

## **GREELEY STAMPEDE**

### **2018 – KIDS RODEO CONTESTANT RULES**

#### **GROUND RULES**

1. Contestant will be called three (3) times by the announcer. If you are not in the arena, you will be considered a “No Show”, and you will be disqualified from the event and your entry fee will be forfeited. If a contestant is up in the opposite arena, let the caller know, you will be rolled to the bottom of the list.
2. Abuse or roughing of stock will not be tolerated. This pertains to your stock and the rodeo stock.
3. Judges have the right to disqualify any contestant deemed to be in violation of any ground rules. Judges decisions will be final.
4. Re-runs shall be given to any contestant, should the foul occur due to arena management.
5. Contestant age is based on the age of January 1<sup>st</sup> of the current year. Judges may ask any contestant at any time to show proof of age. If a contestant cannot prove their age, they will be disqualified.
6. If an issue is not addressed by the Greeley Stampede rules, the rules of the Professional Team Bull Riding will apply.
7. Contestants in all horseback events with limited riding ability may have assistance in the form of a lead-line, but must be led the entire pattern. Judges have the final discretion on whether a contestant may or may not be led. Riding double will not be allowed at any time while on Island Grove grounds.
8. Participants in the events of Barrel Racing, Pole Bending, Flag Race, and 13 – 18 year old Goat Tying must have their own horse. They will enter and leave from the east end of the arena. All contestants must be ready when called. Please refer to above rule #1. All contestants are responsible for their own equipment. Competitive Mutton Bustin, Calf Riding, Rough Riders, Young Guns, Junior Bull Riding, and Senior Bull Riding competitors must provide their own equipment (bull rope, helmet, protective vest, spurs, and gloves). We will not hold a ride due to lack of equipment. If you are not ready, you will be disqualified and your entry fee forfeited.
9. Due to limited entries, contestants who enter riding events will not be allowed to enter non-riding events. This will give a greater opportunity for ALL kids to participate event without any previous rodeo experience. Example: a child cannot do goat tail tying and barrel race.
10. Entry fees: \$10.00 to \$55.00 per person. (See application)

11. Contestants cannot enter both the Recreational and Competition Mutton Bustin'. Please enter according to your child's abilities and age.
12. In the event of a tie, the Greeley Stampede will flip a coin to choose which contestant will receive the given award at that day's award ceremony. The other contestant will be mailed a duplicate award.
13. **All contestants must wear western attire, cowboy hat or helmet, long sleeve shirt, and cowboy boots.**

## **RULES BY EVENT**

### **Toddler Events**

#### **BOOT SCRAMBLE**

##### **Ages 7-10**

- This is a timed event where contestants will be on foot.
- Time begins when contestant crosses the start/finish line.
- Contestant places boot in a pile and returns to the start/finish line.
- The contestants are timed while:
  - Finding boot
  - Putting boot on
  - Return to the start/finish line

#### **GOAT TAIL PULL**

##### **Ages 3-6**

- This is a timed event where contestants will be on foot.
- Time begins when contestant crosses the start/finish line.
- The goat will be held by a rodeo official.
- Contestant must pull ribbon off of the goat's tail, then turn and run past the finish line with the ribbon in hand.
- If the ribbon is dropped, it may be picked up.
- Fastest time wins.

#### **STICK PONY RACE**

##### **Ages 3-6**

- This is a timed event where contestants will be on foot.
- Time begins when contestant crosses the start/finish line.
- Contestant must ride (straddling a stick horse) around a barrel, and then ride back across the finish line.
- Contestant must ride the stick horse over the finish line, no leading the stick horse.
- If the contestant is bucked off the pattern they must stop, remount, and then continue the pattern.
- Stick ponies will be provided or you may bring your own.

#### **GOAT TAIL TYING**

##### **Ages 7-10**

- This is a timed event where contestants will be on foot.
- Time begins when contestant crosses the start/finish line.
- The goat will be staked 10 to 15 feet from the starting line.
- The contestant will be provided with a ribbon that is to be tied around the goat's tail.

- When the ribbon is tied around the goat's tail, contestant will signal for a time by throwing his or her hands in the air to stop the timer's clock.
- The contestant may not hold staked rope with hands.

### **MUTTON BUSTIN'-RECREATIONAL**

**Ages 4 to 7. Weight limit 55 lbs.**

*Mouth guards are recommended and must be provided by the contestant. Other protective gear will be provided by the Greeley Stampede.*

- Contestants may only use a wool hold.
- Contestant is judged on six second ride; time begins when sheep breaks the plane of the chute/hold.
- No re-rides will be awarded if the animal falls.
- No refunds will be issued for a non-participant.
- Animals will be chute drawn.

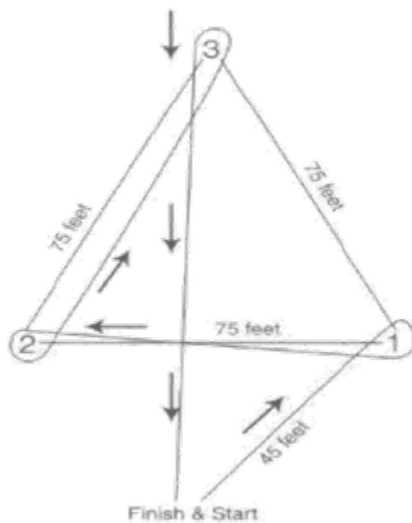
## Gymkhana Events

### CLOVERLEAF BARREL RACE

Junior Ages 12 and under

Senior Ages 13-18

- Horse's nose will be timed as it crosses the starting line.
- The barrels and starting line will be permanently marked for the entire go-round. Fifty-five gallon barrels will be used.
- Raking and dragging will be done at regular intervals as determined by the officials.
- Arena gate will be closed immediately after the contestant enters the arena, and kept closed until the pattern is completed and the rider has the horse under control.
- Contestant may change horses for this event.
- Pattern:



- Touching the barrels is permitted, but a five second penalty will be assessed for each barrel knocked over.
- Judge is to flag the time, then flag contestant out if the run is not legal.
- Not following the cloverleaf pattern will receive a No Time.

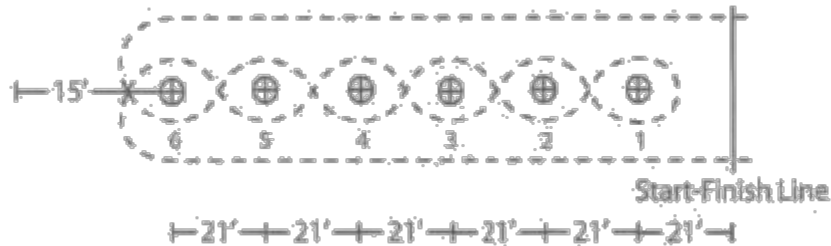
### POLE BENDING

Junior Ages 12 and under

Senior Ages 13-18

- The horse's nose will be timed as it crosses the starting line.
- Raking or dragging the arena will be done at regular intervals as determined by the rodeo officials.

- Arena gate will be closed immediately after the contestant enters the arena, and kept closed until the pattern is completed and the rider has the horse under control.
- Contestant may change horses for this event.
- Pattern:



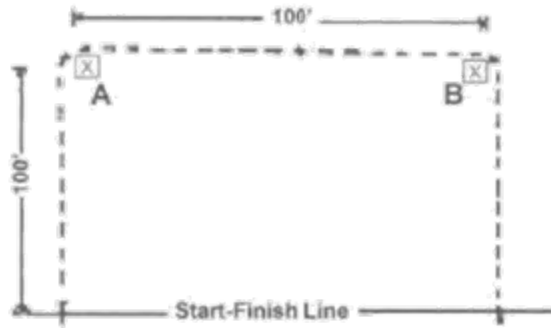
- Touching the poles is permitted, but a five second penalty will be assessed for each pole knocked over.
- Horse may start either to the right or the left side of the poles and then run the remainder of the pattern accordingly.
- Judge is to flag time, then flag contestant out if the run is not legal.
- Not following the pattern will receive a No Time.
- If the horse re-crosses the starting line at any time before the pattern is completed, pattern will be considered broken and the run will receive a No Time.
- The pattern will not be considered broken as long as the contestant retraces their EXACT path and does not circle a pole. For example, in the approach your horse tries to turn at the 5th pole instead of the 6<sup>th</sup> pole, as long as you do not circle the 5<sup>th</sup> pole, you may stop and retrace your steps and then continue.

## FLAG RACE

### Junior Ages 12 and under

### Senior Ages 13-18

- The horse's nose will be timed as it crosses the starting line.
- Raking or dragging the arena will be done at regular intervals as determined by the rodeo officials.
- Arena gate will be closed immediately after the contestant enters the arena, and kept closed until the pattern is completed and the rider has the horse under control.
- Contestant may change horses for this event.
- Pattern:



- The rider starts with one flag in hand deposits in container A, proceeds to container B, removes the flag from container B, and rides to the finish line.
- Pattern is a horseshoe pattern on the outside of the barrels. Any deviation will be a No Time. The contestant must carry the flag in his or her hand.

Disqualifications:

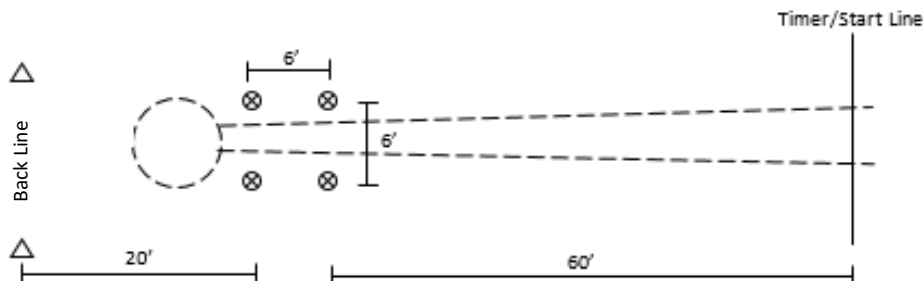
- Knocking over the barrel or tipping a bucket
- Dropping the flag on the ground
- Failure to keep flag in first bucket
- Using the flag as a whip for the horse
- Crossing the start/finish line prematurely
- Breaking the pattern

**KEYHOLE RACE**

**Junior Ages 12 and Under**

**Senior Ages 13-18**

- The horse's nose will be timed as it crosses the starting line.
- Raking or dragging the arena will be done at regular intervals as determined by the rodeo officials.
- Arena gate will be closed immediately after the contestant enters the arena, and kept closed until the pattern is completed and the rider has the horse under control.
- Contestant may change horses for this event.
- Pattern:



- 4 standing poles will be used to mark the keyhole area. 2 cones mark the back line beyond the keyhole area.
- The rider crosses the start line, rides through the four poles, turns the horse around either direction then rides back through the four standing poles and across the finish line.
- In addition to the timers and the official judge, watchers must be stationed on either side of the keyhole to observe the horse's feet and to restore the poles, which may be knocked. Judges can use a whistle or flag to signal course is ready or a rider disqualified.

Disqualifications:

- Breaking pattern as outlined in the diagram or otherwise retracing steps to complete the pattern
- Stepping over the back line
- Not entering keyhole through poles
- Not exiting keyhole through poles
- Crossing finish line before pattern is complete

**GOAT TIE DOWN**

**Ages 13-18**

- Starting line will be 100 feet from the stake. Goat will be tied to a stake with a 10-foot long rope. No part of the stake will protrude the ground.
- Contestant must be mounted on a horse, run down to the tied goat and dismount.
- Time will start when contestant crosses the starting line and will be stopped when contestant releases tie and both hands are in the air. Contestant must step back three feet from the goat.
- Judge is to flag time, the flag contestant out if the run is not legal.
- Goats will be uniform in size and weight.
- Must use a thong, pigging sting, or rope.
- Throw the goat by hand (if contestant's hand is on the goat when the goat falls, goat is considered throw by hand.) If goat is lying down, must be stood on at least three feet. Goat must be elevated high enough that he could regain his feet and the goat must be re-thrown.
- Must cross and tie three legs together, signal for time and stand clear of goat.
- Legs must remain crossed and secure for six seconds after the contestant moves away from the tie.
- To qualify as a legal time, there should be one or more wraps and a half hitch, hooey or knot.

Disqualifications:

- If horse touches goat or the tether rope before the contestant has both feet on the ground or relinquishes control of the horse
- Goats breaks away as a fault of the horse while the contestant is mounted
- Retouching the goat or tie after signaling for time



## Rough Stock Events

### MUTTON BUSTIN'-COMPETITIVE

**Ages 4-6. Weight limit 55 lbs.**

*Bull rope, helmet, protective vest, spurs, and gloves must be provided by contestant.*

- Ride will be 6 seconds-Scored and Ground Timed- latch side judge (OR back judge) will record ground time to be used in the case of not enough qualified scores in order to fill placings.
- Contestant will be considered bucked off if any part of their head or any part of their body touches the ground during the ride.
- No re-rides for falling, stopping or fouling the rider will be given once the sheep has moved at least one length of its body.
- Contestants may ride with rope, or two hands with or without a rope. *Contestant MAY NOT lie down and hold on to rope.*
- Contestants using one hand with a rope will be scored higher than contestants using two hands or no rope.
- Judges will designate whether contestant used one or two hands, with or without a rope.

**The following rules apply to both of the following categories:**

### CALF RIDING

**Ages 7-8**

*Bull rope, helmet, protective vest, spurs, and gloves must be provided by contestant.*

### ROUGH RIDERS

**Ages 9-11**

*Bull rope, helmet, protective vest, spurs, and gloves must be provided by contestant.*

- Stock will be young bulls, steers, or heifers according to size.
- Ride will be 6 seconds. One hand.
- See general riding rules below.

The following rules apply to all three of the following age categories:

### **YOUNG GUNS BULL RIDING**

**Ages 12-13**

### **JUNIOR BULL RIDING**

**Ages 14-15**

### **SENIOR BULL RIDING**

**Ages 16-18**

- *Bull rope, helmet, protective vest, spurs, and gloves must be provided by contestant.*
- Helmet and protective vests are required.
- The ride will be 8 seconds. One hand.

## **GENERAL ROUGH STOCK RULES**

- Riding is to be done with one hand (\*unless option applies) and loose rope, with or without handhold. No knots or hitches to prevent rope from falling off animal when rider leaves him. A bell must be on bottom of rope. Animals are to be ridden for 8 seconds for a qualified ride. The time will start when shoulder breaks the chute.
- If you are fouled at the gate you must declare yourself immediately.
- If the animal falls, a re-ride is at the discretion of the judges.
- If a flank comes off, a re-ride may be given, provided the rider has made a qualified ride.
- If a rider makes qualified ride with any part of the rope in his hand, he is to be marked. The judges shall decide the matter of re-rides. Re-ride shall be decided before the next ride.
- No more than 1 (one) man may be on chute to pull contestant's rope.
- No person under 11 behind chutes during Young Gun, Junior, or Senior Bull Riding.
- Hooks and rings shall not be used on bull ropes.
- Rider will be disqualified for any of the following reasons:
  - Being bucked off
  - Touching animal or self with free hand
  - Using sharp spurs
  - Placing spurs or chaps under the rope being tightened
  - Taking a finger tuck, or hand wrap above the wrist
  - Judges may disqualify a rider who has been advised he is next to go, if he is not above the animal with his glove on, when the previous animal leaves the arena
  - The Back Judge (latch-side judge) will be the official time
  - If a re-ride is given or an option is offered, the rider must give the judge his decision immediately