

**2011 LAWRENCE COUNTY YOUTH RODEO
SIGNED RELEASE FORM AND AL 4-H HELMET POLICY
MUST ACCOMPANY THIS ENTRY FORM**

*****PLEASE NOTE – ALABAMA 4-H HELMET POLICY*****

PLACE: Iron Rail Arena **DATE:** Sat., October 1, 2011 **TIME:** 9:00 AM
NAME: _____ **AGE AS OF 1/1/11:** _____ **GENDER:** M F
ADDRESS: _____ **PHONE #:** _____

5 & Under, 6-12 year event participants must register on Sat. by 8:00 a.m. at the Iron Rail Arena to receive a number and further instructions. 13-19 year old participants must be registered by 1:00 p.m. No awards will be given to participants who are assisted. No stallions allowed.

5YRS AND UNDER	ENTRY FEE
<input type="checkbox"/> STICK HORSE RACE 0-3 Div.	\$4.00
<input type="checkbox"/> STICK HORSE RACE 4-5 Div.	\$4.00
<input type="checkbox"/> DUMMY ROPING	\$4.00
<input type="checkbox"/> GOAT SCRAMBLE	\$4.00
<input type="checkbox"/> HAY DIG	\$4.00
<input type="checkbox"/> BIG TRUCK/TRACTOR RACE 0-3	\$4.00
<input type="checkbox"/> BIG TRUCK/TRACTOR RACE 4-5	\$4.00
<input type="checkbox"/> RODEO QUEEN 2-3	\$15.00
<input type="checkbox"/> RODEO QUEEN 4-5	\$15.00

6 – 8 YEAR OLD EVENTS	ENTRY FEE
<input type="checkbox"/> STICK HORSE BARREL RACE	\$4.00
<input type="checkbox"/> STICK HORSE POLE BENDING	\$4.00
<input type="checkbox"/> GOAT TYING ON FOOT	\$4.00
<input type="checkbox"/> GOAT SCRAMBLE	\$4.00
<input type="checkbox"/> DUMMY ROPING	\$4.00
<input type="checkbox"/> RODEO QUEEN	\$15.00

9 – 12 YEAR OLD EVENTS	ENTRY FEE
<input type="checkbox"/> DUMMY ROPING	\$4.00
<input type="checkbox"/> GOAT TYING/HORSE	\$4.00
<input type="checkbox"/> GIRLS BREAKAWAY ROPING	\$4.00
<input type="checkbox"/> BOYS BREAKAWAY ROPING	\$4.00
<input type="checkbox"/> BARREL RACE	\$4.00
<input type="checkbox"/> POLE BENDING	\$4.00
<input type="checkbox"/> CALF/STEER RIDING	\$4.00
<input type="checkbox"/> TEAM ROPING	\$4.00
<input type="checkbox"/> RODEO QUEEN	\$15.00

13 - 15 YEAR OLD EVENTS	ENTRY FEE
<input type="checkbox"/> CALF/STEER RIDING	\$4.00
<input type="checkbox"/> GOAT TYING/HORSE	\$4.00
<input type="checkbox"/> GIRL'S BREAKAWAY ROPING	\$4.00
<input type="checkbox"/> BOY'S CALF ROPING	\$4.00
<input type="checkbox"/> TEAM ROPING	\$4.00
<input type="checkbox"/> BARREL RACE	\$4.00
<input type="checkbox"/> POLE BENDING	\$4.00
<input type="checkbox"/> RODEO QUEEN	\$15.00

16 - 19 YEAR OLD EVENTS	ENTRY FEE
<input type="checkbox"/> CALF/STEER RIDING	\$4.00
<input type="checkbox"/> GOAT TYING/HORSE	\$4.00
<input type="checkbox"/> GIRL'S BREAKAWAY ROPING	\$4.00
<input type="checkbox"/> BOY'S CALF ROPING	\$4.00
<input type="checkbox"/> TEAM ROPING	\$4.00
<input type="checkbox"/> BARREL RACE	\$4.00
<input type="checkbox"/> POLE BENDING	\$4.00
<input type="checkbox"/> RODEO QUEEN	\$15.00

**TEAM ROPING ENTRY, LIST NAME OF
HEADER OR HEELER**

HEADER _____
HEELER _____

TOTAL: _____

NOTE: Participant can compete in either dummy roping or team roping – NOT BOTH. (9-12 age category ONLY)

RODEO QUEEN INTERVIEWS/HORSEMANSHIP WILL BE ON SATURDAY, SEPT. 17TH AT 10:00 A.M. AT IRON RAIL ARENA. WINNERS WILL BE ANNOUNCED AT THE START OF THE YOUTH RODEO ON OCTOBER 1ST.

FOR MORE INFORMATION CALL LAWRENCE COUNTY EXTENSION OFFICE @ 974-2464

INSTRUCTIONS:

Entries may be made the day of the rodeo if vacancy exists in event. To insure a place in the event, completed entry forms can be turned in by September 23rd. Pay for events at sign-in on October 1st.

Please provide name, age, address and phone number at the top of this form.

To enter an event, check the box to the left of the event in the appropriate age group.

Record the total of your entry fees on the Sub Total line at the bottom of this form. Payment will be made at the sign in table.

If entering by mail, please return this completed form AND signed release form to:

Lawrence County Extension Office
 4-H Horse Club
 13075 AL Hwy 157, Suit 6
 Moulton, AL 35650

2011 Lawrence County Youth Rodeo Rules

1. **Age Groups are as follows:**
 - A. 5 years and under
 - B. 6 to 8 years old
 - C. 9 to 12 years old
 - D. 13 to 15 years old
 - E. 16 to 19 years old
2. **Judges Rules:**
 - A. Judges will position themselves appropriately, so as to not interfere with the event.
 - B. Calf/Steer riding events will be judged from 1 to 25 points on the performance of the animal and 1 to 25 points on the rider. If there is no 6 sec. time rider, winners will be based on best time.
 - C. A re-ride can be given if the rider is hit or fouled by the chute or gate, rope or flank strap comes off before the buzzer, if the rider asks.
 - D. A contestant always has the option to take the score or the re-ride.
 - E. No scores will be changed after the event. This is for fun and growth of our local youth so let's keep it that way.
 - F. Re-rides need to be noted at the bottom of the score sheet.
 - G. 2 Judges will be present for all timed events.
3. **Stick Horse Race:**
 - A. Contestants must have their own stick horse; race the horse around the course and 1st, 2nd and 3rd place will be determined at the finish line.
4. **Stick Horse Barrel Race:**
 - A. Barrels are to be set in the cloverleaf pattern.
 - B. A contestant will not be penalized for touching a barrel.
 - C. If all barrels are standing when the contestant crosses the score line after completing a qualified run, the run is considered a "clean" run, even if a barrel falls after the contestant is flagged complete.
 - D. 2 judges will be present during this event one to be the flagman for completion and the other to watch the contestant and verify the pattern is run correct.
 - E. If the cloverleaf pattern is not run correct the contestant will be disqualified.
 - F. Barrels used must be 55-gallon metal or rubber size.
 - G. If a contestant knocks a barrel over, there will be a 5 second penalty assessed for each barrel knocked down.
 - H. If a rerun is given for any reason the contestant will be moved to the end of the contestants list.
 - I. Reruns will be at the judge's discretion. (Timer Failure, Barrel out of place etc.)
 - J. When flagging the race, the judge is to start the timer by flagging the horse's nose and to stop the timer by flagging the horse's nose as he crosses the finish line.
5. **Stick Horse Pole bending:**
 - A. Contestant can leave the score line with a standing or running start.
 - B. Contestant may start to the right or the left of the first pole then run the remainder of the pattern accordingly.
 - C. 2 judges will be present during this event one to be the flagman for completion and the other to watch the contestant and verify the pattern is run correct.
 - D. Pole bending pattern will consist of 3 poles.
 - E. Contestants will be disqualified for breaking the pattern.
 - F. A 5 second penalty will be added for each pole knocked down.
6. **Truck/Tractor Race:**
 - A. Must provide own truck/tractor (push toys only). Contestant will begin at blow of whistle and race to finish line. 1st, 2nd & 3rd place will be determined at finish line.
7. **Hay dig:**
 - A. Contestants will have 60 seconds after whistle blows to find prize in hay stack. No limit to number of prizes. One point will be given to each participant. Participant not guaranteed to find/win a prize.
8. **Dummy Roping:**
 - A. The contestant will have 5 throws at the dummy from the age appropriate line. Rope must be released for throw to count.
 - B. The contestant with the most catches will be the winner of this event.
 - C. In the event of a tie there will be a rope off with the contestants that tied. They each will get another 5 tries from the age appropriate line.
 - D. Only 3 legal head catches are allowed: Around the horns, around the neck, and a half-head catch are allowed. One horn only does not count. All other catches are illegal.
9. **Rodeo Queen:**
 - A. Rules for each age group available upon request.
10. **Barrel Racing:**
 - A. Barrels are to be set in the cloverleaf pattern.
 - B. The first 2 barrels will be set at least 15 feet from the fence and the 3rd barrel at least 30 feet from the fence.
 - C. The first 2 barrels will be at least 70 feet apart and 21 feet from the starting block; the 3rd barrel will be placed at least 90 feet and centered on the first two barrels.
 - D. A contestant will not be penalized for touching a barrel.
 - E. If all barrels are standing when the contestant crosses the score line after completing a qualified run, the run is considered a "clean" run, even if a barrel falls after the contestant is flagged complete.
 - F. 2 judges will be present during this event one to be the flagman for completion and the other to watch the contestant and verify the pattern is run correct.
 - G. If the cloverleaf pattern is not run correct the contestant will be disqualified.
 - H. Barrels used must be 55-gallon metal or rubber size.
 - I. If a contestant knocks a barrel over, there will be a 5 second penalty assessed for each barrel knocked down.
 - J. If a rerun is given for any reason the contestant will be moved to the end of the contestants list.
 - K. Reruns will be at the judge's discretion. (Timer Failure, Barrel out of place etc.)
 - L. When flagging the race, the judge is to start the timer by flagging the horse's nose and to stop the timer by flagging the horse's nose as he crosses the finish line.

11. Pole bending:

- A. Contestant can leave the score line with a standing or running start.
- B. Contestant may start to the right or the left of the first pole then run the remainder of the pattern accordingly.
- C. 2 judges will be present during this event one to be the flagman for completion and the other to watch the contestant and verify the pattern is run correct.
- D. The standard pole bending pattern shall be 6 poles spaced 21 feet apart and the first pole shall be 21 feet from the starting line.
- E. Contestants will be disqualified for breaking the pattern.
- F. A 5 second penalty will be added for each pole knocked down.

12. Goat tying:

- A. There is no set distance from the starting line to the goat, but a minimum of 50 yards is desirable. Arena conditions will govern the distance.
- B. Goat will be tied to a stake with rope at least 10 feet in length. Stake will be pounded into the ground until flush as possible.
- C. Contestant must be mounted on a horse and ride from the starting line to the goat, dismount horse, throw goat by hand, cross, wrap and tie any 3 legs together with pigging string or goat string.
- D. After the legs have been tied the contestant will stand with hands raised and this will start the judges 5-second timer on the tie of the legs. (Goat must not get untied in that 5 second time)
- E. Rider must stop their horse outside the circle around goat. If contestant enters the circle with his or her horse a 10 second penalty will be added to score.
- F. Once the contestant has signaled the tie complete he/she may not touch the rope or goat again. This will constitute a disqualification.
- G. The goat will be held at the end of the rope until the contestant crosses the starting line.

13. Calf/Steer Riding:

- A. Riders will ride with one hand only.
- B. Ropes cannot be used that have knots, wires, or any other aids for the purpose of placing spurs therein.
- C. 13 and up riders cannot touch the animal with their free hand.
- D. If there is no 6 sec. ride, winners will be based on best time.
- E. **Vests and helmets must be worn.**

14. Girl's/Boy's Breakaway Roping:

- A. The rope must be attached to the saddle horn in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope.
- B. This is a one shot event.
- C. A small cloth must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
- D. Rope must be released from the contestant's hand to be a legal catch.
- E. This is a timed event with 60 sec. time limit.
- F. This will be a closed arena event.

15. Boy's Calf Roping:

- A. Contestant's must catch calf, dismount, go down the rope and throw the calf by hand, cross and tie 3 legs. If the calf is down when the roper reaches it, the calf must be stood on at least 3 legs (calf may be held by roper, but at least 3 legs must be dangling under the calf), and calf must be re-thrown. If the roper's hand is on the calf when it falls, the calf is considered thrown by the roper.
- B. Roper must not touch calf after giving the finished signal (hands up), until after judge has completed his inspection or until 6 seconds has passed.
- C. Catch as catch can: any catch is legal. Untie man must not touch calf until the judge passes the tie. Calf must stay tied securely for at least 6 seconds. Judge will not start this 6-second period until roper is remounted and calf is given slack. Contestant must adjust neck rope and rein in a manner that will prevent any horse from dragging the calf. If a horse turns his tail to the calf and drags the calf after the roper is dismounted, field judge may stop the horse.
- D. This is a timed event. This is a one shot event, closed arena.
- E. Calf roper will be disqualified for deliberate dragging or jerking down of calf after roping; judges discretion.
- F. If the tie comes loose or a calf gets to his feet before the tie has been examined a fair one, the roper will receive a no time.
- G. Calf roping time limit is 90 seconds. However, if the roper is in the process of tying the calf, time will not be stopped until the roper has completed his tie.

16. Team Roping:

- A. Both contestants pay an entry fee. Ropers can go only twice and must change positions or partners for the second entry. Must specify heading or heeling.
- B. Roper is permitted one rope.
- C. If the animal gets out of the arena, you will receive a re-run.
- D. Contestants must hold dallies until flagger passes a catch.
- E. Time is to be taken when both ends, in a direct line, rope steer and horse is on all fours, horses facing steer with ropes tight and dallied.
- F. If a team roper is not at the gate when his steer comes up to run, he will forfeit his turn.
- G. Only 3 legal head catches are allowed: around the horns, around the neck, and a half-head catch are allowed. All other catches are illegal.
- H. Single heel catch is 5 sec. penalty.
- I. Disqualifications are as follows: animal must be on feet when roped at either end, failure to head steer before heeling, unnecessary rough treatment of steer, front foot and heel catch, and if contestant intentionally dismounts during the contest run.
- J. One team in the arena at a time. One-minute time limit.
- K. Age 9-12 Category Only: In the event not enough headers or heelers to compete, then participant will designate their two runs so they can accommodate other headers or heelers so all participants can get their two runs. "Designated runs must be declared at time of sign-up."
- L. Age 9-12 Category Only: Participants must declare dummy roping or team roping. Cannot do both.

Note: All around cowboy and all around cowgirl will be awarded a buckle in each age division based on point system as follows:

1 ST PLACE	10 POINTS	4 TH PLACE	7 POINTS
2 ND PLACE	9 POINTS	5 TH PLACE	6 POINTS
3 RD PLACE	8 POINTS	6 TH PLACE AND UP WILL RECEIVE 1 POINT FOR PARTICIPATION.	

You may enter 2 or more horses in events, but you must choose up front which horse will count for points.

Note: Questions related to a contest should be asked before the contest begins.