**Ridin’ the River Cowboy Fellowship**

**Fall Youth Rodeo Series**

**General Rules**

1. All contestants and parents are responsible for reading the rules carefully.
2. You must have with you a current official NEGATIVE Coggins test, for each horse brought on the grounds.
3. All members, participants, contestants, and other persons taking part in the event do so at their own risk and should understand they are responsible for the care, inspection, custody, and control of the animal, the equipment, and all other aspects of the event.
4. For the safety of the contestants, their horses, and the spectators, running horses outside the arena will not be allowed.
5. Reruns will not be granted due to contestant’s tack or equipment failure. Reruns will be granted at judge’s discretion should a horse fall or if a contestant should fall off during an event.
6. Age shall be determined as of first rodeo.
7. Contestants must enter the age group they fall in. No married contestants. If you have attended college during one regular semester, you are ineligible. Summer school is not considered a regular semester. High school graduates must have attended high school during the preceding spring semester.
8. Each family must work 2 points and 1 concession hour per child/per rodeo in order to qualify for prizes.
9. Dress code: Western attire, collard shirt with at least 2 buttons, boots, hats optional. No restraints other than rubber bands may be used by contestants. Handicapped contestants are exempt.
10. No stallions allowed.
11. In order to qualify for prizes, contestants must compete in 3 out of 4 rodeos.
12. Contestants must enter three events to qualify for all around. Once you have entered, you may not add events at future rodeos. Contestants may compete in their age group only.
13. In case of tie points for all around, or runner up, contestant who has placed in the most number of events will be declared the winner. If events placed in are equal, then the first places in events competed in will determine the winner. If all the above are equal, coin toss will determine the winner.
14. A ten point system will be used to determine winners.
15. In case of tie in event, points and money will be split.
16. Contestant must be ready when called. After three arena calls, contestant will be disqualified.
17. Any unsportsmanlike conduct, using profane language, animal abuse or drinking of alcoholic beverages in the arena will disqualify any contestant.
18. Contestant will be disqualified for any mistreatment of stock.
19. The decision of the judge will be final. RRCF has the right to remove livestock at any time.
20. All protests must be submitted in writing accompanied by $50.00 cash, which will be retained by Ridin’ the River Cowboy Fellowship if protest is disallowed. No protest will be heard unless these steps are followed. The secretary must be notified before the conclusion of the event.
21. Rules may be amended by the board with a 2/3 majority vote at any time.
22. Any contestant found violating rules in any event will automatically be disqualified from the event.

**Team Roping**

Open to any age

1. Ropers may enter 2 times.
2. No courtesy ropers
3. Horse must clear the box before steer is roped.
4. There are three legal head catches: slick horns, half head, neck.
5. 10 second penalty for breaking the barrier. 5 second penalty for one heel.
6. Two loops per team.
7. Headers must dally, female heelers may dally or tie on with the use of a quick release device.
8. You cannot dally over a hard tie.
9. All gates will be closed. A time limit of 60 seconds will be imposed.

**Tiedown Roping**

Junior and Senior boys

1. One loop only.
2. Horse must clear the box before the calf is roped.
3. Catch as catch can (Once the roper has touched the calf and the rope comes off, the roper must not lose contact with the calf.)
4. Contestant must adjust rope and reins in a manner that will prevent the horse from dragging the calf. If a horse drags a calf, flag judge may stop the horse and any penalty for such offense can only be assessed by the flag judge.
5. Rope must be tied hard and fast.
6. For junior tiedown, if calf is not thrown within 20 seconds from the time roped or if the judge determines that it is unsafe to continue without assistance, arena personnel may assist roper by throwing calf.
7. After roping the calf, the roper must dismount, go down the rope and throw the calf by hand and cross any three of the calf’s feet.
8. If the calf is down when roper reaches it, it must be thrown by hand, with at least three feet hanging and to the satisfaction of the judge.
9. Tie must hold until passed on by the judge and roper must not touch the calf after finishing signal until judge has completed his examination.
10. The flag judge will start timing the six (6) second clock immediately.
11. A contestant will receive a five second penalty for the run if he brings the animal over backwards with the animal landing on its back or head with all four feet in the air.
12. All gates will be closed. A time limit of 60 seconds will be imposed.
13. Roper may not interfere with his horse or equipment after time is called.

**Breakaway Roping**

Junior (boys and girls) Senior (boys and girls)

1. One loop only.
2. Loop must pass over the calf’s head and draw up on any part of the calf’s body.
3. Calf must break the string, or no time will be given.
4. Rope must break away from the saddle horn by momentum of the calf. A roper disconnecting the rope by force of his/her hand will receive a no time.
5. Ropes must be tied on to the saddle horn with nylon string and may not be run through bridle, tie-down, neck rope, or any other device.
6. A visible cloth or flag must be attached to the end of the rope at the saddle horn.
7. Horse must clear the box before the calf is roped.
8. 10 second penalty for breaking the barrier.
9. All gates will be closed. A time limit of 60 seconds will be imposed.
10. Calf must be roped, and string broken from the saddle before the calf enters the catch pen.

**Ribbon Roping**

Junior (boys and girls) Senior (boys and girls)

1. One loop only.
2. Catch as catch can.
3. Calf does not have to be on his feet and roper must have his/her hands on calf when ribbon is pulled.
4. If the roper has legally roped the calf and there is no ribbon on the calf when the runner reaches the calf, runner must bring hair from the calf and show it to the judge.
5. Runner must run back across the calf score line and hand the ribbon/hair to the flag man.
6. Runner must be entered in the rodeo and must be in the same age group or younger than the roper.
7. The runner must be the opposite gender of the roper.
8. Horses must clear the box before the calf is roped.
9. No participation points will be given to runners.
10. 10 second penalty for breaking the barrier.
11. A contestant will receive a five second penalty for the run if he brings the animal over backwards with the animal landing on its back or head with all four feet in the air.
12. All gates will be closed. A time limit of 60 seconds will be imposed.

**6&U Goat Ribbon Pulling**

1. 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 prior to the contestant signaling for time, a 10 second penalty will be added.
2. Contestant will dismount with assistance if needed, grab the ribbon off the goat and run across the finish line. Parent may hold horse after child is stopped.
3. In the event a ribbon falls of goat during the run, contestant may pull hair from the goat and complete the run.
4. Goat will be held for the entirety of run.

**7-9 Goat Flanking**

1. 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 prior to the contestant signaling for time, a 10 second penalty will be added.
2. Goat must be daylighted from the ground then thrown by contestant.
3. There will be a 60 second time limit.

**Goat Tying**

10-13, 14-19

1. 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 prior to the contestant signaling for time, a 10 second penalty will be added.
2. Goat must be daylighted from the ground then thrown by contestant and any 3 legs tied with a goat string, leather throng, or rope.
3. When tie is complete contestant must stand 3 feet away from the goat for the 6 second time clock.
4. If the goat gets up before the 6 seconds and tie comes loose, contestant will receive a no time.
5. The goat will be staked in the arena on a rope approximately 10 feet long.
6. There will be a 60 second time limit.

**Straights**

6&U, 7-9, 10-13, 14-18

1. Barrels are to be set 21 feet from the starting line and 60 feet apart.
2. The pattern may be run starting to the right or left of the first barrel.
3. Knocking over a barrel will result in a 5 second penalty for each barrel knocked over. Touching a barrel with the hand or body does not constitute disqualification.
4. Time begins and ends upon crossing a visible starting line.

**Cloverleaf Barrells**

6&U, 7-9, 10-13, 14-18

1. The cloverleaf pattern may be started from either the left or the right and completed accordingly.
2. Knocking over a barrel will result in a 5 second penalty for each barrel knocked over. Touching a barrel with the hand or body does not constitute disqualification.
3. Time begins and ends upon crossing a visible starting line.
4. The barrels should be placed approximately 20 feet apart and 21 feet from the start and finish line.

**Poles**

6&U, 7-9, 10-13, 14-18

1. The pole bending pattern is to be run around 6 poles.
2. Each pole is to be 21 feet apart, with the first pole 21 feet from the starting line.
3. A horse may start either to the right or to the left of the first pole and run the remainder of the pattern accordingly.
4. Knocking over a pole shall carry a 5 second penalty for each pole knocked over. Should a contestant knock down a pole, they must go around where the base should be at the stake.
5. Touching a pole with the hand or body of a contestant is not a disqualification.
6. Time begins and ends upon crossing a visible starting line.