

RULES AND REGULATIONS FOR WGJR 2010

Each contestant must have a waiver signed by a parent or guardian before competing at each rodeo.

Each contestant must have their entry fees paid before they can compete in any events at the rodeo.

- ✓ All contestants must be dressed in western clothing: boots, pants, belt, long sleeves, western shirt, and cowboy hat, while on grounds, but you can put a western short sleeve shirt on after you compete. The hat must be on when you enter the arena and stay on head until rider is past designated area by judge's consent. Shirt must be tucked in when rider enters the arena and stay tucked in until rider is past designated area by judge's consent. If riders hat and/or shirt or other items listed above are not on rider while in the arena competing, there will be a 5 second penalty added to the rider's time and this call will be made by qualified judge.
- ✓ All decisions made by the rodeo judges will be final.
- ✓ Contestants will compete in the age group as of their age as of January first of that rodeo year. Contestants may move up an age group but not down an age group. If the judges and/or board members feel the contestant that moves up is not qualified to compete in the age group after their first show the contestant will be demoted to their appropriate age group. Contestants can not carry points from one age group to the other, points stay for rider and age group competed.
- ✓ No alcohol allowed on premises.
- ✓ Any spectator, guardian, or contestant may be asked to leave or be disqualified by any rodeo official for any of the following:
 - a. fighting or quarreling on the grounds
 - b. mistreatment of stock
 - c. refusing to compete on the stock drawn for them
 - d. not being ready to compete when called upon
 - e. cheating
 - f. abusive language or improper conduct by contestants, parents, guardians, or spectators
- ✓ Paybacks are 50% of entry fees and are as follows:
 - a. Entries between 1 – 4 pays back 1 place and is 100%
 - b. Entries between 5 – 7 pays back 2 places and is 60 -40% split
 - c. Entries between 8 – 10 pays back 3 places and is 50 -30 -20% splits
 - d. Entries between 11 – 15 pays back 4 places and is 40 -30-20-10% splits
 - e. Entries 16 & Over pays back 5 places and is 40 -30-15 10 -5% splits
- ✓ Contestants can only enter the rodeos during designated times, no early or late entries will be allowed. If you are not ready to enter the ring when you are called on you will receive a no time from that event.
- ✓ There will be no entry changing at the rodeo; contestants must compete in the events already entered in.
- ✓ Each age group will have a group leader. If you have a contestant in that

division and you have any problems or questions during or after rodeo, you will need to talk with this leader only to have your question(s) addressed. At that time the group leader will then come to the board members or staff on your behalf.

- ✓ NO ONE is allowed in the announcer's booth at anytime. You will only be asked to step down your questions or concerns needs to go through your group leader. We will take matters up in a timely matter.
- ✓ There will be a 30 minutes break so staff and board members can have a lunch just like everyone else. It will be a timed break and we will resume exactly in 30 minutes. At this time we will not use this for problems or concerns this is a time for us to relax and enjoy our lunch and to get to know our members.
- ✓ The Rodeo Series will be a point system:
 - a. 1st place 10 points
 - b. 2nd place 9 points
 - c. 3rd place 8 points
 - d. 4th place 7 points
 - e. 5th place 6 points
 - f. 6th place 5 points
 - g. 7th place 4 points
 - h. 8th place 3 points
 - i. 9th place 2 points
 - j. 10th place 1 point
- ✓ There will be year end awards. Year end champions' awards will be given at the final series rodeo. Year end event champions will be declared by the most points earned from the entire series. In the event of a tie, a tie breaker will be decided by judges' consent. Final rodeo will not have paybacks but points will be awarded and prizes will be given at the end of the rodeo.
- ✓ All-around champions and event champions will be awarded at the finals rodeo. To qualify a contestant must compete in at least 3 events and 5 rodeos for all around and at minimum of 5 rodeos excluding the finals for events and all around.
- ✓ Entry fees will be \$10.00 Except Senior Bull Riders. Every contestant has a \$7.00 arena fee per rodeo. Stock fee is \$10.00 per stock event. If you are a non-member and want to compete you have a \$20 charge for speed events and rough stock events, and a \$10 stock fee, plus a \$7.00 arena fee.
- ✓ SR Bull Riders there is a \$50.00 fee for members plus \$7.00 fee rough stock fee; non-members are \$75 plus \$10.00 rough stock fee. There is no arena fee for SR Bull Riders
- ✓ The Georgia High School rule book will be used when a rule is not covered by the West Georgia Junior Rodeo rule book.
- ✓ Contestants must call into the rodeo on the Monday prior to event during the designated times on the newsletter, website, or facebook. Call in number is posted on the website. There is a \$15.00 late fee for all late call ins or day of event registers, no exceptions.
- ✓ All stock events will have the draw done prior to rodeo in the announcer's booth.

- ✓ All stock events will have two judges and all running events will have 1 judge in the arena at all times while rodeo is in process.
- ✓ All officials must wear WGJR button up shirt and may not enter into arena without cowboy hat, l/s official shirt and shirt tucked in.
- ✓ All contestants and parents must read and sign the rule book and present signature page at time of registration.

Events

Pee-wee Goat Tying-

- ✓ 90 second time limit.
- ✓ The contestant will cross the scoring line, race to the goat, flank the goat, cross and tie three legs. 2 back legs and one front leg. Contestant may go down the rope to the goat, if the goat is down it must be day-lighted or brought to its feet then thrown. A pigging string or goat string may be used to tie with. Run time will be stopped when contestant signals judge by throwing both hands in the air. Tie must hold all three feet until passed on by the judge. Contestant can not touch the goat once they have signaled the judge. If the tie comes loose or the goat gets to its feet before the 3 second time it will be ruled a no time. Any unnecessary misuse of the goat will be deemed a no time.

Youth, Junior, and Senior Goat Tying

- ✓ The contestant will cross the scoring line, race to the goat, dismount their horse throw the goat by hand, cross and tie three legs 2 back and one front. Contestant may go down the rope to the goat, if the goat is down it must be day-lighted or brought to its feet then thrown. A pigging string or goat string may be used to tie with. Run will be stopped when contestant signals judge by throwing both hands in the air. Tie must hold all three feet until passed on by the judge. Contestant can not touch the goat once they have signaled the judge. If the tie comes loose or the goat gets to its feet before the 6 second time it will be ruled a no time. Any unnecessary misuse of the goat will be deemed a no time. Contestants horse may not come in contact with the goat or the tether rope before or during the dismount or it will be a no time. If you put your knee in the goat's chest you will get a no time. If you bring the goat above your waist you will get a no time. If the judge feels you have threw the goat down to hard and knocked wind out of it you will get a no time. That is the first offence. If you get called on this again at one of our next rodeos you will no longer be aloud to be a part of goat tying.
- ✓ There is a 60 second time limit.

Pee-wee Mutton Busting

- ✓ Contestants must ride for 3 seconds.
- ✓ The time will start when the animal crosses the plane of the chute gate. A re-ride may be awarded at the judge's discretion if the contestant is fouled at the chute or the animal falls.
- ✓ The contestant will be disqualified for any of the following: bucking off before the timer, not being ready when called upon

- ✓ Contestants can use a mutton busting rope on this event.

Youth & Junior Calf and Steer Riding

- ✓ Contestants must ride for 6 seconds.
- ✓ The contestant must follow the following rules to earn points. Ride with one hand in a loose rope. There must not be any knots or hitches in the rope to prevent the rope from failing off the animal when the contestant gets off. Contestant can not take any wrap around their hand. The time will start when the animal crosses the plan of the chute gate. A re-ride may be awarded at the judge's discretion if the contestant is fouled at the chute or the animal falls.
- ✓ The contestant will be disqualified for any of the following: bucking off before the timer, if the free hand touches the animal or the rider, not being ready when called upon, using sharp spurs.

Senior Bull Riding

- ✓ This will be the same as the youth and junior steer riding other than it is an 8 second time.

Chute Dogging

- ✓ 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/her steer until the steer's nose crosses the score line.
- ✓ The contestant's left hand must be on the steer's left horn when crossing the start line.
- ✓ The contestant **CAN NOT** change the direction of the steer or calf.
- ✓ There will be a one minute time limit.
- ✓ When the steer is thrown the head and all four legs must be in the same direction.
- ✓ There will be one assistant tailing the calf, which will be released as the contestant crosses the start line.

Pee-wee, Youth, Junior, and Senior Barrel Racing

- ✓ Contestants may start with either the right or left barrel first, but they must make either the first turn to the right and two turns to the left, or the first turn left and two to the right to complete the pattern.
- ✓ A 5 second penalty will be added for each barrel tipped over. And if you loose your hat before you enter the ring. We will have someone watching as you enter the gate.
- ✓ A no time will be given for a broken pattern. A broken pattern will be considered when contestant goes more than half way around the barrel the wrong way before correcting themselves, or they go back threw the timer before the run is complete.
- ✓ Refer to high school rule book.
- ✓ Contestants may only ride the same horse provided they are not competing in the same age division.
- ✓ The fastest time for each group will be declared the winner.

Pee-wee, Youth, Junior and Senior Pole Bending-

- ✓ A standard 6 pole pattern will be used. Distance from starting line to first pole is

- 21 feet.
- ✓ The rider may go down the poles on either the left or the right side and then shall pass successive poles on alternate sides, turning at the sixth pole and return in the same manner. When last pole is rounded, the rider shall complete run by coming back to the starting point on the opposite side from which he/she started.
 - ✓ A no time will be given for breaking the pattern, a broken pattern will be described as the contestant breaking forward motion to retrace their tracks to finish the pattern or passing the plane of a pole on the off side or crossing the starting line when he/she rounds the No. 6 pole.
 - ✓ There will be a 5 second penalty for each pole knocked down. There will be a 5 second penalty if hat comes off before you enter the arena. We will have someone at the gate watching.
 - ✓ Contestants may only ride the same horse provided they are not competing in the same age division.
 - ✓ The fastest time for each group will be declared the winner.

Youth, Junior & Senior Break-away Roping

- ✓ Contestant will be on horse back and start from the right side of the calf and will not be able to rope the calf before the horse leaves the box. The barrier will signal the starting time. If the barrier is broke (determined by judge) there is a 10 second penalty. Once you enter the box you can not cross back over the barrier this will be considered a no time.
- ✓ Break Away roping shall require regulation loops, with rope tied to saddle horn with proper twine. To insure uniformity, rodeo committee shall provide twine and approve method of tying rope to saddle horn. Flag must be tied 6 in. behind the saddle horn. A bright colored or white bandana is mandatory use as a flag. Roping calf without releasing rope from hand is not permitted.
- ✓ Contestants must rope calf: 1. Loop must be clean catch, passing completely over calf's head, then catch-as catch can 2. Catch must carry slack out of rope. 3. Contestants will not tie calf. Time will be flagged when rope breaks at saddle.
- ✓ The fastest time for each group will be declared the winner.
- ✓ Each contestant may carry 1 rope but may rebuild and throw again or they may carry 2 ropes and throw their second loop from the second rope within a 120 second time limit.
- ✓ Any contestant running over or dragging or otherwise mistreating the animal will be disqualified.

Calf Roping

- ✓ A barrier may be used, if available.
- ✓ There will be one minute time limit on roping the calf.
- ✓ Contestants will carry one rope but will be allowed two loops.
- ✓ The calf does not have to be stood on three legs if it is down when the roper reaches it.
- ✓ The catch-as-catch can rule will apply.
- ✓ The calf must remain tied for five seconds after the contestant remounts his horse and rides up with slack in the rope.

PeeWee and Youth Dummy Roping

- ✓ The starting line will be at the back of the dummy for the first round and then the starting line will move back one foot each round.
- ✓ The contestant will compete until he/she misses.
- ✓ The contestants that miss will have to stay around until all contestants are done roping, in order to break any ties between the ropers. The contestants that have a tie will start at the marked line in which they are tied at.
- ✓ Points will be given on how the contestant places in roping the dummy.
- ✓ Contestants can not compete in dummy roping if they have competed in other roping events. This event is for those beginning to learn how to rope and do not know how to rope off a horse. Contestants can compete in one or the other roping events but not both, and may not switch within the year.

Youth, Junior & Senior Team Roping

- ✓ There will be a one minute time limit to rope the steer head.
- ✓ Three loops will be allowed per team.
- ✓ Each contestant may carry only one rope, but may rebuild providing there are more loops available.
- ✓ A barrier may be used, if available.
- ✓ A contestant may enter this event up to three times; with his/her two best runs of the day counting as points runs. Partners must be chosen before call in.
- ✓ In Team Roping, a horse must clear the box before a loop is thrown.
- ✓ Team is to be taken between two flags.
- ✓ Roper must dally to stop steer.(except Youth division a tied on dally will be permitted)
- ✓ No tied-on ropes allowed. (except Youth division)
- ✓ The rod “dally” means one complete turn around the horn of the saddle horn.
- ✓ Ropers must be mounted when time is taken.
- ✓ Steer must be standing up when roped by head or heels.
- ✓ No foul catches can be removed by hand.
- ✓ 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.
- ✓ 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.
- ✓ 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.
- ✓ Roping steer without releasing loop from hand will disqualify the catch.
- ✓ Youth division can rope with an adult or senior roper. Points will only be awarded to the Youth rider

Team Roping Scoring and penalties

- ✓ Timed event judge will not flag contestants out until time is recorded
- ✓ Judges are to flag time, then flag contestants out if run is not legal
- ✓ Roping steer without releasing loop from hand will disqualify catch
- ✓ Contestant will be disqualified for any abusive treatment of the steer or their horses
- ✓ There will be only three legal head catches:
 - Both horns
 - Half a head
 - Around the neck
- ✓ If hondo passes over one horn, the loop over the other, the catch is illegal
- ✓ If loop crosses itself in the head catch, it is illegal. This does not include heel catches
- ✓ Any heel catch behind both shoulders is legal if the rope goes up the heel
- ✓ If you only catch one hind foot, there will be a five-second penalty
- ✓ Points will be awarded in the age group the contestant is in.
- ✓ It is possible that the same contestant could take 1st in heading and 1st in heeling.
- ✓ The steer's entire body must be turned and moving forward in tow before the heel loop can be thrown. However, if the steer stops it must only be in tow for the heel loop to be legal. Any heel loop thrown in the switch is considered a crossfire and is illegal and will receive a no time.
- ✓ 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.
- ✓ In the event a team roper is disqualified or injured, that team will be eliminated from that event. If header accidentally jerks steer off his feet or steer tips or falls, header must not drag steer over eight feet before steer regains his feet or the team will receive no score.
- ✓ Broken rope or dropped rope will be considered no time.

Roping Reruns

- ✓ In timed events, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying.
- ✓ If rope is on animal, contestants will get animal lap and tap with rope on it in chute.
- ✓ No rerun will be given due to faulty or broken equipment furnished by contestant.
- ✓ If artificial horns are jerked off. Contestants will receive a rerun, with no penalties other than barrier penalties.

Roping Officials

- ✓ There shall be two or more timers, a field flag judge and a barrier judge.
- ✓ A field flag judge must ask contestants if they want a second loop. Once contestants have been flagged out, they will receive no stock back.
- ✓ Any questions as to catches in this event will be decided by the judges.

WGJR OFFICIALS FOR 2010

President: Tommy Jones

Vice President: Michelle Garner

Treasurer: Lori Jones

Secretary: Kim Cowart

Judges/Officials: Jerimah, Eric Cowart, & Terry Garner

Director: Ashley Grizzle

Age Group Panel:

 PeeWee – Scott Graham

 Youth – Ashley Grizzle

 Junior – Chris Smith

 Senior – Tammy Brown

I am signing this to admit that I as a parent of the following contestants:

_____ have read and
the contestants have read this rule book and understand what is required of us for the
West Georgia Junior Rodeo season. If we have any questions we understand that we
must contact the appropriate group leader all any and all concerns.

Signature (Parent/Guardian)

Date

Signature (Contestant)

Date