

# BISHOP JUNIOR RODEO

## SATURDAY, SEPTEMBER 1<sup>ST</sup>, 2018 @ 1:30PM

### General Junior Rodeo:

- All contestants must complete a release of liability and provide a copy of his/her birth certificate with their entry.
- **No outside alcohol permitted on fair grounds.**
- All contestants must have long sleeve shirt, jeans, cowboy hat and closed toe shoes to compete.
- All adult handlers must have long sleeve shirt, jeans and closed toed shoes to assist a contestant.
- All handlers must have a signed liability waiver.
- Arena gate will not open until 12pm.
- This event is FREE for all fair attendees to watch.

### 0-7 Junior Barrels:

- Timing eye will be used with backup stop watch timer. If the eye is broken and the child completes the pattern the backup watch will be used.
- Barrel pattern will be determined by rodeo officials.
- 5 second penalty for each knocked over barrel.
- Fastest time wins
- Child must ride unassisted, no lead line. Handlers may enter the arena with the child but may not cross the start line.
- Handlers must wear western attire to enter the arena.
- This event will run in the main arena.
- Time will be given for a complete pattern. Contestant must complete a clover leaf pattern around all three barrels. Extra maneuvers between barrels and loss of forward motion are permitted.
- Contestants that enter the lead line 0-7 Barrels may not enter this class.
- A horse is required for this event but not provided.
- Contestants may use the same horse.

### 0-7 Goat Ribbon Jerking

- Contestant will start at the starting line and run to a goat tethered to the ground with a ribbon on the tail.
- Contestant must grab the ribbon (or piece of ribbon) and cross the starting line with the ribbon in hand to receive a time.
- Fastest Time wins.

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### 0-7 Lead Line Only Barrels

- Timing eye will be used with a backup stop watch timer.
- Barrel Pattern will be shortened from the standard pattern.
- 5 second penalty for each knocked over barrel
- Fastest time wins.
- Child may be lead on foot or ponied by handler.
- Handlers must wear western attire to enter the arena.
- Contestant that enter the lead line barrels may not enter the 0-7 Junior Barrel class.
- Time will be given for a complete clover leaf pattern This event does not count toward all around points.
- A horse is required for this event but not provided.
- Contestants may use the same horse.

### 0-7 Dummy Roping

- The roper will start behind the box, when they step into the box their time will start.
- Time will stop when the roper pulls the slack and holds it on a legal head catch. Time will remain running until the roper makes a legal head catch or uses all three loops.
- Three legal head catches – slick horns, half head, whole head. No catch – no time.
- Contestants will have 3 loops to record a time. As soon as the contestant makes a legal head catch the time will stop and be recorded. If the contestant does not make a legal catch in 3 loops he/she will receive a no time.
- A handler may help a contestant rebuild their loop.

### 0-7 Mutton Busting

- Helmets are REQUIRED but not provided.
- 60 pound weight limit. All contestants will be weighed before getting on their sheep.
- Contestants that cannot compete in the mutton busting due to weight restrictions may bump up to the 8-12 calf riding event and still compete in the other 0-7 age group events.
- Two handlers may assist the child on the animal but must have close toed shoes, jeans, long sleeve shirt and wrist band.
- Girth ropes and spurs are not permitted.
- There is a 6 second time limit.
- Time will start when the sheep's shoulder crosses the plane of the chute.
- Contestants that make the 6 second buzzer will be scored to determine placing. If there are not enough qualified rides for awards, longest times will be used to fill remaining placings.
- NO RERIDES WILL BE GIVEN FOR SHEEP FALLING ONCE IT'S BODY CLEARS THE CHUTE.
- There will be afternoon slack before the performance if there is an excess of entries.

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### 8-12 Barrel Racing

- Timing eye will be used with backup stop watch timer.
- Barrel pattern will be determined by rodeo officials.
- 5 second penalty for each knocked over barrel.
- Fastest time wins
- Child must ride unassisted, no lead line. Handler may enter arena but may not cross the starting line.
- Handlers must wear western attire to enter the arena.
- This event will run in the main arena.
- Time will be given for a complete pattern. Contestant must complete a clover leaf pattern around all three barrels without losing forward motion or extra maneuvers.
- If a contestant rides across the start/stop line during the pattern he/she will receive a no time.
- A horse is required for this event but not provided.
- Contestants may use the same horse.

### 8-10 Dummy Roping

- The roper will start behind the box, when they step into the box their time will start.
- Time will stop when the roper pulls the slack and holds it.
- Three legal head catches – slick horns, half head, whole head, no catch – no time.
- Contestants will have 3 loops to record a time. As soon as the contestant makes a legal head catch the time will stop. If the contestant does not make a legal catch in 3 loops he/she will receive a no time.
- Contestant must rebuild his/her own loop.
- Fastest time wins.
- There will be afternoon slack before the performance if there is an excess of entries.
- **This event does not count toward all around points.**

### 8-12 Calf Riding

- Helmets and vests are REQUIRED but not provided.
- Rider will ride with a rope.
- 2 handlers are permitted to assist the rider on to his/her animal but must have close toed shoes, jeans and long sleeve shirt.
- Calf will start out of the bucking chute.
- NO Suicide wrap or sitting on the tail of the rope! Boys are required to use one hand. Girls will have the option to use both hands. A one-handed rider will be awarded more points for difficulty but may not necessarily out score a two-handed rider.
- Rider must ride for 6 seconds. Time will start when the calf's shoulder passes the plane of the chute.
- All qualifying rides will be scored.

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### 8-12 Calf Branding

- One man team
- Contestant picks up a branding iron from bucket, runs down, brands calf and runs back with the iron.
- Time starts when contestant crosses the designated line and returns with the iron. Time stops when the contestant returns the iron to the bucket.
- Flagger will determine start and stop time.

### 8-12 Run Ride and Lead

- Event will be flagged and timed on the stop watch.
- Rider's time will start when they cross the start line.
- Rider must have a handler to hold horse at finish line area.
- Rider will run to his/her horse on the opposite end, mount the horse, ride the horse back across the start line, dismount and lead the horse back to the handler at the finish line.
- Rider must be fully mounted with a leg on both sides of the horse before he/she dismounts.
- Time will stop when rider leads the horse back to the handler.
- Horse and rider must cross the finish line before the time stops.
- Riders may use the handlers knee only to mount horse. Handler is not permitted to touch the rider with their hands once the rider has taken control of the horse.
- A halter and lead rope over or under the bridle or get-down ropes are permitted.
- Fastest time wins.
- A horse is required for this event but not provided.

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### 13-18 Barrel racing

- This event is open to boys and girls.
- Contestants will have 1 minute to enter the arena after their first gate call.
- Contestants may use the same horse.
- Please refer to the National High School Rodeo Association rule book.

### 13-18 Breakaway

- This event is open to boys and girls.
- This is a one loop competition. A second loop is not permitted.
- Please refer to the National High School Rodeo Association rule book.

### 13-18 Pole Bending

- This event is open to boys and girls.
- Contestants will have 1 minute to enter the arena after their first gate call.
- Contestants may use the same horse.
- Please refer to the National High School Rodeo Association rule book.

### 13-18 Hide Race

- This event is open to both boys and girls.
- This is a team event consisting of a contestant and a parent or friend.
- The parent or friend must have a signed liability waiver if they are not already a contestant of the junior rodeo to participate.
- The contestant may ride the hide or be mounted.
- One team member will be mounted. The other team member will be the hide rider and will be staged on the ground behind a barrel at the opposite end of the arena.
- The rider will be handed a rope with a "hide" attached at the end. The rider must dally the rope and drag the hide to the hide rider. The hide must pass the plane of the barrel before the hide rider may jump on.
- The rope must be dallied and may not be tied off, tucked, or ran through the gullet of the saddle.
- A knocked over barrel results in a 5 second penalty.
- The rider will then drag the hide with hide rider back over the finish line.
- Fastest time wins.
- Money will be awarded to the contestant only.
- A horse is required for this event but is not provided.