



GALVESTON COUNTY FAIR & RODEO

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2010 RULES FOR SUMMER SERIES

ELIGIBILITY

Ages for the events will be determined as of September 1, 2009. Contestants must be enrolled in school or a graduate in May 2010. (If contestant has graduated he/she must be a graduate of the current school year and is 19 & Under.) Contestants must not be married. A Minors Release will be required and must be signed by at least one parent or legal guardian. A member of participant's immediate family must be a current member of the Galveston County Fair & Rodeo or a Summer Series member in order for the contestant to be able to compete in the Galveston County Fair & Rodeo Summer Series.

AWARDS & POINTS

A 100-point system will be used for the year-end awards. A contestant must have a time to receive an award. In the roping events the contestant must have caught at least once to receive a year-end award. Contestant must participate in four (4) out of six (6) Thursday nights in each event to be eligible for *any* awards including participation awards. All Pee-Wee contestants must compete in five (5) out of six (6) nights in both Leadline and Ribbon Pulling to receive buckles. Contestants competing in only one (1) event or both events four (4) out of six (6) nights will receive awards. There will be no dropped times.

Points Will Be Given As Follows:

1 st Place 100 points	6 th Place 50 points
2 nd Place 90 points	7 th Place 40 points
3 rd Place 80 points	8 th Place 30 points
4 th Place 70 points	9 th Place 20 points
5 th Place 60 points	10 th Place 10 points

GCF&R Summer Series will be giving one (1) place for every two (2) entries up to ten (10) places. For example: An average of eight entries will award four places. Seventeen entries will award 8 places.

IN CASE OF A TIE

The following procedure will be used:

1. The contestant having won the most 1st, 2nd, 3rd, etc. will be winner.
2. The fastest average time in that event for the summer.
3. The contestant participating the greatest number of times in that event.



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ALL AROUND

- 1 There will be three (3) all around awards given for group 1 and 2 All Around Awards given for Group 2.
- 2 The divisions will be based on age groups:
 - Group 1: 8 & Under, 9 – 13, 14 – 19.
 - Group 2: 13 & Under, 14 – 19.
- 3 To be eligible for an All Around Award “Group 1” must compete in ALL three (3) events and “Group 2” must compete in three (3) or more events.
- 4 The point system used will be the one described in the rules for the event champions, but will be tallied based on how you placed within your age category.
- 5 Ties will be broken by most number of firsts, then most number of seconds, etc.
- 6 Overall Hi-Point Awards: Only events in which contestant has participated in at least four nights will be counted.

WORK POINTS

Each contestant will have to accumulate five (5) work points and five (5) concession points in order for contestant to receive year-end awards. **Must work ½ of total work points in 1st 3 weeks and other ½ of work points in the 2nd 3 weeks.** Must sign up the night of the event. Work points can be purchased for \$10.00 per point. Any event Sponsor (\$350.00 min.) who has a contestant participating does not have to accumulate work or concession points.

- Pee-Wee participants do not have to have any work or concession points.
- Each class worked is worth one (1) point.
- Concession stand will count each 2 hr shift = 5 points.
- Concession stand workers must be at least 15 years of age.

RULES

- 1 There WILL BE NO PROTEST!!!
- 2 No contestant may compete in two (2) different age groups.
- 3 The decision of the judges (flagmen) IS FINAL!
- 4 All event rules will be determined by the GCF&R Summer Series Committee.
- 5 No hats or caps will be worn during events with the exception of Safety helmets. Shirts with sleeves – Long Pants – Healed footwear must be worn.
- 6 Horses may run through the center alley for speed events.
- 7 Be ready to run when it is your turn. If your name is called three (3) times and you are not ready you will not be allowed to participate in that event.
- 8 Any youth caught with alcoholic beverages or tobacco products will be barred from the Summer Series. Any adult with alcohol will be asked to leave immediately.
- 9 Any child or parent that displays poor sportsmanship will be asked to leave.



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10. Checks may be written. Please make payable to Galveston County Fair & Rodeo, Inc.
11. Gates will be opened on roping events.
12. If horse, rider, or stock enters gate at catch pen during run, it is a no time.
13. Breakaway roping – rope must be broken from horn of saddle before stock enters catch pen gate. Rider must not touch saddle or rope before rope breaks away from horn no time). String must be obtained from the Line Judge.
14. In barrels and poles NO LEADING OF HORSES IS ALLOWED (past starting line).
15. There will be a 60 second time limit on all events.
16. No one allowed in the arena during roping events.
17. Current Coggins Papers must be presented at time of registration and in addition a copy must be provided to the Summer Series to be kept for office purposes.
18. Birth Certificate of contestant must be presented at time of registration and in addition a copy must be provided to the Summer Series to be kept for office purposes.

****Any of the above rules broken are grounds for disqualification for that night.***



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PEE-WEE

A. Leadline

- 1 Contestant must be between 3 to 8 years of age.
- 2 Contestant must be led.
- 3 Pattern will be straights.

B. Ribbon Pulling

- 1 Contestant must be between 3 to 8 years of age.
- 2 Stock – Goat will be staked with rope five feet in length. Goat will be changed every five (5) contestants. Goat shall be held at end of rope facing contestant and released when contestant crosses starting line.
- 3 Arena – Stake is to be driven into the ground where none of it is visible. Goat is to be staked fifteen feet from starting line.
- 4 Time – Time will start when contestant crosses starting line and stops when contestant pulls flag from goat and crosses back over starting line. Must have flag in hand to receive time. Sixty (60) second time limit.

GROUP 1

A. STRAIGHT BARRELS

- 1 No barrel may be closer than twenty (20) feet from any arena fence.
- 2 First barrel must be 20 feet from starting line and 60 feet between barrels.
- 3 Location must be permanently marked for the entire rodeo.
- 4 Barrels easily seen by horse and rider.
- 5 All barrels are to be INSIDE of stake.

- Pattern

- 1 Contestants will start from behind the starting line run to the left or the right of the first barrel then continue the figure eight (8) pattern. ALL FORWARD MOTION.
- 2 The time starts when contestant crosses starting line and stops when he/she crosses it on the way back after running pattern.
- 3 No reruns or restarts on broken patterns.



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- Penalties

THERE WILL BE A FIVE (5) SECOND PENALTY for each barrel knocked over. If a contestant knocks over a barrel and it stands up again on its other end it will be the same as knocking it over.

- Disqualification And “No Time” If

- 1 Contestant commits any offense listed in rules.
- 2 Contestant breaks the pattern.
- 3 CONTESTANT DOES NOT REMAIN MOUNTED FOR ENTIRE RUN.
- 4 Contestant crosses the starting line during run.

B. CLOVERLEAF BARRELS

- 1 The barrels may be placed by the management at distances that conform WITH THEIR ARENA CONDITIONS AS DECIDED BY ARENA DIRECTOR, but not closer than fifteen (15) feet.
- 2 Horse and rider must easily see barrels.
- 3 All barrels are to be inside of stake.

- Pattern

- 1 Contestants will start from behind the starting line, run around barrel number one, then around number two (2), and continue around barrel number three (3), finishing by crossing the starting line on the way back. This pattern may be altered by starting with the number two (2) barrel, then to number one (1). ALL FORWARD MOTION.
- 2 The time starts when contestant crosses starting line and stops when he/she crosses it on the way back after running pattern.
- 3 No reruns or restarts on broken patterns.

- Penalties

THERE WILL BE A FIVE (5) SECOND PENALTY for each barrel knocked over. If a contestant knocks over a barrel and it stands up again on its other end it will be the same as knocking it over.



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- Disqualification And “No Time” If:

See Straight Barrels.

C. POLE BENDING

- 1 The first pole is to be 21 feet from the starting line and each of the 6 poles shall be 21 feet apart.
- 2 Poles must be permanently marked each time they are used.
- 3 Poles must be mounted on a flexible base.
- 4 Poles are to be TO THE SIDE of stake.
- 5 POLES MUST BE SIX (6) FEET FROM BASE TO TOP OF POLE.

- Pattern

- 1 Contestants may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly. ALL FORWARD MOTION.
- 2 If the contestant backs up it is considered a broken pattern.
- 3 No reruns or restarts on broken patterns.

- Penalties

THERE WILL BE A FIVE (5) SECOND PENALTY for each pole knocked over.

- Disqualification And “No Time “ If

See Straight Barrels.

GROUP 2

A. GOAT TYING

- Contestants:**
- A. Sub-Junior contestants must participate in Sub-Junior Competition.
 - B. Junior contestants must participate in Junior Competition.
 - C. Senior contestants must participate in Senior Competition.

- 1 The contestant must be mounted on a horse and must ride from starting line to goat, dismount, throw goat by hand, cross and tie any three (3) feet together with leather string or pigging string, and stand clear of goat.
- 2 Goat must remain tied for at least five (5) seconds. TIME WILL BEGIN WHEN CONTESTANT has moved at least three (3) feet away from goat and rope.



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- 3 Legs must be crossed and tied to qualify as a legal tie there will be one or more wraps, a half hitch, or tied.
- 4 Time will start when the mounted contestant crosses the starting line and will stop when flag judge signals the completion of the tie.
- 5 Goat must be cleared – if goat is down when contestant reaches it the goat must be cleared to satisfaction of the judge and thrown by hand.

- Stock

- 1 Goat shall be staked with rope ten (10) feet in length.
- 2 Goat is to be held at the end of the rope facing the starting line and released when contestant crosses starting line (when flag is dropped).
- 3 Goat is to be changed after every 5 contestants.

- Arena

- 1 Stake is to be driven into ground so that none of it is visible.
- 2 Goat is to be staked 105 feet from timer line (starting line).

- Penalties

Contestants will receive a TEN (10) SECOND PENALTY if the horse and/or riders hit the goat rope while still mounted. Contestant is considered mounted until both feet are on the ground.

- Disqualification And Receive A “No Time” If:

- 1 Contestant commits any offense listed in the rules.
- 2 The goat does not remain tied for five (5) seconds.
- 3 The tie is ruled illegal as stated in No. 3 under contestants.
- 4 **THERE IS INTENTIONAL ABUSE TO LIVESTOCK.**

All arena GATES are to be CLOSED after contestant enters arena.

TIME LIMIT: 60 seconds

B. BREAKAWAY CALF ROPING

- 1 A legal catch is a clean bell collar loop WHEN STRING BREAKS.
- 2 The rope must be tied with string to the saddle horn.
- 3 A rag or handkerchief of the contrasting color to rope color must be attached to rope at the horn.
- 4 Contestant must stay mounted until calf breaks string.



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- 5 ONLY ONE LOOP may be used. When string breaks a time is given.
- 6 CALF must break string.
- 7 String must be obtained from the Line Judge.

- Time

Between barrier flag and field judge.

- Disqualification And "No Time" If

- 1 Roper commits any of the offenses listed under RULES.
- 2 Roper fails to rope calf.
- 3 Roper breaks string with his/her hand.
- 4 Contestant is not mounted when calf breaks string.
- 5 Lost or broken rope.
- 6 ROPE GOES ON CALF BEFORE NECK ROPE COMES OFF.
- 7 THERE SHOULD BE NO INTENTIONAL ABUSE TO LIVESTOCK as ruled so by the judge.
- 8 If calf enters catch pen before string breaks.

- Re-Run

- 1 If roper does not ask for calf, he must stop his horse as soon as possible without throwing his rope and a re-run will be given. If contestant throws his rope, it will forfeit his re-run.
- 2 Roper can be fouled at barrier by calf neck barrier ONLY. If roper is fouled, the roper must pull up immediately without throwing his/her loop.

- Penalty

THERE WILL BE A TEN (10) SECOND PENALTY for breaking the barrier.

- Back Gate: Open



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C. TIE-DOWN CALF ROPING

1. Only one (1) loop will be permitted.
 2. Catch AS CATCH CAN WITH ROPE FROM HORSE BUT rope must hold calf until roper has his hands on calf.
 3. Contestant must adjust rope and reins in a manner that will prevent horse from dragging calf.
 4. Contestant may have anyone start his calf.
 5. Rope must be tied hard and fast.
 6. After roping calf, roper must dismount, go down rope, throw calf by hand, cross, and tie any three of calf's feet.
 7. A legal tie shall consist of one or more wraps and a half hitch, with at least one wrap around all three feet.
 8. If calf is down when roper reaches it, it must be cleared to the satisfaction of the judge and be thrown by hand.
 9. If roper's hand is on the calf when calf falls, calf is considered thrown by hand.
 10. Tie must hold until passed on by the judge, and roper must not touch calf after finishing signal until judge has completed his examination.
 11. The field judge will pass on the tie, timing six (6) seconds from the time the roping horse takes his first step forward after the roper has remounted and put slack in rope. IN THE EVENT A CONTESTANT'S CATCH ROPE IS OFF THE CALF AFTER THE COMPLETION OF TIE THE SIX SECOND TIME PERIOD IS TO START WHEN ROPER CLEARS CALF.
 12. Rope will not be removed from calf and rope must remain slack until field judge has passed tie.
 13. Contestant must compete on calf drawn.
 14. Neck rope mandatory, keeper optional.
- Officials
 1. Two (2) or more timekeepers
 2. One (1) field judge with stopwatch
 3. One (1) barrier judge
 - Time Taken: Between barrier flag and field flag
 - Disqualification And "No Time"
 1. Same as No. 1,2,5,6,7 on Breakaway "Disqualifications"



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- 2 If tie comes loose or calf gets up before the time is ruled fair.
- 3 If the tie is ruled illegal.
- 4 If roper missed with loop.
- 5 Intentional dragging.

- PENALTIES / TIME LIMIT

Same as break away

**Catch gate will be open.*

D. RIBBON MUGGING

- 1 While calf is in chute, short length of ribbon must be fastened to the tail head of calf's tail.
- 2 It will be up to the roper to secure a mugger. **Mugger must be a contestant but does not have to be from same age group.**
- 3 After the calf is roped, only the roper/runner can remove the ribbon from the calf's tail and runs back across the flag line for time.
- 4 A flag line will be determined by judge.
- 5 If ribbon is removed on chute side of the flag line, runner must cross flag line to signal time.
- 6 Roper/runner must hand ribbon to the judge immediately after run.
- 7 Catch as catch can with rope while mounted on horse. Rope must hold calf until ribbon is removed or until the roper or mugger has his hands on the calf. Roper or mugger must have hands on calf if rope comes off.
- 8 Neck rope or keeper must be used.
- 9 Mugger must remove roper's horse from arena.

- Disqualifications

- 1 Contestant receives assistance during the run from someone other than the mugger.
- 2 Mugger removes ribbon.
- 3 Rope does not hold calf until roper or mugger has hands on calf.

- Re-Run

- 1 If there is no ribbon on the calf's tail and the runner calls attention to that fact immediately.
- 2 Any penalties incurred during original run will be added to re-run time.
- 3 **OTHER RE-RUNS SAME AS STATED IN BREAKAWAY**

- *Penalties/Gate/Time Limit: Same Tie-Down.*



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E. BREAKAWAY STEER ROPING

1. A legal catch is:
 - Around the horns
 - Around the neck
 - Half head
 - When string breaks
2. The rope must be tied with string to the saddle horn.
3. A rag or handkerchief of the contrasting color to rope color must be attached to rope at the horn.
4. Contestant must stay mounted until Steer breaks string.
5. ONLY ONE LOOP may be used. When string breaks a time is given.
6. STEER must break string.
7. String must be obtained from the Line Judge.

- Time

Between barrier flag and field judge.

- Disqualification And "No Time" If

- 1 Roper commits any of the offenses listed under RULES.
- 2 Roper fails to rope Steer.
- 3 Roper breaks string with his/her hand.
- 4 Contestant is not mounted when steer breaks string.
- 5 Lost or broken rope.
- 6 ROPE GOES ON STEER BEFORE NECK ROPE COMES OFF.
- 7 THERE SHOULD BE NO INTENTIONAL ABUSE TO LIVESTOCK as ruled so by the judge.
- 8 If steer enters catch pen before string breaks.

- Re-Run

- 1 If roper does not ask for steer, he must stop his horse as soon as possible without throwing his rope and a re-run will be given. If contestant throws his rope, it will forfeit his re-run.
- 2 Roper can be fouled at barrier by steer neck barrier ONLY. If roper is fouled, the roper must pull up immediately without throwing his/her loop.



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- Penalty
THERE WILL BE A TEN (10) SECOND PENALTY for breaking the barrier.
- Back Gate: Open

TEAM ROPING

May rope twice for points *opposite ends only*. May sign up to courtesy rope. Courtesy ropers are drawn. May not choose courtesy roper.

- 1 Roper is permitted one rope, each team is allowed two loops.
- 2 Contestants are not allowed to change catch by rubbing rope over horn or nose by hand to make a bad catch legal.
- 3 Loops may be changed by fishing only.
- 4 Header of the team must come from behind the barrier.
- 5 Animals must be on feet when roped by either end.
- 6 HEADER MUST DALLY AND HEELER MAY BE TIED OFF IF UNDER 14 YEARS OF AGE. NO EXCEPTIONS.

Legal Head Catches

- 1 Around the horns
- 2 Around the neck
- 3 Half a head

Legal Heel Catches

- 1 Any heel catch behind both shoulders is legal if rope comes on form around the heels.
- 2 Dew claw catches are legal if rope holds for flagger inspection.

Officials

- 1 Timekeepers
- 2 One (1) field
- 3 One (1) barrier judge

Time Taken

Between barrier flag and field judge flag when steer is roped on both ends in a direct line and horse is on all fours. Horses facing steer in "L" or better, with rope tightly dallied.



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- Disqualification And "No Time" If:

1. Either roper commits any offense listed in rules
2. Animal is not on its feet when roped by either end.
3. Using more than two loops per team.
4. Failure to head steer before heeling.
5. THERE IS INTENTIONAL ABUSE OF LIVESTOCK.
6. Lost or broken rope.
7. Either contestant dismounts during contest run.
8. Front foot in heel catch.
9. Header fails to catch
10. CROSSFIRING: THIS CONSIST OF ROPING HEEL OF STEER BEFORE ITS DIRECTION HAS CHANGED. Direction of steer must be changed by header and in a forward motion.
11. If steer enters catch pen before flagged it is considered a no time.

- Re-Run/Penalties/Time Limit

SAME AS STATED ON BREAKAWAY. THERE WILL BE A FIVE (5) SECOND PENALTY for catching ONE HEEL. GATES will be OPEN.