Brazoria County Youth Rodeo Series
Annual Payback Shootout

Chairman – Brittany Dilleshaw and Jennifer Kelly

Date: October 18, 2023

Entry Fee: $20 per speed event, $30 per roping events

Eligibility: Must show eligibility at check-in

This is an invitation only youth rodeo for the top contestants of the 2022/23 Brazoria County Youth Rodeo Series Winter Series.

Rules

Shoot out Awards- 85% of the entry fees will be paid out in each event to the top three of the event. All around buckles will be awarded for speed and roping in each age group. Participation will be awarded to the top 10 in each event in each age group from the Winter Series 2022/23 to would have been eligible for prizes.

All Youth Rodeo Series rules apply, plus contestant must wear long sleeve western shirts. Western hats are optional.

No pass no play rule will be in effect. Eligibility forms signed by the school need to be turned in with entry form. Forms available at the Fair Office or downloaded @ www.bcfa.org.

Youth Rodeo Series

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Date: Announced Sept 2023 (Tentatively set for one Saturday a month running from Jan 2024-June 2024)

Books Open on site Saturday at 8:00 am speed closes at 9:30 and roping closes at 1:30;
Event: Speed starts at 10:00 am with leadline: roping starts no earlier 2:00pm with goats
Entry Fee: $18 per speed event, $30 per goat and $40 per calf event, $10 office charge per rodeo.

The Youth Rodeo Series is an off-season event held each summer for youth interested in rodeo speed events and roping.

Events: Leadline, Pole Bending, Cloverleaf Barrels, Straight Barrels, Goat Tying and Goat Ribbon Pulling, Chute Roping, Breakaway Roping

Age Groups: Leadline (age 6 & under), Sub-Junior (age 8 & under), Junior (age 9 - 13), Senior (age 14 - 19), Adults 19+(graduated 2023)

• Sub Junior, Junior, and Senior aged contestants must be enrolled in a state accredited school
• Age as of January 1 of current year

Brazoria County Fair Association
2024 Youth Rodeo Series Rules

A. Eligibility - Ages for the event will be determined January 1, 2024. Contestants must be enrolled in a state accredited school or a graduate of the current year and must be 19 years of age or under. Contestants must have a copy of their birth certificate at the first rodeo that will be participated in. Contestants must not be married. Minor's release will be required and must be signed by at least one parent or legal guardian. If a contestant is age 18 or over, he/she or an immediate family member must be a current member of the Brazoria County Fair Association OR purchase a YRS seasonal membership in order for the contestant to be able to compete in the Brazoria County Fair Youth Rodeo Series. If a contestant is under 18 years of age an immediate family member must be a current member of the Brazoria County Fair Association OR purchase a YRS seasonal membership. Like in-county contestants, out of county contestants or an immediate family member must be a current member of the Brazoria County Fair Association OR purchase a YRS seasonal membership. Refer to general rules of the BCFA.

B. Awards - Accumulative points will be used for the series-end awards. There will be no drop times. A contestant must have accumulated points to receive an award. In order to receive points and awards towards series end high point award, a contestant must compete in each selected event 5 out of 6 rodeos in a season. Entry sheets will be used to verify the number of rodeos in which each contestant competed. Points will be figured as follows:

1st Place 10 points 2nd Place 9 points 3rd Place 8 points 4th Place 7 points 5th Place 6 points 6th Place 5 points 7th Place 4 points 8th Place 3 points 9th Place 2 points 10th Place 1 points

In case of a tie, the following procedure will be used:

1.The contestant with the most 1st, 2nd and 3rd, etc. will be the winner.

2. The fastest average time in that event for the series.

3. The contestant participating in the greatest number of time in that event.

4.The contestant that participated in the greatest number of overall speed/roping events

5. If there is still a tie then a coin flip will determine the tie breaker

Series-end awards may be based on the number of contestants per class. BCFAYRS may elect to only award (1) place for every (2) entries up to (10) places. For example, (10) entries will award (5) places. Roping events will receive payouts instead of prizes. The holes for payout will be determined based on 85% of entries in each age group of that event.

Three Saddles will be awarded at year end awards to include: High Point All Around Sub-Jr Speed, High Point All Around Junior Speed, and High Point All Around Senior Speed.

Buckles will be awarded for the All Around Roping events; Sub-junior, Junior, and Senior.

Two $500 scholarships will be awarded to the two High Point Contestants who are graduating high school seniors attending high school or an accredited home school program. If there is not a high school senior, the scholarships will go to the high point girl or boy in a high school junior class, and so on until two contestants are eligible. Each winner must be a resident of Brazoria County in order to receive the scholarship; if not, it will be awarded to the next highest point winner. Contestants are only eligible to be awarded the scholarship once.

C. Work Points Each family sharing the same address must work 2 work points per rodeo for roping events or 2 work points per rodeo for speed events for a total of 12 points for the series. If the contestant has a carry over the work points must be made up the rodeo the times are carried from. The contestant is responsible to sign-up the day of the event. Adults and senior division contestants are the only ones allowed to work for points.

All work points can be bought out for $250 on the day of the first registration of the contestant, if a buy out is requested following that rodeo the cost will be $400. However this must be done no later than the last rodeo of the series. If the contestant is unable to earn their work points or have not bought the points, the contestant will not be eligible for series end awards. Sub-Juniors and Juniors are not allowed to work their own work points. Lead line is not required to have work points to receive year end awards.

D. Rules

1. All event rules will be determined by the BCFA Youth Rodeo Series Committee.

2. There will be a $250 protest fee for any discrepancies that cannot be resolved the day of the event to be brought before the BCFA Disciplinary Committee. The decision of the BCFA Disciplinary Committee is FINAL.

3. The Arena Judge will have the final say in matters regarding runs, safety issues and unsportsman-like conduct during the arena events.

4. Cowboy hats are permitted. No caps, visors or bandanas will be worn during events.

5. The equipment must fit the horse and the rider for safety purposes.

6. Contestants must be ready to ride in their event. If their name is called 3 times and they are not ready, they will not be allowed to participate in that event.

7. There will be a 2-minute time limit from the time your name is called to enter the arena and begin your run.

8. NO alcoholic beverages are allowed on the grounds during the BCFA Youth Rodeo Series. Any adult with alcoholic beverages will be barred from the BCFA Youth Rodeo Series. Any youth caught with alcoholic **beverages or other illegal substances will be asked to leave immediately.**

9. Any child or parent that displays poor sportsmanship will be asked to leave. For example: excessive profanity, fighting, etc. All parents and contestants will sign a code of conduct agreement.

10. There will be a 60 second time limit on all events, except sub junior events. Points will be awarded to sub junior class for all successfully completed patterns/events.

11. No one other than contestants, parents or workers are allowed in the arena during speed events. During the roping events, only the contestants that are entered in that event are allowed in the arena.

12. No schooling your horse during the event. For example, if the pattern is broken the contestant may not start the pattern but must leave the arena. There will be a $25 fine if this rule is broken.

13. Current NEGATIVE Coggins Paper must be presented on each horse before they will be allowed on the Brazoria County Fairgrounds property.

14. No stallions will be allowed.

15. You have to compete in 5 out of 6 rodeos. We allow one carry over (C/O) for everyone. If you declare a C/O your times will be carried from the next eligible rodeo that has not been completed. For example, if you would like to carry over to Rodeo 4, your times will be taken from Rodeo 3 if not completed. If Rodeo 3 has been completed, then Rodeo 5 will be carried over to Rodeo 4. You will not be able to select the Rodeo in which to carry over nor will you be able to carry over a previous completed Rodeo times. You must declare prior to completing Rodeo 5 that you would like to carry over to Rodeo 6. If you do not declare prior to the start of Rodeo 5 you will not be able to carry over times to Rodeo 6. C/O will not be used to replace NT, scratches, or undesirable times.

16. Checks may be written. Please make them payable to Brazoria County Fair Association (BCFA).

17. Raffle tickets ($50 for one contestant or $100 per family) are due prior to riding in Rodeo 5. If raffle tickets are not turned in prior to Rodeo 5 the contestant will not be able to compete & will not be eligible for series-end awards.

18. Each event must have 3 contestants per event in order for that event to be offered.

19. A contestant may enter more than once in each event. The contestant must identify at check in which horse will receive points during the rodeo.

20. For goats and breakaways, if a contestant enters in multiple age groups, points will only be accrued for the group that is declared at the first rodeo entered.

21. The draw will be created randomly per event each rodeo. The only accommodation to the draw will be made if the same horse is being ridden by two different riders in the same age group.

Roping Events

1. Main alley gate will remain open during roping events.

2. No one is allowed in the arena during the roping events other than the contestants or workers.

3. Courtesy roper's times DO NOT COUNT.

Goat Ribbon Pulling (8 & under)

1. Goat shall be staked with rope ten (10) feet in length.

2. Goat is to be staked 100 feet from timer line (starting line).

3. Goat holder will hold goat at all times.

4. All arena gates are to be closed after contestant enters arena.

5. A "No Time" will be received if the horse comes in contact with the rope and/or goat.

6. The flagman will stand ten (10) feet past the goat.

7. The child must dismount their horse by themselves, but a parent or volunteer may hold the horse. A parent or volunteer may stop the horse and hold the horse behind the line of the goat. They may not stop the horse before the line of the goat.

8. Time will start when the mounted contestant crosses the starting line and will stop when the flag judge signals that the competitor has crossed the flag line with the ribbon in hand.

9. Leadline and sub junior contestants will participate.

10. No cash payouts, points, or placings in leadline.

Goat Tying (13 & under, 14-19)

1. Junior contestants must participate in the Junior Competition.

2. Senior contestants must participate in the Senior Competition.

3. Goat will be changed every five (5) runs.

4. The contestant must be mounted on a horse and rider must ride from starting line to goat, dismount, throw goat by hand and tie any three (3) feet together with leather string or pigging string, then stand clear of goat.

5. Goat must remain tied for at least five (5) seconds. Time will begin when contestant has cleared from goat and rope.

6. Legs must be crossed and tied to qualify as a legal tie. There will be one or more wraps, a half hitch or tie.

7. Time will start when the mounted contestant crosses the starting line and will stop when flag judge signals the completion of the tie.

Chute Roping (8 & under)

1. Roper must stand at designated line if stepped across the line he/she will receive a 10 second penalty.
2. The rope must be tied with string provided by the producer to the chute at the end of the rope.
3. One loop and one shot is allowed.
4. Roper will call for calf to be turned out.
5. A catch as a catch can, must be made in order to get an official time.
6. Each contestant will have two attempts per rodeo. The fastest time from the two attempts will be the final time for that rodeo.

Breakaway Roping (13 & under)

1. A legal catch is a clean bell collar loop, around the neck, when the string breaks.
2. The rope must be tied with string provided by the producer to the saddle horn at the end of the rope.
3. A rag or handkerchief of contrasting color to the rope color must be attached to the end of the rope at the horn.
4. Contestant must stay mounted until calf breaks string.
5. ONE LOOP may be used, when string breaks, a time is given.
6. Contestants will be given a 60 second time limit to make a catch.
7. CALF must break the string.
8. Each contestant will have two attempts per rodeo. The fastest time from the two attempts will be the final time for that rodeo.
9. Contestants are required to follow calves out of the arena.

Time: Between Barrier and flag and field judge flag.

Disqualification and “No Time” if:

1. Roper commits any of the offenses listed under the RULES.
2. Roper fails to roper the calf.
3. Roper breaks the string with his/her hand.
4. Contestant is not mounted when calf string breaks.
5. Lost or broken rope.
6. ROPE GOES ON CALF BEFORE NECK ROPE COMES OFF.
7. THERE WILL BE NO INTENTIONAL ABUSE TO LIVESTOCK OR HORSES as so ruled by the judge.

Re- Run:

1. If roper does not ask for calf, he/she must stop his/her horse as soon as possible without throwing the rope and re-run will be given. If contestant throws his/her rope, it will forfeit the run.
2. Roper is fouled at barrier by calf neck barrier ONLY. If a roper is fouled, the roper must pull up immediately without throwing his/her head loop.

Penalties:

THERE WILL BE A (10) SECOND PENALTY FOR BREAKING THE BARRIER.

Speed Events

1. Horses may run through the center alley for speed events. The back gate of the alley will remain closed during all runs. There will be no exceptions.

2. The entry gate will remained open unless contestant or parent asks to close the gate during the run.

3. In barrels and poles, NO LEADING OF HORSES IS ALLOWED past starting line or will result in no time.

Leadline (6 & Under)

1. Contestants can compete in sub-junior class. However no points will be awarded in that class.

2. Contestants MUST stay on lead at all times.

3. Contestants MUST be led by someone 14 & over.

4. No cash payouts, points or placings in leadline.

5. All Leadline participants will receive a prize determined by the series of participation.

Cloverleaf Barrels Barrels:

1. The barrels may be placed by the management at distances to where the 1st & 2nd barrel are 17 feet away from the wall and third will be at the center of the arena 90 feet from barrel one and two.

2. Horse and rider must easily see the barrels.

3. All barrels are to be INSIDE of stake.

Pattern:

1. Contestants will start from behind the starting line, run around barrel number one, around barrel number two and around barrel number three finishing by crossing the

starting line. This pattern may be altered by starting with number two barrel then proceeding to number one barrel. ALL FORWARD MOTION.

2. The time starts when contestant crosses starting line and stops when he/she crosses in on the way back after running the pattern.

3. No re-runs or restarts for a broken pattern or there will be a $25 fine.

Penalties: THERE WILL BE A FIVE (5) SECOND PENALTY for each barrel knocked over. If a contestant knocks over a barrel and it stands up again on its other end, it will be the same as knocking it over.

Disqualification and "No Time" if:

1. Contestant commits any offense listed in rules.

2. Contestant breaks pattern or stops forward motion.

3. Contestant does not remain mounted for entire run.

4. Contestant crosses the starting line during the run.

Straight Barrels Barrels:

1. Barrels are set sixty (60) feet apart, with the third (3rd) barrel twenty-five (25) feet off the back wall

2. No barrel may be closer than ten (10) feet from any arena fence.

3. Location must be permanently marked for the entire rodeo.

4. Barrels must be easily seen by the horse and rider.

5. All barrels are to be INSIDE of stake.

Pattern:

1. Contestants will start from behind the starting line, run to the left or the right of the first barrel, then continue the figure eight (8) pattern. ALL FORWARD MOTION.

2. The time starts when contestant crosses starting line and stops when he/she crosses it on the way back after running the pattern.

3. If the contestant backs up, it is considered a broken pattern.

4. No re-runs or restarts for a broken pattern or there will be a $25 fine.

Penalties: THERE WILL BE A FIVE (5) SECOND PENALTY for each barrel knocked over. If a contestant knocks over a barrel and it stands up again on its other end, it will be the same as knocking it over.

Disqualification and "No Time" if:

1. Contestant commits any offense listed in rules.
2. Contestant breaks pattern or stops forward motion.
3. Contestant does not remain mounted for entire run.
4. Contestant crosses the starting line during the run.

Pole Bending Poles:

1. The first pole is to be twenty-one (21) feet from the starting line and each of the six (6) poles shall be twenty on (21) feet apart.

2. Poles must be mounted on a flexible base.

3. Poles are to be to the side of the stake.

4. Poles must be six (6) feet from base to the top of pole.

Pattern:

1. Contestants may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly. ALL FORWARD MOTION.

2. If the contestant backs up it is considered a broken pattern.

3. No re-runs or restarts for a broken pattern or there will be a $25 fine.

Penalties: THERE WILL BE A FIVE (5) SECOND PENALTY for each pole knocked over.

Disqualification and "No Time" if:

1. Contestant commits any offense listed in rules.

2. Contestant breaks pattern or stops forward motion. A broken pattern shall be defined as breaking their forward motion to retract their tracks to finish the pattern and or passing the plane of the pole on the off side.

3. Contestant does not remain mounted for entire run.

4. Contestant crosses the starting line during the run.