

2020

*Membership & Event Rules*

### Quick Reference

Age Groups	Events
Leadline (combined boys & girls)	Barrels, Straight Barrels, Flags Sign up by 8:30 a.m. – Start time 9:30 a.m.
6 & under	Goat Ribbon Pulling, Poles, Flags, Barrels, Spur
7-9	Goat Flanking, Poles, Flags, Barrels, Spur
10-12	Goat Tying, Poles, Flags, Barrels, Spur
13-15	Goat Tying, Poles, Flags, Barrels, Spur
16 & Over	Goat Tying, Poles, Flags, Barrels, Spur

Entry Fees	
Regular Member	\$3.00 per event + \$5.00 awards fee + \$1.00 arena fee All 5 events \$21.00
Senior Posse Members	\$2.00 per event + \$5.00 awards fee All 5 events \$15.00

### Contact Information

Jason Carlson	(817)291-1126
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2020 Event Dates
March 7
March 21
April 18
May 16
June 27
July 11
July 18
<i>Cleburne Youth Rodeo: July 30 through August 1, 2020</i>

## General rules:

1. Members will be limited to families living in Johnson County and those counties directly connected or members who have been grandfathered in.
2. You must be a member to ride/participate in playdays to earn points. Those that wish to ride without a membership may do so for their first playday and will be given the option to join by the end of that playday. If they choose to join points will be awarded so as long as it is done on the same day as the playday. Non-members will be required to sign a release of liability.
3. Members must use saddles at all times, while on Johnson County Sheriff's Posse property. This includes practices.. **NO BAREBACK RIDING WILL BE ALLOWED.**
4. All runs **WILL** be closed gate (arena or alley gate will be closed).
5. No child may be on the Johnson County Sheriff's Posse grounds without an appointed guardian.
6. Everyone should watch out for the children at all times; it is a group effort to keep everyone safe.
7. If you cannot abide by the rules and by-laws of the Johnson County Junior Sheriff's Posse your points will be taken away from that playday.
8. Parents and children, whether participating or not, must be on their best behavior while on the grounds of the Johnson County Sheriff's Posse property. There will be no fighting or yelling between parents or members or you will be asked to leave and not return for the remainder of the season.
9. There will be absolutely no cursing or using of bad language while on the grounds of the Johnson County Sheriff's Posse property.
10. No alcoholic beverages will be allowed on the Johnson County Sheriff's Posse property at any time.
11. All pets must be under control at all times during practices and playdays.
12. No stud horses will be allowed on the grounds of the Johnson County Sheriff's Posse at any time.
13. There will be a \$35 charge on all returned checks. This will be enforced. Your child will be able to ride but not receive points until all the charges have been paid.
14. **EVERY horse** brought on the Johnson County Sheriff's Posse property is required to have a current, negative coggins and a copy of each horse's coggins papers must be supplied to the secretary by the member's second playday. All members are subject to random coggins checks. If you do not have coggins with you on the premises, your horse will not be able to be unloaded and you will be asked to leave the premises.
15. If your horse is prone to kicking a red ribbon or flag must be attached to a horse's tail to notify all that the horse kicks.
16. The age groups are as follows: 6 & under leadline, 6 & under ride-in, 7-9, 10-12, 13-15, 16-18, and 19 and over.
17. The 6 & under leadline events are: Spur, Barrels and Poles (utilizing 3 poles only). These will be separate events, not combined and occur at the beginning of each playday. Boys and girls will be ran together for this event.

18. Events for 6 & under ride-in and above age groups are: Goats, Poles, Flags, Barrels, and Spur.
19. In the event that there are less than three participants in any boy/girl age group, the Junior posse reserves the right to combine the group and run boys and girls together.
20. Ride-in classes will begin with the youngest age group first and work down to the oldest age group.
21. Parents may assist their child in the **6 & under ride-in** with dismounting the horse in only the Goat Ribbon Pulling event. During all other events everyone, parents/guardians must remain behind the timers.
22. Any securing device of a child to a horse must be safe. If it is decided by one of the directors or members and agreed upon by the directors to be unsafe, it must be corrected before the member can ride.
23. Leadline must be signed in by 8:30 a.m. All other age groups must be signed in by 9:30 a.m., **NO EXCEPTIONS** in order to receive points for the day. Any members signing up after the allowed time will **NOT** earn points for that playday. The leadline class will start at 9:00 a.m. with the ride-in classes to follow. Ride in class will not begin before 10:00 a.m.

**Fees:**

Regular Member	\$3.00 per event + \$5.00 awards fee + \$1.00 arena fee All five events: \$21.00
Senior Posse Members	\$2.00 per event + \$5.00 awards fee All five events: \$15.00
Winner Take All Side-Pot	\$5 per event

24. An optional \$5 winner take all side-pot will be offered per event for every age group except for 6 & under leadline.
25. If a leadline member moves to a ride-in class, points accumulated will be counted for year-end awards.
26. A child may move up to an older age group at their first playday, however, they must remain in that age group for all events for the rest of the season.
27. The dress code is long pants, boot with a heel, and a shirt (sleeveless, short or long) while riding in an event or leading a child in the lead-line event. **NO TANK TOPS, HALTER TOPS, STRING STRAPS, ETC.** This rule includes practices and playdays.
28. Once a rider has crossed the start line, they may not restart his/her run during the event.
29. Members cannot practice on playday goats the day of the playday. It will be the director's decision if it is necessary for the goats to be tied before the playday.
30. **ALL OFFICERS/DIRECTORS ARE REQUIRED TO NOTIFY THE PRESIDENT OR VICE PRESIDENT IF THEY ARE UNABLE TO ATTEND THE PLAYDAY.**
31. At each playday event, each event director must check all positions and sign-off on their event work sheets. The event director will be the arena judge for that event. The director's decision is final on whether the rider made a good run or not. If the director

did not see what happened, the rider will get their time. There will not be a meeting to make exceptions to the rule. The event director or their stand-in must be in the arena at all times during the event.

- a. There will be at least one person to check the automatic timer or operate the backup stopwatch, one person to record times, and after each age class times must be turned into the secretary for recording.
  - b. There will be one person as an announcer and one person as an alley director. They will call the rider's name three times, and then if there has been no response, the rider will be disqualified/T.O. from that event.
  - c. Tractor driver will drag after every seven contestants. The event director can make the decision to drag sooner if an unsafe situation is seen.
32. All officers/directors meetings will be held during the lead line event as needed.
33. It is up to you the member parent/guardian to make sure their child's name is on the work sheets if you worked that day. One point will be given for each full event worked. Workers must be 13 or older to work for points.
34. If there are not enough workers present to run the event within 10 minutes, that event will be canceled, and we will move on to the next event. If an event is canceled, 1 point will be given to each rider who was entered in that canceled event. Fees will not be returned but will go towards the awards.
35. Ribbons will be given as follows:
- a. Leadliners: Everyone will receive a participant ribbon and a trophy.
  - b. 6&under ride-ins: 1<sup>st</sup> - 10<sup>th</sup> place ribbons, and participant ribbons to all others
  - c. All 18 & under groups: 1<sup>st</sup> - 10<sup>th</sup> place ribbons.
  - d. 19 & over rides will not receive ribbons or trophies.
36. One point will be given to all contestants for each event they have entered and ran. A point **WILL NOT** be given to a "T.O." (turn out) or a paid no show.
37. 1<sup>st</sup>, 2<sup>nd</sup>, and 3<sup>rd</sup> place high point awards will be granted per age group (18 & under) at each playday. In the event of a tie, 1<sup>st</sup> and 2<sup>nd</sup> placed events for that playday will decide the tie. Awards will be given.

#### **QUALIFYING RULES: (To qualify for year-end awards)**

1. **You must sign-up and pay for at least five of the seven playdays and participate in at least four of the playdays to qualify for year-end awards.**
  - a. Must ride in a minimum of three events per playday.
2. Each household/family member must participate in the fundraiser and must sell at least thirty raffle tickets.
3. Everyone is required to work. You **are not** exempt from working if you or your spouse is a director of an event. **Parents are responsible for working at least ten full events, per playday year.** This rule applies per household. There is a limit of 2 events per playday, per family **unless** it is announced that more workers are needed.

4. Each household/family **must sell at least one advertisement for the Cleburne Youth Rodeo.**
5. Each **household/family will be required to have an adult work three full events at the Cleburne Youth Rodeo.**

**ALL ABOVE RULES MUST BE COMPLETED IN ORDER TO QUALIFY FOR YEAR-END AWARDS.**

All lead line participants will receive buckles at the end of the year banquet for those that qualify.

Buckles will be awarded for all youth (18 & under) for each age group and will be awarded at the end of the year banquet for those that qualify.

A champion and reserve champion buckle will be awarded for the 19 & over open class.

## **Event Rules**

**POINTS WILL BE AWARDED AS FOLLOWS:**

<b>1st place</b>	10 points	<b>7th place</b>	4 points
<b>2nd place</b>	9 points	<b>8th place</b>	3 points
<b>3<sup>rd</sup> place</b>	8 points	<b>9th place</b>	2 point
<b>4th place</b>	7 points	<b>10th place</b>	1 point
<b>5th place</b>	6 points	<b>Leadliners</b>	1 point
<b>6th place</b>	5 points	<b>No Time</b>	1 point
Turn Out (T/O) = 0 points			

## **TIMED EVENT RULES:**

All of the following are timed events. Each contestant will begin from a running start. The time will start and end as the horse's nose crosses the start/finish line. An electric timer or at least two stopwatches shall be used, with the time indicated by the electric timer or the average time of the watches used by the official times to be the official time. Once the first contestant has run in an age group, the pattern is set and cannot be altered in any way, all other participants in that age group will use the same pattern for that day.

## **GOATS**

This director must know the pattern and know where the goat is to be staked and ensure all assigned workers are completing their work points. They will be the goat holder during the event. The Goat Director must purchase eight (8) goats and will be reimbursed by the Junior Posse for the purchase so as long as they remain within the budget provided. The director will take proper care of the goats, including providing feed, forage, and adequate shelter the entire year that they are in their possession. If there is a sick goat(s) or a deceased goat, the director must notify the president immediately. After the year is

over, the director takes ownership of the goats. He/she must bring the goats to each play-day or sponsored event(s) on time or make prior arrangements if they are unable to. The director will determine if a rider has a qualified run or not. Goat stake is 105ft. from the timer. Rules are as follows:

### **6 & UNDER:**

1. Contestant must ride down the arena and dismount horse (Parent may assist with the dismount only), pull the ribbon from its tail and run across the line to stop the timer.
2. The judge will hold the goat at all times.
3. The rider will be disqualified for running over the goat, their horse coming into contact with the goat while still horseback or running over the event judge while still horseback.

### **GOAT FLANKING: Ages 7-9**

1. Contestants must ride down the arena and dismount horse by themselves (parent may NOT approach or hold the horse while the child is dismounting), throw goat by hand and cross feet in a qualified tying position on the ground.
2. Judge may NOT hold goat.
3. The flag will be dropped, and the timer will stop when the contestant gathers three legs in a tying position on the ground. Contestants may choose to tie the goat, but the timer will be stopped once the legs are gathered in the correct position.
4. Rider will be disqualified for running over the goat, their horse coming into contact with the goat while still horseback or running over the event judge while still horseback.
5. There will be a sixty (60) second time limit for this event.

### **GOAT TYING: Ages 10 & Over**

1. The contestant must be mounted on a horse and must ride from starting line to goat, dismount, throw goat by hand and tie the appropriate three (3) feet together with a tie string of contestant's choice, and stand clear of the goat at least 3 ft. from the goat. No parents allowed in the arena with the contestant.
2. Time will start when the mounted contestant crosses the starting line and will stop when contestant signals the completion of the tie by raising hands in the air.
3. The judge may NOT hold goat once the contestant has crossed the timer line.
4. One front leg and two hind legs must be crossed and tied to qualify as a legal tie. A tie may consist of one or more wraps or a half hitch.
5. Riders will be disqualified if the goat does not remain tied for six (6) seconds beginning from the time the contestant signals the completion of the tie by raising their hands in the air. If the goat kicks free from the tie before the conclusion of the six (6) seconds, the rider will receive a no time.
6. The rider will be disqualified for running over the goat, their horse coming into contact with the goat while still horseback or running over the event judge while still horseback.
7. There will be a sixty (60) second time limit for this event.

A suitable goat will be staked at the opposite end of the arena from the start/finish line on a 10ft. line or rope in a manner that is safe for both the goat and the contestant. The stake will be placed in the same position as the third/last barrel in the barrel race. If the goat is not standing when the contestant reaches the goat, the contestant must flank the goat by hand, crossing any front leg and both back feet, and tie with not less than one complete wrap and a half hitch. Failure of the goat to remain tied for six (6) seconds will result in disqualification. The flagman must have a timer for the six (6) kickout rule. This event must be performed in a manner that is not harmful to the goat.

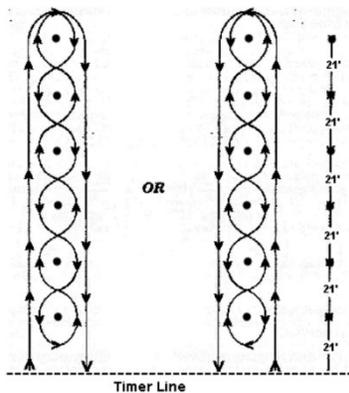
Any contestant whose participation is considered harmful to the goat may be disqualified at the board's discretion. Should any contestant's horse, before it is totally dismounted come into contact with the tether attached to the goat or the goat itself, the contestant will be disqualified. For the 6 & under age groups the goat will be held, and the contestant will pull a ribbon from the goat's tail and run past a discernible finish line approximately 10ft beyond the goat's closest possible position to the finish line.

For the 7 - 9 age group, the contestants must flank and gather the goat's legs in a legal tying position on the ground, no tie is required. For all age groups except for 6 & under, the goat will be held only until the contestant crosses the timer line. All contestants must exit through the back gate of the arena.

## **POLES**

This director must know the pattern and how many feet between each pole and ensure all assigned workers are completing their work points. The director is responsible for getting the poles from the practice director before each play-day and returning them to the practice director before the playday is over. The director must set the pattern. The director will determine if a rider has a qualified run or not. Rules are as follows:

1. Rider may go to the left or right side of the pole pattern to begin then run the remainder of the pattern accordingly.
2. A five (5) second penalty will be given for each pole that is knocked over.
3. Rider will be disqualified for breaking the pattern, crossing the timer, if the contestant does not remain mounted for the entire run, or does not maintain forward motion.



## **Flags**

This director must know the pattern and how many feet between the times and the barrel and ensure all assigned workers are completing their work points. The director is responsible for getting the flags from the practice director before each play-day and returning them to the practice director before the play-day is over. The director must set the pattern. The director will determine if a rider has a qualified run or not. Rules are as follows:

The flag race pattern will consist of a single barrel placed in the same position as the last or third barrel in the barrel racing pattern. Contestants may initially pick up the flag from either the left or right of the barrel; continue to ride around the barrel in a clockwise or counterclockwise pattern so as long as they do not change direction and remain in a forward motion.

Riders may touch the barrel or bucket. Riders that pick up the flag but fail to carry it past the starting line (timer line) will receive a no time. Riders intentionally striking any part of their horse with the flag will be disqualified. Riders may continue around the barrel in their committed direction until the flag is picked up or dropped. A five (5) second penalty is added to the final time if the barrel is knocked down. There is no penalty if the bucket is knocked off the barrel.

## **BARRELS**

This director must know the pattern and the distance between each barrel and ensure all assigned workers are completing their work points. The director must set the pattern. The director will determine if a rider has a qualified run or not. Rules are as follows:

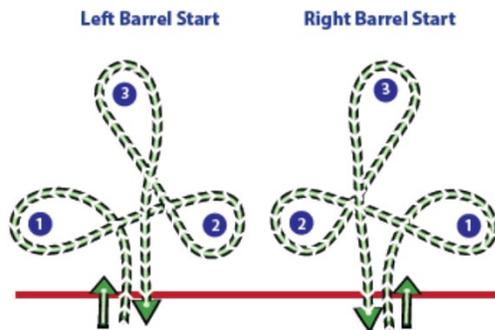
1. The rider may go to the left or right to begin the pattern.
2. A five (5) second penalty will be given for each barrel that is knocked over.
3. The rider will be disqualified for breaking the pattern, crossing the timer or if the contestant does not remain mounted for the entire run.

It is recommended that there be at least 45ft. (13.5 meters) from the starting line to the end of the arena, at least 18ft. (5.4 meters) from barrels one and two to the fence and 36ft. (10.8 meters) from barrel three to the end of the arena. 55-gallon (200 liters) barrels with both ends in must be used.

At a signal from the starter, the contestant will run to barrel #1, pass to the left of it, and complete an approximately 360 degree turn around it; then go to barrel #2, pass to the right of it, and complete an approximately a 360 degree turn around it; then go to barrel #3, pass to the right of it and do another approximately 360 degree turn around it; then sprint to the finish line, passing between barrel #1 and #2.

This barrel course may also be run to the left. For example, the contestant will start to barrel #2 turning to the left around this barrel, then to barrel #1, turning to the right,

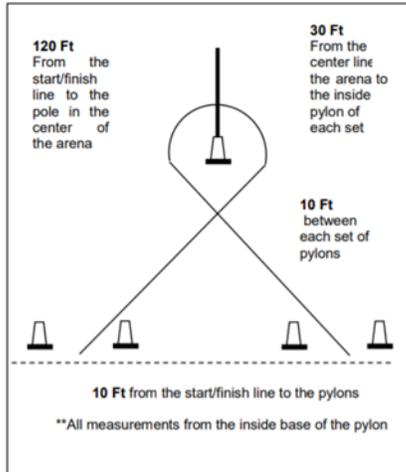
then barrel #3 turning again to the right, followed by the final sprint to the finish line. Knocking over a barrel carries a five (5) second penalty. Failure to follow the course will result in disqualification. A contestant may touch the barrel with his/her hands to prevent the barrel from falling over.



### Spur:

This director must know the pattern and the distance between each barrel and ensure all assigned workers are completing their work points. The director must set the pattern. The director will determine if a rider has a qualified run or not. Rules are as follows:

The horse and rider must go through the first set of pylons, make a three hundred sixty (360) degree turn around the pole, returning through the second set of pylons. A right or left-hand pattern may be run. Equipment Five (5) highway type pylons eighteen (18) to twenty-eight (28) inches in height. The center pylon should have a maximum base size of seventeen (17) inches, contain a seven (7) foot pole, and weigh a maximum of twelve (12) pounds. The center pylon is placed one hundred twenty (120) feet from the start and finish line and is centered in the arena. Two (2) gates are formed one on each side of the arena, with two (2) pylons used to form each gate. The pylons forming the gates are to be set ten (10) feet apart, ten (10) feet from the start and finish line, and thirty (30) feet from the centerline of the arena to leave sixty (60) feet between the set of pylons. All measurements are to be made from the inside base of the pylons. There will be a 5-second penalty for knocking over the pole. Knocking over a cone and breaking the pattern will result in a no time.



## 2020 CLEBURNE YOUTH RODEO JULY 30 THROUGH AUGUST 1

All rodeo ads will need to be turned in by and not later than the June 27<sup>TH</sup> play-day. In April we will start putting a rodeo committee together. Please keep in mind it is a very busy rodeo and we will need as much help as possible. This is the JCJSP's main fundraiser for year-end awards.

All points and info can be found on the JCJSP website as well as their Facebook page Johnson County Jr Sheriff's Posse.

**WEBSITE: [WWW.JCJSP.YOLASITE.COM](http://WWW.JCJSP.YOLASITE.COM)**