

Lovelock Jr. Rodeo

Fees:	Quantity	Amount
Events - \$20.00		
Pee Wee - \$10.00		
Stalls - \$10.00 each		
Facility/Office Fee	1	\$5.00
LATE FEE - \$20.00 after May 26th		
Grand Total:		

OFFICE ONLY

Paid: Check# _____ Cash

Birth Cert: YES NO

All entries postmarked after May 26th will have a \$20 late fee

ALL ENTRIES must be received by JUNE 3rd – no exceptions

contestants will receive a confirmation email to confirm that their entry was received

All Rules are posted on our website www.rodeolovelock.com

Please send check or money order postmarked by May 26th to:

Payable to Lovelock Jr Rodeo
 % Laura Duncan
 PO Box 262
 Lovelock, NV 89419

Photo Release: I give Lovelock Junior Rodeo permission to use photos, videos, and other media of my child participating in the event for future Lovelock Junior Rodeo advertising.

_____ (parent's initials)

Release: I, the undersigned parent or legal guardian of said contestant, do hereby release the Lovelock Jr Rodeo Association, its members, directors, volunteers, and contractors from any and all claims which may occur to myself, the contestant, livestock and/or property by reason of injury, loss and/or damage which may be incurred during or related to this rodeo.

Parent/Guardian Name: _____

Parent/Guardian Signature: _____

State of _____

County of _____

Appeared before me a notary public the _____ day of _____, 2023

Notary Public: _____

2023 Lovelock Junior Rodeo Rules

- ALL decisions of flaggers and arena directors are FINAL
- There will be only one go around in each event. No re-runs for breakage of tack.
- Every event has a 60 second time limit
- Western boots, hats, long sleeved pants/shirts and numbers must be worn by contestants while in the arenas.
- Helpers and adults must also wear Western Attire while in the arenas.
- Only contestant can protest. The contestant must present protests to event director or arena director before the end of said event. DO NOT take protests to timers. This could lead to disqualifications. Peewees may have parent represent them.
- All roping events will be a barrier roping.
- In the age groups 6-9 and 10-13, contestants must be independent during their event without being lead

Breakaway Roping: IF horned calves shorter than 2 inches are used, the loop must pass over the calf's nose. IF horned calves are used with horns greater than 2-inches long, there shall be three legal head catches (around horns, neck and ½head). Ropes are to be tied to the saddle horn with nylon string. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A color flag that is visible to the flagman or judge must be attached at the knot end of the rope. Two loops will be allowed if two ropes are carried. Once second loop is pulled, first loop is no longer in play

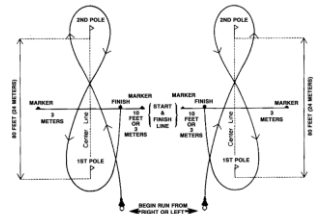


Figure 8: Must pass through the middle to start/stop time (will cross middle 3 times).

Flag Race: Contestant can go to either barrel first. She must put a flag in the first barrel, then go to the second barrel and take the flag out of the bucket before crossing back over the finishing line. There will be a No Time for missing a flag in a bucket and a No Time for knocking a barrel over.

Keyhole Race: Contestant rides into keyhole, turns horse around without crossing lines and rides back out and over finish line. There will be a 10 second penalty for touching the line.

Team Roping: Age 6-9 rope with an Adult (2 times). Age 10-13 rope with an Adult (2 times). Ages 14-17 have a choice of roping with an Adult or 14-17 age partner (2 times). Not allowed to rope with the same partner twice. Pay twice, rope twice. Three legal head catches and headers must face to get a time.

Barrel Racing: Follow National High School Rodeo Rules

Pole Bending: Follow National High School Rodeo Rules

Steer Daubing: Hazers will be allowed. Time starts when horse leaves box and ends when rider raises the tip of the dauber above their head. There is a 10 second penalty for breaking the barrier. IF contestant calls for time, but the steer has no visible paint mark this results in a no time.

Sack Roping: 10 second penalty for crossing the white line of the circle. Must have a full dally when crossing the finish line. Two loops will be allowed, if sack is lost outside of circle it results in a no time.

Goat Tying: The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from their horse, throw the goat by hand. IF the goat is down when contestant reaches it, goat must be stood up on at least three feet (goat must be elevated by contestant so that at least three feet are dangling straight underneath goat and goat must be rethrown) and then cross and tie any three legs together with string and then stand clear of the goat. Legs must remain crossed and secured for six seconds after completion of tie. While the

judge is performing the six second procedure, the contest will make no gestures, motions, or noises to distract the goat. This will be considered trying to take an unfair advantage and will result in disqualification. To qualify as a legal tie, there must be one or more wraps and a half hitch, hooley or knot. A braided goat string, pigging string or rope are permitted. Time of the run will start when the nose of the contestant's horse crosses the starting line. Time will stop with contestant signals completion of the tie. The contestant must immediately move back three feet from the goat before the judge will start the six second time limit on the tie - for the goat's legs to remain crossed and tied. If contestant gets rope that is holding goat wrapped around her leg, she must ask the judge if they can remove it. After getting permission from judge, removing the rope and moving back three feet and six second limit will start.

Pee-Wee's

Goat Undecorating: Time will start when contestant passes over starting line. Contestant must remove all of ribbon from the goat's tail to qualify for a time. Once ribbon is removed contestant must run back across the start line with the ribbon to stop the time.

Dummy Roping: Three loops will be allowed and parent may help build loops. Whole head (1 point), half head (2 points), and horns (3 points) are the three legal catches.

Stick Horse Barrel Race: Contestant must complete a legal clover leaf pattern. Time will start when contestant passes over starting line with time stopping once contestant crosses the starting line and MUST remain "mounted" on stick horse while competing, or receive a 10 second penalty.

Keyhole Race: Contestant rides into keyhole, turns horse around without crossing lines and rides back out and over finish line. There will be a 10 second penalty for touching the line. The rider may be "assisted" by being escorted by a handler, the adult must be in Western Wear. Assisted is defined as touching the reins or leading the horse with a lead rope. The rider is to be independent and the handler may NOT hold on to the contestant. If the rider is not independent, they will not be allowed to participate in this event.

Special note: On the day of the rodeo, peewee's will compete in two separate divisions for the horseback events (keyhole & potato race). One division is assisted riders and the other division is independent riders. There will be prizes in both divisions. For example: if the rider is "assisted" their time will go up against other "assisted" riders. Assisted is defined as touching the reins or leading the horse with a lead rope.

Potato Race: Ride down the arena and drop a potato in a 5 gallon bucket on top of a barrel and ride back. NO TIME will be given if the potato misses the bucket or if the potato falls out of the bucket. The rider may be "assisted" by being escorted by a handler, the adult must be in Western Wear. Assisted is defined as touching the reins or leading the horse with a lead rope. The rider is to be independent and the handler may NOT hold on to the contestant. If the rider is not independent, they will not be allowed to participate in this event.

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