

RULES AND REGULATIONS

1. It is your responsibility as a contestant to be in attendance and to know the rules.
2. Basin Jr. Rodeo will be governed by Oregon High School Rodeo Rules and Regulations unless otherwise stated.
3. Contestants may compete in **Upper Age Group** in any event – no points – only money award.
4. Any unnecessary roughness or abuse to stock will cause the contestant to be disqualified.
5. Each contestant will be called three times. If not present on the third call, disqualification will result in that event.
6. Any abusive language from contestant or the contestant's family or friends will cause disqualification, not only from the event but from the entire rodeo.
7. Contestants must wear a western hat, long sleeve shirt and boots.
8. **DUMMY ROPING:** 7 years and under. 3 legal catches, everyone will rope from designated spot, everyone who catches will advance, if you miss you are out. **Will not count towards All Around.** Enter at rodeo. No added money. Buckle to winner.
9. **BREAKAWAY ROPING:** Two Loops allowed, must carry second loop. 30-SECOND TIME LIMIT. 10-Second Penalty for broken barrier.
10. **7 & UNDER SLED ROPING:** The breakaway sled event for juniors is designed to be a safe, controlled preliminary step to roping live cattle. Contestants will be allowed two loops in this event. They may either tie a second loop onto the saddle, or contestants may coil up to build a new loop. The end of the rope will be tied to the saddle horn with a piece of plastic ribbon. The ribbon will be provided by KBJR and will be available in the small arena before the event. The time for the event will start when the contestant's horse breaks the plane of the designated area, and the time will be stopped when the contestant catches and the rope breaks from the saddle horn. The sled will be started at least 10 feet from the designated area and put in motion when the contestant nods their head. The breakaway dummy will be pulled by a four-wheeler. The contestant's horse must start from the back of the designated area. If a contestant misses on his or her first try, the breakaway sled will stop while the contestant produces a new loop. There is a 90-second time limit. The contestant must throw their loop from a position behind the breakaway sled. Riding up beside the sled and "hooking" the dummy or "laying" a loop on the sled is unacceptable, it must be a clean neck catch to be a qualified time, and catching the entire body will result in a no time.
11. **BOYS GOAT TYING – MUST USE PIGGIN STRING.** Front leg must be strung. One complete wrap around at least three legs, and a half hitch or hooey. Tie must hold for 6 seconds. 30-second time limit.
12. **GIRLS GOAT TYING:** One complete wrap around at least three legs, and a half hitch or hooey. Tie must hold for 6 seconds. 30-second time limit.
13. **7 & UNDER GOAT TYING:** One complete wrap around at least three legs, and a half hitch or hooey. Tie must hold for 3 seconds. 60-second time limit. Can use a piggin string or a thong. Parent may be in the arena to catch horse before contestant dismounts.
14. **BARREL RACING: MAY CIRCLE BEFORE BEGINNING RUN. NO LEAD LINE.** 7 & Under Barrel Racing can correct the pattern if they do so before crossing back through the eye.
15. **POLE BENDING: MAY CIRCLE BEFORE BEGINNING RUN. NO LEAD LINE.** 7 & Under Pole Bending can correct the pattern if they do so before crossing back through the eye.
16. **STEER STOPPING: BOY/GIRL COMBINED JACKPOT** – One loop allowed. Three legal catches: both horns, ½ head, or around the neck. Must dally (one complete turn of the horn). Stop horse and turn steer to face horse. 30-second time limit, 10-second penalty for broken barrier.
17. **SADDLE BRONC AND BAREBACK RIDING:** No sharp spurs, must ride 8 seconds to be a qualified ride.
18. **TIE-DOWN ROPING:** Neck Rope must be used. Calves may be pushed. Two Loops Permitted, **must carry second rope.** One complete wrap around at least three legs, and a half hitch or hooey. Tie must hold for 6 seconds. Time limit is 30 seconds with a 10-second penalty for broken barrier.
19. **TEAM ROPING: BOY/GIRL COMBINED JACKPOT** – Seniors must rope with two different partners with entry



fee for each partner: **must change partners: cannot switch ends with same partner. 30-second time limit. TWO LOOPS. Both teams qualify for the jackpot but the points go to your fastest time.** If you do not enter with a partner we will draw a Sr. Team Roping partner for you. Entry fee for drawn partner has to be paid by drawn partner to receive winnings – **NO POINTS. MONEY ONLY WILL BE AWARDED TO THE DRAWN CONTESTANT FOR THIS RUN IF THE DRAWN CONTESTANT HAS PAID FEES BEFORE COMPETING.** If junior team ropers are entering in the senior team roping, must enter with a partner. No drawing. **Juniors: Boy/Girl Combined Jackpot** – Option of roping with two different Adult partners or switch ends with entry fee for each team. **Both teams qualify for the jackpot but the points go to your fastest time. 60-SECOND TIME LIMIT FOR JUNIORS. TWO LOOPS.**

20. **STEER WRESTLING:** 30-second time limit.
21. **DOUBLE MUGGING TIE-DOWN ROPING:** Time to be taken between barrier and field flagger. Catch as catch can. Roping the calf without releasing the rope from hand is not permitted. Rope must be “tied hard and fast” to saddle horn. The contestant must rope the calf, dismount the horse, and go down rope at which time mugger will flank calf and roper must cross and tie three legs. If calf is down when mugger reaches it, the calf must be let to its feet and thrown by hand. If the mugger’s hand is on calf when the calf falls then the calf is considered thrown by hand. Rope must hold calf until mugger gets hands on calf. After roping the calf, roper must dismount and wait for mugger to throw calf by hand. Mugger holds foreleg and gives foreleg to roper. At this time, mugger can assist in holding calf down in a way that the calf is unable to gain its feet. After roper has completed tie and throws hands in air signaling time, mugger must step away from calf. Mugger may remove rope from calf (before roper has finished the tie) if necessary for safety reasons. This will not disqualify the run, however after the roper has signaled for time the rope may not be removed until the judge has expired 6 second tie rule. A neck rope must be used and contestant must adjust rope and reins in such a manner that will prevent the horse from dragging the calf. Tie must hold until passed by the judge and roper and mugger must not touch calf after giving the finished signal. If tie comes loose before the tie has been ruled a fair one, the roper will be given a no time. Calf must be crossed and tied with at least one wrap and hooley. The field judge will pass on the tie of the calf by use of a stop watch, timing six (6) seconds from the time the roper has remounted (may have assistance from mugger) and given slack to rope. Rope will not be removed from the calf and rope will remain with slack until field judge has passed on tie. Field judge is to stop watch when calf kicks free, using the time on the watch to determine if time limit of six (6) seconds was reached to qualify time. Mugger must be an adult, over 18 years of age. 90-second time limit.
22. **PAYOUT:** 100% less 1/3
- 1 to 10 contestants pays 2 places: 60% - 40%
 - 11 to 20 contestants pays 3 places: 50% - 30% - 20%
 - 21 to 30 contestants pays 4 places: 40% - 30% - 20% - 10%
 - 31 to 40 contestants pays 5 places: 30% - 25% - 20% - 15% - 10%
 - 41 or more contestants pays 6 places: 29% - 24% - 19% - 14% - 9% - 5%
23. **POINTS:** Must place in top 10 in event for points to be awarded. When Jackpot is combined Boy/Girl – boy or girl must place top 10 to receive points towards All - Around award. Fastest time receives Event Award in the 7 and Under events only. Ties will be determined by most money won.
24. **ADDED MONEY AND PRIZES:** Senior Events: \$250 added per event with 10 or more entries, \$150 added if 9 or less entries, \$500 added in team roping.
All Around Awards for high point Boy & Girl, Saddle Certificate (\$1,200) or \$1,000 cash option.
Junior Event: \$250 added per event with 10 or more entries, \$150 added if 9 or less entries.
All Around Awards for high point Boy & Girl, Saddle Certificate (\$1,200) or \$1,000 cash option. Junior and Senior divisions.
7 & Under Events: \$100 added per event, event buckles awarded. No added money in Dummy Roping.
All Around Awards for high point Boy & Girl in 7 & Under.

ALL DECISIONS BY THE JUDGES AND/OR ARENA DIRECTOR WILL BE FINAL.

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