



## WASHINGTON COUNTY FAIR JUNIOR RODEO RULES & EVENT INFORMATION

### **General Rules: (All Contestants)**

Age groups and events for the Washington County Fair Junior Rodeo are as follows:

**\*\* Age Divisions as of January 1st, 2022 \*\***

**\* Non livestock events are \$10 per event. Livestock events are \$15 per event. \***

**\* Hide Race is \$30 Per Team \***

**\*\* Contestant will only be allowed to enter once \*\*  
(either current age group or age up to the next age group)**

**\*\* Contestants can NOT enter more than one (1) age group \*\***

**Registration closes Sunday, April 3rd at midnight.**

**\*~No late entries will be taken.~\***

**\* There will be NO registration refunds. \***

- **0 - 4 Year Olds - Littles**
  - Boys & Girls: Goat Tail Pull, Barrel Racing, Flag Race
- **5 - 8 Year Olds - Peewee Contestant**
  - Boys: Goat Tail Pull, Barrel Racing, Flag Race
  - Girls: Goat Tail Pull, Barrel Racing, Flag Race
- **9 - 13 Year Olds - Junior Contestants**
  - Boys: Goat Tying, Flag Race, Mixed Team Roping
  - Girls: Goat Tying, Barrel Racing, Mixed Team Roping
- **14 - 17 Year Olds - Senior Contestants**
  - Boys: Flag Race, Tie Down Roping, Mixed Team Roping
  - Girls: Breakaway, Barrel Racing, Mixed Team Roping
- **Hide Race ~ 14 Years Of Age and Older**

## **Western Attire:**

All contestants are required to wear western attire while competing. Contestants must wear boots or western shoes with a heel, cowboy hat, helmet or no hat. Western shirt (long or short sleeve) with a collar and button/snaps down the front. The following attire will **NOT** be allowed for contestants: ball caps, t-shirts or tennis shoes.

- **0 - 4 Years Olds**

Contestants competing in this age group will participate in miniature revisions of all 3 events.

Time limits will **NOT** apply to this age group.

Contestants can ride alone or be assisted by an adult (18+).

**\*\* Riders on the horse with the contestant will not be permitted.**

**\*\* Being led by another horse and rider will not be permitted.**

*Places will not be given for this age group, however each contestant will be given Washington County Fair Blue Ribbon, \$2 bill and a participant shirt.*

- **5 - 8 Years Olds**

- **Contestants being assisted (lead line) will have a FIVE (5) second penalty added to their times.**

## **GOAT TAIL PULL:**

The goat will be staked one hundred (100) feet from the starting line, on a three (3) foot rope.

The contestant will ride their horse (may be led or caught by an adult) to the goat, dismount, remove a ribbon from the goat's tail and run back across the finish line.

Finish line will be ten (10) feet from the goat stake back in the direction of the start line.

Line will be marked by a cone or the flagger.

Time starts when the contestant's horse crosses the starting line, and time stops when the contestant crosses the finish line and the flagger drops the flag with ribbon in hand.

## **BARRELS:**

Standard pattern will be used (pattern may be altered by arena judges to fit the arena).

Contestants will be given a five (5) second penalty for every barrel that is knocked over.

A sixty (60) second time limit will apply.

Contestants will be disqualified for breaking the pattern.

***Crossing back through the timer before the pattern is finished and circling before the barrel is considered a broken pattern.***

***Contestants must keep forward motion.***

### **FLAG RACE:**

Two (2) five (5) gallon buckets full of dirt, three (3) inches below the top rim of the bucket, will be placed on two (2) fifty five (55) gallon barrels.

Barrels will be placed one hundred (100) feet from the starting line and be fifty (50) feet apart. (If arena conditions will not allow these distances, adjustments will be made by arena judges).

Contestants can go to either barrel first.

Contestants will be disqualified for **circling the barrel**, hitting their horse with the flag, dropping the flag, or knocking the barrel over.

A sixty (60) second time limit will apply.

*Contestants must keep forward motion.*

***Clarification: If the contestant misses 1 flag there will be a 5 sec. penalty given. If a contestant misses both (2) flags it will be a NO TIME.***

## ● **9 - 13 Years Olds**

### **GOAT TYING:**

The goat will be staked one hundred (100) feet from the starting line, on a ten (10) foot rope.

If the goat is **DOWN**, contestants must **bring the goat to its feet and then flank the goat.**

Boys must use a **piggin string**, girls will use a **goat string**.

The goat must stay tied for six (6) seconds *AFTER* the contestant has cleared the goat.

If a contestant's horse *touches the goat or the goat rope, a ten (10) second penalty will be given.*

Contestants will be *disqualified for touching the goat or string after they have signaled that they are finished or if the goat does not remain tied for the six (6) seconds.*

### **FLAG RACE:**

Two (2) five (5) gallon buckets full of dirt, three (3) inches below the top rim of the bucket, will be placed on two (2) fifty five (55) gallon barrels.

Barrels will be placed one hundred (100) feet from the starting line and be fifty (50) feet apart. (If arena conditions will not allow these distances, adjustments will be made by arena judges).

Contestants can go to either barrel first.

Contestants will be disqualified for **circling the barrel**, hitting their horse with the flag, dropping the flag, or knocking the barrel over.

A sixty (60) second time limit will apply.

*Contestants must keep forward motion.*

***Clarification: If the contestant misses 1 flag there will be a 5 sec. penalty given. If a contestant misses both (2) flags it will be a NO TIME.***

## **BARRELS:**

Standard pattern will be used (pattern may be altered by arena judges to fit the arena). Contestants will be given a five (5) second penalty for every barrel that is knocked over. A sixty (60) second time limit will apply.

Contestants will be disqualified for breaking the pattern.

***Crossing back through the timer before the pattern is finished and circling before the Barrel is considered a broken pattern.***

***Contestants must keep forward motion.***

## **TEAM ROPING:**

There will be a ten (10) foot score line marked with a barrel or cone (may be adjusted by arena judges depending on cattle used).

Contestants will receive a ten (10) second penalty for roping the steer before its nose crosses the scoreline.

Time will start when the steers nose reaches the scoreline.

A five (5) second penalty will be added for only one hind leg caught.

Time will stop when both header and heeler are faced and ropes are tight.

There is a sixty (60) second time limit.

Legal head catches are slick horns, neck or half head.

***Three (3) loops are allowed. A dropped loop is considered a thrown loop.***

The contestant whose name is called to rope is required to rope with any contestant they pick to be their partner.

***\*\*\* Points would be given to the contestant in that current age group. The contestant whose name is called to rope may rope with either a Jr or Senior contestant or parent they pick to be their partner. Only the contestant whose name is called will receive points for that run.***

### **● 14 - 17 Years Olds**

## **FLAG RACE:**

Two (2) five (5) gallon buckets full of dirt, three (3) inches below the top rim of the bucket, will be placed on two (2) fifty five (55) gallon barrels.

Barrels will be placed one hundred (100) feet from the starting line and be fifty (50) feet apart. (If arena conditions will not allow these distances, adjustments will be made by arena judges).

Contestants can go to either barrel first.

Contestants will be disqualified for **circling the barrel**, hitting their horse with the flag, dropping the flag, or knocking the barrel over.

A sixty (60) second time limit will apply.

*Contestants must keep forward motion.*

***Clarification: If the contestant misses 1 flag there will be a 5 sec. penalty given. If a contestant misses both (2) flags it will be a NO TIME.***

### **BARRELS:**

Standard pattern will be used (pattern may be altered by arena judges to fit the arena). Contestants will be given a five (5) second penalty for every barrel that is knocked over.

A sixty (60) second time limit will apply.

Contestants will be disqualified for breaking the pattern.

***Crossing back through the timer before the pattern is finished and circling before the Barrel is considered a broken pattern.***

***Contestants must keep forward motion.***

### **TIE-DOWN ROPING:**

There will be a ten (10) foot score line marked with a barrel or cone (may be adjusted by arena judges depending on cattle used).

Contestants will receive a ten (10) second penalty for roping the calf before its nose crosses the score line.

Time will start when the calves nose reaches the score line.

As soon as the catch is made the contestant must dismounts, sprint to the calf and flank the calf onto its side.

With a piggin string, the contestant will tie any 3 legs of the calf.

Time will stop when the contestant throws up their hands and releases the string.

After the tie the contestant will remount onto his horse and take 2 steps forward.

Calf must stay tied for six (6) seconds.

There is a 60 sec time limit.

***Calf must be standing on all four legs when the contestant flanks the calf.***

***This is a (1) one loop roping.***

### **BREAKAWAY ROPING:**

There will be a ten (10) foot score line marked with a barrel (may be adjusted by arena judge depending on cattle used). Contestants will receive a ten (10) second penalty for roping the calf before it crosses the score line. (The loop shall go over the head of the calf to be considered a legal catch. **This is a one (1) loop roping.** Rope must be tied onto the saddle horn with the string provided by the rodeo committee. A white flag or ribbon shall be visible to the flagman or judge and must be attached at the knot end of the rope. Contestants cannot break the rope from the saddle horn. If the calf leaves the arena, time will stop and the calf will be brought back up for lap and tap.

## **BREAKAWAY ROPING:**

*\*\* In the event that calves are not available, Horned steers may be used in their place. If steers are used, all the same rules apply except for the following: If steers are used any legal catch will apply.*

## **TEAM ROPING:**

There will be a ten (10) foot score line marked with a barrel or cone (may be adjusted by arena judges depending on cattle used).

Contestants will receive a ten (10) second penalty for roping the steer before its nose crosses the scoreline.

Time will start when the steers nose reaches the scoreline.

A five (5) second penalty will be added for only one hind leg caught.

Time will stop when both header and heeler are faced and ropes are tight.

There is a sixty (60) second time limit.

Legal head catches are slick horns, neck or half head.

**Three (3) loops are allowed. A dropped loop is considered a thrown loop.**

The contestant whose name is called to rope is required to rope with any contestant they pick to be their partner.

**\*\*\* Points would be given to the contestant in that current age group. The contestant whose name is called to rope may rope with either a Jr or Senior contestant or parent they pick to be their partner. Only the contestant whose name is called will receive points for that run.**

## **HIDE RACE ~ 14 Yrs Old & Older:**

Contestants must be 14 years of age and older.

Cost \$30 per person per team.

Two person team event. One that rides the horse and one unmounted hide rider.

Must provide your own horse for the event.

One team races at a time.

Mounted rider starts behind the line with hide dallied to the horn.

The unmounted hide rider is in position at the far side of the arena near the barrel.

Time will start and stop once the mounted rider crosses the timers.

It doesn't matter which way the mounted rider goes, but they must go around the barrel.

**\*\*Teams will race down to the barrel, horses must go around the barrel, hide rider standing at the barrel will jump on to hide and stay on hide until both mounted rider and hide rider cross.\*\***

At the time the horse crosses the finish line, the hide rider must be in contact with the rope and hide, or 5 seconds will be added to team time.

No time is given if horse crosses the line without a rider.

3 seconds will be added to the Team if the barrel is knocked over.

Winners of the competition will be based on the fastest time.

If you're in doubt, ask the judge prior to starting.

### **HIDE RACE:**

Maximum of 10 teams will be allowed to enter. CASH prize will be given to the 1st & 2nd placing teams with the fastest time.

### **Scoring/Judges:**

There will be a qualified judge(s) for each event.

Arena judge(s) will have the final decision on any call in their arena.

### **Points / Awards:**

Points will be awarded to contestants in the following order:

- Point System:
  - 1st Place - 10 points
  - 2nd Place - 9 points
  - 3rd Place - 8 points
  - 4th Place - 7 points
  - 5th Place - 6 points
  - 6th Place - 5 points
  - 7th Place - 4 points
  - 8th Place - 3 points
  - 9th Place - 2 points
  - 10th Place - 1 point
  
- ***Awards will be given to the contestants that accumulate the most points out of all 3 events in their age group.***
- **1st through 6th place will receive awards in each age group.**