

**TOP O' TEXAS JR. RODEO & KID PONY SHOW
GENERAL RULES**

**BIRTH CERTIFICATES REQUIRED FOR ALL CONTESTANTS OR
ENTRY WILL NOT BE ACCEPTED (unless on file)**

1. No contestant shall be assisted in any way between starting lines.
2. All contestants must wear numbers at all times.
3. Tying a child in a saddle in any way will not be permitted. This includes Velcro or any other manner. Rubber bands will be allowed.
4. All events for Groups 1-3 will be run in a closed arena. Groups 4 & 5 events will be run in an open arena.
5. Unsportsman-like conduct will not be tolerated from anyone.
6. In the case of a tie in any event, the winner will be decided by a flipped coin.
7. The decision of the judges is final. All rules are interpreted at the judges' discretion.
8. Buckles will be awarded to 1st & 2nd place winners in Groups 1 and 2.

Groups 3-5 will have paybacks as follows:

- 1 to 3 entries - 1 place - 100%
- 4 to 6 entries - 2 places - 60%, 40%
- 7 or more entries - 3 places - 50%, 30%, 20%

ALL JR. RODEO GROUPS: \$10 Office Charge will be charged on all Timed events.
\$10 Office Charge and \$15 Stock Charge on all Rough Stock,
Roping, and Goat Tying events.

If there is no qualified time or ride in an event, no payback will be issued.

If there is only one qualified time or ride in an event, payback will be issued for all of the places based on number of entries as shown above.

9. All-around buckles will be awarded to contestants in Groups 3-5. Contestants must be entered in three **eligible** events to qualify.

**Ineligible events are: CO-ED RIBBON ROPING, CO-ED TEAM ROPING, MIXED ROPING &
ADULT/YOUTH TEAM ROPING**

The following scale will be used in determining points:

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|----------------------|----------------------|
| 1st place - 6 points | 4th place - 3 points |
| 2nd place - 5 points | 5th place - 2 points |
| 3rd place - 4 points | 6th place - 1 point |

10. If a contestant is willfully entered in the wrong age group, the contestant will be barred from competing. Age groups are determined by age as of June 1, 2026. **Contestants may not move up or down in age group.** Contestants must enter according to the gender assigned at birth as recorded on birth certificate.

11. No stallion horses or mules will be permitted.
12. In the case of a rainout, the show will be rescheduled and no money will be refunded.
13. Protests: Each protest must plainly state the cause of the complaint and must be delivered to the Chairman of the Grievance Committee, who will be in the judges' stand prior to the end of each event. All protests must be accompanied by a \$50.00 deposit. If the protest is approved, the money will be refunded. If the protest is not approved, the money will be forfeited. No videotape or any form of electronic media will be reviewed.
14. Boys and girls will compete separately in all age groups except in the Walk & Lead Barrel Race and Walk & Lead Bulls in Group 1, and Mutton Bustin.
15. Officials reserve the right to select the calves in the riding events. Sizes of calves will be according to the size of contestants in a group.
16. Any reruns approved by the committee will be chute drawn including lap and tap and will be run at the end of that event.
- 17. Entries must be received by 5:00 P.M. June 16, 2026. Late entries will be accepted until 5:00 P.M. June 23, with an added \$50 late fee. NO EXCEPTIONS.**
- 18. According to Texas law, we must require you to bring current Coggins papers with you on the day(s) of competition to show upon arrival at rodeo grounds.**
19. Contestants **must** be wearing Jr. Rodeo or Kid Pony Show back numbers to obtain free admission to the Top O' Texas Rodeo and Jr. Rodeo and Kid Pony Show performances. This applies only to Jr. Rodeo and Kid Pony Show contestants. Parents and/or accompanying adults and children **must** purchase tickets.

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**TOP O' TEXAS KID PONY SHOW
SATURDAY, JUNE 27, 2026 – 9:00 A.M. – GROUPS 1 & 2 (AGES 8 & UNDER)**

**JR. RODEO
SATURDAY, JUNE 27, 2026 – 7:00 P.M. – GROUPS 3-5 (AGES 9-18)**

TOP O' TEXAS JR. RODEO & KID PONY SHOW EVENT RULES

GOAT RIBBON RACE - This is a timed event. The contestant runs across the starting line on foot to the goat, removes the ribbon from the goat's tail and returns to the starting line. This event is timed between the flags. The goat will be held. Contestants cannot be assisted in any way between the flags.

STICK HORSE RACE - Same rules as barrel racing except must furnish own stick horse. Contestant cannot be assisted in any way between the flags.

WALK AND LEAD BARREL RACE - Horse must be led on a normal rein of approximately 7 feet in length. Cloverleaf pattern must be followed by both leader and rider. Horse will be flagged to stop time, not leader.

FLAG RACE - This is a timed event. Two barrels with a bucket of sand on each will be used in this race. Contestant races to the first barrel and pulls flag out of first bucket, races to the second barrel and sticks flag in second bucket and then races back to the finish line. The pattern may be run to the right or left. Circling the barrel, dismounting, or dropping the flag will result in disqualification. Flag must stay in bucket until contestant crosses finish line.

DUMMY ROPING - Each contestant will get 3 chances to rope (only on the first round). Each contestant must rope the dummy from behind the post that is laid on the ground 3 feet behind the dummy. After each roping round, the post will be moved, in one (1) foot increments, further from the dummy. Each round shall require each contestant to make one (1) legal catch which shall be a bell collar catch around the neck only. Fishing the rope will be allowed with a five-second time limit. A contestant shall be disqualified for stepping over the post/line at any time. Each contestant shall pull slack tight after catching. Last contestant left roping shall win the event. Remaining contestants will be awarded second and third places accordingly. Example: If 3 contestants missed at the 3 feet line, then the fourth contestant catches at the 4 feet line, then the fourth contestant shall win the event. The remaining three contestants shall have a rope off on distance starting back at the original line and moving back from there. If only one contestant catches, then he/she shall receive 1st place.

CALF SLED BREAKAWAY ROPING - A calf sled will be hooked up to an ATV. The sled will be positioned in front of the roping chute and when the contestant nods their head, the ATV will pull the sled off in a straight line and at the same speed for each contestant. There will be a judge with a flag that will start the contestant after they nod their head. If the contestant leaves the box before the flag is dropped, there will be a 10-second penalty. Ropes must be tied to the saddle horn of contestant's saddle with nylon string at the VERY end of the rope. A cloth no shorter than six inches (6") must be tied to the end of the rope. Only one (1) loop can be carried. A dropped loop counts as a contestant's thrown loop. Rope must be released from the contestant's hand to qualify for a catch. 30-SECOND TIME LIMIT. The Field Judge will flag the contestant when the rope breaks away from the saddle horn.

GOAT FLANKING - A clearly visible starting line will be the electric eyes. Arena gate must be closed immediately after contestant enters the arena and kept closed. Time will start when the horse's nose crosses the electric eye. Goat holder must release the goat when the flag starts the time. Contestant must ride down to the goat, dismount, and flank the goat. The time will stop when the goat is on its side.

MUTTON BUSTIN - 6 second ride, girls and boys will compete against one another. May use a rope; will be judged by same point criteria as Calf Riding. LIMIT 20. Entry fee includes a \$10.00 stock charge.

CALF RIDING - Six second ride. Must ride with one hand. All contestants will be required to wear mouthpieces to be allowed to ride.

STEER RIDING - Same as Calf Riding.

BARREL RACING - Knocking over a barrel will result in a 5 second penalty for each barrel knocked over. Failure to follow the standard cloverleaf pattern shall cause disqualification. A horse may start either to the right or to the left of the pattern and then run the remainder of the pattern accordingly. There will be no disqualification for touching a barrel.

POLE BENDING - The pole bending pattern is to be run around six poles. Each pole will be twenty-one feet apart and the first pole will be twenty-one feet from the starting line. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly. Knocking over a pole will result in a five second penalty for each pole knocked over. If a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern. No disqualification for touching pole. Recrossing the starting line before pattern is completed will result in disqualification.

GOAT TYING - Goat must stay tied for 5 seconds with a qualifying tie. Any 3 legs must be crossed to qualify. Disqualification will result if horse comes in contact with 12 - foot rope or goat.

BREAKAWAY CALF ROPING - Head must go through loop. One minute time limit. Rope should be tied to horn with string so that it will break. No break results in a no time. Calf must break rope. A designated official will check rope. Ten second penalty for broken barrier. Contestant must flag rope at saddle horn. Management will furnish string. Two loops will be allowed if carried.

TIE DOWN CALF ROPING - Catch as catch can. Calf must stay tied for five seconds with a qualifying tie. Qualified tie is considered to be any three legs crossed and tied. One minute time limit. Ten second penalty for broken barrier. Contestant MUST USE NECK ROPE or similar device. Two loops will be allowed. Must rebuild.

STEER STOPPING – One loop only. Roper to come from heading box. 30-second time limit, before penalties. Barrier must be used – 10-second penalty for broken barrier. Roper must dally. Cannot tie on hard and fast. 3 legal head catches: head or both horns; half-head, includes one horn and nose; around the neck. If loop crosses itself in the head catch, it is illegal. If hondo passes over one horn and loop is over the other, the catch is illegal. Front leg in head loop will result in a “no time”. Time will be flagged when steer faces roper.

CHUTE DOGGING – Bucking chute shall be part of the arena during dogging events. Once score line has been set, it will not be changed. Score line will be parallel to bucking chutes. It will be set ten (10) feet in front of the bucking chute. The measurement will be made with the chute gate in the closed position. The line (barrier) judge will flag the start when the animal’s nose crosses the score line. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:

- a. If the animal escapes from the arena, field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap and tap start. Time already accumulated will be added to time used to complete the qualifying run.
- b. In cases of mechanical failure.
- c. If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up.

Time shall be taken between two flags. All steers shall be turned out in the same direction and the same chute will be used. A left delivery chute must be used, and all chute dogging runs must be made from the same chute. With steers loaded in bucking chute, dogger gets beside the steer, right hand in front of or behind the right front shoulder. When dogger calls for the steer, the chute gate will be opened. Dogger must keep right hand in front of or behind shoulder until the steer’s nose crosses the score line. If dogger moves into throwing position or touches either horn before steer’s nose crosses the score line, there will be a ten (10) second penalty added to time. If steer is thrown before crossing the score line, the dogger will be disqualified. It is the contestant’s responsibility to check for broken horns. A helper can be used in the chute. The helper cannot pass the plane of the chute gate. If steer gets loose, dogger may take no more than one step to catch steer. After crossing the start line, wrestler must bring steer to a stop or change its direction and twist it down. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by wrestler putting animal’s horns into the ground, it must be let up to all four feet and then thrown. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight. Wrestler must have hand on steer when flagged. Contestant is required to turn steer’s head so that he can get up. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer’s head to correspond with the leg position to make this a legal fall.

CO-ED RIBBON ROPING - Catch as catch can. Rope must hold calf until roper gets hand on calf. One minute time limit. Contestant helper must run ribbon and be of opposite sex and entered in the show. Ten second penalty for broken barrier. Contestant **MUST USE NECK ROPE** or similar device. Two loops will be allowed. Must rebuild.

DOES NOT COUNT TOWARD ALL-AROUND. PAYBACK ONLY.

CO-ED TEAM ROPING – Both header and heeler must be entered in same age group.

Three legal head catches: head or both horns; half head, includes one horn & nose; around the neck. Front leg in head loop is no time. If hondo passes over one horn & the loop over the other, catch is illegal. If loop crosses itself in a head catch, it is illegal. This does not include heel catches. Cross fire is an automatic “no time”. One hind foot is a 5 second penalty. Enter 2 times by switching ends or partners. This must be done when entering rodeo. If partner does not show, roper may choose any other eligible contestant of that rodeo provided he is not entered in team roping more than once. Two loops only. Time will be taken when both ropers are dalled around saddle horn & horses face each other in a line with rope tight & horse’s front feet on the ground. Ropers must be mounted before time will be taken. Must enter and pay as a team & specify header & heeler. Must rope as entered. Both header & heeler must leave from the roping boxes.

DOES NOT COUNT TOWARD ALL-AROUND. PAYBACK ONLY.

MIXED ROPING & ADULT/YOUTH TEAM ROPING

*These will be run as a combined event. This is an open event and **DOES NOT COUNT TOWARD ALL-AROUND. PAYBACK ONLY.** \$200.00 added money if there are more than 20 teams entered. Entry fee includes a \$15.00 stock charge per team. (Adult must be over 18 years of age to enter Adult/Youth Team Roping.)*

Three legal head catches: head or both horns; half head, includes one horn & nose; around the neck. Front leg in head loop is no time. If hondo passes over one horn & the loop over the other, catch is illegal. If loop crosses itself in a head catch, it is illegal. This does not include heel catches. Cross fire is an automatic “no time”. One hind foot is a 5 second penalty. Enter 2 times by switching ends or partners. This must be done when entering rodeo. If partner does not show, roper may choose any other eligible contestant of that rodeo provided he is not entered in team roping more than once. Two loops only. Time will be taken when both ropers are dalled around saddle horn & horses face each other in a line with rope tight & horse’s front feet on the ground. Ropers must be mounted before time will be taken. Must enter and pay as a team & specify header & heeler. Must rope as entered. Both header & heeler must leave from the roping boxes.

PLEASE REFER TO NHSRA RULE BOOK (www.nhsra.com) FOR RULES FOR THE FOLLOWING EVENTS:

Steer Bareback Bronc Riding, Steer Saddle Bronc Riding, Jr. Bull Riding (will be the same as Bull Riding), Steer Wrestling, Bull Riding, Saddle Bronc Riding, Bareback Bronc Riding