



2023 RULE BOOK

MISSION

To promote, encourage and instill the Cowboy Way into the next generation of leaders. The western lifestyle is defined by unbendable integrity, a code of unquestionable truth, and a sense of undying love for God, mankind and His creation. It is a pioneer spirit that drove the frontiersman to blaze wagon trails through uncharted territories and build a nation for free people.

NONPROFIT ORGANIZATION

The 2023 Buffalo Stampede Youth Rodeo is in partnership with and will benefit The Villages Youth Sports Club, Inc. (TVYSC) d/b/a Buffalo Stampede. TVYSC is a Florida Not for Profit organization with a 501c3 designation with the IRS. Proceeds from the rodeo will go to Buffalo Stampede whose mission is to offer year-round sports programs for all ages and skill levels of athletes under the age of 18 in the Central Florida area. Stampede looks to develop the young athlete as a whole: success in their chosen sport(s), as a good student, and an even better person. We hope that this fundraiser is the humble beginning of formulating a rodeo team for the youth of our community to gather and be raised up in the western way of life. A team that would encourage their growth in the sport of rodeo and promote their involvement in the countless youth rodeo associations throughout the southeast.

LOCATION

The 2023 Buffalo Stampede Youth Rodeo will be held at the:
Sumter County Fairgrounds
7621 State Road 471
Bushnell, FL 33513

DATES

Friday, August 4th - Sunday, August 6th, 2023

- Friday PM - Slack Rides (*begins at 5:00 pm*)
- Saturday AM - Slack Rides (*begins at 9:00 am*)
- Saturday PM - Performance (*begins at 7:00 pm*)
- Sunday AM - Awards Ceremony (*begins at 9:00 am*)

The entire weekend is one rodeo (slack + performance). As an example, if there are 10 performance barrel runs and 20 slack runs then there

are 30 contestants total in that barrel class. Winners and pay outs will be determined by considering all slack and all performance (by age group) as one event.

AGE REQUIREMENTS/EVENTS

The Stampeders Rodeo will be open to youth ages 18 and under. Your division will be determined by your age as of Aug. 1st, 2023. Contestants may only compete in their age division. There will be no riding up. Cowboy honor code here (*birth certificates may be requested*). The only exception will be for any 8 & Unders over 60 pounds; they may ride up at their own risk in Junior Mini-Bulls. Entry fees go to the Junior Mini-Bulls pot and any points earned will go towards their 8 & Under All-Around.

- 8 & under division (broken into 2 groups for certain events*):
 - o Tots: 4 & under
 - o PeeWees: 5-8
- Junior division: Ages 9-13
- Senior division: Ages 14-18

LIST OF EVENTS

Event	8 & Under	Juniors (9-13)	Seniors (14-18)
Mutton' Bustin'	√		
Goat Ribbon Pull*	√		
Dummy Roping*	√		
Barrel Racing	√	√	√
Team Roping		√	√
Breakaway Roping		√	√
Tie Down Roping		√	√
Goat Tying		√	√
Chute Dogging		√	√
Mini Bulls		√	
Bulls			√

*Age group is split into 2 divisions for these 8 & Under Events only:

Tots: 4 & Under

PeeWees: 5-8

All Junior & Senior contestants will be encouraged to volunteer during the rodeo weekend. Sign-ups will be available at check in.

ENTRIES & ENTRY FEES

Entry fees are due online during registration and must be paid prior to the draw. No late entries will be accepted once the draw is posted.

- 8 & under entry fees - \$20/class
- Junior entry fees - \$50/class
- Senior entry fees - \$100/class

We reserve the right to cap entries. Only one entry permitted per event. Two runs will be permitted in Team Roping but you must switch ends (one head run & one heal run) to enter twice.

Performance vs. Slack - Total performance runs will be capped for each event in the arena Saturday night. The total cap of each event will be spread out amongst the age divisions eligible for that event. All other runs will take place during slack on Friday night and Saturday morning. The slack events begin at 5:00 pm Friday night and will include:

Mutton Bustin' **Barrel Racing** **Team Roping**
 Saturday morning slack will begin at 9:00 am and will include:
Mini-Bulls **Bulls** **Goat Tying**
Tie Down Roping **Breakaway Roping** **Chute Doggin'**

The following 8 & Under classes will take place in the Kids Corral on Saturday morning beginning at 9:00 am:

Dummy Roping **Ribbon Pull**

During registration, contestants will select their preference for each class that they enter (performance or slack). Their preference is not guaranteed. Placement of performance vs slack will be done by a draw (with preferences considered) after all entries are received:

- If "oversubscribed" on performance preference, then a draw will happen for placement with just those that have selected performance as their preference; anyone not drawn will be placed in the slack draw
- If "undersubscribed" then all who chose performance will be guaranteed a slot and the remaining slots will be drawn from the slack preference contestants

Livestock Draws - all livestock will be chute run and not draw; goats for goat tying will be rotated on a regular rotation determined by the director and/or judge.

PAY OUT

The Stampeders Rodeo will pay out 75% of all entry fees per event plus added monies. Pay out will include up to 6 contestants depending on the total class size (performance + slack). Added monies are as follows:

8&Under - \$200.00 Juniors - \$500.00 Seniors - \$1,000.00

# of Contestants	# of Payouts	1 st	2 nd	3 rd	4 th	5 th	6 th
1-5	1	100%					
6-10	2	60%	40%				
11-15	3	50%	30%	20%			
16-20	4	40%	30%	20%	10%		
21-29	5	33%	25%	19%	13%	10%	
30+	6	29%	24%	19%	14%	9%	5%

- In the event there are no qualified rides or times, the prize money will be spread evenly across contestants. No buckle will be awarded.
- If a contestant does not show up, their entry fee remains in the pot (exceptions with a doctor's or vet's release are subject to review by the Officers).
- In the event of a tie, award money will be split evenly between contestants tied but a tie breaker will be used to determine a buckle winner if necessary.
- In the event of a tie in timed events, tie breaker will be determined by a coin toss.
- In the event of a tie in rough stock events, it will be determined by the rider's score. If the rider scores are equal then a coin toss will determine the buckle winner.

ALL AROUND & POINTS SYSTEM

Any contestant competing in more than one event will be eligible for All-Around and Reserve All-Around awards. Points will be awarded and tracked as follows:

1 st place - 10 points	6 th place - 5 points
2 nd place - 9 points	7 th place - 4 points
3 rd place - 8 points	8 th place - 3 points
4 th Place - 7 points	9 th place - 2 points
5 th place - 6 points	10 th place - 1 point

A contestant placing in two or more events will have precedence over one who places in one event for All-Around. In event no one places in two events, a contestant which competed in two or more events will have precedence over one who competed in one event for All-Around.

- In the event of an all-around tie, the prize money for all-around and reserve will be combined and then split evenly between the contestants. And a coin toss will be used to determine which contestant receives the all-around award and which contestant receives the reserve all-around award.
- In the event of a tie in the reserve all-around, the prize money will be split evenly between the two contestants. And a coin toss will be used to determine which contestant receives the reserve all-around award.

AWARDS

The Stampeders will be hosting an awards ceremony Sunday morning beginning at 9:00 am. All contestants and their family members are welcome. Sponsors of the rodeo will be invited to attend as well; this will be a great opportunity for the youth to show their gratitude to those supporters that helped make the 2023 Buffalo Stampeders Youth Rodeo happen. Brunch & Cowboy Church will begin promptly at 9:00 am followed immediately with awards recognizing the following:

- Class Winners (*Belt Buckle and 1st place Pay Out*)
- Reserve All-Around Cowboy & Cowgirl (*Halters & Guaranteed Monies*):
8&Under - \$200.00 Juniors - \$500.00 Seniors - \$1,000.00
- All-Around Cowboy & Cowgirl (*Spurs or Stirrups & Guaranteed Monies*):
8&Under - \$500.00 Juniors - \$1,000.00 Seniors - \$2,500.00

REFUND/CANCELLATION POLICY

There will be no refunds. Exceptions will be considered if a doctor's note or vet release is produced and approved before the day of the competition. Requests for refunds must be submitted to the Officers and are subject to a \$20 cancellation fee.

Force Majeure - In case of cancellation of the event or unavailability of the event due to any causes that are beyond the Buffalo Stampede Youth Rodeo control, including, without limitation, such causes as war, governmental action or order, act of God, fire, flood, severe storm, strike, labor disputes, or other similar causes ("Force Majeure Event"), contestants shall be entitled to the return of the fees for the rodeo, less the prorated share allocated to the Buffalo Stampede of the expenses incurred by the Stampede in connection with the event as of the date of the Force Majeure Event. Refund of the Fees provided in this section shall be the exclusive remedy of the contestant against the Buffalo Stampede in case the rodeo is cancelled or rescheduled through a Force Majeure Event. In the event of cancellation or unavailability for reasons beyond the control of the Buffalo Stampede, contestant releases and holds all claims for damage and agrees that the Buffalo Stampede shall have no obligation except to the above stated refund.

DRESS CODE

Western Attire: While in the arena, all contestants will be required to wear full western attire. This includes a cowboy hat, boots, jeans and a long sleeve collared button-down shirt. Long sleeve shirts must be tucked in. Approved riding helmets may be worn as a substitute for the cowboy hat.

Hat Rule: Western hat or helmet must be on the contestant's head when they enter the plane of the arena during a run. The hat should not fall off before the contestant has entered the plane of the arena.

Back Numbers: A Stampede's issued back number must be pinned to the back of the contestants shirt and worn at all times during the entire rodeo weekend. Failure to do so will result in disqualification.

Safety Gear: Each contestant is responsible for providing and using any protective gear needed for the Events they choose to participate

in. All contestants are competing at their own risk and will take complete responsibility for any injuries.

Parents/Guardians/Volunteers: While in the arena, parents and volunteers must also be in full western attire when in the arena. Alternatively, they may wear a Buffalo Stampede ball cap and polo shirt.

Violations: Failure to comply with the western attire requirements, hat rules and/or back numbers will constitute a Dress Code Violation. Penalties are as follows:

- 1st Offense - Verbal Warning
- 2nd Offense - \$25 fine to be paid no later than the completion of the rodeo (failure to pay will result in a no time for that event)
- 3rd Offense - contestant will receive a no time for that run (and any other offenses made hereinafter)

Contestant Disqualifications: Officers reserve the right to disqualify contestants for any misconduct, profanity, use of alcohol or drugs, falsification of information, mistreatment of livestock or equine athletes, et. al.

OFFICERS

Officers will assist the judges and volunteers prepare the arena for their event. This may include setup and take down. Should there be a dispute in any event the contestant will take it to the Director or one of the Asst. Directors and may take it to the judge if necessary. Director and judges' decisions are final.

- Director - Chris Bernard
- Assistant Director - Kelsea Manly
- Rodeo Secretary - Leah Bernard

TIMERS

One electric eye and one battery-powered hand-held digital Watch will be utilized. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric timer must be backed up by a flagman. One timer will record the times that appear on the electric eye-controlled readout. One timer will operate the digital watch and record the time which is shown thereon. This timer will operate from the flagman's signals. Line on fence for flagman and electric eye will be well marked. These markers should be checked

every performance along with the barrel markers and re-staked if pulled out. Set timer beforehand in the same height and position and lock the legs. In the event an electronic timer fails, the battery-powered hand-held digital watch will serve as back up. When both the electric-eye and the digital watch fail and a no time is recorded, contestant will be given a re-run at a time designated by the Judges and the Director.

EVENT RULES

- All events will have a 60 second time limit except the senior division. They will have a 30 second time limit.
- Horse usage: A horse can be used more than once in every event except barrels. But, a barrel horse may be used by more than one contestant only if they are in different age divisions.
- No lead line.
- If a contestant is called 3 times and has not shown, they will be turned out and given a no time for that event.
- Any issues or discrepancies that arise during the slack will need to be handled in the following timely manner:
 1. Ask to have the rodeo paused.
 2. Ask to speak to the director to share your concerns.
 3. The Director and/or Judge's decision is final no matter the circumstance.
- Any issues or discrepancies that arise during the performance will need to be addressed in the same manner as the slack but the performance will not be paused. Determinations will have to be addressed at the conclusion of the performance.

MUTTON BUSTIN'

- Ages 8 and under with a max weight of 60 LBS; scales will be provided (*8 & Unders weighing more than 60 LBS will be permitted to ride up to Mini-Bulls at their own risk; entry fees will go towards the Mini-Bulls pot but any points earned will go towards the 8 & Under All-Around*).
- The contestant who rides the longest wins.
- Time starts when the nose of the sheep crosses the plain of the chute.
- Time stops when any body part touches the ground.
- Flagman will stop time if the sheep stands still with the contestant still mounted for 5 seconds. This 5 second time frame will be tracked by a separate timer.
- Contestant may not grab sheep around neck. Must grab hair on the back or the legs of sheep.

- If a contestant is held by parent or guardian when the gate is opened, this will result in a no time.
- Contestants may not ride backwards.

GOAT RIBBON PULL

- Contestant will start at the provided start line and will run on foot to the goat that is staked and held by a volunteer 12 feet away.
- Contestant will pull the ribbon off the tail and run back to the starting line.
- Time starts when contestant crosses the starting line and will stop when contestant runs back across the same starting line with the ribbon in hand.

DUMMY ROPING

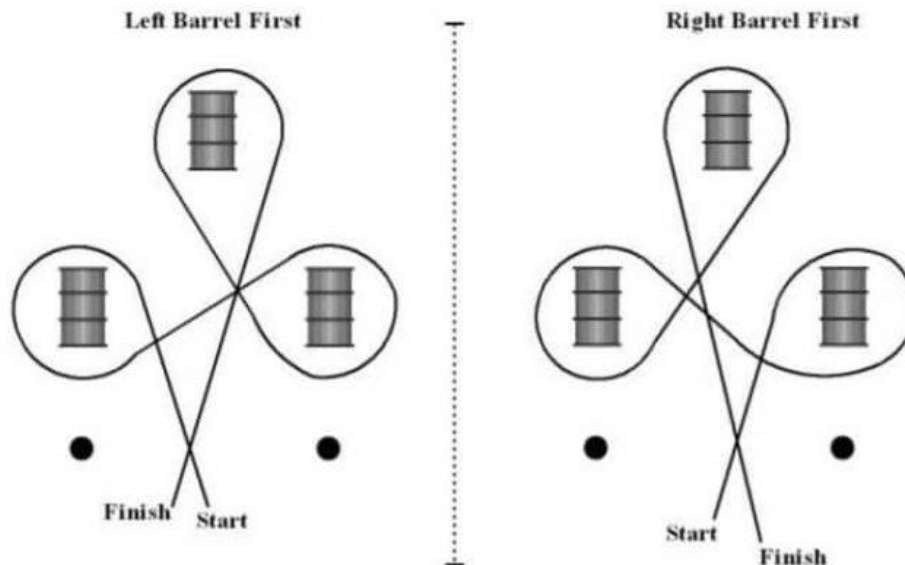
- A Rope it Up Speed Steer Roping Dummy will be used for this event.
- A grid with 3 roping lines will be placed on the ground; the 1st line of the grid will be 3 feet from the rear of the roping dummy.
- Contestant gets one loop at each line.
- Contestant must have a legal head catch at each line to advance to the next.
- Contestant will begin roping from the 1st line; if they catch, points are awarded and they advance to the 2nd line. If the contestant catches at the 2nd line, points are awarded and they advance to the 3rd line. If they catch at the 3rd line, points are awarded and their turn is complete.
- Points are awarded based on the contestants legal head catch:
 1. Slick Horn - 7 points
 2. Half Head - 4 points
 3. Neck Catch - 1 point
- All contestants will be allowed one fish of the rope to complete a catch. If the fish is unsuccessful, it will result in a miss and no score at that line.
- If contestant crosses the line, no points will be awarded.
- Scores from all 3 lines will be added together for contestants total score.
- In the event of any ties within the payout ranges, there will be a rope off until a winner is decided.
- If you're eligible for a tie breaker and have left the kids corral, you will forfeit your tie-breaker opportunity. The tie defaults to the contestant present.

BARRELS

- Contestant may start on either right or left barrel. When starting on the right barrel there will be one right and two left turns around the barrels, and when starting on the left, there will be one

left and two right turns around the barrel. (See pattern) Cloverleaf barrel patterns only. Any additional turns will result in a no time.

- The barrels must be at least 15 feet from the fence.
- The starting and finishing line must be no less than 15 yards from the end of the arena.
- There will be a 5 second penalty for each barrel knocked down, even if it bounces back upright.
- Horse and rider must maintain forward motion at all times, or the pattern will be considered broken and result in a no time.
- The arena will be drug according to the conditions of the ground.
- When a contestant starts a timer, the contestant has accepted the arena conditions and the order of the run as is. There will be no re-runs.
- This event is available for boys and girls in the Junior division; this event is available to girls only in the Senior division.



GOAT TYING

- Time will start when the contestant crosses the starting line and will stop when she/he signals the completion of the tie. When a contestant starts the timer, the contestant has accepted the arena conditions and the order of the run as is. There will be no re-runs.
- Contestant must ride mounted on a horse from starting line to goat, dismount from horse, throw goat by hand, cross and tie any 3 legs with tie string.
- If the goat is down when the contestant reaches it, the goat must be cleared of the ground before tie is made.
- If contestants' hand is on goat when goat falls, goat is considered thrown by hand.

- If a contestant gets his or her leg wrapped in the rope during the run, contestant may ask judge to remove leg. Failure to ask judge will result in a no time.
- The tie will be passed on by the judge and if it is not secure for 6 seconds the contestant will receive a no time.
- After signaling completion, contestant must step back at least 3 feet from the goat and wait for the 6 second struggle free period. After the 6 second struggle free period is done, contestant will remove string from goat upon judge's approval.
- Should the horse cross or come in contact with the goat or goat rope any time during the run, then a ten (10) second penalty will be assessed. If the goat should breakaway because of the fault of the horse, the contestant will receive a no time for that run.
- Judge's decision will be final say.
- A goat string or piggin string may be used in this event; riders discretion.
- This event is available for boys and girls in the Junior division; this event is available to girls only in the Senior division.

CHUTE DOGGIN'

- Stock will be steers.
- Score line will be parallel to the bucking chutes and will be set 10 feet in front of the bucking chute. The measurement will be made with the chute gate closed. Once score line has been set it will not be changed in that go.
- The judge will flag the start when the animals nose crosses the score line.
- Contestant may wrap right arm around steers neck and grab left ear with left hand or keep left hand in air. Any contact to horns before the score line will result in a 10 second penalty.
- The tail man may not break the plain of the chute.
- Contestant may grab horn at the score line and begin to throw steer.
- Time will stop when steer is thrown with all 4 legs out to the one side.
- If contestant loses contact with steer, it will result in a no time.
- Contestant will receive a no time if the animal is thrown before the score line.
- This event is open to boys or girls in the junior & senior divisions.
- Points will be awarded on fastest time not to exceed time limits.

BREAKAWAY ROPING

- Two loops will be allowed if two ropes are carried; once the second loop is pulled, the first loop is no longer in play. Contestants

cannot rebuild loops. The second rope must remain tied until used during the run and must not be broken away from the saddle horn.

- All contestants must have a solid-colored flag that is visible to the flagman or judge and must be attached on the knot end of their rope or ropes. If not, this will result in a no time.
- The ropes are to be tied to the saddle horn with nylon string; a knot must be tied to the end of the rope with a string tied at the knot. There will be no tail.
- If a barrier is used, it must remain the same till all contestants have run. A 10 second penalty will be added for breaking the barrier.
- The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the neck.
- Roping calf without releasing loop from hand will result in a no time.
- The contestant will receive a no time should she/he break the rope away from the saddle horn by hand.
- This event is available for boys and girls in the Junior division; this event is available for girls only in the Senior division.

TIE DOWN ROPING

- Contestant can have 2 loops, but they must rebuild the same rope. You can rebuild your first loop if calf is missed.
- Any catch is legal; catch as catch can rule.
- Roping calf without releasing rope from hand is not permitted.
- Contestants cannot receive any assistance after crossing the starting line. If a barrier is used, it must remain the same till all contestants have run. A 10 second penalty will be added for breaking the barrier.
- Rope must be tied off to saddle horn.
- A neck rope must be used in this event; if horse starts to drag calf then the judge may stop horse.
- Rope must be in contact with calf when roper gets to the calf. If not, this will result in a miss and will receive a no time.
- If the calf is down, he must be stood up and thrown down prior to tying.
- Contestant must cross and tie 3 feet. Contestant cannot touch calf after giving finish signal.
- Contestant must mount horse, ride forward, releasing tension from calves' neck. Then the 6 second struggle free period will begin.
- Tie must hold until passed by the judge.
- If tie comes loose before the 6 second struggle free period is up, the roper will receive a no time.
- The flagger/Judge will have a stopwatch to pass the tie.

- The flagger/Judge is to stop his watch when calf kicks free to determine if it is a qualified time.
- Contestant may ask to see watch in a respectful way.
- This event is available for boys and girls in junior & senior divisions.

TEAM ROPING

- A team roper can only enter one time as a header and one time as a heeler, with a partner of their choice. Therefore, a team roping contestant can enter up to two times if they switch sides.
- Ropers must register with their partners while registration is open; there will be no drawn partners.
- Header will start behind barrier and must throw the first loop at head. If rope comes out of hand it is considered thrown.
- Heeler must start from behind the barrier line.
- This event can have 3 loops in total for header and/or heeler; each team is allowed 3 throws in all. But secondary ropes are not permitted. Each contestant will be allowed to carry only one rope.
- There are only 3 legal head catches: slick horn, half head and whole head (around the neck). All other catches will receive a no time.
- Roping steer without releasing rope from hand will disqualify the catch.
- Crossfire Rule- After the header makes his catch, he must turn the steer to the left and be in forward motion before the heeler releases the rope. If heeler releases his rope before the steer is in tow to the left and in a forward motion, this will result in a no time.
- Time will be taken when the steer is roped, both horses facing steer in line with ropes dallied and tight. Horses front feet must be on the ground.
- There will be a 5 second penalty for a one hind foot catch.
- There will be a 10 second penalty for a broken barrier.
- Broken rope or dropped rope will result in a no time.
- This event is open to boys or girls in junior and senior divisions.

MINI-BULL & BULL RIDING

- Helmet, vest and mouth piece are MANDATORY.
- Riding is done with one hand.
- No more than two bells on a rope; at least one bell is required.
- Time begins when any part of animal breaks the plane of chute.
- Ride will be timed by 6 or 8 seconds according to age group:
 - Junior Division/Mini-Bulls - 6 seconds
 - Senior Division/Bulls - 8 seconds

- 2 judges shall be used for the event. These judges are approved by the rodeo director. The back judge has the call on the official time.
- At the judges discretion, any rider that doesn't want to ride or is hesitant will have 30 seconds while in the chute to call for the bull. After 30 seconds the rider will receive a no score with no refund.
- Rider must make 3 honest attempts to get out on an animal before a re-ride option is given.
- If the rider finishes the ride with any part of the rope in his hand without being disqualified by touching the bull or the ground he/she will be marked and given a score.
- If the animal fails to perform, a re-ride at the judge's discretion is optional.
- If the flank comes off, a re-ride option will be offered providing the competitor was qualified at the time.
- If offered a re-ride option, rider must make decision before leaving the arena.
- Only the rider may ask the judge for a re-ride option, not the parent(s) or guardian(s).
- Judges decisions are final.
- In the Junior division, points will be given based on seconds rode whether ride is qualified or not.
- In the Senior division, points will be given on qualified rides only.
- Points will be awarded off scores first, if more than one qualified ride.
- In both divisions, you must have a qualifying time to be eligible for payout; unless there is no qualifying ride, then the payout will be split evenly amongst all contestants.
- This event is available for boys and girls in junior and senior divisions.
- 8 & Unders over 60 LBS will be permitted to ride up to Mini Bulls at their own risk (because they are ineligible for Mutton Bustin); entry fees will stay in the Mini-Bulls pot but any points earned will go towards 8 & Under All Around.