point system shall be used to determine year end awards. Each rodeo and in each event there shall be a 10 point (10 for 1st, 9 for 2nd, etc.) system used.
18. Should any check not clear there will be a \$25 penalty assessment for the 1st offense and a \$50 penalty for the 2nd offense. Each of these offenses will come with a warning and the account must be brought current prior to the next rodeo. Should 2 or more offenses occur entries may only be paid by cashiers check or cash.

Barrel Racing

The contestant shall race through a cloverleaf pattern and do so in the quickest time possible.

Measurements used when arena conditions allow:

75 feet from arena fence to the start/finish line.

60 feet from the start/finish line to a line drawn between the first and second barrel.

90 feet between the first and second barrel.

105 feet from each the first and second barrel to the third barrel.

No barrel may be closer than 20 feet from the fence or wall.

The contestant will race across the start/finish line and to either the left or right barrel. If the right barrel is used as the first barrel, the contestant will make a right hand turn around that first barrel and then proceed to the second barrel and make a left turn. And then race towards the third barrel. The contestant will make a left hand turn around the third barrel then race back across the start/finish line. The opposite will occur if the contestant chooses to go to the left barrel first.

A five second penalty will be assessed for each barrel knocked over.

A contestant may reach down and touch a barrel in order to keep it from falling over.

When arena conditions do not allow for a full pattern to be used, the pattern may be shortened as necessary.

Raking will be at the start of Junior and Senior Girls barrels and shall occur at regular intervals. Arena or Event Director shall determine intervals between rakes taking into account arena conditions. In the Pee Wee class and in the event of the directors request in all divisions the raking may change to accommodate unforeseen circumstances. Typically there would be no raking in the Pee Wee division.

Gates will be closed while contestant is running.

All barrel racers will enter and exit through the established gate or gates as determined by the director.

Crossing the start/finish line before a pattern or run is finished will result in a no time.

Pole Bending

The course shall consist of six poles, set in a straight line. The first one being set 21 feet from the start/finish line. Each pole after shall be set 21 feet apart. No pole may be closer than 20 feet from a fence or wall.

The contestant must cross the start/ finish line and may start on either side of the pattern that they choose. The contestant must race down along side the poles and upon reaching the end pole, the contestant must turn around that pole. The contestant must weave through the poles towards the first pole. Upon reaching the first pole, the contestant must then turn around this pole and then weave back through the poles. Upon reaching the end pole the contestant must turn the end pole and race along side the poles and cross the start/ finish line.

There will be a 5 second penalty assessed for each pole that is knocked over. The contestant may touch the pole by hand to try to keep the pole up without penalty.

Crossing the start/finish line before a pattern or run is finished will result in a no time.

Not following the pole bending pattern will receive a no time.

A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side.

Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original position of the fallen pole, it is considered a broken pattern.

All contestants must enter and exit the same gate.

In the **Pee Wee division** a contestant may cross their line of pattern so long they correctly complete the pattern without disqualification.

Flag Race

Two 55 gallon barrels shall be set parallel 100ft from the start/finish line and from 40 to 75ft apart, arena permitting, with a minimum of 20ft from either barrel to the arena fence. Placed on top of each barrel shall be a 5-gallon bucket filled with whole oats 4" from the top of the bucket. The flags shall be mounted to a dowel of not less than 16". On the retrieving bucket the top of the flag must protrude above the rim of the bucket by a minimum of 5".

The contestant is given the flag prior to or when entering the arena. The contestant then races across the start/finish line towards their first barrel as the contestant turns around the first barrel he/she must place the flag into the oats in the first barrel. The contestant then crosses the arena to his/her second barrel and removes the flag from the bucket and then proceeds back across the start/finish line.

The contestant may circle any barrel without penalty. The flag must be carried in either hand (carrying the flag anywhere other than the right or left hand shall constitute a 2-second penalty). Should any of the following occur there would be an automatic disqualification. Knocking over a barrel or turning a bucket over, failure to keep the flag in the first bucket, crossing the finish line without the flag from the second barrel, or using the flag as a whip on the horse.

Calf Tie-down Rules

- 1) Contestant must start with their hand placed directly above where the rope is tied off or on the designated post or start area. **(Check for RED Tape)**
(In-between two areas of red tape if on a horizontal chute rail)
- 2) If Contestant doesn't start from the designated location above mentioned this will result in a NO TIME
- 3) When the Contestant removes his hand from the above mentioned area the flagman will drop the flag and start the time for the run.
 - a. The Calf is to be throw by hand
 - b. Either Legged
 - c. Nosed
 - d. Or Flanked
 - e. If calf is down when roper reaches it, the calf must be let up to his feet and be thrown by hand. If roper's hand is on the calf when calf falls, calf is considered thrown by hand.
- 4) **In the event that contestant cannot throw Calf by him self by the 30 seconds mark the announcer to call 30**
At this point GROWN-UP's (2 designated prior to event)
To put calf down and hand contestant right front leg to continue to tie and complete run.
- 5) To qualify as a legal time, the calf must be tied in a three bone cross with two wraps and secured with a half-hitch.
Three legs must remain crossed and tied for six seconds, as timed by the judge.
- 6) **Touching the Rope:** Once a roper has signaled for time.
 - a. He cannot touch the rope, or the pigging string.
 - b. This will result in a no time
- 7) The Calf will be untied by the Flagman or his Helper
- 8) **Abuse of Livestock:** Intentional abuse of calves will not be tolerated.
This will result in a no time and possible \$25.00 fine.

Any fines must be paid before that roper ropes his/her next calf or enters the next roping. Any fines paid will be added to the average pot of the next rodeo. If the fine is paid during a rodeo then it will be added to the average of that rodeo.

Goat Tying

Junior and Senior Girls will tie goat with braided, leather, or rope goat string.

Junior Boys division will tie goat with a pigging string, and will tie the goat, **calf style**, 2 wraps and a hooley.

The goat is tethered to a 10 foot long soft rope with a metal snap affixed to each end.

Goat can weigh no more than 50 pounds.

The goat will be tethered 100 feet from start line

Contestants must ride across the start line and race to where the goat is tethered. Then dismount, catch the goat, throw and tie any three legs together and then signal that the tie is complete by raising hands in the air. If goat is down when contestant reaches it, goat must be day lighted (stood up and rethrown). Contestant must step away from the goat at least three feet. The goat must stay tied for 6 seconds from the time that the contestant has stepped away from the goat.

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 10 second penalty will be assessed to the contestant. **If the horse causes the goat to become free it results in a no time.**

If a contestant is trying to dismount for the goat tying and falls down in the process, it does not result in a no time unless the contestant is unable to complete the event.

Goat Tail Pull

1. The goat shall be tethered in the same manner as with goat tying.
 - The goat shall be tethered at 6 feet for this event Pee Wee only
 - After removing the ribbon the contestant has to run toward the finish line 15' from the stake.
 - This is to be laid out downstream of the arena.
2. A six-inch ribbon is tied to the base of the goat's tail and the contestant is required to remove the ribbon from the tail.
3. Time is started when the contestant crosses the timer line and ends when the contestant sprints back across the line with the ribbon pulled from the goats tail.
4. If Parents choose to stand near the goat in order to (or assist in any way) hold the horse so as to prevent an accident during the dismount.
5. If the parent must assist the contestant in the dismount other than holding the horse then it shall be considered a lead
6. And the contestant shall be placed below those who completed the goat tail pull in an unassisted manner.

Steer Stopping

Juniors and Seniors

Closed – gate event the arena needs to be cleared at all times.

60 second time limit

The contestant starts from the left side of the roping box.

The 3 Legal head catches are:

- A. Around the horns
- B. Around the neck
- C. Half head

Time will end once contestant has dallied and brought the steer to a stop, with the steer facing the horse. Under Control

Contestant will be disqualified for:

- A.** Illegal head catch
- B.** Dropping the rope
- C.** Missed Loop
- D.** Missed Dalties Dropped Rope

Sr. Calf Touch

Senior Boys

Closed gate event – arena needs to be cleared at all times.

60 second time limit

Neck ropes are required at all times.

Only one contestant at a time in the arena.

Contestant must rope calf then dismount, go down rope and touch calf, which is the signal for time. Line will consist of 3 adults on foot.

The contestant will start from the right side of the roping box and nod when he is ready for the gate man to release the calf.

Catch as catch can

Rope must be on calf when roper touches calf signaling for time.

If calf ducks through line and contestant does not break barrier contestant then receives new calf, if contestant has broken barrier the contestant will then receive new calf, lap & tap, and 10 second barrier penalty.

Breakaway Calf Roping

Junior and Senior

Closed gate event – arena needs to be cleared at all times.

60 second time limit

Only one contestant at a time in arena

The contestant must tie a piece of string (provided by the event director) to the end of the rope and tie the rope to the saddle horn. There must be a colored piece of ribbon or cloth tied to the end of the rope. Line will consist of 3 adults on foot.

The contestant will start from the right side of the roping box and nod when he/she is ready for the gate man to release the calf.

The contestant must then chase the calf. In order to be a legal catch, the loop must clearly pass over the calf's head behind the ears, and over the nose. The loop may draw up on any part of the calf's body behind the head.

Time stops when the field flagger indicates that the rope has broken away from the horn.

The calf must break the rope away from the saddle horn. The contestant will receive a no time should they break the rope away from the saddle horn themselves.

If calf ducks through line and contestant does not break barrier contestant then receives a new calf, if contestant has a broken barrier contestant will then receive a new calf, lap & tap, and 10 second barrier penalty.

Ribbon Roping

Junior Girls and Boys

Senior Girls and Boys

Closed gate event – arena needs to be cleared at all times

60 second time limit

Catch as catch can

A team event, which consists of a “Roper” and a “Runner”.

Junior division:

**Must be an adult (parent) and child who are members of QCJR. (Either one could be the roper or runner.)

**Adult Mugger is required.

**If a contestant ropes he/she will automatically place above the adult roper no matter what the time is.

****If a contestant is roping the parent then needs to run unless they have a doctor's release.**

**If a parent can not rope with child then there will be a partner who signed up to be drawn for that child.

Senior Division:

**Will be senior boy/ girl draw.

****Boys will rope and Girls will run.**

**Partners will be drawn prior to event. Each contestant will have the opportunity to compete.

**Neck ropes will be required.

Runners and muggers must stand on left side of the arena

Line will consist of 3 adults on foot.

Only 1 team at a time in arena.

The contestant will start from the right side of the roping box and nod when he/she is ready for the gate man to release the calf.

Ropers can dally or tie on for Junior Division only. If roper intentionally drags calf back towards score line, team will automatically receive a no time.

A short length of ribbon must be fastened to the calf's tail while it is in the chute. The ribbon must be fastened on the top of the tail and there should be enough ribbon to allow the contestant to grab and remove it without any trouble.

In order to be a legal catch, it is catch as catch can and the loop may draw up on any part of the calf's body. The rope must be attached to the calf when ribbon is pulled.

The “roper” must then rope the calf while the “runner and mugger” starts from a designated spot or behind a designated line. If the runner crosses the designated line before the calf crosses the barrier line, the team will be disqualified.

Upon the roper roping the calf, the runner must remove the ribbon and run back across the barrier line for time.

If ribbon falls off- pull up and you will receive new calf.

If calf ducks through line and contestant does not break barrier contestant then receives a new calf, if the contestant has a broken barrier the contestant then receives a new calf, lap & tap, with a 10 second barrier penalty.

Dally Team Roping

1. Contestant must rope with their immediate parent/legal parent or grandparent. If a parent does not want to rope with child then there will be a partner (who signed up) to be drawn for that child.
2. Header starts from the left hand roping box and the heeler starts from the right hand roping box.
3. There will be a five second penalty for catching one hind leg.
4. Tie on for heeling is optional for both Junior and Senior division, and for female parents.
5. Legal head catches are:
 1. Around the horns
 2. Around the neck.
 3. Half head
6. Head loop must be the first catch and the header must dally and change the direction of the steer before the heeler may throw the rope in attempt to catch the back legs.

7. The header and heeler can carry only one loop and the team is allowed to use two loops total.
8. A dropped loop is considered a thrown loop.
9. The heeler must dally when catch is made and then the header must turn and face the steer. Time is flagged when the steer and ropes are tight. Both ropers must be dallied until recognized by the judge.
10. No foul catches may be removed by hand and if the steer is roped by one horn, roper is not allowed to ride up to the steer and put the rope over the horn by hand.

Pee Wee Dummy Roping

Objective: The contestant must rope mounted horns, by standing behind specified line. This line needs to start within 1 foot of the back of the bale or Dummy and moved at 1 foot increments after that point.

Jake Steer will be used for this event.

This event is uses the point system, and then if needed there is a process of elimination, by moving the line further away from the target (horns).

Rules:

1. Each contestant may enter only one time per event.
2. Each contestant will rope 3 times from the line.
3. Points are as follows: Horns-2 points
Neck -1 point
Half head -1 point
4. A dropped loop is considered a thrown loop.
5. Fishing is allowed before a legal catch.
6. The rope must pass over the nose completely to be a legal half head catch.
7. If the rope goes over the back of the dummy catching the whole dummy that is considered a miss.
8. Points are then totaled to determine a winner.
9. Ties will be roped off (process of elimination).
10. Contestant with no legal catches is not eligible for placing or points.

Rope off:

1. The line will be moved back from the target in which the contestant will throw one time at this distance. And the line will continue to move further away after each completed round.
2. Judge will determine the distance each time the line is moved

Disqualifications:

1. Dropping or losing a rope in the rope off.
2. Illegal head catches; anytime a loop crosses over itself for “figure 8” as part of the catch, or a Hondo goes over a horn.
3. Stepping over designated line.