

**GREELEY STAMPEDE  
2008 KIDS RODEO CONTESTANTS RULES**

**GROUND RULES**

1. Contestant will be called three (3) times by the announcer. If you are not in the arena, you will be considered a “No Show.” If a contestant is up in the opposite arena, let the caller know, you will be rolled to the bottom of the list.
2. Abuse or roughing of stock will not be tolerated. This pertains to your stock and the rodeo stock.
3. Judges have the right to disqualify any contestant deemed to be in violation of any ground rule. Judges decisions will be final.
4. Reruns shall be given to any contestant, should the foul occur due to arena management.
5. Contestant age is based on the age on January 1<sup>st</sup> of the current year. Judges may ask any contestant at any time to show proof of age. If a contestant can't prove age, they will be disqualified.
6. If an issue is not addressed by the Greeley Stampede rules, the rules of the Professional Team Bull Riding will apply.
7. Contestants will be required to wear either cowboy hats or protective helmets, long sleeve shirts with sleeves rolled down, long pants (no shorts), and cowboy boots.
8. Contestants in all horseback events with limited riding ability may have assistance in the form of a lead-line, but must be led the entire pattern. Judges have the final discretion on whether a contestant may or may not be led. Riding double will not be allowed.
9. Barrel Racers, Pole Benders, Flag Racers, Keyhole Racers, and 11 – 17 Goat Tiers must have their own horses. They will enter and leave from the east end of the arena. All contestants must be ready when called. Each contestant will be called three times only. If you do not report to your event when your name has been called 3 times, you will be disqualified and your entry fee forfeited. All contestants are responsible for their own equipment. Calf and Steer riders must have their own riding ropes. We will not hold your ride due to lack of equipment. If you are not ready, you will be disqualified.
10. There will be a limit of two events per contestant. Contestants who enter riding events will not be allowed to enter non-riding events. Due to limited entries, this will give a greater opportunity for all kids to participate even without rodeo experience.
11. Entry fees: \$7.00 to \$45.00 per person. (See Application)
12. Contestants cannot enter both Recreational and Competition Mutton Bustin’.
13. In the event of a tie, the Greeley Stampede will flip a coin. The winner will receive the award that day and the coin toss loser will be mailed a duplicate award.

## **GOAT TAIL PULL**

### **Youth 3 to 6 Years of Age**

1. Contestants will be on foot.
2. Time begins when contestant crosses the start/ finish line.
3. Goat will be held by rodeo official.
4. Contestant must pull the ribbon off of the goat's tail, then turn and run past the finish line with the ribbon in hand.
5. If the ribbon is dropped, it may be picked up.

## **DISQUALIFICATION**

1. Passing the finish line without the ribbon in hand.

## **STICK PONY RACE**

### **Youth 3 to 6 years of Age**

1. This is a timed event.
2. Contestants will be on foot.
3. Time begins when the contestant crosses the start/finish line.
4. Contestant must ride (straddling a stick horse) around a barrel, and then ride back across the finish line.
5. Contestant must ride the stick horse over the finish line, no leading the stick horse.
6. If the contestant is bucked off the pattern, they must stop, remount, and then continue the pattern.
7. Stick ponies will be provided or you may bring your own.

## **DISQUALIFICATION**

1. Contestants will not be allowed to use whips or spurs.
2. Contestants will not be allowed to abuse the stick horses.

## **BOOT SCRAMBLE**

### **7 to 10 Years of Age**

Contestant must wear western attire, cowboy hat or helmet, long sleeve shirt, and cowboy boots.

This is a timed event where contestants will be on foot. Time begins when the contestant crosses the start/finish line. Contestant places boot in a pile and returns to the start/finish line. The contestants are timed while:

- finding boot
- putting boot on
- return to the start/finish line

## **MUTTON BUSTIN' - RECREATION**

1. Weight limit is 55 pounds per contestant.
2. All contestants will be required to wear protective helmet and vest that will be furnished by the Greeley Stampede.
3. Contestants may only use a wool hold.
4. One or two hands are optional.
5. Contestant is judged on six (6) second ride, time begins when sheep breaks the plane of the chute.

6. No re-rides will be awarded if the animal falls.
7. No refunds will be issued for non-participation.
8. Animals will be chute drawn.

## **DISQUALIFICATION**

1. Contestant will be considered disqualified if bucked off prior to six (6) seconds.
2. Contestant must declare before leaving the chute, if they will use one or two hands, and must retain same "hand hold" throughout the ride.
3. Contestant will be considered disqualified for touching the animal, the ground, the fence, etc. with the free hand if riding with one hand.

## **MUTTON BUSTIN' – COMPETITION**

### **4 to 6 Years of Age**

**Must wear mouthpiece. Protective vests and headgear are optional; however, strongly recommended.**

Contestant must wear western attire, cowboy hat or helmet, long sleeve shirt and cowboy boots.

The ride will be 6 seconds, **SCORED AND GROUND TIMED**. Latch side Judge (OR Back Judge) will record ground time to be used in case of not enough qualified scores in order to fill placings. Time will stop and the contestant will be considered bucked off if any part of their hand or any part of their body touches the ground during the ride. **No re-rides for falling, stopping or fouling the rider will be given once the sheep has moved at least the length of its body.** Contestants may ride one handed with rope, or two hands with or without a rope. Contestants may not lay down and hold on to rope. Only Contestants using a rope, one or two handed will get points for the Year End Finals. **CONTESTANTS NOT USING A ROPE WILL NOT GET POINTS TOWARDS THE YEAR CHAMPIONSHIP AND WILL NOT BE ELIGIBLE TO ATTEND THE YEAR END FINALS OR NATIONAL FINALS.** At rodeos, contestants using one hand with a rope will be scored higher than contestants using two hands or no rope. **Judges will designate whether contestant used one or two hands, with or without a rope.**

**CALF RIDING – COMPETITION** Stock will be bull, heifer or steer calves.

### **7 to 8 Years of Age**

**Must wear mouthpiece. Protective vests and headgear are optional; however, strongly recommended.**

Contestant must wear western attire, cowboy hat or helmet, long sleeve shirt, and cowboy boots.

The ride will be 6 seconds, **SCORED AND GROUND TIMED**. Latch-Side Judge (OR Back Judge) will record ground time to be used in case of not enough qualified scores in order to fill placings. One hand.

See Riding Rules – Page 7

**STEER RIDING –** Stock will be young bulls, steers or heifers.

### **9-11 Years of Age**

**Must wear mouthpiece. Protective vests and headgear are optional; however, strongly recommended.**

Contestant must wear western attire, cowboy hat or helmet, long sleeve shirt, and cowboy boots.

The ride will be 6 seconds. One hand.

See Riding Rules – Page 7

### **YOUNG GUNS BULL RIDING –**

**12 to 13 Years of Age**

**Must wear mouthpiece. Protective vests and headgear are optional; however, strongly recommended.**

Contestant must wear western attire, cowboy hat or helmet, long sleeve shirt, and cowboy boots.

The ride will be 8 seconds. One hand.

See Riding Rules – Page 7

### **JUNIOR BULL RIDING –**

**14-15 Years of Age**

**Must wear mouthpiece. Protective vests and headgear are optional; however, strongly recommended.**

Contestant must wear western attire, cowboy hat or helmet, long sleeve shirt, and cowboy boots.

The ride will be 8 seconds. One hand.

See Riding Rules – Page 7

### **SENIOR BULL RIDING**

**16-19 Years of Age**

**Must wear mouthpiece. Protective vests and headgear are optional; however, strongly recommended.**

Contestant must wear western attire, cowboy hat or helmet, long sleeve shirt, and cowboy boots.

The ride will be 8 seconds. One hand.

See Riding Rules – Page 7

### **GOAT TAIL TYING**

**Junior 7 to 10 Years of Age**

1. Contestants will be on foot.
2. Time begins when contestant crosses the start/ finish line.
3. The goat will be staked 10 to 15 feet from the starting line.
4. The contestant will be provided with a ribbon that is to be tied around the goat's tail.
5. When the ribbon is tied around the goat's tail, contestant will signal for a time by throwing his or her hands in the air to stop timer's clock.
6. The contestant with the fastest time wins.
7. The contestant may not hold staked rope with hands

### **CLOVERLEAF BARREL RACE**

**Junior 7 to 10 Years of Age**

**Senior 11 to 17 Years of Age**

1. A clearly visible starting line will be provided.
2. The horse's nose will be timed as it crosses the starting line.

3. The barrels and starting line will be permanently marked for the entire go-round. Fifty-five gallon barrels will be used.
4. Raking and dragging the arena will be done at regular intervals to be determined by the rodeo officials.
5. Arena gate will be closed immediately after the contestant enters the arena, and kept closed until the pattern is completed and the rider has horse under control.
6. Contestant may change horses for this event.
7. Pattern: The standard size course is 90 feet between barrels 1 and 2, 105 feet between barrels 2 and 3. There will be 60 feet from starting line to barrels 1 and 2. A minimum of 20 feet from any fence or wall.
8. Contestant may start on either the right or the left barrel. When starting on right barrel, there will be one right turn and two left turns around the barrels.
9. Touching the barrel is permitted, by either the horse or the contestant. A five second penalty will be assessed for each barrel knocked over.
10. Judge is to flag the time, then flag contestant out if the run is not legal.
11. Not following the cloverleaf pattern will receive a No Time.
12. If the horse re-crosses the score line at any time before the pattern is completed, pattern will be considered broken and receive a No Time.

## **POLE BENDING**

### **Junior 7 to 10 Years of Age**

### **Senior 11 to 17 Years of Age**

1. Arena officials will place one marker, from this point poles will be placed every 21 feet and a 21 foot score line.
2. The horse's nose will be timed as it crosses the starting line
3. Raking or dragging the arena should be done at regular intervals to be determined by the rodeo officials. Hand raking may be done between contestants.
4. Arena gate will be closed immediately after the contestant enters the arena, and kept closed until the pattern is completed and the rider has horse under control.
5. Contestant may change horses in this event.
6. The Pole Bending pattern consists of six (6) poles; the first pole shall be twenty-one (21) feet from the starting line, with the remaining poles twenty-one (21) feet apart. Poles should be 21 feet away from any wall.
7. Poles are six (6) feet in height and with a base no larger than fourteen inches or less than twelve inches in diameter.
8. Poles will be in a straight line.
9. Either the horse or rider will be allowed to touch poles. A five (5) second penalty will be assessed for each pole that is knocked down.
10. A horse may start either to the right or to the left side of the poles and then run the remainder of the course accordingly.
11. Judge is to flag time, then flag contestant out if the run is not legal.
12. Not following the pattern will receive a No Time.
13. If the horse re-crosses the starting line at any time before the pattern is completed, pattern will be considered broken and the run will receive a No Time.
14. The pattern will not be considered broken, as long as the contestant retraces their EXACT path and does not circle a pole. For example, in the approach, your horse tries to turn at the 5<sup>th</sup> pole instead of the 6<sup>th</sup> pole, as long as you do not circle the 5<sup>th</sup> pole, you may stop and retrace your steps and then continue the pattern.

## **GOAT TIE DOWN**

### **Senior 11 to 17 Years of Age**

1. Starting line will be 100 feet from the stake. Goat will be tied to the stake with a 10-foot length of rope. No part of the stake will protrude from the ground.
2. Contestant must be mounted on a horse, run down to the tied goat and dismount. Contestant will be disqualified if the horse touches the goat or the tether rope before the contestant has both feet on the ground or relinquished control of the horse. If the goat should break away because of the fault of the horse while the contestant is mounted, they will receive a No Time. Contestant is considered mounted until both feet are on the ground.
3. Time will start when contestant crosses the starting line and stops when tie is released and both hands are in the air.
4. Contestant must step back 3 feet from the goat. Contestant will be flagged out for retouching the goat or tie after signaling for time.
5. Judge is to flag time, then flag contestant out if the run is not legal.
6. Goats will be uniform in size and weight.
7. Must use a thong, pigging string, or rope. Throw the goat by hand (if contestant's hand is on the goat when the goat falls, goat is considered thrown by hand.) If goat is down, must be stood on at least three feet. Goat must be elevated high enough that he could regain his feet and the goat must be re-thrown. Must then cross and tie 3 legs together, signal for time and stand clear of goat. Legs must remain crossed and secure for 6 seconds after contestant moves away from the tie. To qualify as a legal time, there should be one or more wraps and a half hitch, hoey or knot.

## **Flag Race**

### **Junior 7 to 10 Years of Age**

### **Senior 11 to 17 Years of Age**

1. Two containers (ie.55-gallon drums), will be placed 100 feet apart, if arena permits, and 100 feet from the start-finish line. A 5-gallon bucket filled with appropriate material should be placed on top of each drum.
2. The rider starts with one flag in hand deposits it in container A, proceeds to container B, removes the flag from container B and rides to the finish line.
3. Pattern is a horseshoe pattern on the outside of the barrels. Any deviation will be a No Time. The contestant must carry the flag in their hand.

### **DISQUALIFICATIONS:**

1. Knocking over the barrel or tipping a bucket.
2. Dropping the flag on the ground.
3. Failure to keep flag in first bucket.
4. Using the flag as a whip on the horse.
5. Crossing the start/finish line without the flag from the second bucket.
6. Breaking the pattern.

## **The Keyhole Race**

### **Junior 7 to 10 Years of Age**

### **Senior 11 to 17 Years of Age**

1. The starting line will be 50-100 feet from the entrance to the keyhole. The entrance will be 4 feet wide and 10 feet long, connected to a circle 20 feet in diameter, forming a keyhole. The contestants will cross the starting line, proceed through the entrance, turn right or left in the circle making a complete 180

degree turn. The contestant will then return through the entrance and cross the finish line. In addition to the disqualifications listed under general rules for game classes, a contestant may also be disqualified if the horse steps on or outside of the chalk line marking the entrance and circle of the course.

2. Ride into circle of keyhole (all four of equine's feet must be inside circle), turns either left or right, rides out of keyhole and across the finish line.
3. Stepping on or outside any of the marked lines of the keyhole or failure of the equine to have all four feet inside the circle before the turn to the finish line will be disqualified.
4. In addition to the timers and the official judge, watchers must be stationed on either side of the keyhole to observe the feet of the equine and to restore lines which may be broken or obliterated. Judges can use a whistle or flag to signal when the course is ready or a rider disqualified.

#### **DISQUALIFICATIONS:**

1. Violating general rules.
2. Stepping on or over keyhole pattern (including neck)
3. Not entering keyhole through neck.
4. Not exiting keyhole through neck.
5. Crossing start/finish line before pattern is complete.

#### **RIDING RULES FOR CALF RIDING, STEER RIDING, YOUNG GUNS BULL RIDING, JUNIOR BULL RIDING AND SENIOR BULL RIDING**

Riding is to be done with one hand (\*unless option applies) and loose rope, with or without handhold. No knots or hitches to prevent rope from falling off animal when rider leaves him. A bell must be on bottom of rope. Animals are to be ridden for given time limit in each age group. The time will start when shoulder breaks the chute.

1. If you are fouled at the gate you must declare yourself immediately.
2. If the animal falls, a re-ride is at the discretion of the Judges.
3. If a flank comes off, a re-ride may be given, provided the rider has made a qualified ride.
4. If a rider makes qualified ride with any part of the rope in his hand, he is to be marked. The Judges shall decide the matter of re-rides. Re-ride shall be decided before the next ride.
5. No more than 1 man may be on chute to pull contestants rope.
6. No person under 11 behind chutes during Young Gun, Junior or Senior Bull Riding.
7. Hooks and rings shall not be used on bull ropes.
8. Rider will be disqualified for any of the following reasons:
  - i. Being bucked off.
  - ii. Touching animal or self with free hand.
  - iii. Using sharp spurs
  - iv. Placing spurs or chaps under the rope being tightened.
  - v. Taking a finger tuck, or hand wrap above the wrist.
  - vi. Judges may disqualify a rider who has been advised he is next to go, if he is not above the animal with his glove on, when the previous animal leaves the arena.
  - vii. The Back Judge (or Latch-Side Judge) will be the official time.
  - viii. If a re-ride is given or an option is offered, the rider must give the Judge his decision immediately.