

Dimmit County Junior Rodeo Association 2024 Summer Series

Rodeo # 1 – June 22

Rodeo #2 – June 29

Rodeo #3 – July 13

Rodeo #4 – July 29

Books will open at 9 a.m. and close at 10:30 a.m.

****This includes roping events****

No entries will be accepted after the books are closed.

If you have pre-entered and paid, it is not necessary for you to arrive by the time books close.

Awards Ceremony: TBA

We encourage ALL rodeo contestants to participate in the Grand Entry in order to show respect to those who are currently serving and those who have served our nation.

If you would like to pre-enter you can download the packets from the web site and mail in. If you have any questions contact dcjra@live.com. Or Contact Kevin Coleman at 830-317-1447 with all questions specific to roping events.

Contestants must enter and compete in an event in at least three (3) rodeos to qualify for event prizes. Contestants must enter a minimum of three (3) events and compete in an event a minimum of three (3) times for the event points to count toward the All Around.

One-time Fees are as follows:

\$25.00 Series fee per family (this includes the \$2 annual membership fee)

This fee must be paid at your first rodeo performance.

Rodeo Entry Fees:

\$10.00 per event for Assisted Division

\$15.00 per event all other divisions

\$15.00 stock fee for each rodeo performance (roping events only)

These fees are due while books are open each performance night. Payments must be made before books close at each rodeo or the contestant will be scratched from that performance. You may pre-pay all event fees for the entire series, so that you do not have to be there when the books are open.

All entry and series fees are non-refundable and non-transferable.

Current negative Coggins papers are required and will be checked.

Age as of January 1 will determine contestant's age group.

Assisted _____ No age restrictions

Novice _____ 6 years and under

Peewee _____ 7 through 8 years of age

Sub Junior _____ 9 through 11 years of age

Junior _____ 12 through 14 years of age

Senior _____ 15 through 19 years of age

General Rules

1. The Judge's and/or Flagman's decision is final.
2. The contestant or parent must file a written protest with the board before the beginning of the next event with a \$100.00 protest fee. If the protest is upheld the \$100.00 will be returned, if denied the protest fee will go to the DCJRA.
3. A quorum, as defined in our by-laws, will determine the validity of the protest and take proper and fair action.
4. Video or digital evidence will not be considered in relation to any protest.
5. In any matter involving the event rules the Board of Directors shall have the final decision.
6. Conduct with Officials.
If at any time an Association Official or Designated Rodeo Official is harassed in ANY manner by a participant or by a participant's family member said participant will be subject to disqualification (this may include loss of points) from further activities at the rodeo series and shall forfeit all entry fees. A hearing may be requested with the Board of Directors for any clarification.
7. Conduct at DCJRA Rodeos.
The following will NOT be permitted at DCJRA Rodeos:
 - A: The use of foul language
 - B: The use of alcohol in and around the arena.
 - C: Cheating or attempting to cheat.
 - D: Fighting.
 - E: Attempting to threaten, bribe, influence, harass, or coerce any judge, board member, or helper.
 - F: Roughing livestock, including beating or excessive dragging.
 - G: Infractions of any of the above will be handled in the following manner:
 1. A Board Member will give a verbal warning with one witness.
 2. Letter from the Board of Directors.
 3. Contestants will be dropped and not allowed to compete in any remaining rodeos of the current rodeo series.
8. Memberser must work one (1) event per contestant at each rodeo they attend. This will consist of working at a barrel, pole, gate, Chute, etc. Junior and senior contestants may work for themselves or have an adult work for them. Assisted, novice, peewee, and sub-junior contestants must have an adult work for them. A contestant found not to have obtained a work point for a rodeo may make up points at a future rodeo only with special permission of the board. Make-up points must be made up with 2 work points for each missed work point. A buy out may be made of \$25 per work point. It is not the responsibility of D.C.J.R.A. to inform the member that he or she does not have a work point. Signing up to work and not appearing to actually work will not result in a work point. Failing to sign up to work an event prior to the member competing in his/her events for the day is not an excuse for not obtaining their necessary work points, however, this does not mean the Association does not want and appreciate contestants and parents helping beyond their work points. Failing to obtain a work point for a rodeo may result in loss of points earned for that rodeo for that member. All work points requirements must be met by the end of the series in order to qualify for year-end awards. Work points do not count toward event or all around prizes.

Rodeo Series Rules

1. If at any time a situation arises which is not covered in the rule book, the DCJRA Board of Directors and Judge's decision will be final.
2. Negative Coggins papers are required. Horses without current negative Coggins papers will not be allowed to enter the rodeo grounds.
3. No stallions allowed.
4. More than one contestant may ride the same horse in all events.

5. Fees are as follows:

One-time Fees are as follows:

\$25.00 Series fee per family (this includes the \$2 annual membership fee)

This fee must be paid at your first rodeo performance.

Rodeo Entry Fees:

\$10.00 per event for Assisted Division

\$15.00 per event all other divisions

\$15.00 stock fee for each rodeo performance (roping events only)

These fees are due while books are open each performance night. Payments must be made before books close at each rodeo or the contestant will be scratched from that performance. You may pre-pay all event fees for the entire series, so that you do not have to be there when the books are open.

6. Dues must be paid and a release form signed by a parent or guardian before receiving membership.
7. Under NO circumstances may anyone compete without a release form, and Parent Code of Conduct & Rules Agreement appropriately signed and witnessed by a DCJRA Board Member.
8. Entry fees are non-refundable and non-transferable.
9. DCJRA will hold four (4) rodeos for the Rodeo Series.
10. Contestants must participate in an event in at least three (3) rodeos to qualify for event prizes and must participate in three (3) events in at least three (3) rodeos to qualify for All-Around prizes.
11. Age as of January 1, will determine contestant's age group.

Assisted _____ No age restrictions

Novice _____ 6 years and under

Pewee _____ 7 through 8 years of age

Sub Junior _____ 9 through 11 years of age

Junior _____ 12 through 14 years of age

Senior _____ 15 through 19 years of age

12. High School graduates must have attended high school during the preceding Spring semester and will only be eligible for the Rodeo Series immediately following graduation.
13. Married individuals are ineligible.

14. **No exhibition runs permitted.**

15. Horses are **not** to be run outside the arena.
16. DCJRA will give an **All-Around** buckle to a boy **and** girl in the Novice, Peewee, Sub-Junior, Junior and Senior Divisions. The Dominy Memorial Buckle will be awarded to the High Point, All-Around Novice contestant, boy **OR** girl. The All-Around Novice contestant of the opposite gender will receive a Champion Buckle
17. DCJRA will give an **Event** buckle to the winner of each division (excluding Assisted).
Team Roping is Sub-Junior, Junior, and Senior division combined. A buckle will be awarded to the winning header and the winning heeler in the Team Roping Division.
18. DCJRA will give prizes for 2nd thru 4th place in each event for each division (excluding Assisted).
19. Contestants may enter as many events as desired in his or her age group. **Only points earned in events offered in the contestant's age group will count towards All-Around prizes.**
20. **With the exception of *Chute Dogging**, Contestants may compete for event prizes in additional events in another division **only** if the specified event is not offered in the contestants division. In that case, the contestant may enter the event in the division closest to his or her age group. Contestants may move up a division, but not down. ***Chute Dogging is only available to Junior and Senior Contestants.**
21. **Points earned out of contestant's age group will not count for all-around points. However, if an event is offered in an age group, but the class does not make due to lack of entries, contestant may move up in age groups and the points will count towards all-around prize.**
22. **In order to compete for All-Around Prizes, a contestant must enter and compete in a minimum of three (3) events in at least three (3) rodeos. Contestant must compete in an event a minimum of three (3) times for the event points to count toward the All Around.**
23. At least three contestants must be entered in an event in order to make a class. If the minimum requirement is not met by the second rodeo, contestants entered in the dismissed event will be refunded their entry fee for that event or allowed to compete in the division closest to his or her age group.
24. Points will be tallied for each event in each division for each rodeo. The point system is as follows:

DCJRA POINT AWARD SYSTEM

1 st Place_____	10 Points	6 th Place_____	5 Points
2 nd Place_____	9 Points	7 th Place_____	4 Points
3 rd Place_____	8 Points	8 th Place_____	3 Points
4 th Place_____	7 Points	9 th Place_____	2 Points
5 th Place_____	6 Points	10 th Place_____	1 Point

25. The contestants' points will be totaled for prizes using their top points earned in each individual event throughout the series.

Points EXAMPLES:

Contestant					
	Rodeo #1	Rodeo #2	Rodeo #3	Rodeo #4	TOTAL
Barrels	10	9	9	7-drop	28
Poles	9	7-drop	8	10	27
Straights	7-drop	8	8	10	25

Contestant					
	Rodeo #1	Rodeo #2 No Show	Rodeo #3	Rodeo #4	TOTAL
Barrels	10	0-drop	8	7	25
Poles	9	0-drop	8	10	27
Straights	8	0-drop	7	10	25

26. If there is a tie in any age group of any division the tie will be broken by adding the times together from the three (3) chosen runs. Contestants with the fastest total time of the (3) three runs will be the winner. A no time or no show will be given sixty (60) seconds.

27. Appropriate western attire is required in order to participate in DCJRA Rodeo. If contestant does not abide by this rule he/she will be disqualified. Ribbon runners must also abide by dress code regulations with the exception of footwear. No Exceptions!

- a. **Shirts must be long-sleeve**, must have collar and buttons/snaps all the way down front of shirt. Shirts must be tucked in. Absolutely no polo style shirts, t-shirts or short sleeve, or sleeveless shirts allowed. If contestant does not abide by this rule he/she will be disqualified. No Exceptions!
- b. Riding shoes or western boots are required. Absolutely no tennis shoes will be allowed. If contestant does not abide by this rule he/she will be disqualified. No Exceptions!
- c. If contestant chooses to wear protection on their head, a cowboy hat or helmet will be allowed. Absolutely no caps! If contestant does not abide by this rule he/she will be disqualified. No Exceptions!

28. Contestants name will be called three times to compete at event time. If contestant has not checked in with the gate director by the third call, run is forfeited. Once an age group has completed an event, late contestants will not be allowed to compete in that event.

29. We want to keep this a rodeo environment so contestants and parents please help by making sure to wear appropriate attire in order to compete and avoid getting disqualified.

30. It is your obligation to ask questions if a rule is not completely understood.

Dimmit County Junior Rodeo Association Event Rules 2024

Assisted Speed Events

- Assisted contestants must be led at all times by an adult over the age of 18 and not a contestant.
- The adult may lead either on foot or on horseback.
- Contestant cannot be turned loose at any time.

Cloverleaf Barrels

- Contestants will run the cloverleaf pattern beginning with either right or left barrel.
- Failure to follow the course will result in a no time. Judge's decision is final.
- Touching a barrel by horse or contestant is permitted.
- No time will be given if the starting line is crossed before the pattern is completed.
- Knocking over a barrel shall carry a 5 second penalty.

Pole Bending

- The pole bending pattern consists of 6 poles set in a straight line 21 feet apart.
- Failure to follow the course will result in a no time. Judge's decision is final.
- Touching a pole by horse or contestant is permitted.
- No time will be given if the starting line is crossed before that pattern is completed.
- Knocking over a pole shall carry a 5 second penalty.

Straightaway Barrels

- Contestants will run a figure-8 pattern.
 - Failure to follow the course will result in a no time. Judge's decision is final.
 - Touching a barrel by horse or contestant is permitted.
 - No time will be given if the starting line is crossed before that pattern is completed.
 - Knocking over a barrel shall carry a 5 second penalty.
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Goat Ribbon Pulling – Novice Division

- Goat is tied to a 10 foot string and staked with string held taught towards back of the arena opposite of starting line.
- Contestant rides horse across starting line and proceeds to the goat.
- Time begins when horse crosses starting line.
- **Goat will be held the entire time.**
- A ten (10) second penalty will be assessed if the contestant's horse comes into contact with or crosses the plane of the rope and/or goat while the contestant is still mounted. For the purposes of this rule the contestant will be considered mounted until both of the contestant's feet are on the ground.
- Rider dismounts horse to pull ribbon that is tied to the goat.
 - **NO** contestants may be directly assisted during dismount.
 - **Contestants may be assisted by holding horse ONLY.** An adult or a junior or senior contestant may act as a holder to catch and hold the horse for the contestant **during dismount**, but the holder may NOT touch the contestant and the contestant must dismount without direct assistance. Touching the contestant by the holder with result in a no time.
- Contestants must pull the ribbon off the goat and run across finish line. Time will stop when contestant has crossed the finish line. Ribbon must be shown to event judge to receive a time.
 - Finish line will be 15 feet from the goat stake in the opposite direction of starting line.

Goat Ribbon Pulling – Pee Wee Division

- Goat is tied to 10 foot string and staked with string held taught towards back of the arena opposite of starting line.
- Contestant rides horse across starting line and proceeds to the goat.
- Time begins and **goat is released** when horse crosses starting line.
- A ten (10) second penalty will be assessed if the contestant's horse comes into contact with or crosses the plane of the rope and/or goat while the contestant is still mounted. For the purposes of this rule the contestant will be considered mounted until both of the contestant's feet are on the ground.
- Rider dismounts horse to pull ribbon from the goat.
 - **NO** contestants may be directly assisted during dismount.
 - **Contestants may be assisted by holding horse ONLY.** An adult or a junior or senior contestant may act as a holder to catch and hold the horse for the contestant **during dismount**, but the holder may NOT touch the contestant

and the contestant must dismount without direct assistance. Touching the contestant by the holder with result in a no time.

- Contestants must pull ribbon off the goat and run across finish line. Time will stop when contestant has crossed the finish line. Ribbon must be shown to event judge to receive a time.
 - Finish line will be 15 feet from the goat stake in the opposite direction of starting line.

Goat Tying – Sub-Junior, Junior and Senior Division

- Goat is tied to 10 foot string and staked with string held taught towards back of the arena opposite of starting line.
 - Contestant rides horse across starting line and proceeds to the goat.
 - Time begins and **goat is released** when horse crosses starting line.
 - Contestant must tie any three legs of the goat and legs must remain tied for five(5) seconds. If goat comes untied the contestant will receive a no time.
 - A ten (10) second penalty will be assessed if the contestant's horse comes into contact with or crosses the plane of the rope and/or goat while the contestant is still mounted. For the purposes of this rule the contestant will be considered mounted until both of the contestant's feet are on the ground.
 - Rider dismounts horse to tie the goat.
 - **Contestants may be assisted by holding horse ONLY after contestant is dismounted.**
 - An adult or a junior or senior contestant may hold the horse for the contestant **following dismount**, but the holder may NOT touch the contestant or the horse before dismount and the contestant must dismount without direct assistance. Touching the contestant by the holder with result in a no time.
 - Goat must be on feet and flanked by contestant.
 - **Goat tying contestants** must throw up their hands to stop the clock.
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Dummy Roping –Novice & Pee wee Divisions

- Contestants will rope a dummy steer.
- 3 legal catches
 - Slick horns
 - Neck
 - Half head
- Roper must stand behind established line to rope, otherwise a “no catch” will be given for that loop.
- Roper must pull slack at earliest available time. No “fishing” is allowed, otherwise a “no catch” will be given for that loop.
- Ropers will repeatedly be placed 1’ (one foot) back from the previous spot and rope until only one roper catches at the extended length.
- 2 Board Members will be present during Dummy Roping when possible.

Breakaway Roping

- A bright colored rag is to be connected to the end of the rope. **Please no dark-colored, black or blue rags.**
- Contestant may carry **ONE** loop only.
- Time will begin when chute opens to release calf.
- Sub-Junior Contestants: Loop must pass over calf's head, but after that it is catch-as-catch-can.
- Junior & Senior Contestants: Loop must pass over calf's head **and** be a bell-collar catch.
- There will be a 10 second penalty for a broken barrier.
- **The exit gate will remain closed until a loop is thrown or until the time limit of 25 seconds has been reached.**

Ribbon Roping

- Roper must have a neck rope or be tied through the bit.
- Time will begin when chute opens to release calf.
- Teams must be boy/girl and in the same age division as or younger than the contestant.
- Runner may choose anywhere in the arena to stand.
- Catch-as-catch-can.
- Calf does not have to be standing on feet.
- Roper **must** be completely dismounted when the ribbon is pulled.
- If there is not a tail ribbon, runner will pull hair. Ribbon or hair must be shown to the judge once runner has crossed line.
- Judge will flag time when runner crosses finish line with ribbon/hair in hand.

- There will be a 10 second penalty for a broken barrier.
- The exit gate will remain closed until a loop is thrown or until the time limit of 25 seconds has been reached.

Tie Down Roping

- Roper must have a neck rope or be tied through the bit.
- Time will begin when chute opens to release calf.
- Catch-as-catch-can.
- 2 loops may be used if carried.
- After roping the calf, roper must dismount, go down rope, throw calf by hand and cross and tie any three of calf's feet.
- If calf is down when roper reaches it, the calf must be let up to vertical position with at least three feet dangling underneath and then be thrown by hand.
- If roper's hand is on the calf when calf falls, calf is considered thrown by hand.
- To qualify as a legal tie, there shall be at least one complete wrap around three legs, and a half hitch or hooley. (Hooley is half hitch with a loop, the tail of the string may be partly or completely pulled through.)
- Calf must remain tied for 6 seconds.
- The 6 seconds will begin when roper has remounted and there is slack in the rope.
- **A ten (10) second penalty will be applied if the calf is not cleared from a vertical position before being tied.**
- There will be a 10 second penalty for a broken barrier
- The exit gate will remain closed until a loop is thrown or until the time limit of 25 seconds has been reached.

Team Roping

- There will be only 3 legal catches
 - Slick horn.
 - Half head.
 - Around the neck.
- There will be only 2 loops thrown.
- There will be a 5 second penalty for a one-heel catch.
- There will be a 10 second penalty for a broken barrier.
- Time begins when chute opens to release steer.
- Time stops when ropers face up, ropes are tight and header's horse's front feet are on the ground.
- All contestants will be entered with the courtesy roper of their choice. Courtesy roper must be a current participating DCJRA member.

Chute Dogging

- With steer loaded in chute, dogger gets beside steer with hand and arm in front of the shoulder of steer, or behind shoulder if dogger desires, and can wrap under neck. When dogger calls for steer the chute gate will be opened. Dogger must maintain his hand and arm position without impeding forward progress of the steer. If forward progress is impeded by choking or any other means, dogger will receive a no time. Should dogger grab horn or ear, a 10 second penalty will be assessed. Steer must cross score line before being thrown or starting to slow the steer's forward progress to start throwing process. If steer is thrown before crossing line, it will result in a disqualification since time has not started. Dogger cannot do anything to start throwing process until time has started in the field.
- It is the contestant's responsibility to check for broken horns.
- There will be a designated helper assigned by the Arena Director. The helper cannot pass the plane of the chute gate.
- Contestant is considered working the steer when the steer leaves the chute.
- If steer gets loose, dogger may take no more than one step to catch steer.
- After crossing the start line, wrestler must bring it to a stop or change its direction and twist it down.
- If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
- Steer will be considered thrown down only when it is lying flat on its side, or on its back with all feet and head straight.
- Wrestler must have hand on steer when flagged.
- Contestant is required to turn steer's head so that he can get up.
- A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.

*All roping events will be run with a barrier. No stipulation on length of barrier.

Parents Code of Conduct

Prior to any member competing in a rodeo, the member's parent must have on file with the DCJRA a signed "Parents Code of Conduct." This code and signature page is attached to the original entry form. The Parents Code of Conduct is as follows:

Parents are expected to:

1. Remember that children participate in rodeos to have fun and that the rodeos are for those children, not adults.
2. Know the rules of the association and follow them.
3. Present a positive role model for all contestants and encourage sportsmanship by showing respect and courtesy to other contestants and parents.
4. Demonstrate positive support for all contestants, judges, officials and spectators at every rodeo and every event associated with DCJRA.
5. Refrain from any kind of unsportsmanlike conduct with any judge, official, contestant, or parent such as booing, taunting or using profane language or gestures during the rodeo weekend.
6. Act to prevent any behaviors that could endanger the health and well-being of the contestants, or stock.
7. Encourage their child to follow the rules and resolve conflicts without hostility or poor behavior.
8. Encourage their child to treat other contestants, judges, officials, and spectators with respect regardless of race, creed, color, sex or ability.
9. Not ridicule or yell at their child or other contestants for making a mistake or losing a competition.
10. Respect the judges and officials by following the rules for questions about calls or procedures and not confront judges or officials in the arena or from the grandstands during an event.
11. Adhere to the rules forbidding the use of alcohol in the arena area during the rodeos.
12. Remember that the primary purpose of the youth rodeo is to teach responsibility, respect and character that will serve the contestants well as they become young adults.

Parent Signature

Date

WARNING
UNDER TEXAS LAW
(Chapter 87, Civil Practice & Remedies Code),

AN EQUINE PROFESSIONAL IS NOT LIABLE FOR AN INJURY TO OR THE
DEATH OF A PARTICIPANT IN EQUINE ACTIVITIES RESULTING FROM THE
INHERENT RISKS OF EQUINE ACTIVITIES

AGREEMENT

I have read, understand and agree that my child(ren) and I will abide by the Parents Code of Conduct, DCJRA Rules, DCJRA Event Rules as well as the cover letter enumerating the changes for the 2023 Summer Series.

Signature of Parent/Guardian

Date

Print Name

Name of Contestant(s)
