



Delta County Fair & Rodeo

Junior Rodeo Rules & Regulations

All contestants should read the rules carefully, particularly the rules relating to the contest of events in which they enter. Failure to understand the rules will not be accepted as an excuse. The management of any Delta County Junior Rodeo assumes no responsibility or liability for injury or damage to person, property, or stock of any owner, contestant or assistant. Each participant, by the act of entering, waives all rights of claims against the management for injuries they or their property may sustain.

General Rules

1. Dress code. Western attire will be enforced. Contestant must wear western hat, western shirt (long-sleeved), western boots, and western pants at all times while in the arena. An approved Safety helmet may be worn in place of a hat.
2. If a contestant fails to participate in any event in which they are entered, for any reason, the contestant will not be given a rerun and the entry fee will be forfeited. The contestant may compete in any other events in which they are entered.

Calf and Steer Riding

Riding Events:

1. Rider and animal to be marked separately. Mark the ride according to how much the rider spurs the animal.
2. If, in the opinion of the judges, a rider is fouled at the gate, at the judge's discretion, a re-ride may be awarded.
3. The decision of any judge, flagger or timer will be final. There will be no protest by any contestant permitted.
4. No contestant may talk to a judge or timer in any way while an event is going on. Questions may be addresses to the judge no sooner than the end of the event. Any contestant violating this regulation will be disqualified from the event.
5. Re-rides may be given only when the stock fails to break, falls, stops, or fouls the rider. The Arena Director has the right to inspect and declare any stock unsatisfactory.
6. Judges shall inform the contestant if they are entitled to a re-ride. The contestant may refuse the re-ride and take their score.
7. The time will start when the animal leaves the chute.
8. Rider is not to use sharp spurs.
9. Rider will be disqualified for any of the following offenses.
 1. Touching the animal with their free hand

2. Using sharp spurs or placing spurs or chaps under the rope as the rope is being tightened.

Calf Roping

1. All stock will be chute run.
2. Rope must be tied hard and fast, contestant must rope calf, dismount, go down rope and throw calf by hand and cross tie any three feet. If the calf is down when the roper reaches it, the calf must be let up to its feet and be thrown by hand. If the roper's hand is on the calf when it falls, the calf is thrown by hand. Rope must hold until roper gets hand on calf. Tie must hold and three legs must remain crossed until passed by the judge. Roper must not touch calf after giving finish signal until after judge has completed his examination. If tie comes loose or the calf gets to its feet before the tie has been ruled a fair one the roper will receive a not time.
3. Two loops are permitted, if two loops are carried. No loops may be rebuilt. If roper throws and misses both loops, it is a no time.
4. All contestants must have rope through a neck rope or tie down.
5. Roper will be disqualified for intentionally dragging calf after they have remounted horse.
6. The field flag judge will pass on the tie of calves with the use of a stop watch, timing six seconds from the time the rope horse takes its first step forward, after the roper has remounted. Rope will be removed from the calf and rope must remain slack until field judge has passed tie. Flagger must watch calf during the six-second period and will stop watch when a calf kicks free, using the time on the watch to determine if the calf was tied long enough to qualify.
7. Roper will be disqualified for removing rope from calf after they signal for time until the field judge has approved the tie. If roper's rope comes off calf as the roper starts to work with tie, the six-second time will start when the rope clears the calf.
8. One-minute time limit on event.

Steer Stopping – Dally Only

1. Roper will start out of header box and will start from behind barrier. There will be a ten second penalty assessed for breaking the barrier. The steer belongs to the roper after he crosses score line regardless of what happens, with one exception; if the steer escapes the arena.
2. Legal Catches:
 - Both horns
 - Half head
 - Neck catch
3. Ropers may dally only.
4. Two loops will be permitted. Second loop may be rebuilt.
5. Horse must clear the box before the first loop is thrown.
6. One-minute time limit on event.

7. There will be a five second penalty if the steer is jerked down, or brought over backwards. Time will be taken when the steer is roped and both steer and horse are facing each other in a straight line, with rope dallied tight.

Team Roping

1. Contestant will start from behind a barrier. There will be a ten second penalty assessed for breaking barrier.
2. Team roper behind barrier must throw the first loop at head of steer. Horse must clear the box before first loop is thrown.
3. Each contestant will be allowed to carry one rope.
4. Dally only.
5. Time will be taken when steer is roped, both horses facing steer in one line, with ropes dallied and tight.
6. All stock will be chute run.
7. Steer must not be handled roughly at any time and roper may be disqualified if, in the opinion of the field judge, they have intentionally done so.
8. Broken rope or dropped rope will be considered a no time.
9. Both ropers must be mounted when the time is taken.
10. If the steer is roped by one horn, roper may not ride up and put rope over other horn or head with their hands.
11. If heeler ropes a front foot or feet in the heel loop, it is a foul catch. Neither contestant may remove the front foot or feet in the loop by hand. However, should the front foot or feet come out of the heel loop by the time the field flag judge drops his flag, time will be counted.
12. There shall be a five second penalty for only one back foot caught in the heel loop.
13. The judges will decide any questions as to catches in the contest.
14. Three loops allowed per team.
15. There are only three legal head catches.
 - Head or both horns.
 - Half head
 - Around the neck
16. One-minute time limit on event.

Breakaway Roping

1. Two loops will be allowed if two loops are carried.
2. The rope must be attached to the horn in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope.
3. Contestants must use approved string and have it tied on at the end of their rope. The barrier judge must check this before entering the roping box.
4. The second rope must remain tied until used and must not be broken away from the saddle horn by the calf.

5. No loops are to be rebuilt.
6. If rope is broken free from horn by contestant, or wont break free when the calf hits the end of the rope, the contestant will receive a not time.
7. If rope happens to dally horn, roper may ride forward and undally rope, but calf must break rope from horn.
8. Rope must be tied to the horn and may not be run through bridle, tiedown, or neck rope or any other device.
9. A colored cloth or flag must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
10. Horse must clear the box before the first loop is thrown. A ten second penalty assessed for a broken barrier.
11. One-minute time limit on event.

Ribbon Roping

1. The roper will rope calf. The runner may be either sex, and must be entered in the rodeo.
2. The runner will get the ribbon or any portion thereof, and cross the imaginary line extending from the outer sides of the roping boxes.
3. The runner may wear any type of footwear, except cleats.
4. There will be no limit to the number of times a runner can run.
5. Points to the roper only.
6. The ribbon will fasten to the calf's tail with a rubber band.
7. The roper may use two loops, if two loops are carried.
8. The roper will pay entry fee.
9. Payback is to the roper.
10. Runner's winnings do not count towards the event or to the all-around.
11. If there is no ribbon on the calf when the runner reaches it, runner must touch the calf on the hip and then run across the finish line.
12. Roper may enter one time only.
13. Rope must be on the calf when the runner gets the ribbon.
14. Horse must clear the box before first loop is thrown.
15. Calf does not have to be on his feet.
16. One-minute time limit on event.

Calf Touching

1. Rope must be tied hard and fast to the saddle horn.
2. Contestant must rope, dismount, run down rope, and touch calf with either right or left hand.
3. The opposite hand must also have hold of the catch rope at the same time. If not, the contestant will receive no flag until one hand is on the catch rope and other hand touches calf.

4. The calf does not have to be on its feet when touched.
5. All contestants must have rope through neck rope or tie down.
6. Two loops will be permitted if two loops are carried. No loop will be rebuilt.
7. Horse must clear the box before first loop is thrown.
8. One-minute time limit on event.

Goat Tying

1. There is no set distance from the starting line to the goat.
2. The goat shall be staked to a rope of ten feet in length.
3. The stake shall be pounded into the ground so that no part of it is visible.
4. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from the horse, throw the goat by hand, and cross and tie any three legs together with leather thong, pigging string, or rope.
5. If the goat is down when the contestant reaches it, goat must be elevated so that at least three legs are dangling straight underneath goat and goat must be rethrown.
6. Legs must remain crossed and secure for six seconds after completion of tie.
7. The timing at the tie will begin when the contestant stands approximately three feet of the goat.
8. If contestant runs over the goat or rope with the horse while mounted, there will be a ten second penalty assessed. A contestant is still mounted until both feet are on the ground.
9. Goats will be changed every five contestants.

Race Events

1. In all race events the horse's nose must be flagged coming and going over the line.
2. The pattern will be considered broken and a no time given if, at any time after crossing the start line, the plane of the start/finish line is broken by the contestant or their horse, before completing the pattern and crossing the finish line.
3. No re-run will be given due to faulty or broken equipment furnished by the contestant in any event.
4. Each contestant may have one parent or other adult assistant in the arena during his or her run. Assistant will not cross start line or contestant will be disqualified.
5. In the barrel and poles the arena will be raked before the first run and after every seven contestants. Rake will be on the program, not on the ground.
6. The gate will be closed and secured once the contestant has entered the arena. The gate will remain closed and secured until the rider has stopped the horse and the horse is under control.

Barrel Race

1. The contestant may start on either the right or left barrel. When starting on the right barrel, there will be one right turn and two left turns only. When starting on the left barrel there will be one left turn and two right turns only.
2. When rider makes a full turn before or after making the actual turn around the barrel, the contestant will be considered to have broken the pattern and will receive a no time.
3. The pattern may be adjusted to arena size.
4. There will be a five second penalty for each barrel knocked over.
5. The start line and all the barrels will be permanently marked for the entire barrel race.

Pole Bending

1. There will be six poles placed twenty-one feet apart and the first pole shall be twenty-one feet from the start/finish line.
2. There will be a five second penalty for each pole knocked over.
3. Rider may start on either the right side or the left side. When the rider makes a full turn before or after making the actual turn around the end pole, or while going through the pattern, the contestant will be considered to have broken the pattern and will receive a no time.

Flag Race

1. Bucket on barrel must be a five-gallon bucket filled with oats. Handles should be removed.
2. Flags should have a square of red cloth at the top of the dowel. All flags will be uniform and alike.
3. Rider may start on the right or left barrel, run on the outside of the barrel, leave the flag in the first bucket, run to the outside of the second barrel, and pull the flag from the bucket.
4. Not following the pattern will receive a no time.
5. Flag must be carried over the finish line.
6. Contestant will receive a no time for whipping or hitting horse with the flag.
7. Flag must remain in the first bucket. Dropped flag, flag bouncing out of the bucket, or flag on the barrel is a no time. Pee Wee age group can circle the barrel.