

# COW COUNTRY JUNIOR RODEO, LLC

## RULES AND REGULATIONS

1. Each contestant must have a waiver signed by a parent or guardian before competing.
2. Each contestant will pay a membership fee of \$75 before the first rodeo they enter. This will be a one-time per season fee.
3. Each contestant must have their entry fees paid before they can compete.
4. All contestants must be dressed in western clothing, including boots with a heel, pants, long sleeve western shirt, and cowboy hat, when entering the arena.
5. **All rough stock contestants must wear protective gear including helmets and vests with the exception of Seniors having the option of helmets in the Saddle Bronc and Bareback riding.**
6. All decisions made by the rodeo judges will be final.
7. The north arena takes preference.
8. Contestants will compete in the age division as of their age on January 1st of the current year. With the exception of the senior division who can compete the summer after their senior year in high school. **Contestants must compete in their age division.** Birth certificates may be required.
  - a. Senior division - age 14 to 17 or the summer after their senior year in high school.
  - b. The junior division - age 10 to 13.
  - c. The pee-wee division - age 5 to 9.
  - d. Individuals age 4 and under will only be eligible to compete in the goat tail ribbon pull.
9. Contestant position will be drawn. Stock will be chute run. The committee reserves the right to draw stock if determined necessary.
10. The committee can call a rodeo at any time because of weather for safety reasons.
11. No alcohol will be allowed in or around the arena.
12. Any spectator, guardian, or contestant may be asked to leave or be disqualified by any rodeo official for any of the following:
  - a. fighting or quarreling on the grounds
  - b. mistreatment of stock
  - c. refusing to compete on the stock drawn for them
  - d. not being ready to compete when called upon
  - e. cheating
  - f. abusive language or improper conduct by contestants, parents, guardians, or spectators
13. Contestants may enter the rodeos during designated times, by online entry form. Other entry methods need to be made prior with the rodeo secretary. Late entries will be allowed with an additional \$50 late fee per contestant.

14. Draw will be posted 72 hrs prior to the rodeo via Facebook, website, and email. Any discrepancies in the draw must be reported to the rodeo secretary 24 hr prior to the rodeo for changes to be made.
15. The series will consist of separate rodeos, with each rodeo's payoff being
  - a. 5 or less contestants: 2 places - 1st place 60%, 2nd place 40%
  - b. 6-10 contestants: 3 places – 1st place 50%, 2nd place 30%, 3rd place 20%
  - c. 11 or more contestants: 4 places – 1st place 40%, 2nd place 30%, 3rd place 20%, 4th place 10%
  - d. Points will be awarded to the top 10 places in each event
16. There will be year end awards for the three (3) age divisions. Year end awards will be awarded following the final series rodeo. Year end event champions will be declared by the most points earned from the entire series. In the event of a tie, a tie breaker will be decided by money won then by flipping a coin or drawing straws if more than two (2) contestants are still tied.
17. CCJR Points will be as follows:
  - a. 1st- 10 points
  - b. 2nd- 9 points
  - c. 3rd- 8 points
  - d. 4th- 7 points
  - a. 5th- 6 points
  - b. 6th - 5 points
  - c. 7th - 4 points
  - d. 8th - 3 points
  - e. 9th - 2 points
  - f. 10th - 1 point
18. All-around champions will be awarded to the three (3) divisions. To qualify a contestant must compete in at least two (2) events.
19. Entry fees will be \$15 per event. \$10 will be jackpotted. This will be determined by the number of contestants entered at each rodeo.
20. The National High School Rodeo rule book will be used for the provided events unless otherwise specified in the CCJR rules.
21. Checks not cashed by the end of the year will not be honored. If a check has to be reissued the receiver will cover all bank fees.
22. No Ground Money will be paid

# CCJR Events Provided

## Pee Wee: (age 5-9):

- Dummy Roping
- Barrel Racing
- Pole Bending
- Goat Tying
- Mutton Bustin (5 & 6 yr olds)
- Calf Riding (7-9 yr olds)
- Saddle Bronc
- Bareback

## Junior (age 10-13):

### Girls Events

- Barrels
- Poles
- Goat Tying
- Breakaway Roping
- Team Roping-Heading
- Team Roping-Heeling

### Boys Events

- Goat Tying
  - Chute Tying
  - Chute Dogging
  - Breakaway Roping
  - Team Roping-Heading
  - Team Roping-Heeling
  - Medium Bovine Riding
  - Saddle Bronc Steer Riding
  - Bareback Steer Riding
- \*\*Boys must choose either Chute Tying or Goat Tying-they cannot do both

## Senior (age 14-17 or summer after their senior year of high school):

### Girls Events

- Barrels
- Poles
- Goat Tying
- Breakaway Roping
- Team Roping-Heading
- Team Roping-Heeling

### Boys Events

- Tie Down Calf Roping
- Chute Dogging
- Team Roping-Heading
- Team Roping-Heeling

- Large Bovine Riding
- Saddle Bronc Riding
- Bareback Riding

## **Events:**

### **4 and under Goat Ribbon Pull-**

- Contestants will start approximately twenty (20) feet from the goat and run up and pull the ribbon off of the goat's tail.
- All contestants will receive a prize. There will be no points awarded or entry fee charges for this event

### **Pee-wee Goat Tying-**

- There will be a ninety (60) second time limit.
- The contestant will cross the scoring line, ride to the goat, dismount from their horse, throw the goat by hand, and cross and tie any three legs. Contestant may go down the rope to the goat. If the goat is down when the contestant reaches it, it must be day-lighted or brought to its feet then thrown. Boys must use a pigging string and girls must use a goat string to tie with.
- Time will start when the horse's nose crosses the starting line.
- Time will stop when the contestant signals the completion of the tie by throwing both hands in the air and the judge drops the flag.
- The tie must hold all three feet until passed on by the judge. Contestant cannot touch the goat once they have signaled the judge. If the tie comes loose or the goat gets to its feet before the six(6) second time, it will be ruled a no time.
- Any unnecessary misuse of the goat will be deemed a no time.
- If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the rope or goat prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
- Boys and girls will be split in this event.

### **Junior Goat Tying-**

- There will be a sixty (60) second time limit.
- The contestant will cross the scoring line, ride to the goat, dismount from their horse, throw the goat by hand, and cross and tie any three legs. Contestant may go down the rope to the goat. If the goat is down when the contestant reaches it, it must be day-lighted or brought to its feet then thrown. Boys must use a pigging string and girls must use a goat string to tie with.
- Time will start when the horse's nose crosses the starting line.
- Time will stop when the contestant signals the completion of the tie by throwing both hands in the air and the judge drops the flag.
- The tie must hold all three feet until passed on by the judge. Contestant cannot touch the goat once they have signaled the judge. If the tie comes loose or the goat gets to its feet before the six (6) second time, it will be ruled a no time.
- Any unnecessary misuse of the goat will be deemed a no time.
- If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the rope or goat prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
- Boys and girls will be split in this event.

### **Senior Goat Tying-**

- There will be a sixty (60) second time limit.
- This event is open to girls only.
- The contestant will cross the scoring line, ride to the goat, dismount from their horse, throw the goat by hand, and cross and tie any three legs. Contestant may go down the rope to the goat. If the goat is down when the contestant reaches it, it must be day-lighted or brought to its feet then thrown. Boys must use a pigging string and girls must use a goat string to tie with.
- Time will start when the horse's nose crosses the starting line.
- Time will stop when the contestant signals the completion of the tie by throwing both hands in the air and the judge drops the flag.
- The tie must hold all three feet until passed on by the judge. Contestant cannot touch the goat once they have signaled the judge. If the tie comes loose or the goat gets to its feet before the six (6) second time, it will be ruled a no time.
- Any unnecessary misuse of the goat will be deemed a no time.
- If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the rope or goat prior to the contestant signaling for time, a ten (10) second penalty will be assessed.

### **PeeWee Mutton Busting-**

- **All contestants in this event must wear protective gear including a helmet and vest.**
- Contestants must ride for six (6) seconds. Contestant can choose to ride with or without rope, but must provide their own rope. There must not be any knots or hitches in the rope to prevent the rope from falling off the animal when the contestant gets off. Contestant cannot take any wrap around their hands.
- The time will start when the animal crosses the plane of the chute gate.
- A re-ride may be awarded at the judge's discretion if the contestant is fouled at the chute or the animal falls.
- The contestant will be disqualified for any of the following: bucking off before the timer, not being ready when called upon, or using sharp spurs.
- No score or time will be given if the contestant receives assistance after crossing the starting line.

### **Pee-wee Calf Riding-**

- All contestants in this event must wear protective gear including a helmet and vest.
- Contestants must ride for six (6) seconds, with one (1) hand in a loose rope. There must not be any knots or hitches in the rope to prevent the rope from falling off the animal when the contestant gets off. Contestant cannot take any wrap around their hands.
- The time will start when the animal crosses the plane of the chute gate.
- A re-ride may be awarded at the judge's discretion if the contestant is fouled at the chute or the animal falls.
- The contestant will be disqualified for any of the following: bucking off before the timer, if the free hand touches the animal or the rider, not being ready when called upon, or using sharp spurs.
- No score or time will be given if the contestant receives assistance after crossing the starting line.

### **Junior Steer Riding-**

- All contestants in this event must wear protective gear including a helmet and vest.
- Contestants must ride for six (6) seconds, with one (1) hand in a loose rope. There must not be any knots or hitches in the rope to prevent the rope from falling off the animal when the contestant gets off. Contestant cannot take any wrap around their hands.
- The time will start when the animal crosses the plane of the chute gate.

- A re-ride may be awarded at the judge's discretion if the contestant is fouled at the chute or the animal falls.
- The contestant will be disqualified for any of the following: bucking off before the timer, if the free hand touches the animal or the rider, not being ready when called upon, or using sharp spurs.
- No score or time will be given in the contestant receives assistance after crossing the starting line.

#### **Junior Saddle Bronc Steer Riding-**

- Refer to the National High School Rodeo rule book

#### **Junior Bareback Steer Riding-**

- Refer to the National High School Rodeo rule book

#### **Senior Bull Riding-**

- All contestants in this event must wear protective gear including a helmet and vest.
- Contestants must ride for eight (8) seconds, with one (1) hand in a loose rope. There must not be any knots or hitches in the rope to prevent the rope from falling off the animal when the contestant gets off. Contestant cannot take any wrap around their hands.
- The time will start when the animal crosses the plane of the chute gate.
- A re-ride may be awarded at the judge's discretion if the contestant is fouled at the chute or the animal falls.
- The contestant will be disqualified for any of the following: bucking off before the timer, if the free hand touches the animal or the rider, not being ready when called upon, or using sharp spurs.
- No score or time will be given in the contestant receives assistance after crossing the starting line.

#### **Senior Saddle Bronc Riding-**

- Refer to the National High School Rodeo rule book

#### **Senior Bareback Riding-**

- Refer to the National High School Rodeo rule book

#### **PeeWee, Junior, and Senior Barrel Racing-**

- Refer to the National High School Rodeo rule book with the exception that any horse may be used by multiple contestants and both boys and girls may enter this event in the PeeWee division. In the Junior and Senior divisions, this is a girl only event.
- The fastest time will be declared the winner.
- Pee-wee barrel racing ONLY - An adult may help the contestant into the arena but may not cross timeline.

#### **PeeWee, Junior and Senior Pole Bending-**

- Refer to the National High School Rodeo rule book with the exception that any horse may be used by multiple contestants and both boys and girls may enter this event in the PeeWee division. In the Junior and Senior divisions, this is a girl only event.
- The fastest time will be declared the winner.
- Pee-wee pole bending ONLY - An adult may help the contestant into the arena but may not cross timeline.

### **Pee-wee Dummy Roping -**

There will be a start line at approximately 6'-10' behind the dummy. Time will start when the contestant crosses the starting line and will end when the slack is pulled. Three legal head catches (slick horns, half head or neck). Contestant must swing at least once overhead before throwing at the dummy. Each contestant will go three (3) times, one (1) loop per time. The three times will be averaged together. Contestant must stay behind the back of the dummy, swing overhead and throw their loop. If the contestant steps over the line at the rear of the dummy the contestant will take a no time for that turn. Minimal Fishing will be allowed no longer than a five count by the judge.

### **Junior (Boys & Girls) & Senior (Girls Only) Break-away roping-**

- There will be a thirty (30) second time limit.
- Contestant will be horse back and start from the right side of the calf and will not be able to rope the calf before the horse leaves the box.
- No barrier will be used. The barrier judge will flag the start when the animal's nose crosses the starting line. The roper must start at the back of the box or they will be assessed a 10 second penalty.
- The catch-as-catch can rule shall apply after the loop goes over the calf's head.
- Ropes are to be tied to the saddle horn with the string provided. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A white flag that is visible to the flagman or judge must be attached at the knot end of the rope. String will be provided and will be inspected by designated officials before each contestant competes.
- When the calf breaks the string that will signal time. The contestant cannot break the string by hand.
- The fastest time will be declared the winner.
- Each contestant will be allowed (1) loop.
- Any contestant running over or dragging or otherwise mistreating the animal will be disqualified.
- In case the field judge flags out a roper that still legally has one or more loop coming, the judge may give them a rerun lap and tap, plus time already lapsed.

### **Junior and Senior Chute Dogging-**

- Refer to the National High School Rodeo rule book.
- There will be a thirty (30) second time limit.
- Jr Chute Dogging -Steers may be tailed at the discretion of the judges and/or stock contractor.

### **Junior Chute Tie Down Roping -**

- There will be a thirty (30) second time limit.
- No barrier will be used. The barrier judge will flag the start when the contestant leaves the box.
- This event is open to boys only.
- Calf will be held at end of rope until flagger starts the time. The holder will then let go of the calf's tail and step straight back.
- The holder must be the same person for the entire event and will hold the calf by the tail but not stretching the calf hard enough to choke the calf.
- Calves will be changed for each contestant and can be reused up to but not more than 3 times.
- Contestant must go down the rope and throw the calf by hand. Contestant must cross and tie at least three (3) legs.
- If calf is down when roper reaches it, calf must be stood on at least three (3) feet and then calf must be re-thrown. (Calf must be elevated high enough that it has the opportunity to regain its feet).
- If roper's hand is on calf when calf falls, calf is considered thrown by hand.
- Rope must hold calf until roper gets hand on calf.

- To qualify as a legal tie, there shall be at least one (1) complete wrap around at least three (3) legs, and a half hitch or hooley (A hooley is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).
- Time will stop when contestant signals to finish his time by raising hands to or above shoulders and the judge drops the flag.
- The tie must hold six (6) seconds, and three (3) legs must remain crossed until passed on by the judge.
- Six (6) second time will start when roper has stepped away from the calf.
- If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.
- Roper will be flagged no time for touching calf or string after giving finish signal.
- Contestant will be disqualified for abusive treatment of calf

### **Senior Tie Down Calf Roping-**

- There will be a thirty (30) second time limit.
- No barrier will be used. The barrier judge will flag the start when the animal's nose crosses the starting line. The roper must start at the back of the box or they will be assessed a 10 second penalty.
- This event is open to boys only.
- A neck rope must be used. Contestants must adjust their rope and reins in a manner that will prevent the horse from dragging the calf.
- Calves may be pushed out by contestant's assistant providing they are ready.
- Each contestant will be allowed (1) loop. Contestant cannot receive any assistance after crossing starting line.
- Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Contestant must cross and tie at least three (3) legs.
- If calf is down when roper reaches it, calf must be stood on at least three (3) feet and then calf must be re-thrown. (Calf must be elevated high enough that it has the opportunity to regain its feet).
- If roper's hand is on calf when calf falls, calf is considered thrown by hand.
- Rope must hold calf until roper gets hand on calf.
- Contestants will be allowed (1) loop.
- To qualify as a legal tie, there shall be at least one (1) complete wrap around at least three (3) legs, and a half hitch or hooley (A hooley is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).
- Time will stop when contestant signals to finish his time by raising hands to or above shoulders and the judge drops the flag.
- The tie must hold six (6) seconds, and three (3) legs must remain crossed until passed on by the judge.
- Six (6) second time will start when roper has remounted and his horse has taken one step forward.
- If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.
- Rope will not be removed and rope must remain slack until field judge has passed on tie.
- Roper will be flagged no time for touching calf or string or for touching rope to train his horse after giving finish signal, or by dragging calf after he remounts horse.
- Roping calf without releasing loop from hand will disqualify catch.
- Contestant will be disqualified for abusive treatment of calf or his horse.
- Any intentional dragging of calf regardless of distance will result in a no time. Intentional dragging shall be defined as caused by contestant. Excessive dragging of calf will receive a no time. Excessive dragging shall be defined as moving the calf six (6) or more feet after the contestant has called for a time. However, if in the opinion of the judge, the dragging was caused by something outside of 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.

- In case the field judge flags out a roper that still legally has one or more loop coming, the judge may give them a rerun lap and tap, plus time already lapsed.

### **Junior & Senior Team Roping-**

- There will be a sixty (60) second time limit.
- Two (2) loops are allowed. This applies to both Seniors and Juniors.
- Contestant may enter the team roping once for heading and once for heeling. Contestant can rope with another contestant as long as that contestant has not already roped (the head and heel ends). Contestant could also rope with a parent or an adult. Adults may enter as many times as needed but the contestant may only head once and heel once.
- No barrier will be used. The barrier judge will flag the start when the animal's nose crosses the starting line. The header must start at the back of the box or they will be assessed a 10 second penalty. Heeler must start behind the barrier line.
- The horse must clear the box before a loop is thrown.
- Time to be taken between two flags.
- Heeler must start from behind barrier line.
- Junior time will be flagged on the heels. Header must maintain control of the steer.
- Senior time will be taken when steer is roped, both horses are facing the steer in line with ropes dallyed and tight, horses front feet must be on the ground.
- Each contestant will be allowed to carry only one rope.
- Roper must dally to stop the steer or change steer's direction.
- No tied ropes allowed.
- The word "dally" means one complete wrap around the horn.
- Ropers must be mounted when time is taken.
- Steer must be standing up when roped by head or heels.
- If steer is roped by one horn, roper is not allowed to ride up and put the rope over the other horn or head with their hands.
- If the header ropes a front foot, it is an automatic no time.
- If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from the loop by hand. However, should the front foot or feet come out of the loop by the time the field judge drops his flag, time will be counted.
- In case the field flag judge flags out a team that still legally has one or more loop coming, the judge may give them a rerun lap and tap, plus time already lapsed.
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### **Scoring and penalties**

- Timed event judge will not flag contestants out until time is recorded.
- Judge is to flag time, then flag contestants out if run is not legal.
- Roping steer without releasing loop from hand will disqualify catch.
- Contestant will be disqualified for any abusive treatment to the animal or their horses.
- There will be only three legal head catches:
  1. both horns
  2. half a head
  3. around the neck
- If hondo passes over one horn, the loop over the other, the catch is illegal.
- If loop crosses itself in the head catch, it is illegal. This does not include heel catches.

- Any heel catch behind both shoulders is legal if the rope goes up the heel.
- One hind foot receives a five (5) second penalty.
- The direction of the steer's body must be changed before the heel loop can be thrown. Any loop thrown before the completion of the initial switch will be considered a crossfire and a no time will be recorded. However, if the steer stops or sets up before the switch, it must only be moving forward for the heel loop to be legal. Steer must not be handled roughly at any time and ropers may be disqualified if, in the opinion of the field judge they have intentionally done so.
- In the event a team roper is disqualified or injured, that team will be eliminated from that event.
- If header accidentally jerks steer off his feet or steer tips or falls, header must not drag the steer over eight (8) feet before the steer regains his feet or the team will receive no time.
- Broken rope or dropped rope will be considered no time.

### **Reruns**

- In timed events, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying.
- If rope is on animal, contestants will get animal lap and tap with rope on it in the chute.
- No rerun will be given due to faulty or broken equipment furnished by contestant.
- If artificial horns are jerked off. Contestants will receive a rerun, with no penalties other than barrier penalties.

### **Officials**

- There shall be two or more timers, a field flag judge and a barrier judge.
- Any questions as to catches in this event will be decided by the judges.

### **Senior Ribbon Roping**

#### **No All Around Points will be giving in this event**

#### **This is a mixed event only, one boy and one girl. Either can be the roper or runner.**

- Ribbon Ropers must enter with a partner. If they find out their partner is not going to be there two weeks prior to the rodeo they can find someone else. If they find out one week or less prior to the rodeo or if their partner is injured during the rodeo the committee will draw for them. All ropers and runners (depending on which partner is out) will be put in the draw. A contestant has the option to say decline if they are drawn. Drawn partner does not win any money or points. Draw must be done before the rodeo unless the draw is because of injury. Contestant must let a Committee member know ASAP. At least two committee members must be present for the draw.
- There will be a thirty (30) second time limit.
- No barrier will be used. The barrier judge will flag the start when the animal's nose crosses the starting line. The roper must start at the back of the box or they will be assessed a 10 second penalty.
- A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
- Calves may be pushed out by contestant's assistant providing they are ready.
- Catch as catch can. Any catch that holds the calf is legal.
- Rope must be tied on.
- Runner can stand anywhere they choose in the arena.
- Roper must rope calf, dismount and be in contact with the calf when the Runner removes the ribbon or team will receive a no time. Calf does not need to be flanked.
- Runner must cross finish line to get time.

- Flag judge will flag time when runner crosses finish line with ribbon in hand and give to judge or team will receive a no time.
- Ribbon – flagging tape shall be approximately ½ inch in width and 12 inches long.
- The ribbon itself must be fastened to the top of the tail with a rubber band.
- The runner removes the ribbon and runs across the finish line in either direction for time.
- Ribbon must be removed by runner.
- Any part of the ribbon is legal.
- Rope must hold calf until roper touches calf.