

Goat Flanking-Pee-Wee Divison

There will be a one-minute time limit. Same as Goat Tying except: Pee-Wee contestants can have their horse held for them at the time of dismount, but cannot be assisted in any way off the horse. The contestant must then throw the goat by hand (if goat is down when contestant reaches it, the goat must be cleared of the ground before being thrown or flanked). Time will stop when the judge signals at the completion of the contestant correctly flanking the goat and throwing both hands into the air.

Correct Goat Flanking involves the contestant physically flanking the goat and keeping contact with the goat (hands-on) when the goat hits the ground lying flat with all four feet extended straight out (no legs can be tucked under the body of the goat, the contestant may continue to try to flank the goat correctly up to the one-minute limit). The contestant **MUST** keep hands-on contact with the goat until the goat hits the ground. Once the goat is flanked to the ground the contestants must put both knees on the goat and both arms thrown into the air and the judge has signaled for the time to stop. No one leg flanking. A director will demonstrate the proper way to flank at the 1st rodeo of each season. Goats must be flanked as demonstrated by the director.

Flag Racing –Pee-Wee Division

A. Objective—To race through the course mounted horseback. Deposit a flag in the first bucket, retrieve a flag from the second bucket and cross the finish line.

B. Rules:

1. There will be a one minute (1 min) time limit for this event.
2. Equipment—(Two) 2 (five) 5 gallon buckets set on (fiftyfive) 55 gallon barrels. Whole oats must be used to fill buckets. No other substance permitted. The oats must be (four) 4 inches from the top of both buckets. The flag must be at least (sixteen) 16 inches long. On the retrieving bucket, the top of the flag must protrude above the rim of the bucket a minimum of (five) 5 inches.
3. Barrels with buckets on top should be set as close as possible to the following dimensions; (one hundred) 100 feet from start/finish line and (forty) 40 feet to (seventy five) 75 feet apart, arena permitting. There shall be a minimum of (twenty) 20 feet from either barrel to arena fence or wall.
4. The contestant may run the course either direction, from left to right or right to left. In either case, the bucket on the first barrel he comes to shall not have a flag in it. The bucket on the second barrel he comes to shall have a flag set in the center of the bucket of oats.
5. The contestant is given a flag just prior to or when he enters the arena. He then races across the start/finish line toward the first barrel. As he passes the first barrel, he places the flag into the oats in the first bucket. He then crosses over to the second barrel and takes the flag out of the oats in the second bucket and races back across the start/finish line.

C. Disqualification: A contestant will be disqualified for any of the following:

1. Knocking over a barrel or turning bucket over.
2. Failure to keep the flag in the first bucket. A dropped flag (on the ground) or a missed flag in a bucket is a "no time".
3. Crossing the finish line without the flag from the second bucket.
4. Using the flag as a whip on the horse.
5. Anytime a contestant dismounts to retrieve flag from ground after he has crossed starting line.
6. All penalties and disqualifications will be documented by the line judge.

Figure 8 Race – Pee-Wee Division

COURSE: Two poles are set 63 feet apart (using the 2nd and 5th poles from the pole bending event) at opposite ends of the course.

EVENT: Rider may begin on either side of the start/finish line; direction of the first turn is optional. Rider makes a figure 8 around the two end poles.

Disqualifications:

1. Breaking the pattern.
2. Crossing the eye during the run.
3. Rider exceeds the 30 second time limit.

Penalties:

1. Any knocked down pole will result in a 5 second penalty.

Dummy Head Roping – Pee-Wee Division

A Bones dummy will be used. There is no time limit, as it is not a timed event, but scored on points. Points system will be as follows:

Horn catch – 3 points

Half head catch – 2 points

Neck catch – 1 point

A miss and/or a full body catch will result in 0 points. Stepping across board will also result in 0 points.

Each contestant will be able to rope 3 times, a perfect score is a total of 9 points.

In case of a tie a "rope off" will be used to determine payout only (not event standings points). A rope off will consist of the Bones being moved further away from the board until we determine a winner.