

East Mountain Cowboy Church Saddle Series

2234 Route 66

Edgewood, NM 87015

Mailing Address:

PO BOX 2472 Edgewood NM, 87015



2026 EMCC YOUTH SADDLE SERIES RULES

New Mexico 4-H rules and National High School Rodeo Association rules will apply unless amended below or by Arena Director and Arena Judge.

Schedule of Rodeos:

April 24-25, May 15-16, June 5-6, July 10-11, August 14-15, and September 18-19.

ROUGHSTOCK EVENTS WILL BEGIN ON FRIDAY AT 7PM SHARP

TIMED EVENTS WILL BEGIN SATURDAYS AT 9AM SHARP.

Arena Director: Mark Smith 602.284.1297

Secretary: Tana Reed 505.220.0123

Treasurer: Stephanie Romans 505.328.4478

Roughstock Director: Hunter Salter 505.980.2642

ALCOHOLIC BEVERAGES OR CANNABIS ARE NOT ALLOWED ON THE PREMISES. Violators will be asked to leave the premises.

Timed Events and Roughstock contestants will be required to pay a Judging Fee of \$40 per year. There will be no Judging Fee for Lead Line contestants. Judging Fee of \$40/year or a Judging Fee of \$10/rodeo must be paid in order to ride at EMCC Saddle Series. Judging Fee is to be paid by the 1st Rodeo attended. Every contestant **MUST** have a release form signed by parent or guardian if under age. **All contestants must attend and compete in 5 of the 6 rodeos to qualify for awards.** Timed event contestants must enter at least 3 events each rodeo to qualify for awards. In the event that a rodeo is cancelled, we will use an average of each contestant's scores from all the other rodeos for the scores of the cancelled rodeo.

Administration Fee of \$10.00 will be added to each contestant's registration at each rodeo to cover rodeo office activities and supplies.

Every contestant must sign a form stating they received a set of 2026 rules and a liability release form. The liability release form must be filled out and turned in before the contestant can ride. The rules will be available at the April 24-25 rodeo. You must come to the rodeo office that day to obtain your copy. If you have not obtained a copy of the rules and signed the release form by the 2nd rodeo your child competes in, all points they earned in the first rodeo will be forfeited.

Complaints shall be registered with the Rodeo Arena Director along with a \$50.00 fee (non-refundable), before the event that the complaint is regarding is over. Complaint will be addressed by the Arena Director and the Arena Judge. The Arena Director and the Arena Judge make an immediate decision in the event that the complaint warrants immediate attention. All other complaints will be acted upon by the Arena Director and the Arena Judge before the next scheduled rodeo.

Meat Raffle Ticket Sales - East Mountain Cowboy Church is donating 2 steers and 1 pig for our meat raffle. Every family will be given \$200 worth of raffle tickets that sell for \$5 each or 5 raffle tickets for \$20. Tickets will be available for pick up at the first rodeo and you will be required to sign for them. The contestant who sells the most raffle tickets will receive an award at our saddle series banquet.

Meat Raffle Prizes

First place raffle ticket winner will receive a fully processed beef and half a pig.

Second place raffle ticket winner will receive a fully processed half a beef.

Third place raffle ticket winner will receive a fully processed half a pig.

The remaining half of fully processed beef will be donated to people in need in the community.

We will have signup sheets at the office for families who would like to help work in the arena.

While competing, cowboy and cowgirl attire is required: long sleeve western shirt tucked in at the waist buttoned all the way up past the breast collar bone and at the wrist, cowboy boots with a riding heel are required, cowboy hat or no hat. Riding helmets are required for all Roughstock Riders. No tennis shoes, no tank tops, no shorts, no caps or visors. (If due to a medical condition the above cannot be adhered to, please bring a valid doctor's note to be excluded). Failure to comply will result in a NO TIME. This will be enforced!

There will be no late entries accepted at any rodeo without a \$25.00 late fee and must be entered and paid by 6pm on Friday or 8am on Saturday. Entries may be paid at the rodeo for the next month's rodeo. If you paid for a canceled rodeo your checks will be returned.

***All contestants must check in at the rodeo office before every rodeo. Entry fees can be paid at the rodeo office by credit card.**

ENTRIES MUST BE POSTMARKED NO LATER THAN THE DATES STATED BELOW!!!!!!

NO EXCEPTIONS!!!

April 24-25 rodeo – postmark date waived

May 15-19 rodeo - postmarked by May 1, 2026 or hand delivered at the April 24-25 rodeo

June 5-6 rodeo - postmarked by May 29, 2026 or hand delivered at the May 15-16 rodeo

July 10-11 rodeo - postmarked by June 26, 2026 or hand delivered at the June 5-6 rodeo

August 14-15 rodeo - postmarked by July 31, 2026 or hand delivered at the July 10-11 rodeo

September 18-19 rodeo - postmarked by Sept 4, 2026 or hand delivered at the August 14-15 rodeo

The age group of the contestant is determined by the child's age as of January 1st, 2026 (you **must** compete in the age group you fall into by your age on January 1st, 2026). In timed events there will be no moving or changing of age groups. The age groups will be 0-6; 7-10; 11-14; 15-18 and then we will have a 0-18 Lead Line (**being led by a rope, not alone. Parents must maintain contact with lead at all times.**). Chute Dogging 14-18, Open Bulls 16 & up, Senior Bulls 16-18, Junior Bulls 13-15, Steer Riding 10-12, Calf Riding 7-9, Sheep Riding 0-6

Entry fees and paybacks:

Judging Fee (one time) \$40.00

Roughstock Judging Fee (one time) \$40.00

Non-cattle timed events: \$10.00 entry

Lead Line: \$13.00 entry + \$7.00 stock fee

Goat Tying: \$13.00 entry + \$7.00 stock fee

Cattle Events: \$25.00 entry + \$30.00 stock fee

Calf Riding: \$45.00 entry + \$30.00 stock fee

Steer Riding: \$ 55.00 entry + \$30.00 stock fee

Jr. Bull Riding: \$ 65.00 entry + \$35.00 stock fee

Sr. Bull Riding: \$65.00 entry + \$35.00 stock fee

Sheep Riding: \$40.00 entry + \$25.00 stock fee

Open Bulls: \$100.00 entry + \$40.00 stock fee

Checks for entries will be deposited the next business day after the rodeo. All returned checks will incur a \$35.00 fee and must be paid in cash within 2 weeks. Entries must then be paid with a money order, cashier's check, cash, or card at the rodeo office.

Pay back schedule

1- 5 contestants 1st=80%

6 -10 contestants 1st=60%: 2nd 40%

11-15 contestants 1st=50%; 2nd=30%; 3rd=20%

16 and over contestants 1st=40%, 2nd= 30%, 3rd= 20%, 4th= 10%

Checks can be picked up in the rodeo office after each rodeo. Checks are valid for 90 days only.

Outdated checks will **NOT** be replaced after the 90-day expiration date.

In the event of no qualifying times, no ground money will be paid.

Point System

Points will be awarded on the following basis:

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

Year - end awards will be given on point totals at the end of the series.

Timed Events: Year-end Awards will be split into 2 categories: Roping events and Timed events (Barrels, Poles, Flags, and Goats). The awards will be made on points 1st thru 3rd place in each age group.

Roughstock: Year-end Awards will be awarded on points 1st thru 3rd place in each age group.

Tie breakers: There will **NOT** be any duplicate awards presented at the awards banquet due to tie in points. If a tie should occur, the following system will be used to break the tie.

1. The highest score in the rough stock events or the fastest time in a common event in the timed events will be used to break the tie. If another tie occurs or the two contestants do not have a common event, go to #2.
2. Most money won in the common event will be used to break the tie. If another tie occurs, go to #3.
3. A flip of a coin will be the final decision to break the tie.

No stalling will be allowed in any event. Contestants must be prepared to compete when called upon by the announcer. Contestants will be called 3 times when it is their turn to enter the arena. Failure to be present and ready to compete when called by the 3rd time may result in a disqualification in that event. This is determined by the arena judge.

Contestants must start their run at the entry gate and **not before**. No individual will be allowed to assist contestants past the starting line, except in Lead Line. There will be NO exhibition runs. Contestants must have their horse under control and slowed to a walk before exiting the arena. There will be no running of horses around the outside of the arena; only in specified warm up areas.

Roughing of the livestock will not be tolerated. You will not be allowed to park horse trailers or any other trailers against the fence. Any harassment of Rodeo Officials by a contestant, parent or family member will be cause for disqualification of the contestant, and may be asked to leave the premises.

PLEASE READ ALL RULES CAREFULLY!!!!

ALL STOCK, EXCEPT SHEEP, WILL BE FLANKED.

GENERAL ROUGHSTOCK RULES

1. Contestants must provide and wear the following equipment while competing in roughstock events: a. A vest designed to protect the chest and back. b. A roughstock helmet.
2. Sheep, calves, and steers will be chute run with the contestants drawing an order number list to determine who gets one first to last as they are loaded. JR. Bulls, Senior Bulls and Open Bulls will be drawn.
3. Flagger will signal start time.
4. All scores, qualified rides and re-rides will be at the discretion of the judges.
5. Each rider is given 30 seconds to get out an animal. 3 attempts at chute boss's directions.
6. NO re-ride will be given due to faulty or broken equipment furnished by the contestant.
7. Bulls will be ridden for (8) seconds. Calves, steers and Sheep will be ridden for (6) seconds.
8. A fall is when an animal contacts the dirt with any part of its body including the rear end. A stumble is different from a fall. Also, if a rider touches the ground a no score will be enforced.

CALF/STEER/BULL RIDING EVENT RULES

1. Time starts when the animal's shoulder breaks the plane of the bucking chute.
2. Riding is to be done with one hand.

SHEEP RIDING EVENT RULES

1. Time starts when the animal's shoulder breaks the plane of the bucking chute.
2. Riding can be done with two hands
3. Weight limit for rider is 60#.

ALL SPEED EVENTS WILL HAVE A 60 SECOND TIME LIMIT, EXCEPT IN THE 0-6 AGE GROUP, IF PARTICIPANT NEEDS TO BE LED THROUGH PATTERNS, THEY MUST ENTER LEADLINE.

CHUTE DOGGING EVENT RULES: AGES 15 - 18

1. With steers loaded in bucking chute, dogger gets beside the steer, right hand in front of or behind 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 their shoulder until the steer's nose crosses the score line. If dogger moves into throwing position or touches either horn(s), or ear(s), before steer's nose crosses 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.
2. Chute Dogger must allow steer to maintain forward motion to the score line. Chute Dogger may not choke steer.
3. It is the contestant's responsibility to check for broken horns.
4. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plane of the chute gate.
5. Contestant is considered working the steer when the steer leaves the chute.
6. 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.

BREAKAWAY ROPING - EVENT RULES: Ages 7 and Above

ALL ROPERS WILL USE HEELER BOX: AGE 7 and Above

1. Only one loop will be allowed
 2. The rope must be attached at the horn in such a way as to allow the rope to be released from the horn when the calf hits the end of the rope.
 3. The rope must be attached at the horn with the flag or cloth tied to the end of the rope so the judge can tell when the rope breaks free.
 4. The rope must pass over the calf's head and pull up on the calf.
 5. The break from the horn must be made by the motion of the animal and not by the contestant.
 6. There will be NO TIME if; the rope does not break free when the calf hits the end of the rope; if the rope dallies the horn; or if the contestant frees the rope.
 7. A ten (10) second penalty will be assessed if the barrier is used and broken.
- The rope must be attached to the horn, and may not be run through the bridle, tie down, neck rope or any other device. THIS WILL BE THE CONTESTANT'S RESPONSIBILITY. THERE WILL BE A (45) FORTY-FIVE SECOND TIME LIMIT.

RIBBON ROPING EVENT RULES: Ages 7 and Above

ALL ROPERS WILL USE THE HEELER BOX: AGE 7 and Above

1. One loop will be allowed.
2. Rope must be tied off to the saddle horn. No dallying.
3. Neck rope must be used.
4. Contestants cannot receive assistance from anyone except designated muggers.
5. Muggers may not assist runners.
6. Any legal catch, provided the rope is on the calf when the ribbon is removed or the calf touched.
7. Roper must provide his/her own runner. Must be a contestant the weekend of the rodeo, and dressed according to the rules.
8. Roper can dismount, but have complete control.
9. Time will stop when the runner crosses the designated line.
10. Only the roper will receive points.

TIE DOWN AND STEP-DOWN CALF ROPING EVENT RULES: Age 7 and Above

ALL ROPERS WILL USE THE HEELER BOX: Ages 7 and Above

1. Contestants must adjust neck-rope or equipment and reins in a manner that will prevent the horse from dragging the calf.
2. One loop will be permitted.
3. Contestants cannot receive any assistance after crossing the starting line.
4. Contestants must rope calf, dismount, go down the rope, and throw the calf by hand. Cross and tie any three legs.
5. Catch as catch can.
6. If the calf is down when the roper reaches it, the calf must be daylighted in age groups 15-18. Age groups 7-10 and 11-14 do not have to daylight the calf.
7. If the roper's hand is on the calf when the calf falls, the calf is considered thrown by hand.
8. Roper must hold the calf until the roper gets hand on calf.
9. To qualify as a legal tie, there shall be one or more wraps and half hitch or hooley. (A hooley is a half hitch with a loop. The tail of the string may be partly or pulled all the way through.)
10. The tie must hold six seconds with three legs remaining crossed until passed on by the judge.
11. Six-second time will start when the roper has remounted and the horse has taken one step forward.
12. If the roper's rope comes off the calf as the roper starts to work with a tie, the six-second time will start when the roper signals for time.
13. Rope will not be removed and rope must remain slack until the field judge has passed on the tie.
14. Roper will be flagged no time for touching calf or string after giving finish signal, or for dragging calf after roper remounts horse.
15. 45 second limit.

TEAM ROPING EVENT RULES: AGES 7 - 18

1. Contestants can rope with who they chose but only the contestant listed gets the points when called.
2. Contestants may only enter the team roping one time for points but can head or heel for another contestant.
3. Points and paybacks will only be awarded to the contestant age 7-18.
4. Each contestant will have only one loop.
5. Contestants will not be allowed to tie on hard and fast, dally only.
6. Time will be taken when the steer is roped, both horses facing steer in line with ropes dallied and tight.
7. Steer must be standing up when roped by head and heels.

STEER BREAKAWAY EVENT RULES: AGES 7-10

1. Roper will come out of the header box and will start from behind the barrier.
2. There will be a ten (10) second penalty assessed for breaking the barrier.
3. Legal catches: A. Both horns B. Half head C. Neck catch
4. Contestants must use approved string and have it tied on at the end of their rope and attached to the horn in such a manner as to allow the rope to be released from the horn when the steer hits the end. This must be checked by the barrier judge before entering the rope box.
5. A colored cloth must be attached to the end of the rope at the saddle horn so the judge can tell when the rope breaks off. No tails will be allowed.

STEER STOPPING EVENT RULES: AGES 11-18

1. Roper will come out of the header box and will start from behind the barrier.
2. Steer belongs to roper after he crosses score line regardless of what happens, with one exception: if steer gets out of the arena, flag will drop and the roper gets the steer back lap and tap with the time added which was taken when the steer left the arena.
3. Time stops when a roper has roped steer with a legal head catch (full head, half head, slick horns), stopped

horse and steer, and steer is facing roper.

STEER DAUBING EVENT RULES: AGES 7-14

1. Each contestant will be provided a mop dipped in white chalk.
2. Mop shall be painted on side of steer, on the rib cage just behind the front leg, hind quarters or tail and must be plainly visible.
3. Daubing stick is to be raised on shoulder in roping box and must be raised back in the air to signify time. Judge will verify if daub is legal.
4. Cattle coming out of the roping box may only be pushed or tailed.

BARRELS - EVENT RULES

1. The cloverleaf pattern is the only approved pattern in this event. Failure to follow the cloverleaf pattern will result in a no-time. See diagram of cloverleaf pattern.
2. The contestant may start on either the right or left barrel first.
 - a. When starting on the right barrel there will be one right turn and two left turns around the barrels.
 - b. When starting on the left barrel, there will be one left turn and two right turns around the barrels.
 - c. After completing the final turn around barrel number three (3), the contestant must pass between barrels number one (1) and two (2) on the way to the finish line.
3. If the contestant makes a full turn before or after making the actual turn around the barrel, the contestant will be considered to have broken the pattern and receive a no-time.
4. Breaking forward motion is also considered a broken pattern.
5. Touching the barrel by the contestant or horse is permitted. The contestant can try to grab barrel so it doesn't hit the ground as long as they have not broken the pattern.
6. There will be a five (5) second penalty for each barrel knocked over. Should a barrel be knocked over and it sets up on the opposite end, the 5 second penalty will be assessed.

POLE BENDING - EVENT RULES

1. The pole bending pattern must be run around six (6) poles; failure to follow the pole bending pattern will result in a no-time. Please refer to the pole bending pattern included.
2. The contestant may start either to the right or the left of the first pole and then run the remainder of the pattern accordingly.
3. Touching the poles is permitted by the contestant or the horse. The contestant has the option to attempt to right a pole that is going down if the pattern is not broken in the attempt.
4. There will be a five (5) second penalty for each pole knocked over.
5. If the horse's shoulder passes the pole, it will be considered a no-time. Breaking forward motion is also considered a broken pattern.

FLAG RACE - EVENT RULES

1. The flag is to be placed on one barrel in center of arena, retrieve the flag and return across the finish line. The contestant may start either to the left or the right side of the barrel. Failure to follow the flag race pattern will result in a no-time. See diagram for flag race pattern.
2. The contestant may circle the barrel but must return on opposite side of approach.
3. Knocking over the barrel and can is a ten (10) second penalty. Knocking over the coffee can is a five (5) second penalty.
4. If contestant drops the flag before crossing the finish line, it will be considered a no-time.
5. The contestant may not use the flag to whip their horse. Contestant will be disqualified for whipping their horse with the flag.

6. A no-time will be awarded for any contestant needing assistance.

GOAT TYING - EVENT RULES

1. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from the horse and throw the goat by hand.
2. Time will start when the contestant crosses the starting line, and the goat must be released.
3. If the goat is down when the contestant reaches it, the goat must be day lighted (raised by contestant so that at least three (3) of the goat's feet are dangling straight under the goat) and re-thrown.
4. The contestant must then cross and tie any three legs together with a 'piggin' string or rope, then stand clear of the goat.
5. The time will stop when the contestant signals the completion of the tie.
6. The flagman will determine the legality of the tie and flag the contestant accordingly.
7. The contestant will receive a no-time for touching the goat or the tie string after signaling completion of the tie.
8. The contestant will receive a no-time if he/she receives any assistance in tying the goat.
9. The tie will be passed on by a field judge, and if it is not secure for six (6) seconds, the contestant will receive a no-time.
10. Contestant and horse need to exit by the east end gate or contestant can exit by the north side gate and pick up horse at the entry gate.

GOAT TIE AROUND NECK: CONTESTANTS: AGES 0 – 6 ONLY

1. The contestant must be mounted on a horse and must ride from the starting time to the goal, dismount from horse, tie their pigging string around the goat's neck and throw hands in the air.
2. NO pre-tied strings; they will be disqualified resulting in a no time.
3. Time will start when contestant crosses starting line and will end when contestant throws hands in air.
4. The contestant will be allowed to pick up their string if they drop it, no penalty.
5. The contestant should dismount by themselves.
6. A helper will be provided to hold horse while contestant dismounts with no time penalty.
7. The goat holder will NOT release the goat at any time while the contestant is completing the run.
8. Contestant and horse need to exit by the entry gate.

LEAD LINE EVENT RULES: AGES 0 and ABOVE

1. All contestants **MUST** be led by a rope at all times. Not holding the rope will result in disqualification of the contestant. You cannot lead from horseback.
2. Contestants are not allowed to be strapped into the saddle.

DUMMY ROPING RULES: AGES 0 – 6 ONLY

1. Dummy roping will be on a calf dummy.
2. A line 2 feet behind the dummy will be indicated and contestants must stay behind it.
3. Contestants will have sixty (60) seconds to catch the dummy as many times as they can, and must make at least one full swing before throwing their loop.
4. A helper may take the rope off the dummy and rebuild the loop.
5. The helper may not swing the rope for the contestant.
6. Contestant with the most catches in sixty (60) seconds wins.

POLE, BARREL, AND FLAG PATTERNS



