

Buffalo Youth Rodeo Series 2021 Ground Rules

0-4 Boys and Girls

1. **Barrels:** Contestant uses stick horse for pattern. Barrels will be placed 12 feet apart. Penalties: 5 second penalty for parent helping with pattern. 5 second penalty for each broken barrel pattern. Unbroken pattern will be placed over broken pattern time. Contestant who competes without help will be given placing over one receiving help.
2. **Goat Tail Untying:** Time starts when contestant crosses line. Time stops when contestant runs back across the line with the ribbon.

5-7 Boys and Girls

1. **Goat tail untying:** Contestant will remove ribbon and run back across starting line. Goat will be on a five foot rope and released by holder when contestant crosses starting line.
2. **Barrels:** Contestant uses horse for pattern. Penalty: Five second penalty for each tipped barrel. Contestant who completes pattern without help will be given placing over one receiving help. Broken pattern is NT.
3. **Dummy Roping:** Time starts when start line is crossed. Time stops when slack is pulled. NT if second line is crossed before time has stopped. NT if the whole bale is roped. Contestant ropes three times.

8-10 Boys

1. **Flag Race:** Contestant must remain on horse. A dropped flag or tipped bucket is considered a no time. SD 4-H Rodeo pattern & rules will be followed.
2. **Dummy Roping:** Contestant time starts when start line is crossed. Time stops when slack is pulled. NT if second line is crossed before time has stopped. NT if the whole bale is roped. Contestant ropes three times.
3. **Ground Goat Tying:** Goat must be tied with pigging string. One leg must be strung and three legs tied like calf tying.
4. **Poles:** Five second penalty for tipped pole. DQ for broken pattern.

8-10 Girls

1. **Poles:** Five second penalty for each tipped pole. DQ for broken pattern.
2. **Barrels:** Five second penalty for each tipped barrel. DQ for broken pattern.
3. **Dummy Roping:** Contestant time starts when start line is crossed. Time stops when slack is pulled. NT if second line is crossed before time has stopped. NT if the whole bale is roped. Contestant ropes three times.
4. **Ground Goat Tying:** Goat must be tied with goat string. Three legs crossed and tied. Time starts when contestant crosses line to run to goat, stops when signals with arms in air.

11-14 Boys

1. **Goat Tying:** Pigging string must be used. Tie three legs. Refer to NHSRA Rules.
2. **Flag Race:** Contestant must remain on horse. Dropped flag or tipped bucket is considered a no time. SD 4-H Rodeo pattern & rules will be followed.
3. **Steer Stopping:** One loop is allowed. Time stops when steer faces roper at a full stop. Contestant must have legal head catch with rope dallied. Not hard and fast. No barrier will be used.
4. **Breakaway:** Barrier may be used. Rope must go over calf's head. Rope must be tied to horn with string and a flag used on tail of rope. Only one loop may be used.
5. **Team Roping:** Contestant indicates on entry blank if he is a header or heeler for the rodeo. Contestants declare team to secretary at each rodeo by ½ hour before rodeo start time. If contestant enters twice, he must declare which team earns points. Awards will be given to headers and heelers. Points will not count towards the all-around.

11-14 Girls

1. **Barrels:** Five second penalty for tipped barrel. DQ for broken pattern.
2. **Poles:** Five second penalty for tipped pole. DQ for broken pattern.
3. **Goat Tying:** Goat string must be used. Tie three legs. Refer to NHSRA Rules.
4. **Breakaway:** Barrier may be used. Rope must go over calf's head. Rope must be tied to horn with string and a flag used on tail of rope. Refer to NHSRA Rules. Only one loop may be used.

5. **Team Roping:** Contestant indicates on entry blank if she is a header or heeler for the rodeo. Contestants declare team to secretary at each rodeo by ½ hour before rodeo start time. If contestant enters twice, she must declare which team earns points. Awards will be given to headers and heelers. Points will not count towards the all-around.

15-18 Boys

1. **Team Roping:** Contestant indicates on entry blank if he is a header or heeler for the rodeo. Contestants declare team to secretary at each rodeo by ½ hour before rodeo start time. If contestant enters twice, he must declare which team earns points. Awards will be given to headers and heelers. Points will count towards the all-around.
2. **Steer Wrestling:** Barrier may be used. Refer to NHSRA Rules.
3. **Calf Roping:** Barrier may be used. Refer to NHSRA Rules.
4. **Steer Stopping:** One loop is allowed. Time stops when steer faces roper at a full stop. Contestant must have legal head catch with rope dallied. Not hard and fast. No barrier will be used.

15-18 Girls

1. **Team Roping:** Contestant indicates on entry blank if she is header or heeler for the rodeo. Contestants declare team to secretary at each rodeo by ½ hour before rodeo start time. If contestant enters twice, she must declare which team earns points. Awards will be given to headers and heelers. Points will count towards the all-around.
2. **Barrels:** Five second penalty for each tipped barrel. DQ if pattern is broken.
3. **Poles:** Five second penalty for each tipped pole. DQ if pattern is broken.
4. **Breakaway:** Barrier may be used. Rope must go over calf's head. Rope must be tied to horn with string and a flag tied to tail of rope. Refer to NHSRA Rules.
5. **Goat Tying:** Goat string must be used. Tie three legs. Refer to NHSRA Rules.

General Rules

1. Contestants on horseback must wear jeans and boots or they will be disqualified.
2. Positions will be drawn for each event at each rodeo prior to rodeo.
3. Issues or complaints need to be addressed to Directors of BYR.
4. Judges decisions are final in the arena. Photographs and videos may not be used for replay.
5. **Ties:** Ties are broken for year end awards by fast time at the last rodeo. If there aren't times at the last rodeo then the fast time overall will be used.
6. **Year-end points and All-Around:** Points are compiled during the series of five rodeos and awards given based on highest points earned. Chute Dogging and 11-14 Team Roping does not count towards all-around. You must enter at least **two** rodeos to be considered for the all-around awards and year-end event prizes. Points are awarded as follows:

First: 11 points
Second: 9 points
Third: 7 points

Fourth: 5 points
Fifth: 3 points
Sixth: 1 point