



Irricana and District Agricultural Society 1st Annual Junior Rodeo

RULES

1. Age limit: All Participants must be 14 years and under as of January 1,2020

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

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

*All Participants to be registered by 10:45 AM

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

2. All entries are to be paid in CASH when registering. No ATM on site.
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 amount 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 competing Member must have AEF.

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 Monday July 13th at 10:00am and close August 21st at 6:00pm
Forms may be found at www.irricanaagsociety.com on the Events under the Jr Rodeo listing. Return signed copies via email of BOTH the entry form and waiver to info@irricanaagsociety.com.
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 \$5.00
 - Pole Bending \$5.00
 - Thread the Needle \$5.00
 - Wild Pony Race \$30.00 / team

POINT SYSTEM

1. This a cumulative 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 she enters the arena and kept closed until pattern is completed and her 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.

THREAD THE NEEDLE

1. The course will consist of 5 poles. The first 2 poles will be placed four feet apart and 100 feet from the start/finish line. The next 2 poles will be placed 4 feet apart and 10 feet away from the first 2, forming a rectangle 4 feet wide and 10 feet long. The fifth pole will be centered so that it is 2 feet from each side of the rectangle and 5 feet from the end of the rectangle.
2. The contestant will run from the start line, go straight through the four-foot-wide entry, turn either way around the 5th pole, and then go back straight through the rectangle and run back to the finish line.
3. The pattern will have been broken if the contestant enters or exits the rectangle other than the four-foot entry or if the horse's shoulder goes past a pole on the

outside of the rectangle. You may stop the horse, back up and enter properly providing your horse's shoulder does not pass the pole. Same applies to the second set of poles.

4. Contestants will be assessed a 5 second penalty per pole for knocking down any of the poles forming the rectangle. Contestants may touch any of the five poles with their hand to prevent it from being knocked over.

5. Nose of horse to be timed across score line starting and finishing by timers/flag person.

6. No running starts.

7. Humane whips and/or spurs allowed.

8. No re-run due to faulty equipment being used by contestant.

9. Flagging out by judge to be done only after run is completed.

10. There must be at least 30 feet of stopping space.

11. Contestants will be disqualified for:

a. Breaking the pattern

b. Knocking over the 5th pole.

c. Stepping on or over the start line before the pattern has been completed.

d. Crossing the center line if running two at a time.

e. Use of a whip ahead of front cinch or excessive use of whip prior to, during or after run.

f. Fall of horse or rider, or not completing run on horse.

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.

Tie Breaker – Stake Race

1. The Stake Race uses two stakes that are set 100 feet apart, with a 20 foot 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.