

BRAZORIA COUNTY FAIR ASSOCIATION

2010 YOUTH SUMMER SERIES RULES

A. ELIGIBILITY

Ages for the events will be determined as of January 1, 2010. Contestants must be attending school. Contestants must be 19 years or younger as of January 1, 2010. Contestants must not be married. Minor's release will be required and must be signed by at least one parent or legal guardian. A member of participant's immediate family must be a current member of the Brazoria County Fair Association in order for the contestant to be able to compete in the BCFA Youth Rodeo Summer Series. Contestants must have a copy of their birth certificate.

B. AWARDS

Average times will be used for the year-end awards. There will be no drop times. In the roping events, the contestant must have caught at least once to receive a year-end award. Contestants must participate in three out of four Saturdays per event to receive year end awards.

In case of a tie, the following procedures will be used in this order:

- 1 The contestant with the most 1st, 2nd and 3rd, etc. will be the winner
- 2 The fastest average time in that event for the series
- 3 The contestant participating the greatest number of times in that event

Two \$500 scholarships will be awarded to the High Point girl and High Point boy in the 14-19 age division. Each winner must be a resident of Brazoria County in order to receive the scholarship; in not, it will be awarded to the next highest point winner.

C. WORK POINTS

Each family must have a total of 4 work points for roping events and 4 work points for speed events. Must sign-up the day of the event. Adults and senior division participants are the only ones allowed to work for points. Work points can be bought for \$50 per contestant. If a parent or participant refuses to work their work points the contestant will not be eligible for year end awards.

D. RULES

- 1 This is a practice with Prizes Awarded
- 2 There **WILL BE A \$250.00 PROTEST FEE!!!!**
- 3 The decision of the disciplinary committee **IS FINAL!**
- 4 All event rules will be determined by the BCFA Youth Rodeo Summer Series Committee.
- 5 No hats, caps, visors, or bandanas will be worn during events! Shirts with long or standard T-shirt sleeves, cannot be rolled under (no cap sleeve) – Long pants – Heeled footwear. Contestant must enter the arena with their shirt tucked in. Failure to comply can result in a no time.
- 6 Horses may run through the center alley for speed events. The back gate of the alley will remain closed during the run.
- 7 Be ready to run when it is your turn. If your name is called three (3) times and you are not ready, you will not be allowed to participate in that event.
- 8 Any **youth** caught with **alcoholic beverages will be barred from the Summer Series.** Any **adult** with **Alcoholic beverages will be asked to leave immediately.**
- 9 Any child or parent that displays poor sportsmanship will be asked to leave. For example: excessive profanity.
- 10 Checks may be written. Please make them payable to Brazoria County Fair Association (BCFA).
- 11 Gates will be opened on roping events.
- 12 If horse, rider, or stock enters gate at catch pen during run, it is a no time.
- 13 **ROPING EVENTS:** Contestant horse must be released prior to nod (**no time**).
- 14 No assistance of any kind (rope, barrier, calf or steer) (**no time**).
- 15 Breakaway roping – rope must be broken from horn of saddle before stock enters catch pen gate. Rider must not touch saddle or rope before rope breaks away from horn (**no time**).
- 16 In barrels and poles **NO LEADING OF HORSES IS ALLOWED.** (Past starting line)
- 17 There will be a 60 second time limit on all events.
- 18 There will be only five (5) ropers/teams allowed in the arena at a time during roping events.
- 19 Current Coggins Papers must be presented on each horse before they will be allowed on the Brazoria County Fairgrounds property.
- 20 No stallions will be allowed.

E. EVENTS

1 Cloverleaf Barrel Race

- **Barrels:**

- 1 The barrels may be placed by the management at distances that conform WITH THEIR ARENA CONDITIONS AS DECIDED BY ARENA DIRECTOR, but not closer than fifteen (15) feet.
- 2 Horse and rider must easily see barrels.
- 3 All barrels are to be **INSIDE** of stake.

- **Pattern:**

- 1 Contestants will start from behind the starting line, run around barrel number one, then around barrel number two, and continue around barrel number three, finishing by crossing the starting line on the way back. This pattern may be altered by starting with the number two barrel, then to number one. All forward motion.
- 2 The time starts when contestant crosses starting line and stops when he/she crosses it on the way back after running the pattern.
- 3 No reruns or restarts for a broken pattern.

- **Penalties:**

THERE WILL BE A FIVE (5) SECOND PENALTY for each barrel knocked over. If a contestant knocks over a barrel and it stands up again on its other end, it will be the same as knocking it over.

- **Disqualification and "No-Time" if:**

- 1 Contestant commits any offense listed in rules.
- 2 Contestant breaks the pattern.
- 3 CONTESTANT DOES NOT REMAIN MOUNTED FOR ENTIRE RUN.
- 4 Contestant crosses the starting line during the run.

2 Pole Bending

- **Poles:**

- 1 The first pole is to be 21 feet from the starting line and each of the 6 poles shall be 21 feet apart
- 2 Poles must be permanently marked each time they are used.
- 3 Poles must be mounted on a flexible base.
- 4 Poles are **TO THE SIDE** of the stake.
- 5 **POLSE MUST BE SIX (6) FEET FROM BASE TO TOP OF POLE.**

- **Pattern:**

- 1 Contestants may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly. ALL FORWARD MOTION.
- 2 If the contestant back up, it is considered a broken pattern.
- 3 No reruns or restarts for a broken pattern.

- **Penalties:**

THERE WILL BE A FIVE (5) SECOND PENALTY for each barrel knocked over. If a contestant knocks over a barrel and it stands up again on its other end, it will be the same as knocking it over.

- **Disqualification and "No-Time" if:**

- 1 Contestant commits any offense listed in rules.
- 2 Contestant breaks the pattern.
- 3 CONTESTANT DOES NOT REMAIN MOUNTED FOR ENTIRE RUN.
- 4 Contestant crosses the starting line during the run.

3 Straight Barrels

- **Barrels:**

- 1 No barrel may be closer than (10) feet from any arena fence.
- 2 Location must be permanently marked for the entire rodeo.
- 3 Barrels must be easily seen by horse and rider.
- 4 All barrels are to be **INSIDE** of stake.

- **Pattern:**

- 1 Contestants will from behind the starting line, run to the left or the right of the first barrel then continue the figure eight (8) pattern. ALL FORWARD MOTION.
- 2 The time starts when contestant crosses starting line and stops when he/she crosses it on the way back after running the pattern.
- 3 If the contestant back up, it is considered a broken pattern.
- 4 No reruns or restarts for a broken pattern.

- **Penalties:**

THERE WILL BE A FIVE (5) SECOND PENALTY for each barrel knocked over. If a contestant knocks over a barrel and it stands up again on its other end, it will be the same as knocking it over.

- **Disqualification and "No-Time" if:**

- 1 Contestant commits any offense listed in rules.
- 2 Contestant breaks the pattern.
- 3 CONTESTANT DOES NOT REMAIN MOUNTED FOR ENTIRE RUN.
- 4 Contestant crosses the starting line during the run.

4 Goat Tying

- **Contestants:**

- 1 Junior contestants must participate in the Junior Competition.
- 2 Senior contestants must participate in the Senior Competition.
 - a The contestant must be mounted on a horse and must ride from starting line to goat, dismount, throw goat by hand and tie any three (3) feet together with leather string or pigging string, then stand clear of the goat
 - b Goat must remain tied for at least five (5) seconds. Time will begin when contestant has moved at least three (3) feet away from goat and rope.
 - c **Legs must be crossed and tied, to qualify as a legal tie, there will be one or more wraps, a half hitch, or tied.**
 - d Time will start when the mounted contestant crosses the starting line and will stop when flag judge signals the completion of the tie.

- **Stock:**

- 1 Goat shall be staked with rope ten (10) feet in length.
- 2 Goat is to be held at the end of the rope facing the starting line and released when contestant crosses starting line (when flag is dropped).
- 3 Goat is to be changed after every five (5) contestants.

- **Arena:**

- 1 Stake is to be driven into ground so that none of it is visible.
- 2 Goat is to be staked 100 feet from timer line (starting line).

- **Penalties:**

Contestants will receive a No Time if the horse comes in contact with the goat or the rope while still mounted; ten (10) second penalty if the horse contacts the goat or the rope after the rider dismounts. Contestant is considered mounted until both feet are on the ground.

- **Disqualification and Receive a “No-Time” if:**

- 1 Contestant commits any offense listed in rules.
- 2 The goat does not remain tied for five (5) seconds.
- 3 The goat breaks loose from stake contestant may receive a **no-time or a re-run**, at the judge’s discretion.
- 4 The tie is ruled illegal as stated in #3 UNDER “CONTESTANTS”.
- 5 **THERE IS INTENTIONAL ABUSE TO LIVESTOCK.**

- All arena **GATES** are to be **CLOSED** after contestant enters arena. **TIME LIMIT: 60** seconds.

5 Breakaway Calf Roping

- **Rules**

- 1 A legal catch is a clean bell collar loop, around the neck, **WHEN THE STRING BREAKS.**
- 2 The rope must be tied with string to the saddle horn.
- 3 A rag or handkerchief of contrasting color to rope color must be attached to rope at the horn. Rider must not touch saddle or rope before rope breaks away from the horn (**no time**).
- 4 Contestant must stay mounted until calf breaks string.
- 5 ONE LOOP may be used, but when string breaks, a time is given.
- 6 CALF must break string.
- 7 Contestant may enter only one breakaway calf roping class.
- 8 **TIME:** Between barrier flag and field judge flag.

- **Disqualification and “No-Time” if:**

- 1 Roper commits any of the offenses listed under the RULES.
- 2 Roper fails to rope calf.
- 3 Roper breaks string with his/her hand
- 4 Contestant is not mounted when calf breaks string.
- 5 Lost or broken rope.
- 6 **ROPE GOES ON CALF BEFORE NECK ROPE COMES OFF.**
- 7 **THERE SHOULD BE NO INTENTIONAL ABUSE TO LIVESTOCK** as ruled so by the judge.

- **Re-Run:**

- 1 If roper does not ask for calf, he/she must stop his/her horse as soon as possible without throwing his rope and re-run will be given. If contestant throws his/her rope, it will forfeit his/her re-run.
- 2 Roper can be fouled at barrier by calf neck barrier **ONLY**. If a roper is fouled, the roper must pull up immediately without throwing his/her loop

- **Penalties:**

THERE WILL BE A TEN (10) SECOND PENALTY for breaking the barrier.

- The **BACK GATE** will remain open.

6 Tiedown Calf Roping

• Rules

- 1 Only one (1) loop will be permitted.
- 2 Catch **AS CATCH CAN WITH ROPE FROM HORSE BUT** rope must hold calf until roper has his hands on calf.
- 3 Contestant must adjust rope and reins in a manner that will prevent horse from dragging calf. Excessive dragging will be decided by the disciplinary committee.
- 4 Contestant must receive no assistance of any kind from outside.
- 5 Contestant may have anyone start his calf.
- 6 Rope must be tied hard and fast.
- 7 After roping calf, roper must dismount, go down rope, throw calf by hand, cross, and tie any three feet.
- 8 A legal tie shall consist of one or more wraps and a half hitch, with at least one wrap around all three feet.
- 9 If calf is down when roper reaches it, it must be cleared to the satisfaction of the judge and be thrown by hand.
- 10 If roper's hand is on the calf when calf falls, calf is considered thrown by hand.
- 11 Tie must hold until passed on by the judge, and roper must not touch calf after finishing signal until judge has completed his examination.
- 12 The field judge will pass on the tie, timing six (6) seconds from the time the roping horse takes his first step forward after the roper has remounted and put slack in rope. **IN THE EVENT A CONTESTANT'S CATCH ROPE IS OFF THE CALF AFTER THE COMPLETION OF TIE THE SIX SECOND TIME PERIOD IS TO START WHEN ROPER CLEARS CALF.**
- 13 Rope will not be removed from calf and rope must remain slack until field judge has passed tie.
- 14 Contestant must compete on calf drawn.
- 15 Neck rope and/or keeper must be in use.
- 16 **TIME:** Between barrier flag and field judge flag.

• Officials:

- 1 Two (2) or more timekeepers
- 2 One (1) field judge with stopwatch
- 3 One (1) barrier judge

• Disqualification and "No-Time" if:

- 1 Same as #1, 2, 5, 6, 7 on BREAKAWAY "DISQUALIFICATION"
- 2 If tie comes loose or calf gets up before the time is ruled fair.
- 3 If the tie is ruled illegal.
- 4 If roper missed with loop.

• Re-Run/Penalties/Time Limit/Gate/Score:

SAME as Breakaway Roping

7 Breakaway Steer Roping

• Rules

- 1 Must be legal head catch.
- 2 The rope must be tied with string to the saddle horn.
- 3 A rag or handkerchief of contrasting color to rope color must be attached to rope at the horn. Rider must not touch saddle or rope before rope breaks away from the horn (**no time**).
- 4 Roper must rope from the heading side of steer.
- 5 Contestant must stay mounted until steer breaks string.
- 6 ONE LOOP may be used, but when string breaks, a time is given.
- 7 STEER must break string.
- 8 Contestant may enter only one breakaway steer roping.
- 9 **TIME:** Between barrier flag and field judge flag.

• Disqualification and "No-Time" if:

- 1 Roper commits any of the offenses listed under the RULES.
- 2 Roper fails to rope steer.
- 3 Roper breaks string with his/her hand
- 4 Contestant is not mounted when steer breaks string.
- 5 Lost or broken rope.
- 6 ROPE GOES ON STEER BEFORE NECK ROPE COMES OFF.
- 7 **THERE SHOULD BE NO INTENTIONAL ABUSE TO LIVESTOCK** as ruled so by the judge.

• Re-Run:

- 1 If roper does not ask for steer, he/she must stop his/her horse as soon as possible without throwing his rope and re-run will be given. If contestant throws his/her rope, it will forfeit his/her re-run.
- 2 Roper can be fouled at barrier by steer neck barrier ONLY. If a roper is fouled, the roper must pull up immediately without throwing his/her loop

• Penalties:

THERE WILL BE A TEN (10) SECOND PENALTY for breaking the barrier.

- The **BACK GATE** will remain open.

8 Team Roping

Rope twice either way with **NO DUPLICATION OF TEAM**. Show Manager will team up all the team roping headers/healers who have paid their fees but have no partners before courtesy header/heeler combinations will be considered. Courtesy ropers are drawn. May not choose courtesy roper. Courtesy ropers will have best times counted. Only one time counted per event.

- **Rules**

- 1 Roper is permitted one rope, each team is allowed two loops.
- 2 Contestants are not allowed to change catch by rubbing rope over horn or nose by hand to make a bad catch legal.
- 3 Loops may be changed by fishing only.
- 4 Header of the team must come from behind the barrier.
- 5 Animals must be on feet when roped by either end.
- 6 **HEADER MUST DALLY AND HEELER MAY BE TIED OFF IF UNDER 14 YEARS OF AGE. NO EXCEPTIONS.**
- 7 **TIME:** Between barrier flag and field judge flag when steer is roped on both ends, in a direct line and horse is on all fours. Horses facing steer in "L", better, with rope tightly dallied.

LEGAL HEAD CATCHES:

- a. Around the horns
- b. Around the neck
- c. Half a head

LEGAL HEEL CATCHES:

- a. Any heel catch behind both shoulders is legal if rope comes on from around the heels
- b. Dew claw catches are legal if rope holds for flagger inspection

- **Officials:**

- 1 Two (2) or more timekeepers
- 2 One (1) field judge
- 3 One (1) barrier judge

- **Disqualification and "No-Time" if:**

- 1 Either roper commits any of the offenses listed under the RULES.
- 2 Animal is not on its feet when roped by either end.
- 3 Using more than two (2) loops per team.
- 4 Failure to head steer before heeling.
- 5 Lost or broken rope.
- 6 Either contestant dismounts during contest run.
- 7 Front foot in heel catch.
- 8 Header fails to catch.
- 9 **CROSSFIRING:** This consists of roping heels of steer before its direction has changed. Direction of steer must be changed by header and in a forward motion.
- 10 **THERE SHOULD BE NO INTENTIONAL ABUSE TO LIVESTOCK** as ruled so by the judge.

- **Re-Run/Penalties/Time Limit:**

SAME as Breakaway Roping. There will be a five (5) second penalty for catching one heel.

- Gates will be open.

9 Ribbon Roping:

- **Stock:**

While calf is in chute, short length of ribbon about ½ inch wide and 10 inches or more in length must be fastened with a RUBBER BAND to the tail of the calf

- **Roper:**

- 1 **All Ribbon Roping Teams will consist of boy/girl combinations.**
- 2 It will be up to the roper to secure a runner, a legal contestant (of the opposite sex) in that rodeo. (SEE #1 UNDER RUNNER).
- 3 Roper does not need to remove the rope from the calf before the runner crosses the line.
- 4 **CATCH AS CATCH CAN** with rope from horse and rope must hold the calf until the ribbon is removed, or until the roper has his hands on the calf. Roper must have his hands on calf if rope comes off.
- 5 Neck rope or keeper must be used.
- 6 It is not necessary to dismount horse.

- **Runner**

- 1 Runner is permitted one (1) run in their age group for points but may sign up to courtesy run. Show Manager will team up all the ribbon ropers/runners who have paid their fees but have no partners, before courtesy runner/roper combinations will be considered. Courtesy runners/ropers will have best times counted.
- 2 Courtesy runner may run with any number of ropers, as long as they are in the same age group or above. Example: Seniors may only run for seniors.
- 3 The runner will be on foot.
- 4 Runners may choose where they wish to stand in the arena.
- 5 After the calf is roped, the runner removes ribbon from calf's tail and runs back across the flag line for a time.
- 6 If ribbon is removed on chute side of the flag line, runner must cross flag line. Stepping back across is not necessary.
- 7 If runner sees there is no ribbon on the calf's tail, he/she should call attention to it immediately.
- 8 **TIME:** Same as BREAKAWAY. Arena conditions will determine the start and finish lines, but roping score line should be used under most conditions.

- **Officials:**
 - 1 Two (2) or more timekeepers
 - 2 One (1) field judge
 - 3 One (1) barrier judge
- **Re-Run:**
 - 1 If there is no ribbon on the calf's tail and the runner calls attention to that fact immediately.
 - 2 Any penalties incurred during original run will be added to re-run time.
 - 3 OTHER RE-RUNS SAME AS STATED IN BREAKAWAY.
- **Penalties/Gate/Time Limit:**
SAME AS STATED IN BREAKAWAY

10 Goat Ribbon Pulling:

- **Rules:**
 - 1 Goat shall be staked with a rope ten (10) feet in length.
 - 2 Goat is to be staked 100 feet from timer line (starting line).
 - 3 Goat holder will hold goat at all times.
 - 4 All arena gates are to be closed after contestant enters arena.
 - 5 A no time will be received if the horse comes into contact with the rope and/or goat.
 - 6 The flagman will stand ten (10) feet past the goat.
 - 7 The child must dismount their horse by themselves but a parent or volunteer may hold the horse.
 - 8 Time will start when the mounted contestant crossed the starting line and will stop when the flag judge signals that the competitor has crossed the flag line with the ribbon in hand.
 - 9 If the contestant enters Jr. Goat Tying, then the contestant may not enter Goat Ribbon Pulling.

11 Leadline:

- **Rules:**
 - 1 If a contestant enters Lead Line, they may not enter any other barrel or pole class.
 - 2 The time starts when the horse and rider cross the starting line and stops when the horse and rider cross the line on the way back after completing the pattern.
 - 3 Barrels will be set at the discretion of the management.
 - 4 Location of the barrels will be the same for all shows.
 - 5 Horse must be led on foot throughout the patten.
 - 6 Leadline is the only class that may wear hats, caps, etc.