

ABSTRACT

The Johnson County Junior Sheriff's Posse is a youth organization with membership open to riders of all ages that reside in Johnson County, Texas or any bordering county. We welcome riders of all experience levels and strive to always offer a family friendly environment.

**Quick Reference Guide**

| **Age Group** | **Events** |
| --- | --- |
| Leadline (combined boys & girls) | Barrels, Poles & Goat SlappingSign up by 8:30 a.m. – Start time is 9:00 a.m. |
| 6 & under | Dummy Roping, Goat Ribbon Pulling, Barrels, Straightaway Barrels |
| 7-9 | Dummy Roping, Goat Tying, Poles, Barrels, Straightaway Barrels |
| 10-12, 13-15, 16-18 | Dummy Roping, Goat Tying, Poles, Barrels, Straightaway Barrels |
| **Entry Fees** |  |
| Individual Membership | $20 |
| Family Membership (Up to five family members) | $50 |
| Junior Posse Member | $21 |
| Senior Posse Members (requires active membership in good standings) | $15 |

**\*\*\*A $1 credit card fee will be charged for any payments made with a credit card.**

| **2024 Event Dates** |
| --- |
| April 20 |
| May 25 |
| June 22 |
| July 13 |
| Cleburne Youth Rodeo: August 1-3 |

**Officers and Directors**

**President/Phone#: \_\_**Mitch Symes (435) 669-3402**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

The President shall oversee all directors. All directors report to the President. The President will report to the Senior Posse Sponsors. The President may verify points periodically. Sponsors/President may be a second signer on the checking account. The President is also responsible for keeping up with such equipment to include the playday poles and flags. The President is also responsible for having a qualified EMT on property during all playday events.

**Vice President/Phone#: \_\_\_\_\_**Bridget Hughes (682) 582-7484. **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_** The Vice President will assist the President and assume all responsibilities in their absence.

**Secretary/Phone#:\_\_\_\_\_**Cassie Camp (817) 357-0261 **\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

The Secretary will assist the President and is responsible for all minutes of meetings and books concerning the play-days. The secretary or a designated helper will arrive early at each play-day, take entries before the play-day and enter points in the books at the end of each play-day. The Secretary must post present points and total points for each age group at every play-day and for year-end awards. The

Secretary will check over all points before the next play-day and post points for verification. The Secretary will send out notices to all members.

**Treasurer/Phone #: \_\_\_\_\_**Jacqueline Thomas (469) 328 - 5930\_**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

The Treasurer will be responsible for the checking account, collecting all monies, pays all bills, and oversees all accounting procedures for the Junior Posse. The Treasurer will account for all money collected and paid. The Treasurer will also keep an accurate profit and loss statement at all times so that any posse member may audit such records at any time.

**Leadline Director/Phone#: \_\_\_\_**Brittany Crow\_**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

The Leadline Director is responsible for knowing how to set-up flags, barrels and poles and ensures all assigned workers are completing their work points. All of these events will run at the beginning of each play- day.

**Goat Director/Phone#:\_\_**\_\_Porkchop Thomas**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

The Goat event director must know where the goat is to be staked and ensure all assigned workers are completing their work points. They will be the goat holders during all event(s). The Goat Director must purchase a sufficient amount of goats and will be reimbursed by the Junior Posse for the purchase The director will take proper care of the goats, including providing feed, forage, and adequate shelter the entire year that they are in their possession. In the event of a sick goat(s) or a deceased goat, the director must notify the president immediately and will be reimbursed for the reasonable effort taken to save the goat. He/she must bring the goats to each play-day or sponsored event(s) on time or make prior arrangements if they are unable to. After the final playday/CYR concludes, the director takes ownership of the goats.The director will determine if a rider has a qualified run or not.

**Pole Director/Phone#:** \_\_**\_**Laura Eatman (817) 455- 0920**\_\_\_\_\_\_**\_\_\_\_\_\_\_\_\_\_\_

The Pole director must know the pattern and ensure all assigned workers are completing their work points. The director is responsible for getting the poles from the practice director before each play-day and returning them to the practice director before the play-day is over. The director must set the pattern in accordance with the appendix. The director will determine if a rider has a qualified run or not.

**Flag Director/Phone#: \_\_\_\_\_\_\_\_\_\_\_\_Not a 2024 event\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

The Flag director must know the pattern and ensure all assigned workers are completing their work points. The director is responsible for getting the flags and bucket from the practice director and returning them to the practice director before the play-day is over. The director must set the pattern in accordance with the appendix. The director will determine if a rider has a qualified run or not.

**Straightaway Director/Phone#:** \_\_\_Wayne Kepple\_\_\_\_(817)933-0185\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The Straightaway Barrel director must know the pattern and ensure all assigned workers are completing their work points. The director must set the pattern in accordance with the appendix. The director will determine if a rider has a qualified run or not.

**Barrel Director/Phone#: \_\_**Laura Eatman\_\_(817) 455-0920**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

The Barrel director must know the pattern and ensure all assigned workers are completing their work points. The director must set the pattern in accordance with the appendix. The director will determine if a rider has a qualified run or not.

**Dummy Roping Director/ Phone #:\_\_\_**Zach Cobb**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

The Dummy Roping Director is responsible for setting up the event. The director will run the event and determine if the contestant has a qualified catch or not.

**Trophies/Awards Director/Phone#: \_**\_Savannah Christan Reagan/ Cassie Camp\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The Trophy director is responsible for ordering, picking up, and keeping enough inventory on hand for each playday. The director is also responsible for passing out trophies/awards at the end of each play-day. The awards director will be responsible for year- end awards with assistance from the Officers.

**Awards Banquet Director/Phone#:** \_\_Kaylee Grahmn\_(817)243-6337**\_\_\_\_\_**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

The Awards Banquet Director position is responsible for coordinating the awards banquet with assistance from the Officers and Awards Director.

**Trash Duty Coordinator/ Phone#: \_\_\_**Andrew Huff**\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

The Trash Duty director is responsible for making sure all trash is picked up at the end of each play-day. You need to check for trash inside and outside of the building/arena, including the parking lot(s). You must also make sure the trash gets put in the dumpster on the outside of the building/arena. This director is also responsible for the clean-up during and after the Cleburne Youth Rodeo.

**General Rules**

1. Johnson County Junior Posse members will be limited to families living in Johnson County and those counties directly connected or members who have been grandfathered in.
2. You must be a member to ride/participate in playdays to earn points. Those that wish to ride without a membership may do so for their first playday and will be given the option to join by the end of that playday. If they choose to join, points will be awarded so long as it is done on the same day as the playday. Non-members will be required to sign a release of liability.
3. There will be a $35 charge on all returned checks. This will be enforced. Your child will be able to ride but not receive points until all the charges have been paid.
4. Members must use saddles at all times, while on Johnson County Sheriff’s Posse property. This includes practices. NO BAREBACK RIDING WILL BE ALLOWED.
5. JCJSP runs a closed gate policy - WE WILL BE CLOSING THE ALLEY GATE ON ALL RUNS
6. No child may be on the Johnson County Sheriff’s Posse grounds without an appointed guardian.
7. Everyone should watch out for the children at all times; it is a group effort to keep everyone safe.
8. If you cannot abide by the rules and by-laws of the Johnson County Junior Sheriff’s Posse your points will be taken away from that playday.
9. Parents and children, whether participating or not, must be on their best behavior while on the grounds of the Johnson County Sheriff’s Posse. There will be no fighting, yelling, foul language, or what could be considered poor sportsmanship, between parents, members, or kin. ***You will be asked to leave and not return for the remainder of the season.***
10. Alcohol is prohibited at all Johnson County Junior Sheriff’s Posse events.
11. All pets must be under control at all times while on the grounds of the Johnson County Sheriff Posse.
12. No stud horses will be allowed on the grounds of the Johnson County Sheriff’s Posse at any time.

1. If your horse is prone to kicking a red ribbon or flag must be attached to the horse’s tail to notify others that the horse kicks.
2. Any device securing a child to a horse must be safe. If the means is considered to be unsafe, it must be corrected before participating.
3. Books close 30 minutes prior to the first event - leadline and playday. NO LATE ENTRIES
4. The dress code is long pants, boots with a heel, and a short or long sleeve shirt while riding in an event or leading a child in the lead-line events. NO TANK TOP, HALTER TOPS, STRING STRAPS, ETC. This rule includes practices and playdays.
5. Once a rider has crossed the start line, they may not restart their run during the event.
6. Members cannot practice on playday goats the day of the playday. It will be the director’s decision if it is necessary for the goats to be tied before the playday.
7. ALL OFFICERS/DIRECTORS ARE REQUIRED TO NOTIFY THE PRESIDENT OR VICE PRESIDENT IF THEY ARE UNABLE TO ATTEND THE PLAYDAY.
8. At each playday event, each event director must check all positions and sign-off on their event worksheets. The event director will be the arena judge for that event. The director may consult with other JCJSP directors for interpretation on whether the rider made a qualifying run or not.

The event director must be in the arena at all times during the event.

* + 1. There will be at least one person to check the automatic timer or operate the backup stopwatch,
		2. There will be one person as an announcer and one person as an alley director. They will call the rider's name three times, and then if there has been no response, the rider will be disqualified/T.O. from that event.
		3. The arena will be dragged after every five (5) contestants for all their age groups. The event director can make the decision to drag sooner if an unsafe situation is seen.
1. Each contestant will begin from a running start. The time will start and end as the horse's nose crosses the start/finish line. An electric timer and backup timer will be utilized.

1. Once the first contestant has run in an age group, the pattern is set and cannot be altered in any way, all other participants in that age group will use the same pattern for that day.

**Age Groups**

1. 6 and Under Leadline,
2. 6 & under ride-in,
3. 7-9,
4. 10-12,
5. 13-15,
6. 16-18.
7. In the event that there are less than three participants in any boy/girl age group, the Junior posse reserves the right to combine the group and run boys and girls together.
8. Ride-in classes will begin with the youngest age group first and work down to the oldest age group.
9. Parents may assist their child in the 6 & under ride-in with stopping the horse, but not dismounting, in only the Goat Ribbon Pulling event. During all other events everyone, parents/guardians must remain outside of the arena.
10. Contestants may move up to an older age group at their first playday, however, they must remain in that age group for all events for the rest of the season; points will not be carried over.

## Qualifying Rules: (To qualify for year-end awards)

1. You must compete in three (3) of the four (4) playdays and ride in a minimum of 4 events to qualify for year-end awards. One playday may be entered and paid for if the contestant cannot participate to count toward the 3 playdays for eligibility. The parent or guardian is still responsible for working and earning all required work points.
2. Each Junior Posse member must participate in all fundraiser activities and sell raffle tickets.
3. Each Junior Posse member must sell one $100 advertisement for the Cleburne Youth Rodeo. for families 3 or more required to sell a total of $300 in advertisements
4. **Everyone is required to work. Parents/members are responsible for working at least 2 time slots per playday entered.** This rule applies to each family and/or individual membership.

1. **Each household/family will be required to have an approved person work two (2) full events at the Cleburne Youth Rodeo -**

**Adults/parents are preferred.**

1. It is up to you, the member parent/guardian to make sure their child’s name is on the work sheets if you worked that day. One point will be given for each full event worked. If the worker is not an adult, they must be approved by a director.
2. If there are not enough workers present to run the event within 10 minutes, that event will be canceled, and we will move on to the next event. Fees will not be returned but will go towards the awards.
	1. Ribbons will be given as follows:
		1. Leadline: Everyone will receive a participant ribbon.
		2. All 18 & under age groups: 1st – 10th place ribbons.
		3. 1st, 2nd, and 3rd place high point awards will be granted per age group at each playday. In the event of a tie, 1st and 2nd placed events for that playday will decide the tiebreaker.

**ALL ABOVE RULES MUST BE COMPLETED IN ORDER TO QUALIFY FOR YEAR-END AWARDS.**

All qualifying participants will receive a buckle at the end of the season.

Additional awards and placements will be determined by the Awards Committee.

| 1st Place | 10 Points | 7th Place | 4 Points |
| --- | --- | --- | --- |
| 2nd Place | 9 Points | 8th Place | 3 Points |
| 3rd Place | 8 Points | 9th Place | 2 Points |
| 4th Place | 7 Points | 10th Place | 1 Points |
| 5th Place | 6 Points | No Score | 0 Points |
| 6th Place | 5 Points |  |  |

## Goats - See Appendix for arena set up

The event director must know the pattern and know where the goat is to be staked and ensure all assigned workers are completing their work points. They will be the goat holders during all event(s). The Goat Director must purchase a sufficient amount of goats and will be reimbursed by the Junior Posse for the purchase. The director will take proper care of the goats, including providing feed, forage, and adequate shelter the entire year that they are in their possession. In the event of a sick goat(s) or a deceased goat, the director must notify the president immediately and will be reimbursed for the reasonable effort taken to save the goat. He/she must bring the goats to each play-day or sponsored event(s) on time or make prior arrangements if they are unable to. After the final playday/CYR concludes, the director takes ownership of the goats.

The event director will determine if a rider has a qualified run or not.

Goats will be changed out every five (5) runs or at the change of each age group if a more suitable size goat is needed. The same goat will be used for all 6 & under contestants.

**Rules are as follows:**

**6 & Under:**

1. Contestants must ride down the arena from the starting line, dismount the horse (Parent may assist with stopping the horse only), pull the ribbon from its tail, and run across the stop line

(15’ to the left of the goat stake) to stop the timer.

1. The goat holder will hold the goat at all times.
2. The rider will be disqualified for their horse coming into contact with the goat, goat stake and rope, or running over the goat director.

**Goat Tying: Ages 7 & Over**

1. Contestants must ride down the arena from the starting line, dismount, flank the goat by hand, tie the three (3) (one front, two back) legs together with either a goat tying string or a piggin string, and stand clear of the goat at least 3 ft. Boys MUST use a piggin string.
2. The goat holder will release the goat once the contestant crosses the timer line.
3. Time will start when the contestant crosses the starting line and will stop when the contestant signals the completion of the tie by raising hands in the air triggering the event director to drop a flag.
4. The goat must remain tied for six (6) seconds beginning from the time the contestant signals the completion of the tie by raising their hands in the air and has moved more than three (3) feet away from the goat. (If the goat kicks free from the tie before the conclusion of the six

(6) seconds, the rider will receive no time).

1. The rider will be disqualified for their horse coming into contact with the goat, goat tie-down rope, or running over the goat director.
2. There will be a sixty (60) second time limit for this event

**NOTE**: No parents are allowed in the arena with the contestant.

A suitable goat will be staked at the opposite end of the arena from the start/finish line on a 10ft. line or rope in a manner that is safe for both the goat and the contestant. If the goat is not standing when the contestant reaches the goat, the contestant must flank the goat by hand, crossing any front leg and both back feet, and tie with not less than one complete wrap and a half hitch. Failure of the goat to remain tied for six (6) seconds will result in disqualification. The flagman must have a timer for the six (6) kick-out rule.

This event must be performed in a manner that is not harmful to the goat. Any contestant whose participation is considered harmful to the goat may be disqualified at the event director’s discretion. Should any contestant’s horse come into contact with the goat tie-down rope attached to the goat ,the goat itself, or the event director; the contestant will be disqualified. For the 6 & under age groups the goat will be held, and the contestant will pull a ribbon from the goat's tail and run past a discernible finish line approximately 10ft beyond the goat's closest possible position to the finish line.

For all age groups except for 6 & under, the goat will be held only until the contestant crosses the timer line. All contestants must exit through the back gate of the arena.

## Poles - See appendix for pattern

The event director must know the pattern and how many feet between each pole and ensure all assigned workers are completing their work points. The director is responsible for getting the poles from the practice director before each play-day and returning them to the practice director before the play day is over. The director must set the pattern. The director will determine if a rider has a qualified run or not. Rules are as follows:

1. Contestants may go to the left or right side of the pole pattern to begin, then run the remainder of the pattern accordingly.
2. A five (5) second penalty will be given for each pole that is knocked over.
3. Contestants will be disqualified for breaking the pattern, crossing the timer, the contestant does not remain mounted for the entire run, or does not maintain forward motion.

**NOTE:** A contestant may touch the pole with his/her hands to prevent a pole from falling over

## Barrels - See appendix for pattern

The barrel director must know the pattern and ensure the barrel pattern is set in accordance with the appendix and ensure all assigned workers are completing their work points. The event director will determine if a rider has a qualifying run based on the following:

1. Contestants may go to the left or right to begin the pattern.
2. A five (5) second penalty will be given for each barrel that is knocked over.
3. The contestant will be disqualified for breaking the pattern, or if the contestant does not remain mounted for the entire run.

 Failure to follow the course will result in disqualification. See appendix for pattern diagram.

**NOTE:** A contestant may touch the barrel with his/her hands to prevent the barrel from falling over.

**Straightaway Barrels**

A timed event. The rider crosses the timer line, weaving right or left of the barrel, continuing weaving in and out to the third barrel, and weaving back through to the timer line.

1. A five (5) second penalty will be given for each barrel knocked over.
2. The contest will be disqualified for breaking the pattern or if the contestant does not remain mounted for the entire run.

## Flags - See appendix for pattern Not a 2024 event

The Flag pattern is set in accordance with the appendix, ensuring all assigned workers are completing their work points. The director is responsible for getting the flags from the practice director before each play-day and returning them to the practice director before the play-day is over.

The event director must set the pattern per the appendix. The event director will determine if a rider has a qualifying run based on the following:

The flag race pattern will consist of a single barrel placed in the same position as the third barrel in the barrel racing pattern.

Contestants may initially pick up the flag from either the left or right of the barrel; continue to ride around the barrel in a clockwise or counterclockwise pattern so long as they do not change direction. Riders that pick up the flag but fail to carry it past the starting line (timer line) will receive a no-time. Contestants *intentionally* striking any part of their horse with the flag will be disqualified.

Riders may touch the barrel or bucket, however, a five (5) second penalty is added to the final time if the barrel is knocked over. There is no penalty if the bucket is knocked off the barrel.

**NOTE:** A contestant may touch the barrel with his/her hands to prevent the barrel from falling over.

**Dummy Roping (All Age Groups)**

The dummy roping will be set up outside of the arena.Contestants will stand behind a designated line to rope. Contestants will get 2 loops at the first line. If they catch them they will move back to the next line. Contestants will only get 1 loop. Catch and move back to the next line. Last contestant to catch wins.

1.Last to catch at the furthest distance to win 1st place.

# CLEBURNE YOUTH RODEO AUGUST 1-3, 2023

All rodeo ads must be turned in by the July 13 play- day.

In April we will start putting a rodeo committee together. Please keep in mind it is a very busy rodeo and we will need as much help as possible. The Cleburne Youth Rodeo is the JC JSPs main fundraiser for the year-end awards.

All points and info can be found on the JCSP website as well as on the Facebook page Johnson County Jr Sheriff’s Posse.

**WEBSITE:** [**WWW.JCJSP.YOLASITE.COM**](http://www.jcjsp.yolasite.com/)