

# ELKO JUNIOR RODEO

Elko County Fairgrounds

July 27<sup>th</sup> & 28<sup>th</sup>, 2024

9am Start Saturday & 8am Start Sunday

## RULES FOR ELKO JUNIOR RODEO

- WESTERN ATTIRE MUST BE WORN DURING ALL ARENA EVENTS BY ALL CONTESTANTS, HELPERS, AND PARTICIPATING ADULTS IN THE ARENA. SHORT-SLEEVE WESTERN SHIRT OR T-SHIRT WILL BE PERMITTED.....**ABSOLUTELY NO TANK TOPS**
- HIGH SCHOOL RODEO POINT SYSTEM (10-1) WILL BE USED TO DETERMINE ALL-AROUND – ONE GO-ROUND.
- ADULT ASSISTANCE BEYOND ANY STARTING LINE FOR 0-6 AGE GROUP WILL RESULT IN A 10 SECOND PENALTY.
- IN THE EVENT OF A TIE FOR PLACING, THE WINNER WILL BE DETERMINED BY A COIN TOSS.
- ALL DECISIONS MADE BY THE ARENA DIRECTORS WILL BE FINAL.
- THE ELKO JUNIOR RODEO COMMITTEE / ARENA DIRECTORS RESERVE THE RIGHT TO DISQUALIFY THE CONTESTANT FOR PARENT INTERFERENCE OR DISRUPTIVE BEHAVIOR.

**Stick Horse Barrels:** Must have the horse between legs and complete a legal pattern. Parents/helpers stay behind the start line.

**Goat Undecorating:** Time starts when contestant crosses the start line. They must pull ribbon from the goat's tail and run back across finish line. Time stops when they cross finish line with at least a piece of the ribbon. Parents/helpers stay behind the start line.

**Dummy Roping:** 3 loops. Each loop will be timed, and all 3 will be added together for a final total. Time starts when roper enters box, time stops when slack is pulled tight. Roper must stay in box while roping. If roper steps out of box while roping, it will result in a 5 second penalty.

**Team Roping:** No tie ons, 3 loops, 3 legal head catches, 60 second time limit (14-18 group is 30 seconds). Partner must be 18 y/o or older, 14-18 can rope with adult or other 14-18 contestant (time belongs to individual....not "senior" team).

**Breakaway Roping:** String & ribbon will be furnished. 2 ropes = 2 loops / 1 rope = 1 loop. If roping calves, then catch-as-catch-can after rope passes over calves' nose. If roping steers, 3 legal head catches. 30 second time limit.

**Sack Roping:** A 10' diameter circle, 2 loops. Sack will be stood for second loop in circle if needed. Sack lost outside circle – no time. One complete dally before crossing the finish line. A 10 second penalty will be given for entering the circle. 60 second time limit.

**Goat Tying:** High School Rodeo rules. 60 second time limit. Goat must be daylighted, but 3 feet is not necessary.

**Steer Daubing:** Contestant must have bat **IN THE AIR TO START**, until daubing the animal. Time starts when animal crosses the barrier (barrel), and stops when the animal is daubed by the bat, and the contestant raises bat in the air. Daub must be on the **LEFT HIP**. Any daubing before time starts will be disqualified. Flagger's decision is final.

**Key Hole:** One foot of horse on or outside line will result in a 5 second penalty. More than one foot of horse on or outside the line will be 10 second penalty.

**Barrels:** High School Rodeo rules.

**Poles:** High School Rodeo rules.

**Figure 8:** Time starts and stops at start line (electric eye will be used). (patterns are available at check in)

**Flag Race:** Barrel 1 and 2 of barrel pattern will be used. There will be a bucket on each barrel. Contestant starts with flag in hand (either left or right side start ok), deposits flag in first bucket, retrieves flag from second bucket, and crosses finish line. Must go around outside of barrel moving in continuous forward motion. 30 second time limit. Knocking over barrel, or bucket is NT. Dropped flag (outside bucket) is NT. Whipping horse with flag is a NT.

**Run, Ride, Lead:** Contestant runs to horse (can be held by adult, and child can be assisted on), mounts horse (which is behind the line) and rides back to "start" line (HORSE HAS TO CROSS LINE COMPLETELY BEFORE DISMOUNT), dismounts horse and leads horse back to finish line (lead rope ok). NO slapping of horse to make go. Horse not crossing line completely or slapping horse is NT. 60 second time limit.

**Chute Doggin':** Roping and/or Chute Doggin straight chute will be used. Score line will be 10' in front of chute. Flag at line to start time when steer's nose crosses line. Time will stop when Dogger throws steer, and it's lying flat on its side with all 4 feet clear and straight. If steer "dog falls", Dogger must turn steer's head to correspond with the leg position to make a legal fall. Contestant **may not** choke steer. Contestant must keep right hand clear of horn (throwing position) until animal crosses start line. If Dogger moves hand to throwing position before line, there will be a 10 second penalty (barrier penalty). If steer is thrown before the start line, or contestant chokes steer, it will result in NT. 30 second time limit.

**Calf Riding & Steer Riding:** Calf Riding, the contestant must ride for 6 seconds for qualified ride. Steer Riding, the contestant must ride for 8 seconds for a qualified ride. *Only qualified rides are eligible for AA points and \$\$ payouts.*