

TVE Youth Rodeo

Barrels, Poles & Straight Away

Cloverleaf Barrels

- This event will be for Sub Jr., Jr., & Sr.
- A live animal is needed for this event
- Barrels will be set in a cloverleaf pattern; can make 1 right turn and 2 left turns or 1 left turn and 2 right turns
- Time will start when contestant crosses the timer line and stops when the pattern is complete and the timer line is crossed back over
- Judge will flag start and stop time. There will be two time keepers
- 5 second penalty for each barrel that is knocked down
- Alley gate will be left open, parents have the option to close this gate, and gate down the hill will be closed
- Barrels will be staked fifteen- twenty feet from the fence and permanently marked thru entire rodeo
- All barrels must be placed inside stakes (fence, stake, and barrel)
- Arena will be drug after every 5 runs and at the start of each age group. A turn out is still considered a run on the ground in regards to dragging
- If timer malfunctions the result of a rerun will be granted, any penalties will be carried with them

Disqualifications/No Time

- If contestant breaks the pattern or stops all forward motion
- If contestant falls off the animal

Poles

- This event will be for Sub Jr., Jr., & Sr.
- A live animal is needed for this event
- The first pole will be set 21 ft. from starting line and all poles after will be 21 ft. apart
- Poles will be placed on the side of the stake (fence, stake, pole)
- Time will start when contestant crosses the timer line and stops when the pattern is complete and the timer line is crossed back over
- Judge will flag start and stop time. There will be two time keepers
- 5 second penalty for each pole that is knocked down
- Alley gate will be left open, parents have the option to close this gate, and gate down the hill will be closed
- Arena will be drug after every 5 runs and at the start of each age group. A turn out is still considered a run on the ground in regards to dragging
- If timer malfunctions the result of a rerun will be granted, any penalties will be carried with them

Disqualifications/No Time

- If contestant breaks the pattern or stops all forward motion
- If contestant falls off the animal

Straight Away Barrels

- This event will be for Sub Jr.
- A live animal is needed for this event
- The first barrel will be at 21 feet from timer and the second and third barrels will be set at 42 feet apart
- Time will start when contestant crosses the timer line and stops when the pattern is complete and the timer line is crossed back over
- Judge will flag start and stop time. There will be two time keepers
- 5 second penalty for each barrel that is knocked down
- Alley gate will be left open, parents have the option to close this gate, and gate down the hill will be closed
- Arena will be drug after every 5 runs and at the start of each age group. A turn out is still considered a run on the ground in regards to dragging
- If timer malfunctions the result of a rerun will be granted, any penalties will be carried with them

Disqualifications/No Time

- If contestant breaks the pattern or stops all forward motion
- If contestant falls off the animal

Re-Runs will be at the discretion of the judge

All general rules must be followed