

Rockin' N Ranch



Youth Rodeo

# 2024 Event

## Descriptions

Updated July 15th, 2024



**\*Age as of 1/1/2024**

**Green Horns - 7 & Under**

**PeeWee - 8-10**

**Juniors - 11-14**

**Barrel Racing:** Cloverleaf barrel racing pattern, hit barrel will result in +5 seconds. Off course of clover leaf pattern or loss of forward motion will result in a No Time.

**Pole Bending:** AQHA Pole Bending pattern 21' feet apart. Knocked pole will result in a +5. Off course or loss of forward motion will result in a No Time.

**Goat Flanking/ Tying:**

**Green Horns** will do goat dummy flanking. Ride down, dismount, flank the goat and sit on the goat dummy, throw hands in the air to stop the time.

**PeeWee's** will do goat dummy tying. Dummy must stay tied. **Juniors** will tie live goats. Goat must stay tied for 6 seconds.

Contestant will ride down, get off their horse and either (flank or tie live goat/dummy). Time will stop once both hands are in the air. Any assistance will result in contestant moving below those who were unassisted.

**Calf Dummy Roping:** Rope a calf dummy 4 times on the ground. Contestant can stand anywhere. Ties will be split for points and payouts. Clean neck catch. *\*This event is done outside the arena and needs to be completed by 4PM Saturday the 24th.*

**Steer Dummy Roping:** Rope a steer dummy on the ground 4 times. Slick Horns= 3 points, Clean Neck= 2 Points, Half Head Catch= 1 Point. Ties will be split for points and payouts. *\*This event is done outside the arena and needs to be completed by 4PM Saturday the 24th.*

**Bull Riding:** Will be done with a mighty buck barrel according to age division. Experienced rough stock riders will be there to assist. Rope will be provided, but please bring a glove (leather) that fits your child's hand/s and/or a helmet. Spurs will not be allowed. ***\*\*This event is done outside the arena and needs to be completed by 1PM Sunday.***

**Bareback Riding:** Will be done with a mighty buck barrel according to age division. Experienced rough stock riders will be there to assist. Two handed/one handed rigging will be provided, but please bring a glove (leather) that fits your child's hand/s and/or a helmet. ***\*\*This event is done outside the arena and needs to be completed by 1PM Sunday.***

**Breakaway Roping:** roping will be done with a calf tracker being pulled by a 4-wheeler, assistance as needed (contestant can have someone lead their horse out to the calf tracker while they rope, etc). Roper who is unassisted will automatically place above contestant who has assistance. 2 full rounds, points will place out in average on 2. Speed of sled will be adjusted for age division. Time will stop when rope breaks free from horn. Barrel will be used as a barrier to implement scoring techniques. **\*Must use regular rope tied with string provided at arena, NO BREAKAWAY HONDOS. Time stops when rope breaks from horn.**

**Team Roping Heading:** roping will be done with a Smarty Steer being pulled by a 4-wheeler, assistance as needed (contestant can have someone lead their horse out to the Smarty Steer while they rope, etc). Roper who is unassisted will automatically place above contestant who has assistance. 2 full rounds, points will place out in average on 2. Speed of sled will be adjusted for age division. Time will stop when contestant dallys or attempts to dally (pending age group). Barrel will be used as a barrier to implement scoring techniques.

**Team Roping Heeling:** roping will be done with a Smarty Steer being pulled by a 4-wheeler, assistance as needed (contestant can have someone lead their horse out to the Smarty Steer while they rope, etc). Roper who is unassisted will automatically place above contestant who has assistance. 2 full rounds, points will place out in average on 2. Speed of sled will be adjusted for age division. Time will stop when contestant dallys or attempts to dally (pending age group). +5 seconds for leg catch. Left corner will be made, contestants may not rope until corner is made. Barrel will be used as a barrier to implement scoring techniques.

**Horse sharing is allowed and contestants may use multiple horses for different events. Barrels and Poles maybe help up. For any reason should a timer malfunction contestants will be give the option to re-run.**