

Frank Phillips College Jr. Rodeo Rules

Points:

1. Points will be awarded to contestants thru 10 places. 10 Points for 1st, etc.

General Rules:

1. Age limit: 18 and under-all ages as of May 1, 2010.
2. Each contestant's parents or guardian will be required to sign a release for before contestants may compete. Contestants must also furnish proof of age (birth certificate or other legal proof of age).
3. Negative Coggins required on any/ all horses on the rodeo premises.
4. All stock will be chute drawn.
5. Electronic timers will be used. In the event of a timer malfunction, all contestants will receive backup time. If both timers fail, that contestant will receive a rerun.
6. Announced time and scores are unofficial.
7. Three (3) gate calls – if not presents contestant will be disqualified at the judges discretion.
8. Event judge or arena director will have authority to make decisions about rule infractions.
9. Contestants must compete to qualify:
 - a) Must start and stop time.
 - b) Must mount and call for stock.
10. To be eligible for All-Around prizes, contestants must have qualified to compete in two (2) or more events. Team roping does not count for All-Around but will qualify for prizes.
11. All-Around tie breaker rules:
 - a) Highest number of 1st places.
 - b) Highest number of 2nd places.
 - c) Flip a coin.
14. All dogs must be on a leash or tied to the owner's trailer.

All Barrel Racing:

1. Clover-leaf pattern.
2. Five (5) second penalty for each overturned barrel.
3. Failure to complete pattern will result in a no-time.
4. Barrels to be set a minimum of 15 feet from fence or a standard pattern. Standard Barrel Pattern: If arena size allows; a maximum of 60 feet and a minimum of 30 feet from the start to the 1st and second barrels; 90 feet between 1st and 2nd barrels; 105 feet between 3rd and 1st/2nd barrels; 75 feet from score line to fence. If arena size dictates that the pattern size must be reduced, pattern will be reduced by even increments.
5. All barrels to be 55 gallon steel drums with both ends intact.
6. Gates will be closed during all runs.
7. Correct pattern requires. IE: extra turns are broken patterns, wrong way turns are broken pattern.
8. Once pattern has been broken, the contestant must retire from the arena.

All Pole Bending:

1. There will be six (6) poles used; height of poles will be 5 to 6 feet tall. Pole base size must be standard in diameter. Poles to be set on top of ground in a straight line. The distance from the starting line to the 1st pole will be 21 feet and the distance between the poles will be 21 feet.
2. There will be five (5) second penalty for each pole knocked down. Contestants will receive a no-time for not following the pattern. Contestants may start from either the left or the right side.
3. Failure to complete pattern (return past start line) is a no-time.
4. If a pole is down, horse must pass on proper side of base to be a qualified run.
5. Gates will be closed during all runs.
6. Correct pattern required. IE: extra turns are broken patterns, wrong way turns are broken patterns.

Goat Tying:

1. Goat will be staked on a ten (10) foot rope. Stake will be driven below the ground level.
2. Goat will be held until contestant crosses the starting line.
3. Contestant must cross and tie any three (3) legs with piggin string, rope, or leather thong. No other materials will be permitted. Goat must stay tied for six(6) seconds. If horse runs over the goat or rope, with or without contact, there will be a ten (10) second penalty.
4. Goat must be thrown by hand. If goat is down contestant must lift goat to its' feet and throw again. If contestants hand is on goat when goat falls, it is considered thrown by hand.
5. Contestants must stand back three (3) feet from the goat before judge will start time for the six (6) second time limit.
6. A no-time will result if contestant touches goat or string after signaling for time.
7. If a goat breaks away because of fault of horse, contestant will receive a no-time.
8. Goats may have horns but must be tipped.
9. Goats will be changed after four (4) runs.
10. Boys will string and tie goat same as calf.

5 & Under Goat Tail Undecorating:

1. Contestant's time starts when horse crosses the time line.
2. Goats will be held by ten (10) foot rope starched ten (10) feet in front of stake.
3. Contestants must dismount and remove the ribbon.
4. Time stops when contestant crosses the time line with the ribbon and judge drops the flag. The time line to be at the stake.
5. Contestants will receive a no-time for running over the goat/holder. If horse runs over the goat or rope, with or without contact, there will be a ten (10) second penalty.
6. Parents will be allowed in the arena during a run but must stay 30 feet behind the stake. If the parent assists the contestants in any way whole behind the 30 foot line, a ten (10) second penalty will be assessed. If the parent assists in front of the 30 foot line, the contestants will receive a no-time.

Roping Events General Rules:

1. A ten (10) second penalty will be added for breaking the barrier.
2. The barrier will be considered broken if the ring drops within ten (10) feet of the pin.
3. If barrier equipment hangs on animal, the decision about getting animal back will be made by the barrier judge.
4. If automatic barrier fails to work and stick is brought back, contestant must take the same animal over, during or immediately after the same performance.
5. If in the opinion of the line judge, the contestant is fouled by the barrier, the contestant shall get their calf or steer back, providing the contestant declares himself by pulling up immediately.
6. If stock leaves the arena, the contestant shall get the stock back lap and tap with the time added which had elapsed when the stock left the arena.
7. A dropped loop is considered a thrown loop.
8. Length of score to be set by the arena/roping director. The length of score will be no longer than the length of the roping box minus three (3) feet, unless other arrangements are made by the roping director or the person of his choice.
9. There shall be two (2) or more timers, a field flag judge, and a barrier judge. Time to be taken between two (2) flags. Animals used in roping events shall be inspected by the roping director and objectionable ones eliminated.
10. Two (2) loops permitted. Should the roper miss with both loops, the roper must retire and a no-time will be given.
11. Roping stock without releasing loop from the hand is not permitted and shall result in a no-time.
12. Field flag judge must watch calf during the six (6) second time period and will stop time when the calf kicks free, using the time shown on the stop-watch to determine whether calf was tied long enough to qualify.
13. Roper will be disqualified for removing the rope from calf after signaling for time, before the time has been passed on by the field judge.
14. If roper intends to use two (2) loops where permitted, he must carry two (2) built loops and must use the second rope for second loop.
15. In case the field flag judge flags a roper out that still legally has another loop coming, roper may get the same stock back lap and tap with the elapsed time added for the one loop already thrown. Only one (1) loop will be allowed with the lap and tap.
16. Gate will be closed during all roping events.
17. A sixty (60) second time limit will be in effect for all roping events.

Breakaway Calf Roping Girls and Boys:

1. Calf must break string. If contestant breaks string, a no-time will be given.
2. If roper intends to use two (2) loops where permitted, he must carry two (2) built loops and must use the second rope for second loop.
3. Contestants will receive a no-time should they break rope from the saddle horn by touching the rope or string after the catch is completed. However, if the rope should dally around the saddle horn, the contestant may ride forward, undally the rope, and then stop his horse to allow rope to break away.
4. Loop must go over the calf's head, the catch as catch can.

5. Barrier must be used – ten (10) second penalty for breaking the barrier.
6. Time will be flagged when rope breaks from the saddle horn.
7. Roper must have bright colored flag attached to rope(s) where string is tied to rope.
8. All saddle horn ties may be inspected.

Tie Down Roping:

1. One (1) loop allowed.
2. Horse must have neck rope.
3. Rope must be tied hard and fast.
4. Contestants must rope, dismount, daylight and throw calf by hand and cross tie any 3 legs.
5. Catch as catch can.
6. A legal tie is one (1) or more wraps and half hitch or hooley.
7. Tie must hold for six (6) seconds after roper mounts and gives slack.
8. If at any time during a run the flagman feels that the livestock or roper is in danger, he can stop the run and assist or ask for assistance in helping with the problem. Any outside assistance will result in a no-time. The roper may cut his rope to free livestock from harm and will be allowed to receive his time.
9. Once a roper has signaled for time, he cannot touch the calf or the rope while walking back to his horse. This could result in a no-time. Exceptions to this rule will be a judgment call such as:
 - a) Taking the rope off the bits.
 - b) Freeing the rope from the horses' legs, head, or parts of the saddle.
 - c) Cutting the rope to free animals from a wreck or impending wreck. All these exceptions must be done by the roper with no outside assistance.

Ribbon Roping:

1. One (1) loop only.
2. Mugger must be a FPC Rodeo member.
3. Catch as catch can.
4. Loop does not have to be removed before runner crosses the line.
5. Ribbon will be twelve (12) inches of flagged tape. Any or all ribbon must be returned to the judge in order to be a qualified time.
6. Roper must remove ribbon from the calf's tail. Roper does the running of the ribbon. Mugger does not have to have touched the calf before roper removes the ribbon. Mugger cannot remove ribbon. This will result in a no-time.
7. If no ribbon on calf, roper must pull calf hair from tail and complete the run.
8. Horse must have neck rope.
9. Rope must be tied hard and fast.
10. Rope must hold calf until roper and mugger gets hands on calf.

Double Mugging:

1. One (1) loop only.
2. Horse must have neck rope.
3. Rope must be tied hard and fast
4. Mugger must be FPC Rodeo Member or parent.
5. Catch as catch can.
6. Contestants must rope, dismount. Mugger will flank calf and hold the calf down until the tie is complete.
7. A legal tie is one (1) or more wraps and half hitch or hooley.

8. Tie must hold for six (6) seconds after roper mounts and gives slack.
9. Once a roper has signaled for time, he cannot touch the calf or the rope while walking back to his horse. This could result in a no-time. Exceptions to this rule will be a judgment call such as:
 - a) Taking the rope off the bits.
 - b) Freeing the rope from the horses' legs, head, or parts of the saddle.
 - c) Cutting the rope to free animals from a wreck or impending wreck. All these exceptions must be done by the roper with no outside assistance.

5 & Under Mutton Busting:

1. Time begins when sheep's inside front shoulder passes the plane of the chute.
2. Rider must break the plane of the chute in an upright position and may ride with one (1) or two (2) hands.
3. Ride is complete when contestant has ridden six (6) seconds.
4. Re-rides will be granted under the following conditions:
 - a) If sheep falls (not if sheep is pulled down by rider hanging on its side).
 - b) Rider is knocked off at the chute.
 - c) If, at the judges discretion, the sheep fails to perform
5. Points will be given on time.
6. Helmets and mouth-pieces should be worn, but are parents responsibility.

6 – 8 Calf Riding:

1. Contestants must ride for six (6) seconds.
2. Contestants must use loose rope for riding.
3. Contestants must ride with one (1) hand.
4. Rider will be qualified for:
 - a) Being bucked off prior to the six (6) seconds.
 - b) Toughing the calf with the free hand prior to the six (6) seconds.
 - c) Losing hold of rope.
 - d) Not being ready when called.
5. Rider has the choice of having the calf flanked or not. Contestant must make choice before the event has begun, and make choice known to one of the official judges. If judge is not informed of the riders' choice, the calf will not be flanked. If the choice is not to flank and stock fails to buck, no re-ride will be awarded.

9 – 11 Steer Riding:

1. Contestants must ride for six (6) seconds.
2. Contestants must loose rope for riding.
3. Contestants must ride with one hand.
4. Rider will be disqualified for:
 - a) Being bucked off prior to the six (6) seconds.
 - b) Toughing the calf with the free hand prior to the six (6) seconds.
 - c) Losing hold of rope.
 - d) Not being ready when called.

12 – 15 Bull Riding:

1. Contestants must ride for six (6) seconds.

2. Contestants must loose rope for riding.
3. Contestants must ride with one hand.
4. Rider will be disqualified for:
 - a) Being bucked off prior to the six (6) seconds.
 - b) Tougging the calf with the free hand prior to the six (6) seconds.
 - c) Losing hold of rope.
 - d) Not being ready when called.

Flags:

1. Contestant can run to right / or left barrel first.
2. Flags must be removed from bucket.
3. Contestants must proceed to next barrel
4. Flag must be placed in the bucket.
5. Rider must stay on horse and flag must remain in bucket until rider crosses the finish line.
6. No-time for circling either barrel.
7. No-time for rider if flag falls out of bucket before rider finishes.
8. No-time for riders if bucket falls over.

Chute Dogging:

1. Score line will be parallel to bucking chutes. It will be set at 10ft. in front of the bucking chutes. The measurement will be made with the chute gate closed.
2. Barrier judge will flag the start when the steers' nose crosses the score line.
3. Time shall be turned taken between two flags.
4. All steers shall be turned out in the same direction and the same chute will be used. No open catch pen gate.
5. After crossing the start line, wrestler must bring steer to a complete stop or change its direction and twist it down.