

Red Bluff Jr. Roundup - Cattle Days

NOVEMBER 10TH&11TH 2017

RULES

PLEASE REMEMBER TO PAY FOR ALL STALLS, RV & TENT FEES SO WE DON'T GET CHARGED ADDITIONAL CHARGES,

ALSO, PLEASE PICK UP ALL GARBAGE. ALL CHECKS AND AWARDS WILL BE GIVEN OUT AFTER THE LAST EVENT.

BASIC RULES:

Arena Director and judges have the final say on any disputes.

ALL EVENTS EXCEPT RIBBON ROPING COUNT TOWARDS ALL AROUND.

NO GROUND SPLITS.

Drags will be as deemed necessary by management.

Anyone in the arena must be in full western attire (hat, cowboy boots, pants, long sleeve shirt and long pants).

The 3 call rule will be strictly observed, sixty (60) seconds after the last contestant(s) leave the arena, the following contestant(s) must be in the arena and ready to ride. Any delay will be considered a "no time", unless waived for a good reason. Contestants must be ready at the gate, however if the contestant is up in both arenas they must have someone at the gate to advise.

Stick Horse Barrels: Cloverleaf barrel pattern, two rights – one left, or two lefts – one right. Five seconds added for knocked down barrel. Disqualification if off pattern.

Dummy Roping:

- 3 legal head catches (slick horns, half head, neck catch), fishing is allowed but not off of the dummy's whole body.
- Slack must be pulled tight
- Contestant must stay behind the board line; they cannot be on the line. (we will judge it)
- All contestants get 3 loops. Best on 3 comes back for sudden death reach round(s).

Sudden death reach round (s) in case of a tie

- Sudden death = if you miss, you are out.
- Before each round begins the judge is to move the dummy forward 1 foot each round (after all have taken a turn).
- Judges have final say!

Mutton Busting & Calf Riding: Chute run. 6 second ride.

Goat Undecorating: Time will start when contestant crosses the line. Contestant must take ribbon off the goat's tail and carry it back across the finish line in order for the time to stop. If contestant crosses the line without the ribbon they will receive a NT.

Barrel Racing, Pole Bending, Goat Tying, Breakaway Roping, Chute Dogging, Steer Riding, basic High School Rodeo rules to be used as a guideline except stock rules.

Horses will be able to be shared in different age groups. 6-10 kids may be lead in by a parent, and parent may stay in the arena during the run.

Steer Stopping: 30 second time limit, must face up, two loops, legal head catch.

Steer Daubing: 30 second time limit. Lift dauber in the air to call for time, must be obvious mark.

Sack Roping: 60 second time limit, ten foot circle, must swing rope. 10 second penalty for crossing over or on the line. Must be dallied before taking off.

Team Roping: 3 loops, closed gate, 30 seconds.

Ribbon Roping & Hide Race: [Grounds rules meeting](#)

