

GEORGIA JUNIOR RODEO ASSOCIATION, INC.
RULES AND REGULATIONS

The Board of Directors of the Georgia Junior Rodeo Association voted to follow the National High School Rodeo Association rules with the following exceptions:

The Georgia Junior Rodeo Association will be open to children thru Eighth grade with three (3) competing age divisions: 12 years and older, 6-11 years old, and 5 years and under. The division in which a contestant competes will be determined by the contestant's age on September 1st of the current rodeo season. Once a contestant is eligible for high school rodeo he/she must compete in high school rodeo regardless of his/her age on September 1st.

The Georgia Junior Rodeo Association will have the following events:

BOYS 12 YEARS OLD AND OVER: Tie Down Calf Roping, Team Roping, Chute Doggin and Steer Riding

BOY'S 6-11 YEARS OLD: Breakaway Roping, Team Roping, Chute Doggin and Calf Riding

GIRLS (12 YEARS AND OLDER and 6-11 YEARS OLD): Breakaway Roping, Goat Tying, Pole Bending and Barrel Racing.

A Queen's contest will be held at the Rodeo Finals.

BOYS & GIRLS 5 YEARS OLD AND UNDER:

Dummy Roping, Barrel Racing and Goat Tying

THE GEORGIA JUNIOR RODEO ASSOCIATION IS INCORPORATED AND WILL FUNCTION AS A NON-PROFIT ORGANIZATION.

BASIC RULES:

1. Positions will be drawn and will be posted prior to the beginning of the rodeo.
2. Contestants must wear western attire including a long sleeve shirt, boots and cowboy hat.
3. A contestant must enter the arena with his/her hat on or receive a five (5) second penalty.
4. Membership dues must be paid in order for the contestant's point(s) to count.
5. Contestants must call in for rodeo entry at the **DESIGNATED TIME**. This will be advertised in the Association newsletter. You must call in on time, as **NO LATE ENTRIES WILL BE ACCEPTED**. Any one calling in for entry and not competing in the rodeo will be responsible for paying their fees before they can enter another rodeo.
6. No re-ride except in the event of a timer failure or the failure of equipment provided by the Georgia Junior Rodeo Association.
7. Only contestants will be allowed to register complaints and these must be placed first through a director and before the end of that event.

8. All contestants must leave the arena immediately after contesting.
9. Questions may be addressed to the judge no sooner than at the end of the event for that performance.
10. No contestant may talk to a JUDGE OR TIMER in any way while an event is going on.
11. The Georgia Junior Rodeo Association will not accept any rowdyism, quarreling or fighting in the actual domain of the arena at any time, or place during the duration of the rodeo.
12. Any contestant will be disqualified from the rodeo for any of the following offenses. If they are disqualified for any of these offenses, they will be disqualified from all events at that rodeo. These offenses are:
 - A. Attire
 - B. Conduct
 - C. Stock
 - D. Rodeo
13. A contestant will be disqualified for any mistreatment of livestock.
14. If a rule is not specified, refer to the National High School Association Rule Book.
15. **ALL CONTESTANTS ARE REQUIRED TO READ THE RULES, OR HAVE THE RULES READ TO THEM, OR EXPLAINED TO THEM, PARTICULARLY THE RULES RELATING TO THE EVENTS IN WHICH THEY ENTER.**

CALF ROPING

1. Tie Down Calf Roping will be open to boys 12 years and over.
2. Breakaway Roping will be opened to boys 6 years old to 11 years old and all girls.
3. A barrier may be used, if available.
4. There will be a one (1) minute time limit on roping the calf.
5. Contestants will carry one (1) rope but will be allowed two (2) loops, providing the first loop does not break the rope away from the saddle horn in the breakaway roping.
6. The rope must be attached to the form in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope. This will be the contestant's responsibility to see the event director and get tied on.
7. Rope must be tied to the horn with a string [REDACTED] and may not be run through bridle, tie down, neck rope, or any other device.
8. String [REDACTED] will be provided and will be inspected by a designated official before each contestant competes.
9. The catch-as-catch can rule shall apply after the loop has passed over the calf's head for Breakaway Roping.
10. Rope must be released from contestant's hand to be a legal catch.
11. In case the field flag judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back lap and tap, plus time already lapsed and any barrier penalty.

12. The calf does not have to be stood on three (3) legs if it is down when the roper reaches it.
13. Tie Down Calf Roping the catch-as-catch can rule will apply.
14. In Tie Down Calf Roping the calf must remain tied for five (5) seconds after the contestant remounts his horse and rides up with slack in the rope.

DUMMY ROPING (FOR 5 & UNDER BOYS & GIRLS)

1. The starting line will be four (4) feet from the dummy for the first round, and then the starting line will move back one (1) foot each round.
2. The contestant will compete until he/she misses.
3. Points will be given on how many times the contestant(s) catches.

GOAT TYING

1. There should be at least a 15-yard starting line.
2. Starting line will be 100 feet from stake.
3. The goat should be tied to a stake with rope ten (10) feet in length.
4. Stake should be completely under ground so that no part of it is visible or above ground.
5. The contestant should be mounted on a horse and must ride from the starting line to the goat, dismount from her horse and throw the goat by hand.
6. If the goat is down when the contestant reaches it, the goat must be stood on at least three (3) legs (goat must be elevated by contestant so that at least three (3) legs must be dangling straight underneath the goat, and goat must be rethrown) and then cross and tie any three (3) legs together with a leather thong pigging string or rope and stand clear of the goat.
7. Legs must remain crossed and secure for five (5) seconds after completion of the tie.
8. To qualify as a legal tie, there will be one or more wraps, and half hitch, hooley or knot, no preformed wraps or knots will be acceptable as a legal run.
9. Time will start when the contestant crosses the starting line.
10. Time will stop when she signals the completion of the tie. The judge will drop the flag at this time.
11. Contestant must move back three (3) feet from the goat before the judge will start the five (5) seconds time limit on the tie for the goat's legs to remain crossed and tied.
12. Qualified persons other than contestants will be used as goat holders.
13. Tie will be passed on by the field judge and if it not secure for five (5) seconds, the contestant will receive a no time.
14. If the contestant runs over the goat, or rope with her horse while mounted, she will receive a ten (10) second penalty. A contestant is still mounted until both feet are on the ground.
15. There will be a one (1) minute time limit.
16. **In the 5 & under** the starting line will be six (6) feet from the goat stake.

One assistant will hold the goat. The contestant will run on foot to the goat and at the time the contestant touches the goat the assistant will let go of the goat. The contestant will flank, cross and tie three (3) legs. The time will start when the contestant crosses the starting line.

TEAM ROPING

1. Team Roping will be divided into respective age divisions, 12 and over contestants will rope with 12 and over contestants and 6-11 years old contestants will rope with 6-11 years old contestants.
2. There will be a one (1) minute time limit to rope the steer head.
3. Three loops will be allowed per team.
4. Each contestant may carry only one rope, but may rebuild providing there are more loops available.
5. A barrier may be used, if available.
6. A contestant may enter this event up to three (3) times with his/her two best runs of the day counting as points runs. Partners must be chosen before call in.
6. In Team Roping, a horse must clear the box before a loop is thrown.
7. Team is to be taken between two flags.
8. Roper must dally to stop steer.
9. No tied-on ropes allowed.
10. The word "dally" means one (1) complete turn around the horn of the saddle horn.
11. Ropers must be mounted when time is taken.
12. Steer must be standing up when roped by head or heels.
13. No foul catches can be removed by hand.
14. If a steer is roped by one horn, roper is not allowed to ride up and put rope over the other horn or head with his/her hand.
15. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from 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.
16. In case the field flag judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back, lap and tap, plus time already lapsed and any catch.
17. Roping steer without releasing loop from hand will disqualify the catch.
18. There will be only three (3) legal head catches:
 - A. Both horns.
 - B. Half a head.
 - C. Around the neck.
19. One hind foot will receive a five (5) second penalty.
20. Steer must not be handled roughly at any time, and ropers may be disqualified if, in the opinion of the field judge, they have intentionally done so.

BARREL RACING

1. All barrels must be twenty (20) yards or further apart. Nothing under twenty (20) yards or further apart.
2. The arena conditions will enable you to decide the distance over twenty (20) yards that you wish to place the barrels.
3. The cloverleaf pattern is the only approved pattern in this event.
4. The pattern to be run for the Barrels is as follows (if the arena conditions permits).
 - A. The barrels must be twenty (20) feet, at least from the arena fence.
 - B. The front two barrels shall be twenty (20) yards or sixty (60) feet from the starting line.
 - C. The distance between the two front barrels shall be thirty (30) yards or ninety (90) feet and the distance between the two front barrels and the back barrel shall be thirty-five (35) yards or 105 feet.
 - D. The contestants may start on either the right or left barrel.
5. Touching the barrels is permitted by the horse or the contestant.
6. Knocking over a barrel is a five (5) second penalty, per barrel.
7. Not following the cloverleaf pattern will receive a no time.
8. If the horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive a no time.
9. If contestant's horse breaks time, by backing through before starting the pattern, time will be considered started.
10. A contestant may enter the arena at the speed of her choice.
11. Contestants may only ride the same horse **provided** they are not competing in the same age division.
12. **The 5 & under boys and girls will compete according to the same rules above.**

CHUTE DOGGIN

1. Time begins when the steer's nose crosses the start line. The calf's nose **MUST** cross the line first. The contestant should not throw his steer until the steer's nose crosses the score line.
2. The contestant's left hand must be on the steer's left horn when crossing the start line.
3. The contestant **CAN NOT** change the direction of the steer or calf.
4. There will be a one (1) minute time limit.
5. When the steer is thrown the head and all four (4) legs must be in the same direction.
6. There will be one assistant tailing the calf, which will be released as the contestant crosses the start line.
7. Boys 12 and over will throw steers or larger calves and boys 6-11 will throw calves with plastic horns.

POLE BENDING

1. The Pole Bending pattern is to be run around six (6) poles.

2. No flags to be used on poles.
3. The distance from the starting to the first pole shall be twenty-one (21) feet and spacing between poles shall be twenty-one (21) feet apart.
4. Poles shall be set on top of the ground, six (6) feet in height, and with no base larger than fourteen (14) inches or less than twelve (12) inches in diameter.
5. Poles must be in a straight line.
6. Touching poles is permitted by the horse or the contestant.
7. A horse may start either to the right or the left of the first pole and then run the remainder of the pattern accordingly.
8. Knocking over a pole is a five (5) second penalty per pole.
9. Not following the pole pattern will receive a no time.
10. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive a no time.
11. If contestant's horse breaks timer, by backing through before starting pattern, time will be considered started.
12. Contestants may only ride the same horse provided they are not competing in the same age division.

STEER /CALF RIDING

1. Contestant must be six (6) years of age before September 1st of the current rodeo season to ride calves.
2. Contestant will ride with one (1) hand.
3. Twelve and over age division will ride for eight (8) seconds and will ride steers.
4. Seven-year-olds to eleven-year-olds will ride for five (5) seconds and will ride larger calves.
5. VEST AND MOUTHPIECE ARE MANDATORY FOR COMPETITION.
6. The matter on the re-rides shall be the decision of the Judges.
7. Contestants shall not influence the judges by asking for a re-ride at any time.