



IRRICANA & DISTRICT AG SOCIETY JR RODEO 2023



RULES

1. Age limit: All Participants must be 14 years and under as of January 1,2023

Wild Pony Race	14 & under
Steer Riding	14 & under
Mutton Bustin	6 & under
Timed events	8 & under
	9-11
	12-14
Breakaway Roping	11 & under
	12-14

*Proof of age at time of registration, day of event.

*All Participants to be registered by 10:45AM

ARENA WILL OPEN AT 10:00AM FOR WARM UP, WILL CLOSE AT 10:45AM

2. All entries are to be prepaid by EFT. If entries are not paid by closing day of entries, you will not be entered.
3. Each contestant is allowed to run/participate in timed events with one horse.
4. Each contestant will be allowed one, and only one assistant in the arena and only one assistant behind the chutes. Assistant helping timed event contestants will not be allowed to go past the start line when they are entering the arena.
5. DRESS CODE - All contestants are required to wear western attire including a helmet, long sleeve shirt, and western style boots in the arena. Dress according to the weather so sweatshirts with helmets is acceptable.
6. The directors may limit the number of horses in arena due to entry numbers.
7. No one is to be in the pens with the livestock at any time, except when accompanied by the stock contractor, a director, or a judge, or when assigned to work in the pens.
8. A contestant will be given three (3) gate calls. If not present, contestant will be disqualified at the judge's discretion.
9. Questions may be addressed to the judge no sooner than at the end of the event for that performance.
10. All contestants are required to read the rules carefully, particularly those relating to the contests or events in which they enter.
11. Failure to understand rules will not be accepted as an excuse.
12. No electrical devices may be used by a contestant or on his horse.

13. Rodeo Judges & Arena Directors may inspect any contestant's equipment before, during or after a rodeo performance for safety and rule infractions.
14. If a rodeo is cancelled due to weather or uncontrollable circumstances, the Irricana & District Ag Society Junior Rodeo Committee will reschedule if possible.
15. The event director or arena director will have the authority to inform Irricana & District Ag Society Junior Rodeo Committee and judges about rule infractions.
16. The Irricana & District Ag Society Junior Rodeo Committee reserves the right to amend or revise any rule or event at any time. And will notify all members of the change.
17. No verbal or physical abuse will be tolerated.
18. Each member competing on a horse must have AEF (barrel racing, pole bending, goat tying)

ENTRY METHOD

1. A contestant may enter any event in his/her age group.
2. Each contestant's parent or guardian will be required to sign a release form completed prior to entry of the rodeo.
3. Entries will open Tuesday August 1st at 10:00am and close Friday August 25th at 6:00pm. For entries go to www.irricanaagsociety.com, go to EVENTS tab then click on Jr Rodeo and click on Register Here.
4. Entry Fees will only be refunded if contestant has a doctor's or vet's release prior to rodeo time or be injured while competing in a Irricana & District Ag Society Junior Rodeo. In case of injury, refunds will be made for those events not competed in.
5. There will be a turn out fine for no shows of fees.
6. Entry Fees are subject to change each season. Fees are set by the Irricana & District Ag Society Junior Rodeo Committee.
7. Entry fees will be the following:

- Barrel racing \$10.00
- Pole Bending \$10.00
- Goat Tying/Goat Tail Untying \$10.00
- Sheep Riding \$5.00
- Wild Pony Race \$45.00 / team
- Steer Riding \$20.00
- Breakaway Roping \$20

POINT SYSTEM

1. This accumulative point system.
2. The Maximum number of points which could be earned per event at a qualifying rodeo would be 10 points and points for 10 places.

Points per event: Places 10-1 Points

1st.....	10
2nd.....	9
3rd.....	8
4th.....	7
5th.....	6
6th.....	5
7th.....	4
8th.....	3
9th.....	2
10th.....	1

3. When a rodeo must be stopped due to uncontrollable circumstances, event points will only be awarded in events that were completed.
4. Event Tie Breaker Rules are as follows: a. Run off with the contestants with a tie. The event will be the stake race.

EVENTS

CLOVER-LEAF BARREL RACING

1. Starting lines in clover-leaf barrel racing will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. There shall be a minimum of 40' stopping distance allowed, from starting line in barrels back to arena fence as arena conditions allow.
4. The barrels and the starting line will be permanently marked for the entire go-round.
5. The horse's nose will be timed as it crosses the starting line.
6. During barrel racing events, the arena will be dragged at regular intervals, to be determined by the Judges/Directors.
7. Following barrel racing events, the pattern will be dragged or leveled.
8. No running starts.
9. Arena gate must be closed immediately after the contestant enters the arena and kept closed until pattern is completed and their horse is under control.

10. Contestant may change horses in this event.
11. The barrel measurements will be determined by the directors, judges and arena management.
12. The clover-leaf pattern is the only approved pattern in this event.
13. Touching barrel is permitted by horse or contestant.
14. Timed event judge will not flag contestant out until time is recorded.
15. Judge is to flag time, then flag contestant out if run is not legal.
16. Knocking over a barrel is a five (5) second penalty, per barrel. Should barrel be knocked over and it sets up on opposite end, the five (5) second penalty will be assessed.
17. Contestant will be allowed legitimate time from the time contestant enters arena gate until contestant time starts by Field Flagger or electric eye.
18. Judge will determine legitimate problem for prestart time.
19. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken, and run will receive no time.
20. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.
21. Assistant helping barrel racers will not be allowed to go past the plane of the start line when they are entering the arena, or the contestant will receive a no time.
22. No rerun will be given due to faulty or broken equipment furnished by contestant.
23. Judge may prohibit the use of bits or equipment that he may consider severe.
24. Position on fence for flagman should be well marked. These markers should be checked every performance along with the barrel markers and re-staked if pulled out. A record of these measurements shall be kept.

POLE BENDING RACE

1. Starting lines in pole bending will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The horse's nose will be timed as it crosses the starting line.
4. The poles and the starting line will be permanently marked for the entire event.
5. The Pole Bending measurements will be determined by the directors, judges and arena management.
6. During pole bending events, the arena will be dragged at regular intervals, to be determined by the Judges/Directors.
7. No running starts.
8. Arena gate must be closed immediately after contestant enters the arena and kept closed until pattern is completed and horse is under control.
9. The pole bending pattern is to be run around six poles.

10. No flags to be used on poles.
11. Poles must be straight in line.
12. Touching poles is permitted by horse or contestant.
13. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
14. Timed event judge will not flag contestant out until time is recorded.
15. Judge is to flag time, then flag contestant out if run is not legal.
16. Knocking over a pole is a five (5) second penalty, per pole.
17. 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 offside. 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 base position of the fallen pole, it is considered a broken pattern.
18. Contestant will be allowed legitimate time from the time they enter the arena gate until his/her time starts by Field Flagger or electric eye. Judge will determine legitimate problem for prestart time.
19. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken, and run will receive no time.
20. If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
21. Assistant helping pole benders will not be allowed to go past the plane of the start line when they are entering the arena, or the contestant will receive a no time.
22. No rerun will be given due to faulty or broken equipment furnished by contestant.
23. Position on fence for flagman should be well marked. These markers should be checked every performance along with the pole markers and restaked if pulled out. A record of these measurements shall be kept.

GOAT TYING

1. Starting line will be 100 feet from stake.
2. The goat should be tied to a stake with a rope ten (10') foot in length.
3. The contestant must be mounted on a horse when entering the arena and must ride from the starting line to the goat, dismount from her horse, throw the goat by hand, cross, wrap and tie by hand, at least three (3) feet together with a leather string, pigging string or rope. No wire is to be used in the goat string.

4. If the goat is down when the contestant reaches it, goat must be elevated high enough that it has the opportunity to regain its feet and then stand clear of the goat when the tie is finished.
5. Legs must remain crossed and secure for 6 seconds after completion of tie. While the judge is performing the 6-second procedure, the contestant will make no gestures, motions, or noises to distract the goat. This will be considered trying to take an unfair advantage and will result in a disqualification. Contestant must clear the goat immediately after the tie had been flagged.
6. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a half hitch, hooey, or knot. The contestant must tie the goat by hand with no pre-made wraps, coils, knots, hooeys, or half hitch.
7. Time will start when the horse's nose crosses the starting line.
8. Time will stop when she signals the completion of the tie.
9. The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time limit on the tie - for the goat's legs to remain crossed and tied. If contestant gets rope that is holding goat wrapped around their leg, she may ask the judge if they can remove it. After getting permission from judge, removing rope and moving back three (3) feet her six (6) second time limit will start.
10. Timed event judge will not flag contestant out until time is recorded.
11. Judge is to flag time, then flag contestant out if run is not legal.
12. The tie will be passed on by a field judge and if it is not secure for six seconds, the contestant will receive no time.
13. Contestant will receive a no time for touching the goat or tie string after signaling they are finished.
14. 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 ten (10) second penalty will be assessed.
15. There will be a thirty (30) second time limit.

GOAT TAIL UNTYING

1. The participant rides their horse down to a tethered goat, dismounts, catches the goat, pulls a ribbon off its tail and puts their hands up in the air with the ribbon.
2. Time limit: 45 seconds.

WILD PONY RACE

1. Age Group: 14 & under.
2. 3-person team.
3. One entry per person and/or team.
4. Must provide their own helmets and flak jackets.
5. There will be a maximum of 15 teams.
6. All team members hold the lead shank while chute is opened, the pony must then first cross the chalk line, one team member continues to hold the lead shank while another holds the pony's head, while the 3rd then jumps on the pony's back and stays on as long as possible. Minimum of 2 jumps for ride to count. There is a 30 second time limit.

MUTTON BUSTIN

1. Age Group: 6 & under.
2. Children must provide their own helmet with cage.

STEER RIDING

1. No bulls shall be used. No horned cattle shall be used unless approved by the event director. Undesirable cattle may be culled by the judges.
2. Cattle used in other events at that rodeo shall not be used for steer riding.
3. Stock is chute run. Contestant will take stock in order listed on program.
4. If contestant starts ride with one hand, he/she must finish with one. If he starts with two hands, he/she may change to one, but then rider finishes ride under one hand rule.
5. Riders will be disqualified for any of the following:
 - a. being bucked off before the 8 second whistle
 - b. touching animal, equipment, or person with free hand
 - c. using sharp spurs
6. All contestants must wear a flak jacket and helmet with face mask during competition.
7. This event is open to females and males.
8. All steers will be flanked.

GIRLS AND BOYS BREAKAWAY ROPING

1. All timed event stock will be chute run.
2. There is a thirty (30) second time limit.

3. When roping muley cattle or calves, the rope must pass over the head and be a bell collar catch only, (clean around the neck) to make a break from the horn. If team roping cattle are used then the three (3) legal team roping catches will also be legal. i. Around both horns ii. Half a head. iii. Around the neck
4. The animal belongs to the contestant when he or she calls for it.
5. Stock from previous contestant must be out of the arena before the next competitor competes.
6. Chute flag person will flag steer when hip clears the chute.
7. Field flag person will drop flag when string breaks.
8. Judge is to flag time, then flag contestant out if run is not legal. Judge will not flag person out before time is recorded.
9. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
10. In any timed event, if an animal escapes from the arena, flag will be dropped, and watches stopped. Contestants will get animal back, lap and tap start, and time already spent will be added to time of a qualified run. If flag is not dropped or if timer misses the flag and time is not recorded contestant will get animal back lap and tap with ten (10) seconds to be added to this time.
11. All breakaway ropers may come out of either the right- or left-hand box.
12. No barrier will be used.
13. Two loops will be allowed if two ropes are carried. No loops can be rebuilt.
14. The rope must be attached to the horn with string in such a manner as to allow the end of the rope to be released from the horn when the steer hits the end of the rope. String will be provided by the rodeo committee and how it is attached can be inspected by the judge. The rope must be tied to the horn using only the string supplied by the Rodeo Committee.
15. A ribbon or piece of tape must be attached to the tail end of the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
16. Horse must be positioned in the back of the box before chute opens.
17. Rope must be released from the contestant's hand to be a legal catch. Roping without releasing loops from hand will disqualify catch.
18. The contestant will receive no time if they break rope away from saddle horn by hand. However, if the rope should dally around the horn the contestant may ride forward, undally the rope then stop their horse to make the rope break away.
19. The catch pen gate is to be closed during the run.
20. Ropers must be mounted when time is taken.
21. Contestants will be disqualified for any abusive treatment of livestock or their horse.
22. Should a contestant be fouled by a stationary object (ex: panel when leaving the box), they must pull up and declare themselves to the judge in order to qualify for a re-run, no lap and tap.

TIE BREAKER – STAKE RACE

1. The Stake Race uses two stakes that are set 100 feet apart, with a 20' start line from first stake.
2. Pattern may be run from left or right hand to start.
3. The Stake Race is a sequence of figure-eight patterns. The course begins with horse crossing start line and goes to the furthest stake, makes a turn to the left or right around the first stake; alternates to the first direction turn around the second stake; alternates to the opposite turn around the third stake and across the line to finish.
4. Proper sequence of figure-eight patterns must be completed.
5. A five second penalty will be assessed for each stake/pole knocked over.
6. Rider will be disqualified if the proper sequence of the "figure eight" pattern is broken.