



NORTH CAROLINA YOUNG GUN'S CONTESTANT AND PARENT HANDBOOK 2025-2026

FACEBOOK – NC YOUNG GUN'S
INFORMATION LINK THROUGH GOOGLE FORMS

Welcome to North Carolina Young Gun's!! We are so excited to have the K-5 members. We look forward to a great season that provides quality rodeos for our members to compete at. Hopefully, this handbook will be helpful to our new contestants, and we encourage all parents and guardians to read this handbook. A lot of things about grades, rules, financial matters, and finals are explained, and all of these subjects will be helpful to both our student and adult membership season. Please let us know if you are not clear on anything in the handbook. Also as we work directly with NC JR/High School Rodeo Assoc. all of our rules follow the same pattern! We hope to have these little ones ready for them.

FROM NATIONALS

Beginning the 2021/2022 season 5th grade students can now participate in the jr high division. This being said you have a choice. You can either be a Young Gun member or a Jr high member. You cannot be a member of both groups. If you choose to switch during the year from one or the other, that is your choice. But all points and membership fees will be forfeited and you will not be allowed to switch back.

PayPal will NOT be an option this year. Unfortunately, there are too many transactions and they do not recognize what we are doing as a non-profit association. Cash only unless prior arrangements are made for check due to accounting for payout. Membership applications and forms are found on our Facebook page under the Google doc tab at top of the page. I ask you to print and bring all forms to the 1st rodeo or mail prior. If you are a returning member I do not need birth certificate.

PURPOSE AND GOALS

The purpose of the North Carolina Young Gun's (NCYG) is to provide an activity for Elementary students, that promotes our Western heritage and creates an opportunity to further their skills.

ORGANIZATION

North Carolina Young Gun's was developed for K-5 students. Members will draw and run as one group, dragging at 12 and for an event change. Points and standings will be divided between K-2 and 3-5. There will be awards given at finals for top four in each event per age group. An all around boy and/or girl will be awarded as well for each grade division. At this point and time it is headed by an APPOINTED DIRECTOR and the board of the NCHSRA is backing them. The adult membership is represented by an Adult Board, which is elected from the adult membership. This Board includes adult officers and at-large Board members. The Adult Board are elected by ballot at the State Finals.

GROUND RULES

1. Contestants should be at the rodeo and checked in one (1) hour before the rodeo is scheduled to begin. Sometimes rough stock can be bucked at the beginning of a rodeo and being there early will ensure someone not being turned out. All entry fees and report cards MUST be turned in before you will be allowed to enter the arena to compete.
2. This year Contestant meetings are 1 hour before the rodeo is scheduled to begin, unless an earlier meeting time is announced. These meetings are mandatory unless we designate otherwise. Dress code is in effect for this meeting. You will be signing a sign in sheet when you exit the meeting.
3. The 30-second rule is in effect for all roping events, and goat tying at all North Carolina rodeos. There will also be a time limit in the barrel racing and pole bending events if contestant is not able to get their horse in the arena. It will be at the discretion of the judges if the contestant and their equine partner are "put on the clock".
4. Each contestant can get one guest in free to each rodeo. The guest MUST be with the contestant when he/she comes in the gate to get their hand stamped. We will be stamping hands or giving out wristbands this season. The association misses a lot of money at the gate that could be given back to the contestants in the form of Year End Prizes, Nationals Travel Money, or Scholarship opportunities. Keep in mind all the money raised goes BACK TO THE CONTESTANTS. That's why we are here!
5. In the NCYG, Mouthpieces are also mandatory for all contestants in the rough stock events.
6. It is mandatory for all NCYG rough stock members to attend one safety seminar each year to be eligible to compete in the State Finals. (Refer to page 8 in this handbook) we will have one at the first rodeo to watch.
7. Contestants must compete in the State Finals Rodeo to be eligible for all year-end awards.
8. One (1) late call-in will be accepted for the entire rodeo season after that no late call-ins are allowed for any rodeo for any reason.
9. A contestant must compete in 50% of the rodeos per event to be able to compete in that event at the State Finals. To qualify to compete at State Finals in an event you picked up mid-season you must have entered at least 2 times in that event in order to be eligible. This 2-entry minimum will only make you eligible to earn points at State Finals, NOT awards (Awards require entries to be 50%).

10. Back numbers AND dress code are mandatory on rodeo grounds from 1 hour prior to the rodeo performance until the last contestant of the weekend competes. 1st Offense, \$25 fine. 2nd Offense, \$50 fine.

We suggest you make copies of your number for your coat/vest. In rodeo where there is inclement weather and jackets or rain slickers need to be worn, it will be permissible to wear them over your back number while you are waiting to compete. BUT, no jackets etc... will be allowed to cover your back number during the time you compete in the arena. Billy Williams, president of NCHSRA, will make the call on the weather status.

11. There will be a noise ordinance in affect from 12am or an hour after rodeo ends. If you do not follow the noise ordinance you will be fined \$100 1st offence, \$200 2nd, and so on increasing consecutively by \$100 each time. Member will not be allowed to participate in following rodeo until fines are paid.

12. There will be enforcement and policing of alcohol, If a member or parent has alcohol on rodeo grounds the member will be disqualified from that rodeo.

DUES AND FEES

*Membership Dues for the North Carolina Young Gun are \$125.00 per year. This year they are to be paid by check or cash given at 1st rodeo. They cover NCYG membership and Supplemental medical insurance. The insurance is with a company, (Western Specialty Insurance) that specializes in rodeo claims. The policy is a supplemental injury policy that can be used with other injury policies or by itself.

*Entry fees are \$40.00 per timed event, per rodeo, and rough stock events are \$50.00 per event, per rodeo. Entry fees are paid at each rodeo, before the rodeo begins! The entry fees include a \$15.00 jackpot fee per event. The payoff will be one place per 5 contestants. This will apply to all qualifying rodeos during the year, sponsored by NCYG. This may not be applicable to multi-state rodeos.

FINES – All fees and fines must be paid before you can compete in the next rodeo!

TURN-OUT FINES are \$25.00 per timed event and \$55 per rough stock event per rodeo. This is in addition to entry fees. A **TURN-OUT** is when a contestant is called in for a rodeo, comes to the rodeo, but refuses to take his/her run or animal.

NO-SHOW FINES are \$25.00 per timed event and \$55 per rough stock event per rodeo. A **NO-SHOW** is when a contestant is called in for a rodeo and fails to show up with no notification given to a board member. These fees are not waived and must be paid before the contestant can compete again.

DRAW-OUT: (not a Med-Out) must pay entry fees but will not be assessed a fine. A draw-out is when a contestant is called in for a rodeo and before the rodeo begins, discovers he/she cannot be at the rodeo. The contestant must let the Rodeo Secretary know at least 24 hours in advance of the rodeo. This lets us plan with the stock contractor and event personnel so that the rodeo goes on smoothly. If you do not let us know you cannot be there, the no-show fees and fines will be charged and you cannot compete until all fees and fines are paid in full.

MED-OUT: Your entry fees will be returned. When a contestant or the contestant's horse has an injury that prevents them from competition in one event, or there is any type of sickness. The Arena Director must be notified before that event begins. To avoid losing points for the entire rodeo, a doctor's or vet's excuse must be presented to the Secretary within five working days of that rodeo. If it is a visible injury, occurring at the rodeo, "A contestant with a visible injury or illness may turn out of any event at a rodeo without a doctor's written excuse, provided notification of turn-out is authorized by a judge or National Director at that given rodeo. If a contestant has drawn out with a visible injury, he/she must have a doctor's release to resume competition.

HAT FEE: When you are called to compete, your Hat must remain on prior to entering the designated arena. If your Hat falls off for any reason prior to entering the arena a 5-second penalty is added. Once entered into the arena there is not a penalty. The start and stop of the arena are always announced during the contestant meeting prior to the rodeo. The 5-second penalty rule is on page 64 rule #10 in the NCHSRA rule book.

GRADES AND ACADEMICS:

REPORT CARDS - Starting this season these are due at EVERY RODEO! NO PHONE CALLS WILL BE MADE TO REMIND ANYONE TO TURN IN A REPORT CARD. This allows us to make sure we have grades for every contestant. The office staff cannot keep up with everyone's different school schedules to know who should be turning in a new report card. The following is the policy of the NCHSRA for grades and academics. This rule closely follows the standard for grades that is used for the North Carolina High School Athletic Association. A contestant must have passed a minimum workload during the preceding grading period to be eligible to participate in any rodeo during the present grading period. The following is a description of a minimum load:

Contestant must pass:

- Three out of four subjects if you are on the block scheduling format.
- Four out of five or six subjects.
- Five out of seven subjects, and
- Six out of eight subjects
- Less than four courses must have 100 percent passing grades.

This is a higher standard than the NHYG rulebook states. That is a minimum and NCYG has voted to follow the guidelines required by the North Carolina High School Athletic Association.

NCYG recognizes home schooling as long as there is documentation that you have a registered home school with the state of residence. All Members (grades K-5) must turn in their last report card and birth certificate to the State Secretary along with the application for membership before they can compete.

ALL CONTESTANTS must turn in their report card to the Secretary at the first rodeo. If a contestant is not academically eligible at the beginning of a grading period, then he/she is not eligible at any time during the grading period. Progress reports will be accepted. A contestant who receives an incomplete in a subject that causes him/her not to meet minimum scholastic requirements is ineligible until the course is satisfactorily made up and his eligibility is restored at that point. If a contestant lies or cheats about grades, they are out for the rest of the season and they may be permanently expelled depending on the circumstances. This suspension means that the contestant will not be allowed in or around the arena. He or she may not work with or help any participant at a rodeo.

CONDUCT

The NCHSRA is very clear concerning contestant conduct. Please read the rules concerning disqualifications in the National rulebook. Alcohol, drugs, profanity, animal abuse, and bad sportsmanship have no place in young gun rodeo. All of these will result in disqualification. If you have to think "Should I do it?", just don't do it! A lot of contestants do not realize they can be disqualified just for being around where alcohol or drugs are being used. Association with non-members or members that are doing something wrong is considered the same as doing it yourself.

****Contestants you are responsible for your parents.** Do not let them get you in trouble. Drinking, fighting, arguing with judges and officials is not allowed and you are expected to keep your parents in line. Smoking in the arena is not allowed by either contestants or adults. Tobacco and alcohol patches cannot be worn in the arena by contestants or workers. Fighting at a rodeo is grounds for disqualification for the NCYG. Fighting, alcohol, drugs, cheating, tobacco use, animal abuse, profanity, are all grounds for possible disqualification from an individual rodeo and/or from the NCHSRA entirely. In the case of illegal activity, law enforcement will be involved. Social media is a part of our association. We maintain a Facebook group. These will be monitored. Inappropriate comments/posting may also result in disqualifications. NCYG is reserving the right to take immediate action in regards to the conduct of contestants and parents at a rodeo event without warning if it is deemed necessary. That being said, you can be DQed without a warning and your parents' behavior can get a contestant DQed also.

DRESS CODE

All contestants need to be in western attire at least one hour before a performance begins. You need to stay in western attire during the entire rodeo, even if you are not competing, until the last contestant has competed. Western attire is a western shirt that has wrist length sleeves with a collar and cuffs, a western belt, western jeans, and western boots. The shirt must be tucked in – no short or cropped shirts. You may remove the belt while you are competing and rough stock riders may roll up the sleeve on their riding arm while they are competing. At MULTI-STATE rodeos, you must be in Western attire during the entire slack. At local qualifying rodeos, only competing personnel (personnel meaning contestant, judges, pick up men, volunteers in the arena, and helpers) have to be in western attire during slack. Athletic shoes designed to look like western boots are not Western attire and are not allowed. This includes “racer-lacers” and all other brands that are similar.

Your back number is part of the contestants' dress code. A back number will be assigned to you at the beginning of the year. If you lose a back number, there is a \$10.00 fee to replace it. The back number must be worn on your back and visible at all times (other than the exceptions listed under Ground Rules #10).

If you have parents that come in the arena to help you in any way, they have to follow our dress code. Baseball caps, short sleeves, etc. are not allowed. The visitor will be asked to leave the arena and return to the spectator area. No alcohol or tobacco patches, stickers or advertising is allowed on contestants' attire or equipment. Like stated in prior text.

In a rodeo where there is inclement weather and jackets or rain slickers need to be worn, it will be permissible to wear them over your back number while you are waiting to compete. BUT, no jackets etc... will be allowed to cover your back number during the time you compete in the arena. Billy Williams, president, will make the call on the weather status.

PHONE & ROPING RULE/FINE

There will be no phone allowed while in movement with horse. For the safety of everyone we are requesting no use of cell phone while riding. As well as roping while warming up. You should not be in movement on a horse and roping anyone or anything unless competing. If you are caught there will be a fine: 1st Offense, \$25 fine. 2nd Offense, \$50 fine, 3rd offense Disqualified for that rodeo.

Event Rules: Outlined at end of this packet individually: Mutton Busting, Calf Riding, Steer Riding, Breakaway Roping, Team Roping, Goat Tying, Barrel Racing, Pole Bending

CONTESTANT MEETINGS

Contestant meetings are held before our rodeos. These meetings are going to begin one (1) hour before the rodeo and are used to give out information about upcoming rodeos, event changes, or ground rules. This year meeting are mandatory (unless otherwise approved by a board member). There will not be role call, you will sign a sign in sheet in front of one of our Student Officers upon exiting the meeting. You must be in western attire for the meeting.

GRAND ENTRY (details pending for NCYG to possibly participate in)

All contestants that have horses at the rodeo are required to ride in the Grand Entry. This event sets the tone for the rest of the rodeo and is a good way to show our sponsors how much we appreciate putting on the rodeo. The NCHSRA Queen is in charge of the grand entry but she will greatly appreciate all of the help you can give her. You will be asked to carry a flag or banner, and if you can, it will certainly be appreciated. Please cooperate with our queen and do your part. Only NCHSRA members are permitted to ride in grand entries except at Multi-State rodeos when the other states are participating.

EVENT DIRECTORS There will not be any for the YG division

POINT SYSTEMS

The National High School Rodeo Association has implemented one point system to be used for the State Finals by all associations. Points for qualifying rodeos are explained in the NHSRA rulebook, (page 31, paragraph 4). For State Finals: Points coming into the finals plus points for each go round and in the average will determine the event champions. Please direct any questions to your NCHS board.

APPEALS AND PROTESTS

Any contestant that wishes to appeal a decision must do so through the judge. Only contestants may appeal. We do not look at videos and do not hear appeals on mark outs or rough stock scores. The NCYG will follow the national rulebook in handling hearings and appeals, (page 6, Article II, Membership Associations Membership, paragraphs 12 and 13).

SAFETY EQUIPMENT

Beginning in August 1995, approved safety vests are required for the rough stock events. Also, beginning 2014, industry approved helmets are required for mutton busting, calf riding and steer riding. Mouthpieces are mandatory in all rough stock events. A contestant will be subject to disqualification for failure to utilize proper safety equipment.

SEMINARS AND CLINICS

NCYG provides a mandatory safety seminar each year for rough stock members. The seminar will be held in the fall or spring. If a member cannot be at the first safety seminar, he/she must notify the safety committee chairperson. The member can then attend the make-up safety seminar. Members must attend a safety seminar during the year to be eligible to ride in the State Finals.

RODEO PERSONNEL

It takes a lot of people for a rodeo to go smoothly. There are many duties and jobs that go on behind the scenes and in the arena. Most of this work is done by parents and friends who receive no pay for their time. NCYG always needs and welcomes volunteers, and we will be happy to train anyone for any job. The following is a partial list of the many positions that need volunteers for each rodeo: Barrel and Pole Setters, Sign-in Assistants, Goat Handlers, Gate/Admission. This is not a complete list, but as you can see, there are many slots to be filled. Please volunteer if you feel that you have the time. The paid personnel at the rodeo are the stock contractor, judges, bullfighters, pickup men and the announcer. Many times the stock contractor will furnish all of these in a package deal or the NCYG will have to pay them. We are encouraging our parents to come out and help and get to know the kids of the NCYG and in turn, we want the kids to meet the parents.

MEDICAL SUPPORT

It is the policy of the NCYG to always have an EMT or higher qualified medical personnel to be at each rodeo.

FUNDRAISERS

NCYG will rely heavily on the fundraising efforts throughout the year. We use the money to finance rodeos and purchase year end awards. It is a requirement for all Young Gun contestants to raise \$250.00 in sales for the State Finals. The \$250 can be raised by the one or more of the options that are outlined in the fundraising flyer in your membership packet. Since this is our major fund-raising project for the year, the more you sell the better it is for the association, and you! Please refer to the cover letter and forms detailing this fundraiser in your membership packet. The State Finals programs are given out at the State Finals each year. We have enclosed a letter that may help you in introducing the NCHSRA to sponsors. Anyone can purchase an ad in the program. Many contestants have pages wishing them best wishes from friends, relatives and other members.

There will be early turn-in date for the full \$200 at the 1st March Rodeo. The final deadline for ad artwork is March 31, 2026 so that we can get all ads to the publisher in time. Other fundraisers which may include but are not limited to, may include: t-shirt sales, bake sales, raffle ticket sales, etc.. The NCYG is always open to new ideas for fundraising that will work better for you.

WHERE DOES THE MONEY GO?

A lot of money will come into the NCYG and ALL of it goes back out to our contestants in one form or another. Some of our expenses are awards, stock contractors, workers, insurance, advertising and operating expenses. The money to finance all of these expenses comes from the entry fees, admission, ad sales, fundraisers, donations and sponsorships. NCYG is a nonprofit group. All help is needed in making this a success for the members.

PRODUCING RODEOS

We are often asked what it takes to put on a rodeo. There are so many different situations that it would be impossible to have one answer for this question. But, generally, you need an arena large enough to run our events. You need a sponsor to pay the stock contractor's fee and you need some way to draw a crowd of paying spectators. Saddle clubs, social and service clubs do very well by selling program ads and chute gate signs to help pay for their rodeo expenses. The best situation is for sponsors to try to have the rodeo paid for with ads, etc. before they begin trying to sell tickets. This way, they are not subject to weather and other competitions. Each stock contractor has their own fee schedule. We have a list of approved contractors and will be glad to share this information with anyone interested in producing. This being said without NCHSRA we would not be able to produce a rodeo this year. The NCHSRA Board is backing us to help these young members get a good start in rodeoing.

RODEO POINTS

For the 2025-26 season we will have 7-10 regular rodeos (we hope), with 2 rounds at finals. Our schedule depends on any changes in NCHSA and we have to be flexible. ALL rodeos on the schedule WILL be pointed. Points are as follows, 1st place=10 points, 2nd place=9 points, 3rd place=8 points, 4th place=7 points, 5th place=6 points, 6th place=5 points, 7th place=4 points, 8th place=3 points, 9th place=2 points, 10th place=1 point

MULTI-STATE RODEOS

NCYG have also been invited to attend Virginia's multi-state rodeo. Last year VA held a rodeo for K-5 during the multi state. If they have this event again this year we will add to our calendar. Like any other rodeo on our schedule, **it is your choice to attend**. We would like to strongly encourage attendance, as it is a great experience. Please do not hesitate to ask any board member questions about these rodeos. These rodeos will be pointed.

STATE FINALS

NCYG State Finals will be held in May. There are two go-rounds for all contestants in each event that have met their fundraising requirements and have attended at least 50% of the rodeos in that event.

If you pick up an event mid-season then you are required to have entered at least 2 times in that event to be able to compete at State Finals. The top four winners in each event will receive awards. If possible we would like to provide go around winners at finals. This will depend on membership and sponsorship obtained during the 2025-26 year.

THE FUTURE

We hope NCYG grow each year. These are exciting times to be involved in the sport of rodeo, especially with the young members of the rodeo. Our contestants are the future of rodeo and the furthering of Western Heritage. As we grow in numbers, we will grow in ability. With increased membership and the higher level of competition, we should see our teams improve each year, as well as our ability to offer more money, and awards.

MUTTON BUSTING

1. To receive a qualified ride, you must ride for 4 seconds.
2. No re-rides unless sheep falls on its own. If rider is leaning forward or to the side when the sheep falls, rider pulled sheep over. Re-rides will be given at judge's discretion.
3. Contestant must ride with one hand, and contestant cannot touch animal with free hand.
4. No assistance will be allowed for a qualified ride past the plane of the chute. The latch side judge will enforce this rule. One person will be allowed in the chute to assist the rider.
5. Age limit is 4 to 7 years old as of January 1.
6. Weight limit of 80 pounds for the contestant, if weight is over 80 pounds contestant must move up to calf riding no matter the age.
7. The use of a mouthpiece, vest and full-face helmet is MANDATORY, And must be worn to be eligible to compete.
8. Contestant must be willing to ride and contestant must nod their head to open the gate. If they do not nod, they will not ride and the entry fees will be forfeited.
9. Contestants must ride with a loose rope. No knots allowed.

CALF RIDING

1. To. Receive a qualified ride, you must ride for 6 seconds.
 2. Contestant must ride with one (1) hand in bull rope. Contestant cannot touch animal with free hand.
 3. No assistance will be allowed past the plane of the chute for a qualified ride. The latch side judge will enforce this rule. One person will be allowed in the chute to assist the rider.
 4. Calf Riding ages are 8-9 or if younger than 8 years over the 80 pound weight limit.
 5. Calf Riding is a boy's only event with the exception of K-2 YG girls.
 6. Rope must have a bell when calf leaves the chute. No bell, no marking. Bell must be under the belly of the calf.
- FOULS

1. Anytime a contestant is fouled at chute gate; he must declare himself with three (3) jumps or take that marking.
2. The use of a mouth piece, vest and full face helmet is mandatory. You will be disqualified if not allowed.
3. Contestant must be willing to ride, and contestant must nod their head to open the gate. If they do not nod, they will not ride, and the entry fees will be forfeited.
4. Contestants must ride with a loose rope. No knots allowed.

STEER RIDING

1. To receive a qualified ride, you must ride for 6 seconds.
 2. Contestant must ride with one (1) hand in bull rope. Contestant cannot touch animal with free hand.
 3. No assistance will be allowed past the plane of the chute for a qualified ride. The latch side judge will enforce this rule. One person will be allowed in the chute to assist the rider.
 4. Steer riding ages 10-13.
 5. Steer Riding is a boy's only event.
 6. Rope must have a bell when calf leaves the chute. No bell, no marking. Bell must be under belly of the calf.
- FOULS

1. Anytime a contestant is fouled at chute gate; he must declare himself with three (3) jumps or take that marking.
2. The use of a mouth piece, vest and full face helmet is mandatory. You will be disqualified if not allowed.
3. Contestant must be willing to ride, and contestant must nod their head to open the gate. If they do not nod, they will not ride, and the entry fees will be forfeited.
4. Contestants must ride with a loose rope. No knots allowed.

BREAKAWAY ROPING

1. Timed event judge will inspect each roper at the box.
2. The catch as catch can rule shall apply after the loop has passed over the calf's head and must hold until the rope is broken from the saddle horn.
3. The time limit is 30 seconds to complete run.
4. All Breakaway Ropers will use the same string for their ropes. The NCYG will provide the string. Any tampering of the string provided will result in a disqualification. The rope must be attached to the saddle horn.
5. Only a solid colored flag is to be used and attached to the end of the rope at saddle horn. Flag must be 12" inches by 12" inches in size or you will be disqualified.
6. Time will be stopped when the flag pops loose from the saddle horn.

7. Contestant cannot jerk rope loose from saddle horn.
8. Roper can carry (2) two loops At the NCYG Finals only (2) loops is permitted. Once second loop is pulled, first loop is no longer in play.
9. If rope becomes dallied around saddle horn the roper can un-dally the rope but not hold the rope with horns in excess of three (3) inches will be used.
10. No belaying.
11. All Breakaway flags should be white.
12. All roping chutes must be operated manually. No automatic roping chutes can be used.
13. No rattling of chute. A time event contestant may not have someone rattle the chute for him. This applies in both the performance and slack. The contestant and/or person rattling the chute shall be disqualified.
14. When the contestant calls for the calf, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the calf. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestants will receive a no time.

GOAT TYING GRADES K-2

1. Goat will be thrown, and three legs held in the correct position for the contestant to tie. Person holding the goat must hold legs at the knee joint. Holder must not be in contact with the goat after the tie is complete.
 - a. To qualify as a legal tie, there will be at least one complete wrap around (3) legs and half hitch, hoey or knot. No prefabricated loops or knots will be allowed.
2. No assistance is allowed after the horse crosses the start line. However, the designated official may assist Young Gun riders to dismount if needed. Parents cannot stop the horse or make motions for the kids to stop the horse. The contestant must stop the horse on their own. If assistance is provided other than a designated official, the contestant will be disqualified.
3. Rider must dismount horse and be free from horse in front of line. Line will be drawn 10 feet from the stake. If the rider is in contact with the horse when the horse's feet cross the line, the contestant will receive a 10 second penalty. Horse and rider must not come into contact with each other after they cross the line. Judge's decision is final.
4. Remainder of the rules will remain the same as 3-5 Young Gun Goat Tying.
5. Center Alleyway: contestants must run in.
6. If the goat holder feels he/she is in danger of being ran over by horse and he/she acts by letting go of the goat to get out of harm's way, the contestant will not receive a rerun.

GOAT TYING GRADES 3-5

1. Contestant's time starts when he crosses the score line and stops when he/she completes he/she completes tie.
2. Contestant must throw the goat by hand, cross and tie three legs. If the goat is down when contestant reaches it, the goat must be stood on at least three (3) feet, the goat must be re thrown. If the contestant's hand is on the goat falls, then the goat is considered thrown by hand.
 - a. To qualify as a legal tie, there will be at least one complete wrap around (3) legs and half hitch, hoey or knot. No prefabricated loops or knots will be allowed.
3. Contestant must get up and away from the goat immediately after tie and tie must hold for six (6) seconds. Time starts after the contestant is up and three (3) feet away from the goat. Tie must be passed by the flag judge to see if it is a qualified tie.
4. After the contestant finishes his/her tie they must get up off the goat and back up (3) three feet and cannot go back to her tie or touch the goat in anyway.
5. If the goat gets up within the (6) six second time period, the contestant will receive a no time.
6. The judge on the lower end will have a knife in case the horse gets tangled in the rope holding the goat.
7. Positions will be drawn.
8. If contestants are riding the same horse, they must notify the secretary when entering the rodeo so she will know before drawing positions.
9. The rope holding the goat will be 10 feet long.
10. No Billy goats will be used.
11. There is no line in the Young Gun grade 3-5 goat tying. If contestant's horse crosses the goat or the goat rope, or if the horse comes in contact with the goat or the goat rope, contestant will receive a 10 second penalty.

12. All fresh goats must be tied at least (3) three times prior to first performance.
13. There will be a 60 second time limit.
14. Young Gun grade 3-5 may not have any assistance past the mouth of the alleyway into the arena. Any assistance past the mouth of the alleyway will result in a no time.

BARREL RACING

1. Barrels are to be set on inside of each stake in a cloverleaf pattern.
2. Judges are responsible for measuring and staking of the barrels and score line before the beginning of the first performance and thereafter measured off by judges before each performance from such stakes, to determine if stakes are still in their original places. Measuring to be done with a tape measure. Judges must turn in barrel stake and score-line measurements in feet and inches to rodeo secretary for recording before the first performance.
3. In the event electric times are used, runs will be backed up with a flagman and two timers. The manual times are to be averaged between the two timers and recorded in hundredths. If electric timer fails there times during one performance, or two times on the same contestant, times will revert back to flagman times and rodeo will paid as one go-round. Original stopwatch times to be used on all contestants. All penalties will carry over to the rerun. Contestant will have the option of taking their stopwatch time should the electronic timer fail. The decision must be made immediately.
4. If contestant knocks barrel over, there will be a five (5) second penalty for each barrel knocked over (Barrel must be horizontal with the ground). A contestant will not be disqualified or penalized for touching a barrel.
5. There will be no talking to flagmen, timekeepers, or judges during the barrel racing event.
6. Both judges will be required to be present during the barrel-racing event with one judge flagging the line and the other judge watching to see that a qualified clover leaf pattern is run. Flag judge will flag nose of the horse at the start and at the finish of the race.
7. If a barrel is knocked down, the judge (not flag line judge) will reset the barrel in proper place. Judges may appoint responsible persons to replace barrels in proper position if barrels have been knocked down by a contestant during a contest run.
8. Barrels used in the barrel racing contest must be regulation fifty-five (55) gallon empty metal barrels with both ends intact. No tires may be used around barrels. Barrels must be at least two colors: no solid colored barrels.
9. Contestant will be disqualified if after crossing score-line and being flagged by the flagman, if she re-crosses score-line before completion of a true cloverleaf pattern run.
10. If re-run is given for any reason, contestant will wait until the end of the event.
11. There will be no exposed wire in any of the bats used on horses in the arena.
12. After barrels have been stake, no practice runs will be permitted for the duration of the rodeo, either around the stakes/markers or barrels within a radius of fifteen (15) feet. For infraction of this rule, contestant will be disqualified.
13. Center Alleyway: Horse must run in or move in forward direction from mouth of the gate. The contestant must also run out of the center alleyway. Determination of open or shut gate will be at the discretion of the judges. If gate is open and Contestant wants it closed, they must tell judge prior to start of run.
14. If any contestant intentionally knocks down barrels they will be fined upon discretion of the judge.
15. If the contestant is lead in past the predetermined start of the arena the contestant will be disqualified and will receive a no time.
16. If Contestant breaks the pattern, they must exit the arena immediately. If they continue the pattern or rerun their horse, the contestant will receive a \$25.00 fine.
17. The same horse may not be run more than once within the same division.
18. Barrel Racing can be boy or girl in K-2 age division, 3-5 age division is girl only event.

NOTE: GROUND RULES MAY BE SET DUE TO THE SIZE OF THE ARENA AREA. SAFETY FOR THE RIDERS AND ANIMAL WILL BE CONSIDEREED IN DOING SO. DECISIONS SHALL BE MADE BY THE ARENA DIRECTOR, THE RODEO JUDGES AND IF NECESSARY, THE BOARD OF DIRECTIONS.

POLE BENDING

1. Six poles placed 21 feet apart and 21 feet from the starting line & minimum of 20 feet off the back fence.
2. Time begins when horse crosses the start line. Touching poles is allowed and contestant can try to keep poles from falling. There will be a five (5) second penalty for each pole knocked over. The contestant will not be disqualified for touching a pole.
3. If horse recrosses starting line before pattern is completed contestant will receive a no time.
4. Center Alleyway: Horse must run in or move forward direction from mouth of the gate. The contestant must also run out of center alleyway. Determination of open or shut gate will be at the discretion of the judges. If gate is open and Contestant wants it closed, they must tell judge prior to start of run.
5. In the event electric times are used, runs will be backed up with a flagman and two timers. The manual times are to be averaged between the two timers and recorded in hundredths. If electric timer fails there times during one performance, or two times on the same contestant, times will revert back to flagman times and rodeo will be paid as one go-round. Original stopwatch times to be used on all contestants. All penalties will carry over to the rerun. Contestant will have the option of taking their stopwatch time should the electronic timer fail. The decision must be made immediately.
6. Any contestant that intentionally knocks down poles will be fined at the discretion of the judge.
7. Both judges will be required to be present during the pole bending event with one judge flagging the line and the other judge watching to see that a qualified run. Flag judge will flag nose of the horse at the start and at the finish of the run.
8. If the contestant is lead in past the predetermined start of the arena the contestant will be disqualified and will receive a no time.
9. If Contestant breaks the pattern, they must exit the arena immediately. If they continue the pattern or rerun their horse, the contestant will receive a \$25.00 fine.
10. The same horse may not be run more than once within the same division.
11. Pole Bending can be boy or girl in K-2 age division, 3-5 age division is girl only event.

DISQUALIFICATION

1. Any deviation from the pattern.
2. Failure to follow the course; loss of course includes negotiating poles in any other than specified order; the wrong direction; stopping, circling backing or reversing direction of movement to correct improper passing of a pole, NOTE: GROUND RULES MAY BE SET DUE TO THE SIZE OF THE ARENA AREA. SAFETY FOR THE RIDERS AND ANIMAL WILL BE CONSIDERED IN DOING SO. DECISIONS SHALL BE MADE BY THE ARENA DIRECTOR, THE RODEO JUDGES AND IF NECESSARY, THE BOARD OF DIRECTIONS.

BARREL PATTERN

1. Set the third (3rd) barrel first. Measure the distance across arena and make a mark $\frac{1}{2}$ of the distance across the arena to get the center of the arena. Make sure the third (3rd) barrel is in line with the center gate.
2. Come off the end of the arena fence a minimum of 21 feet and make another mark crossing the first (1st) mark. Then stake where the two marks cross.
3. Set first (1st) or second (2nd) barrel next by measuring distance from third (3rd) barrel to next barrel being set using the same measurements on each barrel. Make a mark after measuring distance from the third (3rd) barrel.
4. Then cross mark by measuring a minimum of twenty-one (21) feet from arena fence.
5. Proceed to next barrel and repeat steps 3 & 4.
6. Measure score-line next using a maximum of forty (40) feet. Mark score-line on both sides of arena making sure distance from score-line to second barrel is exactly the same as it is from the first barrel.
7. Score-line maximum is 40 feet and a minimum is 25 feet.

BARRIERS

1. Barriers must be inspected and measured by a standard measuring device by the line judge immediately before timed events in each performance. Automatic barriers must be used. Once the score-line has been set, it will not be changed during the go round, nor will the chute or barrier be changed in any manner.
 - a. The score-line is to be the length of the box. The length of the box is determined by hooking up the barrier and measuring from the center of the back of the box to the center of the barrier rope. The height of the barrier at the pin should be 32" to 36" from the ground. Any change in the score-line must be approved by a judge and stock contractor.
 - b. If automatic barrier does not work correctly, contestant must take the same animal over, whether stock is caught or missed, during or immediately after the performance. Time to be set at the discretion of the stock contractor, officials, and judges.
2. Barriers will not be considered broken unless ring falls within eight (8) feet of post. No metal may be used on jerk line and neck rope that extends beyond the front of the chute. Barrier must be tied with string only.
3. If barrier equipment could contestant in any timed event, he will be entitled to a rerun if he declares himself immediately.
4. If roper break barrier before he declares foul, roper will receive cattle lap and tap with a ten (10) second penalty added to time.
5. Judges will be sure not one stands close enough to the barrier equipment to tamper with it. Any judge failing to comply with these instructions will be declared ineligible.
6. If barrier equipment stops animal, turns animal back, or animal falls before crossing score line, the stock will be rerun.
7. Only hard twisted polyethylene rope will be used on timed event barrier.
8. Time flag must be a least 10"x10" and be in a visible place for the timekeepers.

DALLY TEAM ROPING

1. Both contestants on a team must pay an entry fee.
2. A DRAW option is available, allowing contestants to enter team roping, pay their entry fee, and draw a partner from the pool of contestants entered in the performance they are competing in. The contestant that has paid their entry fee and has entered with a Draw Partner, will be eligible for winnings if placing in the jackpot payout; and their earnings will count towards season standings. The DRAW Partner, randomly selected, will have the option of paying their entry fee for the additional team roping run. If the Draw Partner pays the fees for their Draw Run, NO POINTS FROM THE DRAW PARTNER'S DRAW RUN WILL COUNT TOWARD SEASON STANDINGS, BUT THEY ARE ELIGIBLE FOR WINNINGS IF THE RUN PLACES IN THE JACKPOT PAYOUT. If the Draw Partner chooses to NOT pay their fees for the DRAW RUN, they may still rope as a Draw Partner, but they will not be eligible for their portion of the jackpot payout, no matter their placing; and the money that would be paid out for that placing will stay to the association.
3. At the Finals, contestant may only ENTER ONCE, Heading or Heeling, and no Draw option will be available.
4. Barrier may be used.
5. At the Finals, team is allowed (3) loops.
6. Steers used for team roping should be of uniform weight and size. All steers must have head wraps when roped.
7. There will be two or more timekeepers, a score-line judge, and a field judge.
8. Animal belongs to contestant after crossing score-line. (Exceptions: If animal gets out of the arena, flag will be dropped, and time will be stopped. Contestant gets animal back, lap and tap, with same head catch if animal has been roped. Time when animal left the arena will be added.)
9. Contestants must hold dallies until flag judge passes catches
10. Time is to be taken when steer is roped by both ends, in a direct line, horse is on all fours, horse facing steer in "L" or better, with ropes tight and dallied.
11. If flag judge mistakenly flags a team without a dally, that time will be disregarded, and the steer will be rerun.
12. There are only (3) legal catches: (1) around the horns, (2) around the neck, (3) half the head. All other head catches are illegal.

13. Any heel catch behind both shoulders is legal if rope comes on from around the heels.
14. Dewclaw catches are legal if catch holds for flag judge inspection.
15. DISQUALIFICATIONS: a) Animals not on feet when roped by either end. b) Failure to head and change directions of steer 90 degrees before heeling, (cross-firing) c) Unnecessary rough treatment of steers. d) Illegal head catches. e) Lost or broken rope. f) If contestant intentionally dismounts during the contestant run, team will be disqualified. g) If rope is dropped.
16. There will be a five (5) second penalty for roping one (1) heel.
17. Both ropers will complete catch during sixty (60) second time limit.
18. Stock must cross score-line in front of line judge after leaving chute. If stock does not cross score-line in front of the line judge, stock will be brought back and rerun.
19. In the timed events, time is to start when animal crosses score line. Contestant will be disqualified if animal is roped before it crosses the score line.
20. No reruns will be given due to the hanging of a horn or horns in the chute.
21. The same steers used in chute dogging can be used in the team roping.
22. FOULS: Any time a contestant is fouled, he must declare himself immediately when fouled or take that time.
23. Money won will be in the standing by header and heeler. If contestant has points won in heading and heeling, he/she will have to pick which side they want to enter the finals on. Points in other standings will be forfeited.
24. All roping chutes must be operated manually. No automatic roping chutes can be used.
25. No rattling of chute. A timed event contestant may not have someone rattle the chute for them. This applies in both the performance and the slack. The contestant and/or person rattling the chute will be disqualified.
26. When the contestant calls for the steer, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the steer. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.

North Carolina

Young Gun's

Attestation 2024/2025

I hereby attest that I have read the North Carolina Young Gun Contestant and Parent Handbook. Therefore, I have made myself aware of the contents of the handbook and understand the rules and regulations of NCYG.

Please sign and return to the NCYG Secretary.

Contestant Signature: _____

Parent Signature: _____

Parent Signature: _____

Good Luck this season!