

2025  
HOMETOWN  
RODEO  
RULES

**DOUGLAS COUNTY FAIR & RODEO**  
**HOMETOWN RODEO COMPETITION RULES**  
**ALL EVENTS WILL BE HELD IN THE OUTDOOR ARENA**

**I. INTRODUCTION**

- A. The Douglas County Fair and Rodeo does not discriminate on the basis of race, creed, color, sex, age, or other non-merit factors.
- B. The following terms, conditions, and rules apply to the Hometown Rodeo competitions at the Douglas County Fair & Rodeo.
- C. Every exhibitor or competitor at the Douglas County Fair & Rodeo Hometown Rodeo shall comply with the Hometown Rodeo Competition Rules.
- D. The Douglas County Fair & Rodeo Management is the final review and authority to interpret these Competition Rules and settle interpretation questions. Any person who violates any of the Competition Rules herein may be subject to discipline as set forth in these rules and may be vacated or removed and determined ineligible for competition.
- E. The Douglas County Fair & Rodeo will post the Hometown Competition Rules on [www.douglascountyfairandrodeo.com](http://www.douglascountyfairandrodeo.com).
- F. Final order of events will be posted prior to the start of the Hometown Rodeo.
- G. Douglas County Fair & Rodeo Management includes the Fair Board Directors (the "Fair Board"), Fairgrounds Manager, Fair Coordinator, administrative staff, and Superintendents. The primary enforcement responsibility of these Hometown Rodeo Competition Rules on a day-to-day basis is with the Fair Board.
- H. Douglas County Fair & Rodeo Management reserves the right to cancel events or change scheduling if necessary.
- I. Douglas County Fair & Rodeo Management is not responsible for any loss, damage or injury to any person or property while on Douglas County grounds or real property.
- J. Competitors hereby indemnify the Douglas County Fair & Rodeo Management from all legal proceedings regarding a challenge to any Competition Rules.
- K. Warning: Under Colorado law, equine or llama professionals and activity sponsors are not liable for any injury to or death of a participant in equine activities resulting from the inherent risks of equine activities pursuant to section 13-21-119, Colorado Revised Statutes.
- L. A competitor acknowledges and agrees to abide by all Hometown Rodeo Competition Rules when they sign up to participate in any way in the Fair, and anyone who has not done so will not be allowed to participate.

**II. EXHIBITOR AND COMPETITOR CONDUCT**

- A. The Douglas County Fair & Rodeo Management expects all participants (including exhibitors, competitors, parents, volunteers, etc.) to abide by the stated Competition Rules for all activities and events, including, but not limited to, the following:
- B. Conduct themselves courteously and respectfully, using appropriate language, exhibiting good sportsmanship, and providing positive role models.

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### III. GENERAL RULES

- A. All entrants must have read, be familiar with, and comply with the Douglas County Fair & Rodeo Hometown Competition Rules.
- B. All Douglas County Hometown Rodeo contestants must submit online entries during the posted entry dates.
- C. Entry fees and stock charges must be paid when entries are made online.
- D. Each contestant will be required to turn in a signed waiver. Any contestant under 18 years of age must have a parent or guardian signed waiver.
- E. Age will be determined as of July 1 of the current year.
- F. Contestants are not allowed to age up.
- G. No draw out or substitutions of entries after entry deadline.  
Refunds will not be provided.
- H. Contestants may only enter once per event, except for Team Roping (See Team Roping Event below).
- I. Contestants must keep their horse under control at all times.
- J. If, in the opinion of the judge and/or Douglas County Fair & Rodeo Management, a contestant abuses any stock, including the contestant's horse, that contestant may be disqualified from that event. A second or subsequent violation may result in disqualification from the entire rodeo.
- K. Western tack and attire are required for all contestants and events.
- L. Western saddles and equipment are required.
- M. Contestants, contestant's helpers, must wear Western attire: cowboy hat or safety helmet, long-sleeved shirt with sleeves rolled down, the shirt must be buttoned or snapped closed, cuffs must be buttoned, and shirt tail tucked in (must be wrist length sleeved shirt, with collar and cuffs), western boots and long pants. Ball caps are not allowed. A cowboy hat or helmet must be on the contestant's head when crossing the start line. A disqualification will occur if not on when the start line is crossed.
- N. Not being ready when called—The judge shall call the contestant three (3) times. If the contestant is not present and prepared to compete, they shall be disqualified from the event.
- O. A time limit will apply to all events; the time limit is listed in the individual event description. At the end of the time limit, the announcer will advise time, and the contestant must exit the arena.
- P. Exceeding time limits—Failure to complete an event in the prescribed time limit (excluding penalties) set for that event will result in a disqualification from that event. The contestant must leave the arena immediately upon expiration of the time limit.
- Q. Not being mounted—contestants must be mounted at the completion of their time in an event unless, as an integral part of the competition, the contestant must be on foot as in tie-down roping or runner in ribbon roping. Failure to be mounted will result in disqualification from that event. Falling off your horse, in any event, will result in disqualification; you may not remount and continue.
- R. An electric eye will be used for appropriate events.
- S. Running into the electric eye or flagger—A contestant who hits the electric eye or

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- flagger will be disqualified from that event.
- T. Re-crossing start/finish line—in all timed events using a start/finish line, a contestant will be disqualified for re-crossing the start/finish line prior to finishing the prescribed pattern.
  - U. Breaking patterns—a contestant will be disqualified for breaking the pattern.
  - V. In any roping event, throwing a rope before the horse's chest has crossed the barrier line is a disqualification.
  - W. In breakaway roping events, altering the original makeup of the string issued by the rodeo committee, i.e., thinning or stripping in any manner, is an automatic disqualification.
  - X. A re-run may be granted for any event at the judge's sole discretion.
  - Y. The Judge's decisions will be final.

### IV. PREMIUMS

- A. All entry fees will be split:
  - 1. Top four (4) contestants – 1<sup>st</sup>-40%, 2<sup>nd</sup>-30%, 3<sup>rd</sup>-20%, 4<sup>th</sup>-10%
    - a. If only three (3) contestants – 1<sup>st</sup>-50%, 2<sup>nd</sup>-30%, 3<sup>rd</sup>-20%
    - b. If only two (2) contestants – 1<sup>st</sup>-60%, 2<sup>nd</sup>-40%
    - c. If only one (1) contestant – 1<sup>st</sup>-100%
  - 1. In case of a tie for placing positions in a single event, jackpot money for the tying places will be added together and divided by the number of tying contestants. For example, in a two-way tie for first place, jackpot money for first and second places is added, and divided by two (40% + 30% / 2 = 35% each).
  - 2. The total dollars won in two or more events will determine the All Around Award.
  - 3. Winners will be paid as follows:
    - a. Contestants are encouraged to pick up Jackpot winnings at the Hometown Rodeo. If not picked up at the rodeo, jackpot winnings will be available at the Fairgrounds office for 90 days.
    - b. Winnings not picked up within 90 days will be forfeited. Forfeited funds will be returned to the general funds of the Douglas County Fair and Rodeo.

### GOAT TAIL UNTYING

- A. Age Group: 9 and under.
- B. Time limit: 1 minute.
- C. Objective: For the contestant to ride horseback across the start line, run to where a goat is tethered, remove a ribbon from the goat, and run to the flagger.
- D. Goats must be uniform in size and type for each age class.
- E. Equipment—3-foot-long soft rope for tethering goats with a metal snap affixed to each end. Stake with tether ring. Acceptable is a stake with an eye rolled into it and with a length of rope with a loop tied in one end and attached to the stake at the eye. All adjusted so that no part of the stake protrudes above the ground and just enough of the loop of the length of rope sticks above the ground, so the tether rope may be snapped on to it.

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- F. Contestant must ride horse across the start line to where the goat is tethered, dismount, catch the goat, remove the ribbon from the goat's tail, and run back across the finish line, which will be located 10 feet from the tether stake back in the direction of the start line. The contestant must cross the finish line with the ribbon in hand.
- G. The goat will be tethered at 100 feet from the start line and held at the point furthest away from the starting line, facing the starting line and far enough away from fences or walls that there is room to reasonably compete.
- H. The goat will be held by a goat handler facing the starting point until the start line flagger flags the start of the time. The goat handler will then release the goat and step back out of the way.
- I. Time runs from the time the start line flagger drops the flag starting the time until the judge drops the flag as the contestant crosses the finish line.
- J. Automatic disqualifications will occur if:
  - 1. The horse makes contact with the goat.
  - 2. The contestant handles the goat with unnecessary roughness.
  - 3. The contestant crossed the finish line without the ribbon in hand.
  - 4. If a contestant is helped with dismounting, they will be disqualified.

### **GOAT TYING**

- A. Age Groups: 10-13, 14-19, and 20 and over.
- B. Time Limit: 1 minute.
- C. Objective: For the contestant to ride horseback across the start line, run to where a goat is tethered, dismount, catch, throw and tie any three legs.
- D. Goats will be uniform in size and type for each age class.
- E. Equipment: 10-foot-long soft rope for tethering goats with a metal snap affixed to each end. Stake with tether ring. Acceptable is a stake with an eye rolled into it and with a length of rope with a loop tied in one end and attached to the stake at the eye. All adjusted so that no part of the stake protrudes above the ground and just enough of the loop of the length of rope sticks above the ground, so the tether rope may be snapped on to it. Goat thong or pigging string to be used by the contestant to tie the goat's legs together. No metal rings or wire are allowed on or in thong. Thong may be leather, nylon, grass, rope or a combination of materials.
- F. Contestant must ride horse across the start line to where the goat is tethered, dismount, catch the goat, tie the goat, and signal that their tie is complete by raising their hands in the air. The goat must be tied by stringing one (1) leg first, then crossing and tying any three (3) legs. There must be at least one (1) wrap around all three (3) legs and finished with a half hitch or hooey. The contestant then must step back away from the goat at least three (3) feet.
- G. The goat will be tethered at 100 feet from the start line and held at the point furthest away from the starting line, facing the starting line, and far enough away from fences or walls that there is room to compete reasonably.
- H. The goat will be held by a goat handler facing the starting point until the start line flagger flags the start of the time. The goat handler will then release the goat and step

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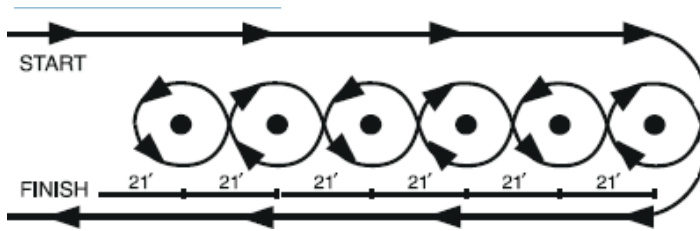
back out of the way.

- I. If the goat is down or on its knees when the contestant reaches it, the goat must be let up or lifted high enough to be allowed to regain its feet. Then, the contestant may throw and tie the goat.
- J. Time runs from the time the start time flagger drops the flag, beginning the run, until the judge drops the flag again, as the contestant signals the tie is complete.
- K. Penalties: A 5-second penalty will be assessed if the horse interferes with the tether.
- L. Automatic disqualifications will occur if:
  1. The horse makes contact with the goat.
  2. The contestant handles the goat with unnecessary roughness.
  3. The tie does not hold, or the legs do not remain crossed for 6 seconds.
  4. The contestant touches the goat or tie with their hands after signaling the completion of the tie.

### **POLE BENDING**

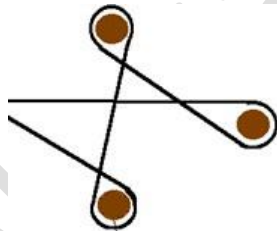
- A. Age Groups: 9 and under, 10-13, 14-19, and 20 and over Age Groups.
- B. Time limit: 1 minute.
- C. Objective: The contestant must run their horse through the pole bending pattern.
- D. Equipment: Shall consist of six (6) bases, each capable of holding upright a 6-foot-tall pole that will fall if hit by an Exhibitor.
- E. Set up: The course shall consist of six (6) poles set in a straight line; the first pole being set 21 feet from the start/finish line. After that, each pole shall be set 21 feet apart. No pole may be closer than 20 feet from any fence or wall. The pattern will be staked so that the poles will be set in the same spot for the duration of the rodeo.
- F. The Rodeo Committee will determine when re-rakes will be done before each age class.
- G. The contestant must cross the start/finish line and may start on either side of the pattern it is the contestant's choice. The contestant must race down alongside the poles, and upon reaching the sixth or end pole, they must turn around that pole. The contestant then must weave back and forth through the poles toward the first pole. Upon reaching the first pole, the contestant must turn around this pole and continue the weave back and forth towards the sixth pole, round this pole, then race alongside the poles back to and cross the start/finish line.
- H. Penalties: The contestant will be assessed a 5-second penalty for each pole the contestant knocks down. The contestant may touch the pole by hand to keep it from falling if they choose to and can do so and no penalty will be assessed for touching the poles.
- I. If a pole is knocked down, and then stands back up, it is still considered knocked down, and the 5-second penalty will be assessed.
- J. The contestant must keep a forward motion at all times.
- K. Diagram of pattern:

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### **BARREL RACING**

- A. Age Groups: 9 and under, 10-13, 14-19, and 20 and over.
- B. Time limit: 1 minute.
- C. Objective: The contestant shall race the horse through a cloverleaf barrel pattern.
- D. Equipment: 55-gallon barrels will be used. Barrels must be closed on each end. No open end(s) on barrels will be allowed.
- E. The pattern shall be a cloverleaf pattern with barrels positioned in a triangular fashion in the arena.
- F. Measurements: A full pattern will be the following measurements and should be used when arena conditions allow: 75 feet from the arena fence to the start/finish line. 60 feet from the start/finish line to a line drawn between the first and second barrel and 90 feet between the first and second barrel and 105 feet from each the first and second barrel to the third barrel. No barrel may be closer than 20 feet from any fence or wall.
- G. When arena conditions do not allow a full pattern to be used, the pattern may be shortened as necessary, provided that it remains the same throughout the rodeo. It is mandatory that the 20 feet from any fence or wall safety zone be maintained even with a reduced pattern size.
- H. Diagram of barrel pattern.



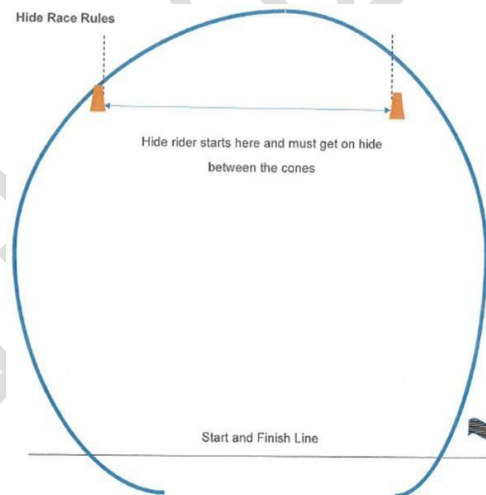
- I. The contestant will enter the arena, race across the start/finish line, and proceed to either the left or right barrel. If the right barrel is used as the first barrel, the contestant will make a right-hand turn around that first barrel and then proceed to the second barrel. The contestant will make a left-hand turn around the second barrel and then race to the third barrel. The contestant will make a left-hand turn around the third barrel and then race back across the start/finish line. The opposite will occur if the contestant goes to the left barrel first.
- J. The contestant must keep a forward motion at all times.
- K. Knocking over a barrel will result in a 5-second penalty being assessed.
- L. If a barrel is knocked down and then stands back up, it is still considered knocked down and the 5-second penalty will be assessed.

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- M. The contestant may reach down and touch a barrel to keep from falling over if the contestant chooses to and can do so.
- N. If a barrel falls after the contestant crosses the finish line, it will be considered a qualified run, and no penalty will be assessed.
- O. The Rodeo Committee will determine when re-rakes will be done before each age class.

### **COWHIDE RACE**

- A. The horse rider starts fully tacked with the hide dalled to the saddle horn.
- B. Hide rider is stationed between the cones.
- C. Time starts when the horse crosses the start line.
- D. Horse Rider proceeds in either direction around the course.
- E. Hide Rider must get on hide between the cones. Leaving the area inside the cones on foot will result in a disqualification.
- F. The horse and rider must keep a forward motion at all times.
- G. Time stops when the hide and rider cross the finish line.
- H. Hide Rider must be on hide when hide crosses the finish line.
- I. Each team will have a time limit of 3 minutes to complete the race.
- J. Automatic disqualification will occur if in the judge's opinion unsafe situations or conditions are present and the contestants will be stopped immediately.



### **TEAM ROPING**

- A. No age restrictions.
- B. Time limit: 1-minute, open gate.
- C. Each contestant will be allowed to carry only one rope. Only two loops per team shall be allowed (one loop at each end with an open gate). Roping steers without turning loose the loop will be considered no catch. Contestant must rope, dally, and change the direction of the steer. Any heeler 50 years of age or older may tie hard and fast.
- D. All headers shall start from behind a barrier. A 10-second penalty will be added for breaking or beating a barrier.
- E. The field judge shall drop the flag when the steer is roped by its head and heels and both horses are facing steer in line with ropes dalled and tight. Horses' front feet must be on the ground, and contestants must be mounted for the flag to drop. The steer must be standing up when roped by head and heels.
- F. Throwing Heel Loop. The direction of the steer's body must be changed before the heel loop can be thrown. However, if the steer stops, it must only be moving forward for the heel loop to be legal. Any heel loop thrown before the completion



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- of the initial turn will be considered a crossfire and no time will be recorded.
- G. Steer Roped by One Horn. If the steer is roped by one horn, the contestant is not allowed to use hands to remove loop or put loop over other horn or head.
  - H. Heeler Roping Front Foot. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from the loop by hand. However, should the front foot or feet come out of the heel loop by the time the field judge drops the flag, time will be official.
  - I. Legal Head Catches. There will be only three legal head catches:
    - 1. Around both horns.
    - 2. Half a head.
    - 3. Around the neck.
  - J. Illegal Head Catches. The following shall be illegal head catches:
    - 1. If hondo passes over one horn and the loop over the other;
    - 2. If loop crosses itself in a head catch.
    - 3. If loop is in the steer's mouth.
  - K. Heel Catches.
    - 1. Behind Both Shoulders. Any heel catch behind both shoulders is legal if the rope goes up the heels.
    - 2. One Hind Foot. One hind foot receives a five-second penalty.
  - L. Inspection of Catches. The judges will decide any questions as to catches in this contest. If a field judge tells the header to hold the steer so the field judge may inspect the head catch, and the header does not do so, the team may receive a no-time.

### **DARREL BELL MEMORIAL OPEN TEAM ROPING**

- A. Contestant may enter twice. If a contestant enters twice, they must compete with different contestants or switch ends.

### **FAMILY TEAM ROPING**

- A. Contestant may enter up to three (3) times with different family members.
- B. Family Team Roping contestants shall be family members.

### **DALLY RIBBON ROPING**

- A. No age restrictions.
- B. Time limit: 2 minutes, open gate.
- C. Objective: Team will consist of 1 roper and 1 runner. The roper is required to rope to the calf, dally around the saddle horn and hold the calf while the runner removes a ribbon from the calf's tail and carries that ribbon across the barrier line of the box the roper left.
- D. The roping box and barrier are to be used as in the other roping events.
- E. The ribbon for the calf's tail is a uniformly colored unbreakable ribbon, 1 inch wide and 12 inches long. Tied to the calf's tail with a rubber band that is strong enough to hold the ribbon in place but weak enough to break easily when grabbed by a

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- contestant.
- F. The roper is to start from the right-hand box as you face the arena.
  - G. A 10-second penalty will be assessed for breaking the barrier.
  - H. The runner may wait anywhere in the arena.
  - I. Roper must rope the calf, dally around the saddle horn, and hold the calf for the runner until the runner has removed the ribbon from calf's tail. Catch as catch can is a legal catch.
  - J. The runner must remove the ribbon from the calf's tail and carry the ribbon back to the box the roper left from. Time will run from when the calf releases the barrier rope until the barrier judge flags the runner crossing the barrier line.
  - K. Only one (1) loop is allowed.
  - L. If the ribbon comes off the calf's tail after the roper has made a catch, the roper must dally off and hold the calf; however, the runner must go to where the ribbon came off, pick it up, and then carry it back across the barrier line. Roper must hold dally until the runner has picked up the ribbon.
  - M. Automatic disqualifications will occur if:
    - 1. Roper fails to complete and hold a dally.
    - 2. Roper drops or loses rope.
    - 3. Runner touches rope or calf before rope is dallied.
    - 4. Roper drags calf to runner.
    - 5. When roper makes a catch, roper must dally off and wait for the runner.
    - 6. Runner crosses barrier line without ribbon.

### **STEER DAUBING**

- A. Age Groups: 10-13, and 14-19.
- B. Time limit: 1 minute, with an open gate.
- C. The contestant backs into the heading box with a 4-foot daubing stick dipped in paint. The contestant signals readiness for the steer and rides after the steer upon its release. The contestant must leave paint on the steer behind the point of the shoulder, then raise the stick to 90 degrees to call for time.
- D. The Rodeo Committee will determine the Score line.
- E. Automatic disqualifications will occur if:
  - 1. The contestant daubs the steer in front of the point of the shoulder (ex: head or neck).
- F. A 10-second penalty will be assessed for breaking the barrier.

### **BREAKAWAY ROPING**

- A. Age Groups: 10-13, and 14-19 and 20 and over.
- B. Time limit: 1-minute, open gate.
- C. Only one loop allowed.
- D. Objective: The contestant must rope a calf from the back of a horse, and have the rope, which is tied to the saddle horn with a piece of string, break away from the saddle.
- E. Equipment: The contestant must use a standard catch rope with a white flag, a

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- minimum of 24 inches in length and 2 inches in width, tied to end of the rope (no tail), and the end of the rope must be tied to the saddle horn with a piece of string (#24 polycotton twine OR #18 nylon—150# test) furnished by the Rodeo Committee.
- F. The contestant will start from behind a barrier in the right-hand box and nod to the gate operator to indicate when ready for the calf to be released. The calf will be given a pre-determined head start and beating or breaking the barrier will result in a 10-second penalty, and the barrier judge will document the penalty.
  - G. The contestant must then chase after the calf. In order to be a legal catch, the loop must pass cleanly over the calf's head. Once the loop has passed over the calf's head, loop may draw up on any part of calf's body behind the head.
  - H. Time is to begin when the calf releases the barrier rope and ends when the field judge flags the rope breaking away from the saddle horn. Calf must break rope away from saddle horn—contestant will receive a no time should they break rope away from saddle horn themselves.
  - I. Automatic disqualification will occur if:
    - 1. The contestant breaks the string by hand rather than letting the calf pull the rope and break it away from the saddle horn.
    - 2. The contestant fails to release the loop from hand before catching the calf.

### **TIE DOWN ROPING**

- A. Age Group: 14 years of age or older.
- B. Time Limit: 1-minute, open gate.
- C. One Loop Permitted.
- D. General Requirements: The contestant must rope the calf, dismount, and flank the calf by hand, and cross and tie any three legs. To qualify as legal tie, there shall be at least one wrap around all three legs and a half-hitch. If the calf is down when the contestant reaches it, it must be let up to his feet and thrown by hand. If contestants hand is on the calf when the calf falls, the calf is considered thrown by hand. The rope must hold calf until contestant gets hand on calf. Three legs must remain crossed and tied for six seconds, as timed by the judge, from the time the rope horse takes his first step forward after the contestant has remounted until the judge approves. Contestant must not touch the calf after signaling that contestant is finished and until after the judge has completed an examination. Rope must remain slack until field judge approves the tie. Unless instructed to do so by the judge, contestant will be disqualified for removing rope from calf after signaling for time, until the field judge has passed on the tie. In the event a contestant's catch rope is off a calf after completion of tie, the six-second time period is to start when contestant clears calf. The flag judge must watch calf during the six-second period and will stopwatch when a calf kicks free, using the time shown on the watch to determine whether calf was tied long enough to qualify. If tie becomes illegal by calf kicking, or calf gets to his feet before the judge has approved tie, the contestant will be marked no time.
- E. Catch-as-catch- can, and should the contestant miss with both, contestant must

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retire and will be marked no time. Roping the calf without releasing the loop from the hand is not permitted.

- F. No Dragging of Calf. A neck rope must be used on the horse, and contestant must adjust rope and reins to prevent the horse from dragging the calf. Contestant must receive no assistance of any kind. If the horse drags the calf at least five feet, the field judge may stop the horse, and the contestant will be disqualified.
- G. No Jerk Down. Intentional Jerk Down's will result in the disqualification of the contestant.

### **STEER STOPPING**

- A. Age Groups: No age restrictions.
- B. Time limit: 1-minute, open gate.
- C. Only one loop allowed.
- D. A timed event started with an electric eye or barrier.
- E. Contestants must use head box.
- F. A 10 second penalty will be added for a broken barrier.
- G. The steer must be roped with a legal head catch.
  - 1. Both horns
  - 2. Full head
  - 3. Half head with one horn
  - 4. All other catches will be disqualified with a no time
- H. After roping the steer, contestant must dally to saddle horn and stop the steer.
- I. The steer and horse must be facing - both stopped with front feet on the ground to be flagged.