

# **TVE Youth Rodeo**

## **Peanuts**

### **Age 0-5**

#### **Lead Line Barrels**

- 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 and 2 right turns to complete the pattern
- An assist person will be required to lead horse around the pattern on foot with contestant in the saddle to complete pattern. **For the safety of the child please use the appropriate speed for the level of rider.** If the contestant can't hold themselves in saddle a second assist person must be present for the safety of the child.
- Time starts when the contestant crosses the timer line and stops when the pattern is completed and the timer line is crossed back over
- Judge will flag start and stop time. There will be two time keepers
- Five second penalty for each barrel that is knocked down

#### **Disqualifications/No Time**

- If contestant breaks pattern or stops all forward motion
- If contestant falls off animal or is picked up out of the saddle by assistant

#### **Stick Horse Barrels**

- A stick horse 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 and 2 right turns to complete the pattern
- Contestant must keep stick horse between legs throughout the pattern
- Contestants must keep feet on the ground at all times; cannot be carried around barrels
- Time starts when the contestant crosses the timer line and stops when the pattern is completed and the timer line is crossed back over
- Judge will flag start and stop time. There will be two time keepers
- Five second penalty for each barrel that is knocked down

#### **Disqualifications/No Time**

- If contestant breaks pattern
- If the stick horse comes out from between their legs
- Contestant cannot be carried around barrels, feet must remain on ground

## **Goat Ribbon Pulling**

- This is an on foot event
- Goat will be staked with a ribbon on its tail (someone will be holding the goat)
- Contestant crosses the start line on foot and goes to the goat, pulls the ribbon off and crosses back across the start line with ribbon in hand
- Judge will flag start and stop time. There will be two time keepers
- Contestants must keep feet on the ground at all times; cannot be carried to or from the goat

### **Disqualifications/No Time**

- Contestant cannot be carried to or from the goat, feet must remain on ground
- If contestant doesn't pull ribbon off tail or doesn't have ribbon in hand when crossing back over start line

## **Goat Branding**

- This is an on foot event
- Goat will be staked (someone will be holding the goat)
- Contestant crosses the start line on foot and heads to the bucket of chalk, gets the brand out then goes to the goat and brands (touches) the goat, then heads back to the bucket and places the brand back in, time then stops. Brand must be back in the bucket to get a time
- 1 judge will flag the start time and 1 judge will flag the stop time. There will be two time keepers
- Contestants must keep feet on the ground at all times; cannot be carried to or from the goat

### **Disqualifications/No Time**

- Contestant cannot be carried to or from the goat, feet must remain on ground
- If contestant doesn't brand the goat
- Brand doesn't make it in the bucket

## **Flag Race**

- This is an on foot event
- Contestant crosses the start line on foot and heads to the bucket, gets the flag out then heads back across the start line, time then stops.
- Flag must be in hand when crossing back over the line
- Judge will flag start and stop time. There will be two time keepers
- Contestants must keep feet on the ground at all times; cannot be carried to or from the flag

### **Disqualifications/No Time**

- Contestant cannot be carried to or from the flag, feet must remain on ground
- If contestant doesn't have flag in hand when crossing back over the line

## **Dummy Roping**

- This is a foot event that requires a rope
- Must stay behind line to rope
- Bell collar catch
- Rope must stay in hand

### **1<sup>st</sup> Round**

- Everyone gets 3 chance to catch
- If miss all 3 you are out

### **2<sup>nd</sup> Round**

- Line will be moved
- Until we fill ten places: Start with contestants that caught all three times for rope off for placing, (1 loop). If they catch then we move the line farther back and so on until they can be placed.
- Contestant that caught two times for rope off for placing, (1 loop). If they catch then we move the line farther back and so on until they can be placed.
- Contestant that caught one time for rope off for placing, (1 loop). If they catch then we move the line farther back and so on until they can be placed.
- Only will be placing 10 places

### **Disqualification**

- 1<sup>st</sup> round miss all 3 times
- Losing your rope in 1<sup>st</sup> round counts as a throw in that round only, losing your rope in any other round, you are out
- Stepping over the line in 1<sup>st</sup> round counts as a throw in that round only, over the line in any other round, you are out

## **All Peanuts-**

Only 1 assistant per contestant in arena at a time

All general rules must be followed

Re-runs are at the discretion of the judge