

IJRA

Where Western Heritage Begins!

The Idaho Junior Rodeo Association began in 1982 and is open to youth ages 0-17. Five-Eight rodeos are held throughout the summer season. At each rodeo there are prizes awarded to each winner in every event. There is also a Top Ten showdown that the top ten contestants from each event enter based on the points awarded at first 5-8 open rodeos. Contestants earn points towards year-end awards.

This is a non-profit organization which relies heavily on parent and board member volunteers whenever possible. The Association uses contestant registration fees and a great deal of sponsorship help to provide year end awards and prizes to several youth and to make a fair and competitive event for families to enjoy.

IJRA Rules and Bylaws 2022

IJRA membership ages and requirements

All members must sign and send a membership form with accompanied membership dues and sponsorships prior to entering any rodeo. Memberships and sponsorships due by May 1st.

The contestant will compete in the age group based on his or her age prior to December 31st of year prior to rodeo season. Additionally, 17 years can only compete during the same season as graduation.

Age Groups as as Follows:

- 14-17
- 10-13
- 7-9
- 0-6

Any returned checks will result in a \$25.00 plus the bank fee. In addition to fee, all rodeo registration privileges will be held until all fees are brought current. After the returned check all Rodeo fees shall be paid in cash only, for the remainder of the season!

Rodeo Entry Information:

- o Entries are done online.
- o Dates of Entries and contact info will be posted on Facebook and on Website.
- o Fees will be paid online prior to the contestants competing.

NO LATE ENTRIES WILL BE ACCEPTED.

NO EXCEPTIONS.

PAYOUTS

Payouts will be on number of entries per event and will pay as follows:

- 1-7 Entries- 1 Payout
- 8-20 Entries- 2 Payouts
- 21-30 Entries- 3 Payouts
- Over 30 Entries- 4 Payouts

ANY CHECKS NOT CASHED AFTER 3 MONTHS WILL BE VOIDED AND WILL NOT BE REISSUED.

EVENT RULES

The IJRA has adopted the National High School Rodeo Rules, By-laws, and Constitution for their governing body for the 10-13 and 14-17 age groups.

The following are amendments passed by voting members of the IJRA to clarify or in addition to the NHSRA rodeo rule book.

1. All rough stock riders must provide their own equipment.
2. Barrels can be plastic or metal, whatever is available at rodeo locations.
3. For safety reasons, the rules will be changed to allow horses to be lead into the arena if needed.
4. All contestants will be required to wear western attire. For safety reasons individuals that help in the arena will be required to wear long pants and closed toed shoes.
5. 0-6 and 7-9 age group participants must start with hat but will not be penalized for losing their hat.
6. Contestants may enter up in events. For example, 7-9 boys entering 10-13 boys breakaway and 10-13 boys breakaway entering 14-17 tie down roping. If able to compete against the older kids and get points then they shall be rewarded for their efforts and be eligible for year-end awards in those events, but those points will not be counted towards their All-Around. Except for the team roping; if a 10-13 contestant has a partner in the older age group 14-17, they will compete in the older age group but their points earned will count toward their 10-13 age group All-Around. In short, kids can enter up and be eligible for year-end awards.
7. Team Roping – may enter twice per contestant. If you enter twice, you must either switch ends and/or change partners.
8. Only one All-Around may be won per contestant for the age group they are in; i.e. not their age group and entering up age group.

The following is the rule book for the 0-6 and 7-9 age groups:

BARREL RACING

The IJRA 7-9 Barrel racing follows the NHSRA Rule book with the following amendments:

1. Boys and Girls are allowed to compete.
2. The hat rule doesn't apply. Must start with hat.
3. Horses may be lead in gate but not through the electric eye.

POLE BENDING

The IJRA 7-9 pole bending follows the NHSRA Rule book with the following amendments:

1. Boys and Girls are allowed to compete.
2. The hat rule doesn't apply. Must start with hat.
3. Horses may be lead in gate but not through the electric eye.

7-9 DUMMY ROPING

1. The roping line will be placed 3 feet from the back of the calf dummy. The event starting line will be placed 12 feet from the roping line.
2. The time will begin when the roper steps over the starting line behind the dummy. The time will end after they have thrown a legal head catch and pulled it tight around the neck. There is a 30 second time limit. **Rope must be thrown, not placed on the dummy.**
3. There will be a 10 second penalty for touching, stepping on or stepping over the roping line.
4. The roper may cross roping line to get loop or rope after throwing first loop but must retreat behind line to throw the second loop or a 10 second penalty will be assessed.
5. The contestants will be allowed two loops. Must rebuild loop.
6. Association dress code will apply. Boots must be worn.

7-9 GIRLS GOAT TYING

1. The stake and the starting line will be permanently marked for the entire go around
2. Time will be taken between two flags.
3. Time will start when any part of contestant crosses starting line.
4. Have collars the same and snug. Ropes the same length. Goats the same size and weight.
5. Goat handlers must stand directly behind goat. Judges and directors will position themselves so they are able to have a clear view of the goat rope.
6. There will be a 30 Second time limit.

7. The goat should be tied to stake with a rope ten feet in length.
8. Stake should be in ground so that no part of it is visible or above ground.
9. The contestant must run from starting line, throw the goat by hand, cross, wrap and tie by hand, at least 3 feet together with a leather string, pigging string or rope. No wire is to be used in the goat string.
10. If the goat is down when the contestant reaches it, goat must be elevated high enough that it has the opportunity to regain its feet and then stand clear of the goat when the tie is finished.
11. Legs must remain crossed and secure for 4 seconds after completion of tie. While the judge is performing the 4-second procedure, the contestant 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.
12. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a half hitch, hooley or know. The contestant must tie the goat by hand with no pre-made wraps, coils, knots, hooleys or half hitch.
13. Time will stop when she signals the completion of the tie.
14. The contestant must move back three feet from the goat before the judge will start the four second limit on the tie- for the goat's legs to remain crossed and tied. If contestant gets rope this is holding goat wrapped around her leg, she may ask the judge if she can remove it. After getting permission from judge, removing rope and moving back three feet her four second time limit will start.
15. Qualified persons other than contestants will be used as goat holders.
16. If the goat is injured, the contestants involved with the injured goat will automatically be assigned the extra goat regardless of the possible difference in runs or ties on the goat.
17. Timed event judge will not flag contestant out until time is recorded.
18. Judge is to flag time, then flag contestant out if run is not legal.
19. The tie will passed on by a field judge and if it is not secure for four seconds the contestant will receive no time.
20. Contestant will receive no time for touching the goat or tie string after signaling she is finished.
21. If the goat should break away, it will be left to the judges' discretion whether she will get a rerun.
22. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the judges and Arena director.
23. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
24. Goats will be switched every five. In case of turn out it will count as run and goat will be changed according to draw.

7-9 BOYS GOAT TYING

Boys goat tying will follow the 7-9 girls goat tying rules with the following amendments:

1. Boys will be required to tie goats with a piggin' string only.
2. Contestant must string front left and then cross and tie any three legs with a piggin' string. There must be at least one wrap around all three legs and finished with a half hitch or hooley. A hooley is a half hitch with a loop, the tail of the string may be partly or all the way pulled out.

7-9 CALF RIDING

1. Each contestant must wear a protective helmet and vest.
2. The scoring will be 1 - 25 points for animal and 1 — 25 points for contestant per judge.
3. Contestant must ride 4 seconds to be given a score.
4. Contestants may ride either one-handed or two-handed, a contestant has to finish his/her ride how they started it.
5. The judges stop-watch reading shall be used as a means of verification when the length of the ride is in question. The judge will stop his watch when, in his opinion, the contestant has been disqualified for any reason. In the instance the buzzer blows before the 4 second time limit, the judge must go with the horn.
6. All re-rides will be determined by the Arena Judge. Only contestants may ask for re-ride. Contestant must do so before leaving the arena.
7. All decisions will be made and final by the Arena Judge.

SHEEP RIDING 0-6

1. Contestants must be 6 years of age or younger prior to December 31st prior to year of competition AND must weigh 50 lbs. or less as of first rodeo.
2. Each contestant must wear a protective helmet and vest.
3. The scoring will be 1 - 25 points for animal and 1 — 25 points for contestant per judge.
4. Contestant must ride 4 seconds to be given a score.
5. Contestants may ride either one-handed or two-handed, a contestant has to finish his/her ride how they started it.
6. The judges stop-watch reading shall be used as a means of verification when the length of the ride is in question. The judge will stop his watch when, in his opinion, the contestant has been disqualified for any reason. In the instance the buzzer blows before the 4 second time limit, the judge must go with the horn.
7. All re-rides will be determined by the Arena Judge. Only contestants may ask for re-ride. Contestant must do so before leaving the arena.
8. All decisions will be made and final by the Arena Judge.

GOAT RIBBON PULL 0-6

1. Age group is 6 years of age and under prior to December 31st prior to year of competition.
2. Association dress code will apply. Boots must be worn.
3. Time will be taken at the starting line.
4. The contestant will cross a starting line, 10 feet from the staked goat. The contestant will pull the ribbon off the goat's tail and re-cross the finish line. There is a 30 second time limit.
5. The contestant must have the ribbon or a piece of the ribbon in hand when crossing the finish line.

STICK HORSE BARRELS 0-6

1. Age group is 6 years of age and under prior to December 31st prior to year of competition.
2. Association dress code will apply. Boots must be worn.
3. Time will be taken at the starting line and stop when contestant crosses back across the finish line.
4. Clover Leaf Barrel Pattern will be used.
5. Contestants must ride a stick horse and the stick must stay between the legs through the entire pattern or it will result in a disqualification.
6. There is a 30 second time limit.
7. Penalties are as follows:
 - a. Broken Pattern 5 second penalty per barrel
 - b. Adult Assistance 5 second penalty per barrel
 - c. Knocked Over Barrel 5 second penalty per barrel

DUMMY ROPING 0-6

1. The roping line will be placed 3 feet from the back of the calf dummy. The event starting line will be placed 12 feet from the roping line.
2. The time will begin when the roper steps over the starting line behind the dummy. The time will end after they have thrown a legal head catch and pulled it tight around the neck. There is a 30 second time limit. **Rope must be thrown, not placed on the dummy.**
3. There will be a 10 second penalty for touching, stepping on or stepping over the roping line.
4. The roper may cross roping line to get loop or rope after throwing first loop but must retreat behind line to throw the second loop or a 10 second penalty will be assessed.
5. The contestants will be allowed two loops. Must rebuild loop.
6. Association dress code will apply. Boots must be worn.