

# MGJRA RULEBOOK



*(AMENDED AUGUST 2010)*

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## General Rules/Article I

- A. The Middle Georgia Junior Rodeo Association (MGJRA) will be open to children less than fifteen years of age and not in high school. The division which a contestant competes will be determined by the contestants age on the date of September 1 of the current rodeo season. Once a contestant is eligible for high school rodeo, he or she is no longer eligible Middle Georgia Junior Rodeo, regardless of his/her age on September 1.
- B. For purposes of annual competition, the rodeo year of MGJRA runs from September 1 to August 31, each year.
- C. The MGJRA enforces a NO PASS NO PLAY policy. To participate in the rodeo a contestant must have an overall passing grade in school. This means either a 70 or 2.0 average, depending on the contestant's school's grading system. All contestants are required to submit a copy of their report card to the Report Card Secretary two (2) times per year. All report cards must be complete copies including the name of the school. The first report card must be submitted February 1<sup>st</sup> including all grades for the first semester (first and second nine weeks). The second report card must be submitted seven (7) days prior to the finals including second semester grades (third and fourth nine weeks) and pass/fail status. Home schooled students must provide a certified document from their local school Board of Education stating that student is in compliance with all home school requirements as defined by the State of Georgia Department of Education. Any contestant disqualified as a result of this rule will not be entitled to any refunds of monies paid or collected.
- D. All member families will be required to pay a membership fee of \$50.00 per family each rodeo year. Membership dues must be paid in order for the contestant's points to count.
- E. Only contestants will be allowed to register complaints, which must be placed through the arena director, event director, or judge before the end of the event. All contestants must leave the arena **immediately after contesting.**
- F. Contestants and their parents/guardians must accept the decisions of the judges as final. Misconduct of a contestant may cause disqualification. This includes arguing with a judge. If at any time a parent or contestant argues with a judge, the judge will first warn the parent or contestant of possible consequences. If the argument persists, the contestant can be disqualified for the remainder of the rodeo.
- G. All members must conduct themselves in a sportsman like manner at all times while at any rodeo, event or function with the MGJRA.
- H. The decision on whether the arena gates remain open or closed will be determined by the arena director base on arena conditions.
- I. All entry fees must be paid prior to the start of the event in which a contestant is entered. If fees are not paid, contestant will not be allowed to participate in the event.
- J. If horses are kept on the rodeo grounds overnight, they **MUST** be in stalls in the barn area. Horses may not be tied or kept on the grounds unless in a stall assigned to the contestant. Horses may be tied to a trailer, a fence, or in a small pen during the day. The

extra charge for violation will be \$10.00 per horse in addition to the cost of the stall. All hookups, whether in the designated hookup area or hooked up to any arena or barn electrical outlet is \$15 per day. Families plugging in for ANY part of the day (or night) shall still pay. The extra charge for not paying will be \$10.00 in addition to the regular fee.

## **GENERAL RULES/ARTICLE II**

- A. The MGJRA will enforce a strict dress code. Anyone (contestant, parent, or worker) who enters the arena during a performance must be properly dressed. A western hat, boots (tennis shoes with approved heel acceptable) and a shirt with long sleeves, collar and button down the front must be worn. Shirt sleeves must be rolled down. If a contestant is in violation of the rodeo attire rule while in the arena during a rodeo, the arena director, in his discretion shall give the contestant a warning. If the contestant is in violation again during that rodeo, the arena director in his discretion should disqualify that contestant from that rodeo, resulting in the contestant not acquiring any points or receiving any payout or winnings during that rodeo.
- B. Contestants must have their hats on when entering the arena. The running chute is not part of the arena. This carries a five (5) second time penalty.
- C. A contestant must call in for rodeo entry at the designated time. The deadline will be Monday prior to the rodeo date unless noted differently in the association newsletter. Late entries will be accepted through Wednesday night with a \$5.00 penalty per event, not to exceed \$15.00 per family. Anyone calling in for entry and not competing in the rodeo will still be responsible for paying their fees before they can enter another rodeo. You must call out no later than Thursday.
- D. If a contestant does not call in before 10 pm on Wednesday night, the contestant will not be allowed to compete for payback or points. The contestant will only be allowed to exhibition regardless of membership status.
- E. Exhibition will be offered in every event. There will be no payback or points. Contestants will pay \$17.00 per event and sign a waiver unless he/she is already a member. Non-members will be allowed to exhibition in one or more events a maximum of 2 rodeos. After those two rodeos the individual will not be allowed to exhibition as a non-member again. Members can exhibition once per event per rodeo.
- F. All stock timed event stock (breakaway roping, tie down roping, goat tying, team roping, and chute dogging) will be chute run in each rodeo performance. Rough stock will be drawn by rough stock director/judge.
- G. No participant shall compete with the same stock at any rodeo that is averaged.

H. Approved events for MGJRA are as follows. Each event shall have a director.

**Pee Wee Events (6 years of age and under)**

1. Mutton Bustin
2. Barrel Racing
3. Dummy Roping
4. Goat Tying

**Junior Events (11 years of age and younger)**

1. Tie Down Calf Roping
2. Breakaway Calf Roping
3. Junior Dummy Roping
4. Chute Dogging
5. Barrel Racing
6. Pole Bending
7. Goat Tying
8. Team Roping
9. Calf/Steer Riding

**Senior Events (Boys 12 and over)**

1. Tie Down Calf Roping
2. Team Roping
3. Chute Dogging
4. Steer/Bull Riding
5. Breakaway Roping

**Senior Events (Girls 12 and over)**

1. Barrel Racing
2. Goat Tying
3. Team Roping
4. Pole Bending
5. Breakaway Roping

I. Points will be distributed according to placing in each event. There is a maximum of 10 points in each event.

J. All ties will be added together and split between contestants. Example a tie for first and second place:  $10 + 9 = 19$  divided by  $2 = 9.5$ . Each contestant would be awarded 9.5 points

K. No contestant will be allowed to tie, fasten or Velcro themselves to the saddle in anyway. A no time will be given for contestants found in violation.

- L. Qualifications for the finals: You must be a member with ad sales being paid. Contestants must compete as a member in an event a minimum of seven (7) rodeos during the year in order to compete in that event during the finals.
- M. Regardless of point standings, contestants must compete in the finals in order to receive year-end awards. All awards will be determined by available funds.

## EVENT RULES

### CLOVER-LEAF BARREL RACING

#### **I. Time Limit:**

- 1. Junior and senior divisions will have a 60 second time limit
- 2. PeeWee division will have a 120 second time limit

#### **II. General Rules:**

- 1. Starting lines in clover- leaf barrel racing will be subject to ground rules.
- 2. A clearly visible starting line shall be provided.
- 3. There shall be a minimum of 75' allowed for stopping, from starting line in barrels back to arena fence.
- 4. The barrels and the starting line will be permanently marked for the entire go- round.
- 5. The horse's nose will be timed as it crosses the starting line.
- 6. A barrel horse shall not be ridden by more than one contestant in this event. **(PeeWee contestants are exempt from this rule)**
- 7. During barrel racing events, the arena will be dragged at regular intervals, to be determined by the management. Turnouts and releases must be included in the count.
- 8. Following barrel racing events, the pattern will be dragged or leveled.
- 9. A contestant may enter the arena at the speed of her choice.
- 10. Arena gate must be closed immediately after she enters the arena, and kept closed until pattern is completed and her horse is under control.
- 11. Contestant may change horses in this event.

#### **III. Equipment**

- 1. Western type equipment must be used.
- 2. Use of a hackamore or other types of bridles is the optional choice of the contestant.
- 3. Judge may prohibit the use of bits or equipment that he may consider severe.
- 4. Equipment necessary: Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) hand held battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time. (Optional at State/Province level).
- 5. Complete electric timer must be backed up by a flagman. One timer will record the times that appear on the electric eye controlled readout. Two timers will operate the digital watches and record the average time which is shown thereon. These two timers will operate from the flagman's signals.

6. Permanent markers should be put in the ground for the electric eyes. Electric eyes should be placed on the starting line no closer together than the width of the first two barrels and for the electric eyes to be centered on pattern for each performance.
7. Position on fence for flagman should be well marked. These markers should be checked every performance along with the barrel markers and restaked if pulled out. A record of these measurements shall be kept.
8. Set timer beforehand in the same height and position and lock the legs.
9. Barrels are not to be used as stands for the electric timer devices.
10. Barrels to be 55 U .S. gallon light steel drum with both ends intact.

#### **IV. Event Rules:**

1. The barrels must be twenty (20) feet, at least, from the arena fence.
2. The arena conditions will enable you to determine the distance that the barrels can be apart, provided they are at least 20 feet from the fence.
3. The clover- leaf pattern is the only approved pattern in this event.
4. Touching barrel is permitted by horse or contestant.
5. The front two barrels shall be twenty (20) yards (60 feet) from the starting line as required by arena conditions.
  - a. The maximum distance between the two front barrels shall be thirty (30) yards (90 feet) arena conditions permitting. The maximum distance between the two front barrels and the back barrel shall be 35 yards (105 feet) arena conditions permitting.
  - b. The contestant may start on either the right or left barrel.
    - (1) When starting on the right barrel there will be one right turn and two left around the barrels.
    - (2) When starting on the left side, there will be one left and two right turns around the barrels.
6. Diagram of pattern

#### **V. Scoring and Penalties:**

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a barrel is a five (5) second penalty, per barrel. Should barrel be knocked over and it sets up on opposite end, the five (5) second penalty will be assessed.
4. Not following the clover- leaf pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the off side. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.
5. Contestant will be allowed legitimate time from the time she enters arena gate until her time starts by Field Flagger or electric eye.
6. Judge will determine legitimate problem for prestart time.
7. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
8. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.
9. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.

10. 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 eye controlled times will remain unaltered.

11. Assistant helping barrel racers will not be allowed to go past the plane of the main arena gate when they are entering the arena or the contestant will be disqualified. **(PeeWee contestants are exempt from this rule.)**

12. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the first barrel/pole. If a side or corner gate is used, a single spin or pivot is acceptable in either direction or by the Arena Director's approval. Failure to comply will be a no time.

#### **VI. Reruns:**

1. No rerun will be given due to faulty or broken equipment furnished by contestant.

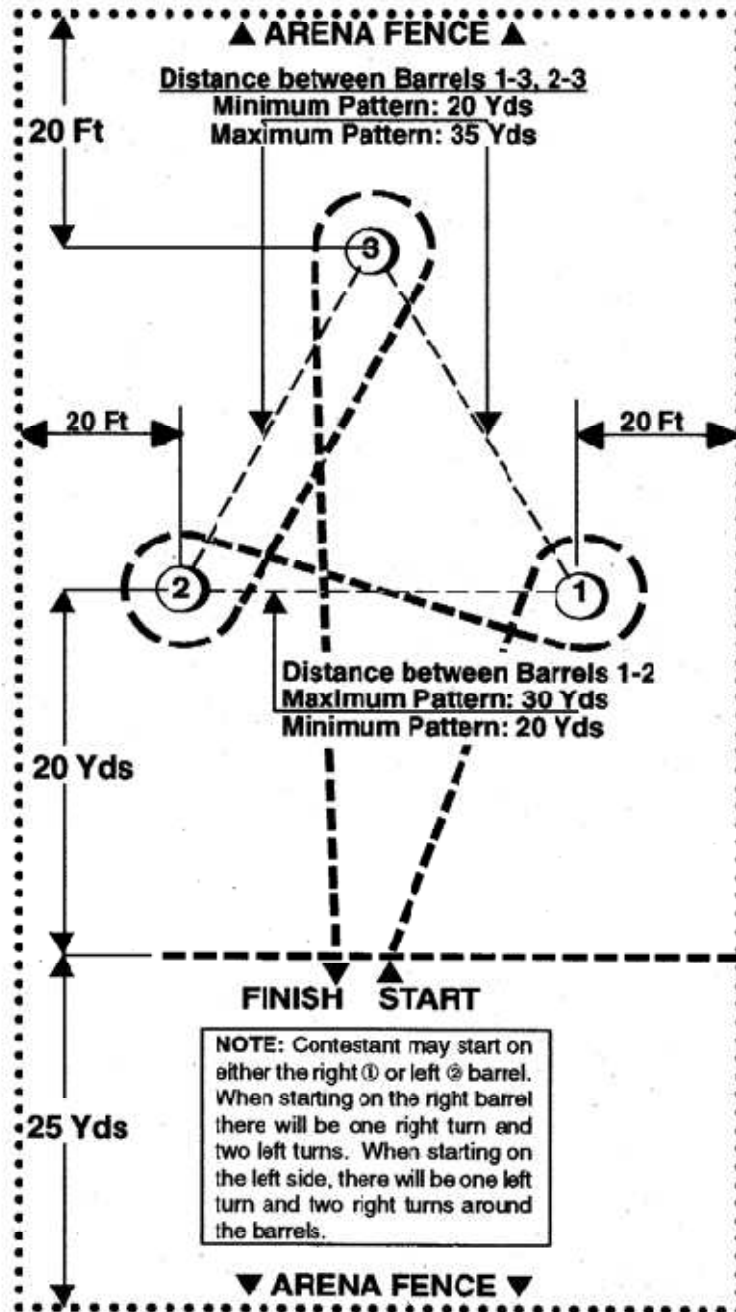
2. The battery digital clock will be the first backup time and digital hand-held watches to be second backup time. When both the digital clocks malfunction and no time was recorded from digital watches, contestant will be given a rerun at a time designated by the Judges and Arena Director, plus any penalties.

3. Contestants will carry any penalties with them if they are granted a rerun. If the barrel racing is moved, postponed or rerun for safety reasons due to ground conditions, reruns will be penalty free.

#### **VII. Optional Rules:**

1. Equipment necessary: Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) hand held battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time. (Optional at State/Province level).

# BARREL RACING PATTERN



## **POLE BENDING**

### **I. Time Limit:**

Contestants must complete a qualified pattern within sixty (60) seconds.

### **II. General Rules:**

1. Starting lines in pole bending will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. No two girls may ride the same horse.
4. The horse's nose will be timed as it crosses the starting line.
5. A pole horse shall not be ridden by more than one contestant in this event.
6. There shall be a minimum of 75 feet allowed for stopping, from starting line in poles back to arena fence.
7. The poles and the starting line will be permanently marked for the entire go- round.
8. During pole bending events, the arena will be dragged at regular intervals, to be determined by the management. Turnouts and releases must be included in the count.
9. Following pole bending events, the pattern will be dragged or leveled.
10. A contestant may enter the Arena at the speed of her choice.
11. Arena gate must be closed immediately after she enters the arena, and kept closed until pattern is completed and her horse is under control.
12. Contestant may change horses in this event.

### **III. Equipment**

1. Western type equipment must be used.
2. Use of a hackamore or other types of bridles is the optional choice of the contestant.
3. The judge may prohibit the use of bits or equipment that he may consider severe.
4. Equipment Necessary: Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) hand held battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time. (Optional at State/Province level).
5. Complete electric timer must be backed up by flagman. One timer will record the times that appear on the electric eye controlled readout. Two timers will operate the digital watches and record the average time which is shown thereon. These two timers will operate from the flagman's signals.
6. Permanent markers should be put in the ground for the electric eyes.
7. Position on fence for flagman should be well marked. These markers should be checked every performance along with the pole markers and restaked if pulled out. A record of these measurements shall be kept.
8. Set timer beforehand in the same height and position and lock the legs.
9. Barrels are not to be used as stands for the electric eye timer devices.
10. Poles used for this event must have rubber bases.

### **IV. Event Rules:**

1. This event is open to girls only. **(This rule applies to senior division only)**
2. The pole bending pattern is to be run around six poles.
3. No flags to be used on poles.

4. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be twenty-one (21) feet apart. End pole must be twenty (20) feet, at least, from fence.
5. Poles shall be set on top of the ground, six (6) feet in height, and with no base larger than fourteen (14) or less than twelve (12) inches in diameter.
6. Poles must be straight in line.
7. Touching poles is permitted by horse or contestant.
8. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
9. Diagram of pattern.

#### **V. Scoring and Penalties:**

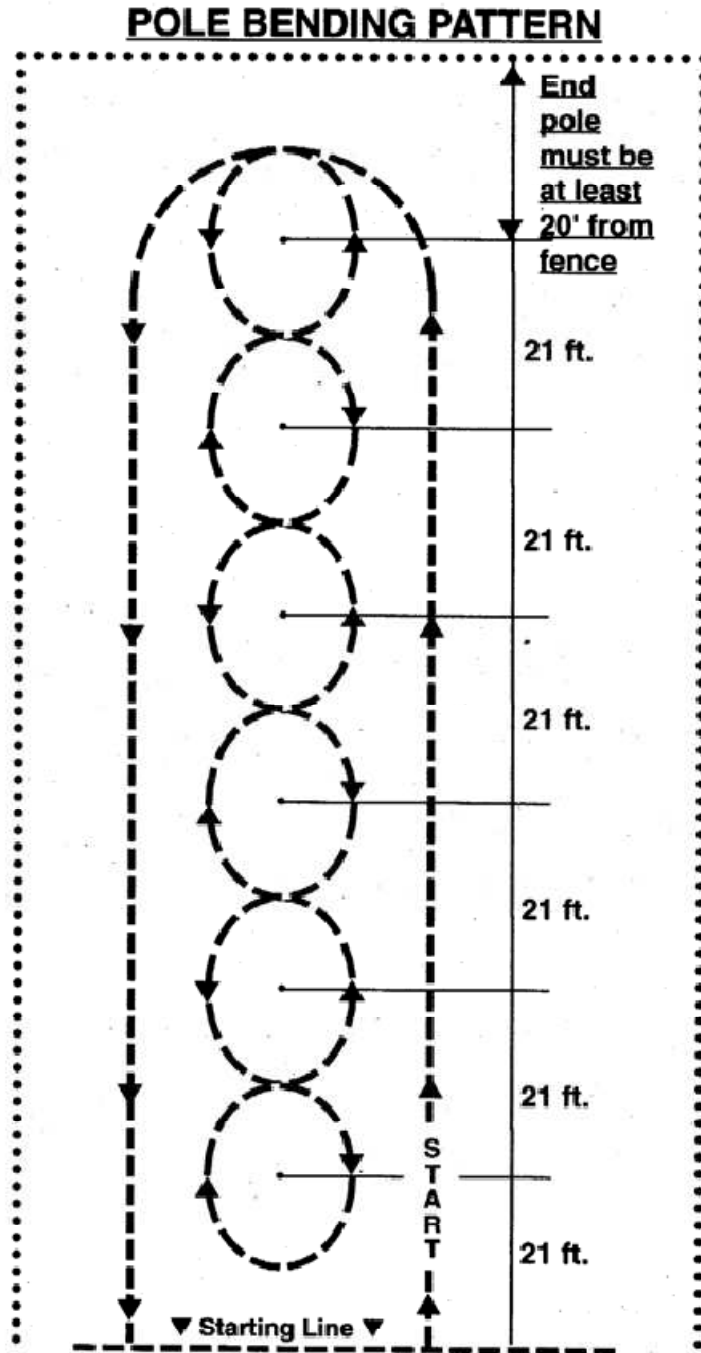
1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a pole is a five (5) second penalty, per pole.
4. Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.
5. Contestant will be allowed legitimate time from the time she enters the arena gate until her time starts by Field Flagger or electric eye. Judge will determine legitimate problem for prestart time.
6. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
7. If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
8. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.
9. 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 eye controlled times will remain unaltered.
10. Assistant helping pole benders will not be allowed to go past the plane of the main arena gate when they are entering the arena or the contestant will be disqualified.
11. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the first barrel/pole. If a side or corner gate is used, a single spin or pivot is acceptable in either direction or by the Arena Director's approval. Failure to comply will be a no time.

#### **VI. Re-Runs:**

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
2. The battery digital clock will be the first backup time and digital hand-held watches to be second back up time. When both the digital clocks malfunction and no time was recorded from digital watches, contestant will be given a rerun at a time designated by the Judges and Arena Director, plus any penalties.
3. Contestants will carry any penalties with them if they are granted a rerun. If the pole bending is moved, postponed or rerun for safety reasons due to ground conditions, reruns will be penalty free.

**VII . Optional Rules:**

1. Equipment necessary: Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) hand held battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time. (Optional at State/Province level).



## **TIE DOWN ROPING**

### **I. Time Limit:**

There will be a sixty (60) second time limit in this event.

### **II. General Rules**

1. Contestant may change horses in Tie Down Roping.
2. Roping Box — shall be part of the arena during roping events.
3. Refer Score Line Diagram.
4. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.
5. Lap and Tap — No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
6. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating- the-barrier penalty.
7. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten second fine. Otherwise, this will not be considered a broken barrier.
8. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
9. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, entitling contestant to a rerun without penalties.
10. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
11. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.
12. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and- tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10- second penalty for any jump or any loop used.
  - b. In cases of mechanical failure.
  - c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself by pulling up.
13. A contestant must be on his horse and his horse must break the plane of the barrier with his draw breaking the plane of the score line before he is allowed to compete.
14. Time to be taken between two flags.
15. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
16. This event shall not be conducted with an open catch pen gate at any rodeo.

### **III. Event Rules:**

1. This event is open to boys only.
2. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
3. Calves may be pushed out by contestant's assistant providing they are ready.
4. Two loops will be permitted.
5. If roper intends to use two loops, he must carry two ropes. (**Seniors must carry two loops. Juniors may rebuild**)
6. If second loop falls from saddle or contestants hand before used, it cannot be rebuilt.
7. At the National High School Finals Rodeo only, a contestant can carry only one loop in the first two go- rounds.
8. Contestant cannot receive any assistance after crossing starting line.
9. Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Must cross and tie at least three legs.
10. Any catch is legal, catch as catch can rule.
11. If calf is down when roper reaches it, calf must be stood on at least three feet. (Calf must be elevated high enough that it has the opportunity to regain its feet) and calf must be re- thrown.
12. If roper's hand is on calf when calf falls, calf is considered thrown by hand.
13. Rope must hold calf until roper gets hand on calf.
14. To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, and a half hitch or hooey (A hooey is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).
15. The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the judge.
16. Six second time will start when roper has remounted and his horse has taken one step forward.
17. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.
18. Rope will not be removed and rope must remain slack until field judge has passed on tie.
19. In case the field judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the contestant will receive a 10- second penalty for any loop used. Contestant to only get to use remaining loop.

### **IV. Scoring and Penalties:**

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten- second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or his horse.
7. Any intentional dragging of calf regardless of distance will result in a no time. Intentional dragging shall be defined as caused by contestant. Excessive dragging of calf will receive a no time. Excessive dragging shall be defined as moving the calf six or more feet after the contestant has called for time. However, if in the opinion of the judge, the dragging was caused by something outside of the control of the contestant, the judge may give the contestant his time. Dragging the calf while the contestant is tying the calf will not be considered excessive dragging.

8. Roper will be flagged no time for touching calf, or string or by touching rope to train his horse after giving finish signal, or by dragging calf after he remounts horse.
9. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.
10. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
11. Time should be taken with the average of two (2) times at all Rodeos.

#### **V. Reruns:**

1. In any timed event if animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. If rope is on animal, contestant will get animal lap and tap with rope on it in chute.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
5. A calf must be rerun before it is used by another contestant.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
7. If there must be a rerun of calves to complete a go- round, all calves must be tied down before any stock is drawn.
8. In Tie Down Roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the calf roper remains behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

#### **VI. Officials:**

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. A field flag judge must ask contestants if they want a second loop. Once a contestant has been flagged out, he will receive no stock back.
3. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of the next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
6. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
7. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
8. Flagger must watch calf during the six second period.
9. Judge will start six (6) second time when roper remounts and his horse has taken one step forward. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.
10. Rope will not be removed and rope must remain slack until field judge has passed on tie.
11. Start watch, and then watch calf, counting to six seconds.

12. If the horse excessively drags the calf after roper has dismounted, field judge may stop horse.
13. If a calf kicks loose, the judge will stop watch and check time to determine if tie was legal.

### **VII. Optional Rules:**

1. At any rodeo in any roping event, State/Province Associations may implement a ground rule limiting calf roper to one loop. Not to apply to State/Province or National Finals.
2. Electric timers are optional at State/Province level.

## **Breakaway Calf Roping**

### **I. Time Limit:**

There will be a sixty (60) second time limit in this event.

### **II. General Rules:**

1. Contestant may change horses in breakaway roping.
2. Roping Box—shall be part of arena during roping events.
3. Refer Score Line Diagram.
4. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
5. Lap and Tap - No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
6. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating- the-barrier penalty.
7. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten- second fine. Otherwise, this will not be considered a broken barrier.
8. If automatic barrier does not work, but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
9. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a rerun without penalties.
10. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
11. If barrier equipment hangs on animal and contestant tries the animal, she accepts the animal. If contestant pulls up, she will receive the same animal back.
12. Calf belongs to contestant when she calls for it, regardless of what happens, with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and- tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10- second penalty for any jump or any loop used.
  - b. In case of mechanical failure.

c. If, in the opinion of the line judge, contestant is fouled by barrier, contestant shall get her calf back, providing contestant declares herself by pulling up.

13. A contestant must be on her/his horse and her/his horse must break the plane of the barrier with her draw breaking the plane of the score line before she is allowed to compete.

14. Time to be taken between two flags.

15. It shall be the arena director's responsibility to see that contestant competes on the stock drawn for her. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

16. This event shall not be conducted with an open catch pen gate at any rodeo.

17. If contestant is entered in the Tie Down Roping he will not be allowed to enter the breakaway roping. **(This rule applies to Senior Boys Only)**

### **III. Event Rules:**

1. Two loops will be allowed if two ropes are carried. **(Seniors must carry two loops. Juniors are allowed to rebuild)**

2. Ropes are to be tied to the saddle horn with nylon string. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A white flag that is visible to the flagman or judge must be attached at the knot end of the rope.

3. Rope must be tied to the horn with a nylon string and may not be run through bridle, tie down, neck rope or any other device.

4. String will be provided and will be inspected by designated official before each contestant competes.

5. The second rope must remain tied until used and must not be broken away from the saddle horn.

6. At the National High School Finals Rodeo only, a contestant can carry only one loop in the first two go- rounds.

7. Should the contestant miss with the first loop and her second loop becomes uncoiled or loose and touches the ground, she will receive a no time.

8. Only a white cloth must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.

9. The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head.

10. Rope must be released from contestant's hand to be a legal catch.

11. In case the field flag judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back lap and tap, plus time already lapsed and any barrier penalty.

12. Ropers must be mounted when time is taken.

13. In case the field judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the contestant will receive a 10- second penalty for any loop used. Contestant to only get to use remaining loop.

### **IV. Scoring and Penalties:**

1. In order for time to be considered official, barrier flag must operate.

2. Timed event judge will not flag contestant out until time is recorded.

3. Judge is to flag time, then flag contestant out if run is not legal.

4. There will be a ten- second penalty assessed for breaking the barrier.

5. Roping calf without releasing loop from hand will disqualify catch.

6. Contestant will be disqualified for any abusive treatment of calf or her horse.
7. The contestant will receive no time should she break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop her horse to make the rope break away.
8. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.
9. No rattling of chute. A timed event contestant may not have someone rattle the chute for her. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
10. Time should be taken with the average of two (2) times at all Rodeos.

#### **V. Reruns:**

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be repenned by itself. Decisions will be made by the arena director about when stock is repenned.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
5. A calf must be rerun before it is used by another contestant.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
7. In breakaway roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the breakaway roper remains behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

#### **VI. Officials:**

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. A third official may be used to help determine legal catches or any infractions of the rules. This official need not be mounted.
3. Flag judge will make final decision.
4. A field flag judge must ask contestants if they want a second loop. Once a contestant has been flagged out, she will receive no stock back.
5. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
6. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
7. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.

8. Barrier Judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
9. Height of barrier in timed events shall be from 32” to 36” measured at the center of the box.

### **VII. Optional Rules:**

1. At any rodeo in any roping event, State/Province Associations may implement a ground rule limiting breakaway roper to one loop. Not to apply to State/Province or National Finals.
2. Electric timers are option at State/Province level.
3. Association furnishing string to tie rope to saddle will be optional at State/Provincial sanctioned rodeos.

## **DALLY TEAM ROPING**

### **I. Time Limit:**

There will be a sixty (60) second time limit in this event

### **II. General Rules:**

1. Contestant may change horses in team roping.
2. Roping Box — shall be a part of the arena during team roping.
3. Refer to Score Line Diagram.
4. Once score line has been set in timed events, it will not be changed in that go nor can length of box be changed.
5. Lap and Tap - no barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
6. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating- the-barrier penalty.
7. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten- second fine. Otherwise, this will not be considered a broken barrier.
8. If automatic barrier does not work but time is recorded, team will get time, but there will be no penalty for broken barrier.
9. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore, entitling contestant to a rerun without penalties.
10. If automatic barrier fails to work, and stock is brought back, contestants must take the same animal over during or immediately after the same performance.
11. If barrier equipment hangs on animal and contestants try the animal, they accept animal. If contestants pull up, they will receive the same animal back.
12. Steer belongs to contestants when they call for it, regardless of what happens with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and- tap start.

Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10- second penalty for any jump or any loop used.

b. In cases of mechanical failure.

c. If, in the opinion of the line judge, contestant is fouled by barrier, contestants shall get their steer back, providing they declare themselves by pulling up.

d. In case the field judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the team will receive a 10- second penalty for any loop used. Team to only get to use remaining loops.

13. A contestant must be on his/her horse and his/her horse must break the plane of the barrier with his/her draw breaking the plane of the score line before he/she is allowed to compete.

14. Time to be taken between two flags.

15. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

16. This event shall not be conducted with an open catch pen gate at any rodeo.

### **III. Event Rules:**

1. This event is to be one event only. It may be entered as 2 boys, 2 girls, or 1 boy and 1 girl on one team.

2. All dally team ropers (junior and senior division) will compete together. Header and healer points will be awarded accordingly.

3. A team roper can enter a maximum of 3 times at any rodeo, however, points count only once per individual. Individual ropers can receive either heading or heeling points in one rodeo, but not both in one rodeo. Prior to beginning of the finals, each roper must declare whether he or she will rope to received either heading or heeling points toward year-end awards including all around points. Any substitutions of team roping partners during the finals will be allowed only with the express approval of a majority of the Executive Board.

4. All changes in lists of roping order to split horses, etc., must be made before any stock for that event is loaded in chute.

5. After stock is loaded, ropers must rope in order listed.

6. Header will start behind barrier using either box, and must throw the first loop at head.

7. Heeler must start from behind barrier line.

8. Time will be taken when steer is roped, both horses facing steer in line with ropes dallied and tight, horse's front feet must be on the ground.

9. Each contestant will be allowed to carry only one rope.

10. Each team allowed three throws in all.

11. At the National High School Finals Rodeo only, a team can carry only two loops in the first two go- rounds.

12. Roping steer without turning lose of the loop will be considered a no catch.

13. Roper must dally to stop steer or change steer's direction.

14. No tied ropes allowed.

15. The word "dally" means one complete turn around the horn.

16. Ropers must be mounted when time is taken.

17. Steer must be standing up when roped by head or heels.

18. No foul catches can be removed by hand.

19. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his hands.
20. 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 loop by hand. However, should the front foot or feet come out of the heel loop by the time the field judge drops his flag, time will be counted.
21. In case the field flag judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back lap and tap, plus time already lapsed and any barrier penalty.

#### **IV. Scoring and Penalties:**

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestants out until time is recorded.
3. Judge is to flag time, then flag contestants out if run is not legal.
4. There will be a ten- second penalty assessed for breaking the barrier.
5. Roping steer without releasing loop from hand will disqualify catch.
6. Contestants will be disqualified for any abusive treatment of steer or their horses.
7. There will be only three (3) legal head catches:
  - a. Both horns.
  - b. Half a head.
  - c. Around the neck.
8. If hondo passes over one horn, the loop over the other, the catch is illegal.
9. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
10. No rattling of chute. A timed event contestant may not have someone rattle the chute for him/her. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
10. Any heel catch behind both shoulders is legal if rope goes up heels.
11. One hind foot receives five- second penalty.
12. The steer's entire body must be turned and moving forward in tow before the heel loop can be thrown. However, if the steer stops it must only be in tow for the heel loop to be legal. Any heel loop thrown in the switch is considered a crossfire and is illegal and will receive a no time.
13. Steer must not be handled roughly at any time, and ropers may be disqualified if, in the opinion of the field judge, they have intentionally done so.
14. In the event a team roper is disqualified or injured, that team will be eliminated from that event.
15. If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight feet before steer regains his feet or team will receive no score.
16. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.
17. Broken rope or dropped rope will be considered no time.
18. If the front foot is in the loop when the header dallies, turns off and changes the direction of the steer, it will be an automatic no time.
19. Time should be taken with the average of two (2) times at all Rodeos.

#### **V. Reruns:**

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.

2. If rope is on animal, contestants will get animal Lap and Tap with rope on it in chute.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestants leave the arena.
5. A steer must be rerun before it is used by another contestant.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
7. If artificial horns are jerked off, contestants will receive rerun on same steer, with no penalties other than barrier penalties.
8. In team roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the header and heeler remain behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

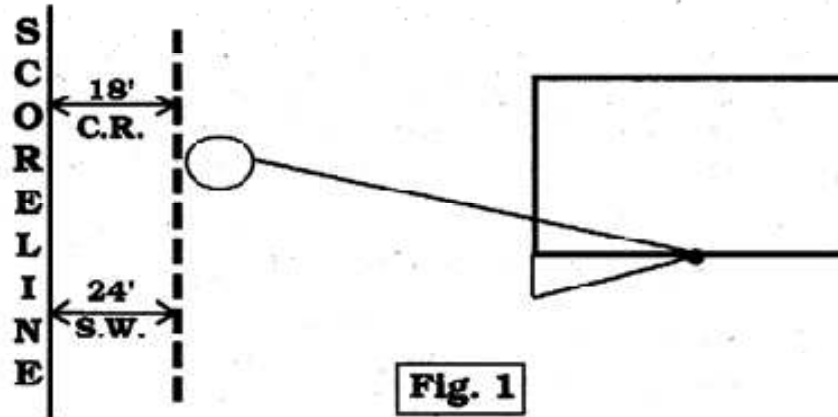
#### **VI. Officials:**

1. There shall be two or more timers, a field flag judge and a barrier judge.
2. A field flag judge must ask contestants if they want a second loop. Once contestants have been flagged out, they will receive no stock back.
3. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants, each performance.
5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
6. If barrier flagman is used, the animal is to be flagged when crossing starting or deadline, in front of flagman.
7. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
8. A tape must be on hand for the barrier judge to measure score line.
9. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
10. Adjusting length of barrier trip rope will be accomplished only by tying knots in the rope on either end.
11. Any questions as to catches in this event will be decided by the judges.

#### **VII. Optional Rules:**

1. At any rodeo in any roping event, State/Province Associations may implement a ground rule limiting team ropers to one loop each roper. Not to apply to State/Province or National Finals.
2. Electric timers are optional at State/Province level.

## Score Line Diagrams

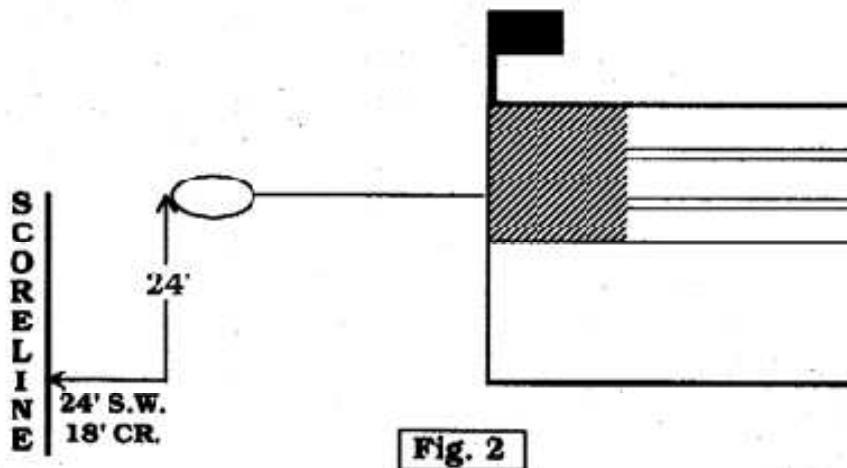


**SCORE LENGTHS:** Length of the score line to be determined according to the livestock, the length of the arena, and the arena conditions. All score lengths are subject to Directors' or representatives' approval.

**CR,BK:** Minimum length of score will be the length of the roping box minus four (4) feet. Maximum length of score will be eighteen (18) feet.

**SW:** The score may be no longer than the length of the steer wrestling box minus six (6) feet, unless the box is less than fourteen (14) feet. In that instance the length of the score would be a maximum of the length of the box minus five (5) feet.

**TR:** The minimum length of the team roping score line shall be the length of the box minus two (2) feet.



## **DUMMY ROPING**

### **PEEWEE DIVISION**

1. Each contestant ropes standing at the dummy.
2. Each contestant who catches progresses to the next round and the line moves back in three foot increments until a winner emerges.
3. The last roper to make a legal head catch wins.
4. Elimination will continue for positions until there are no ties for any one position
5. A legal head catch is defined as:
  - a. Both horns
  - b. Half head
  - c. Around the neck
6. Catching the entire dummy will result in disqualification.
7. Stepping on or over the line will result in disqualification.

### **JUNIOR DUMMY ROPING**

1. This event is open to boys and girls in the junior age division that do not compete in breakaway, tie down, or team roping.
2. Contestants will rope standing at the dummy.
3. Each contestant who catches progresses to the next round and the line/dummy will be moved in three foot increments until a winner emerges.
4. The last roper to make a legal head catch wins.
5. Elimination will continue for positions until there are no ties for any one position.
6. A legal head catch is defined as:
  - a. Both Horns (slick horns)
7. Catching the entire dummy, half head or around the neck will result in disqualification.

## **GOAT TYING**

### **PEEWEE DIVISION**

1. Each contestant starts at the same point designated by the peewee director.
2. The same holder will hold the goat for every contestant during that rodeo.
3. The goat holder will hold the goat by one rear leg until the contestant touches the goat.
4. The goat must be thrown and three legs tie within the allotted 60 second time limit.
5. The contestant signal time by throwing his/her hands up.
6. After the contestant backs away from the goat, the goat must stay down and tied for 6 seconds.

### **JUNIOR & SENIOR DIVISIONS**

#### **I. Time Limit:**

1. There will be a sixty (60) second time limit

#### **II. General Rules:**

1. Starting lines in goat tying will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The stake and the starting line will be permanently marked for the entire go- round.

4. A contestant may change horses in this event.
5. A contestant may enter the arena at the speed of her choice.
6. Arena permitting, the gate will be in the center between the two goats allowing each contestant the same length run at the goat.
7. Arena gate must be closed immediately after she enters the arena and kept closed.
8. Time to be taken between two flags.
9. Time will start when the horse's nose crosses the starting line.
10. Tie all goats down three (3) times before the Rodeo.
11. Have collars the same and snug. Ropes the same length. Goats the same size and weight.
12. Flagmen stand in identical places each performance.
13. Goats to be tied; right, left, right and left. (This will be posted on the stock draw). This will be reversed on next go. All goats used in the draw to be tied a maximum of five (5) runs before another run on the goats can begin.
14. During Goat Tying, the arena will be dragged at regular intervals, to be determined by the Arena Director.
15. Goat handlers must stand directly behind goat. Judges and directors will position themselves so they are able to have a clear view of the goat rope and horse.

### **III. Event Rules:**

1. There should be at least a 15-yard starting line.
2. Starting line will be 100 feet from stake.
2. The goat should be tied to a stake with a rope ten feet in length.
4. Stake should be completely under the ground so that no part of it is visible or above ground.
5. The contestant must be mounted on a horse when entering the arena and must ride from the starting line to the goat, dismount from her horse, throw the goat by hand, cross, wrap and tie by hand, at least three (3) feet together with a leather string, pigging string or rope. No wire is to be used in the goat string.
6. If the goat is down when the contestant reaches it, goat must be elevated high enough that it has the opportunity to regain its feet and then stand clear of the goat when the tie is finished.
7. Legs must remain crossed and secure for 6 seconds after completion of tie. While the judge is performing the 6- second procedure, the contestant will make no gestures, motions or noises to distract the goat. This will be considered trying to take an unfair advantage and will result in a disqualification.
8. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a half hitch, hooey or knot. The contestant must tie the goat by hand with no pre-made wraps, coils, knots, hooeys or half hitch.
9. Time will start when the horse's nose crosses the starting line.
10. Time will stop when she signals the completion of the tie.
11. The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time limit on the tie - for the goat's legs to remain crossed and tied. If contestant gets rope that is holding goat wrapped around her leg, she may ask the judge if she can remove it. After getting permission from judge, removing rope and moving back three (3) feet her six (6) second time limit will start.
12. Qualified persons other than goat tying contestants will be used as goat holders.
13. If you are holding a single performance rodeo and the entire goat tying contestants are run at one time, you must have an extra goat in case one of the other goats gets injured.

14. If a goat is injured, the contestants involved with the injured goat will automatically be assigned the extra goat regardless of the possible difference in runs or ties on the goat.

#### **IV. Scoring and Penalties:**

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. The tie will be passed on by a field judge and if it is not secure for six seconds, the contestant will receive no time.
4. Contestant will receive a no time for touching the goat or tie string after signaling she is finished.
5. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
6. If the goat should break away because of the fault of the horse, the contestant will receive no time between flags.
7. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.
8. Time should be taken with the average of two (2) times at all Rodeos.

#### **V. Reruns:**

1. No run will be given due to faulty or broken equipment furnished by contestant in any event.
2. If the goat should break away, it will be left to the judges' discretion whether she will get a rerun.
3. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any penalties.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

#### **VI. Optional Rules:**

Electric timer and at least two (2) digital watches shall be used, with the time indicated by the electric timer, or, if necessary, the average of the watches used by the official timers to be the official time. Optional at State/Province Level.

## **CHUTE DOGGING**

### **I. Time Limit:**

There will be a sixty (60) second time limit in this event.

### **II. General Rules:**

1. Bucking chute shall be part of the arena during dogging events.
2. Once score line (gypsum line) has been set it will not be changed in that go.
3. Score line will be parallel to bucking chutes. It will be set at eight (8) feet in front of bucking chute. The measurement will be made with chute gate in the closed position.
4. The line (barrier) judge will flag the start when the animals' nose crosses the score line.
5. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
  - a. In any timed event, if animal escapes from the arena, field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap and tap start. Time already accumulated will be added to time used to complete the qualifying run.

- b. In cases of mechanical failure.
- c. If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up.
- 6. Time shall be taken between two flags.
- 7. It shall be the arena directors' responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
- 8. This event shall not be conducted with an open catch pen gate at any rodeo.
- 9. All steers shall be turned out in the same direction and the same chute will be used.

### **III. Event Rules:**

- 1. A left delivery chute must be used and all chute dogging runs must be made from the same chute.
- 2. 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 shoulder until the steer's nose crosses the score line. If dogger moves into throwing position or touches either horn before steer's nose crosses 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.
- 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. If steer gets loose, dogger may take no more than one step to catch steer.
- 7. After crossing the start line, wrestler must bring it to a stop or change its direction and twist it down.
- 8. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
- 9. 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.
- 10. Wrestler must have hand on steer when flagged.
- 11. Contestant is required to turn steer's head so that he can get up.
- 12. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.

### **IV. Scoring and Penalties:**

- 1. In order for time to be considered official, barrier flag must operate.
- 2. Timed event judge will not flag contestant out until time is recorded.
- 3. Judge is to flag time, then flag contestant out if run is not legal.
- 4. Contestant will be disqualified for any abusive treatment of steer.
- 5. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.
- 6. Time should be taken with the average of two (2) times at all rodeos.
- 7. Dogger will be disqualified if animal is thrown before start line.
- 8. If steer falls on its own before nose crosses line, steer must be let up and not thrown until steer's nose crosses line.
- 9. There will be a 10 second penalty added if dogger moves right arm to the right horn (throwing position) before start line. This will be referred to as breaking the barrier.

### **V. Reruns:**

Refer to Steer Wrestling section of NHSRA Rulebook with the following change:

1. Rule 4: Change rule to read: A steer must be rerun before it is used by another contestant. Fresh steers may be added to the herd after they have been released from the bucking chute and thrown down. It is the responsibility of the steer wrestlers to throw the cattle, at a time mutually agreed upon with the stock contractor.
2. Exclude rule #7.

### **VI. Officials:**

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. The fairness of the catch and throw will be left to the judges, and their decision will be final.
3. Field flagger is required to watch contestant and steer until animal is turned loose.
4. Barrier judge will stand on the start line on right side of the steer and flag when the animal's nose crosses the line indicating the start of the run.
5. Field flagger will flag when the animal is legally thrown indicating the end of the run.

### **VII. Optional Rules:**

1. A whistle may be used to signal when the steer has crossed the start line.
2. The same judge can be used to flag the start and the finish.

## **MUTTON BUSTIN**

1. Contestants may ride with either one hand or two. If contestant elects to ride with one hand, they must continue to use only one hand. They cannot touch the sheep with the loose hand. If contestant elects to ride with two hands, they can do so. If one hand comes loose they can ride with one hand without penalty.
2. In order to receive a score, contestants must ride for six (6) seconds.
3. Contestants must weigh less than 55 pounds.
4. Contestants exceeding the 55 pound weight limit will have the option to ride a calf.
  - a. Points/Earnings will follow rider if contestants opt to ride calf.
  - b. Contestants must ride for four (4) seconds in order to receive a score.
5. Time will start when the animal's inside front shoulder passes the plane of the chute
6. The decision of whether or not to wear a helmet is left up to the contestant's guardian.

## **JUNIOR & SENIOR STEER/BULL RIDING**

### **I. Time Limit:**

1. Steer/Bull will be ridden eight seconds. (**Junior Contestants will ride for 6 seconds**)
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

### **II. General Rules:**

1. Contestant is not to use sharp spurs. No part of spur may have sharp edges including rowels and wire locks.
2. Contestant will have the right to call judge to pass on whether or not animal is properly flanked to buck the best of its ability.
3. Fall—if any part of rider contacts ground, animal has fallen.
4. No contestant will ride two head in the same event during a performance except for re-rides.
5. Contestants may pull ropes from either side.

6. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

### **III. Event Rules:**

1. This event is open to boys only.
2. Bell must be under belly of bull.
3. Riding is to be done with one hand and loose rope, with or without handhold.
4. No finger wraps, no knots or hitches to prevent rope from falling off bull when rider leaves him.
5. No more than two men may be on the chute to pull contestant's rope.
6. The judge on the latch side of the chute gate shall serve as a backup timer in the bull riding event or a person assigned by the Arena Director may serve as the back- up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the time limit (6 seconds for mutton busting and junior steer riding and 8 seconds for senior bull riders) the judge must go with the whistle.

### **IV. Scoring and Penalties:**

1. Ride and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
4. No bell—no marking.
5. If contestant makes qualified ride with any part of rope in riding hand, he is to be marked.
6. Contestant will receive no score for any of the following offenses.
  - a. Being bucked off.
  - b. Touching animal, equipment or person with free hand.
  - c. Using sharp spurs.
  - d. Placing spurs or chaps under the rope when the rope is being tightened.
7. Judges may disqualify a bull rider who has been advised he is next to go if he is not above the animal with his glove on when the previous bull leaves the arena.

### **V. Rerides:**

1. The matter of the rerides shall be decided by the judges.
2. Contestants shall not influence the judges by asking for a reride at any time.
3. If reride is given, judge shall inform the contestant immediately of his marking and an option of a reride.
4. Contestant may refuse reride and take his marking.
5. Contestant must make his decision immediately.
6. No reride will be given due to faulty or broken equipment furnished by contestant in any event.
7. If animal that is drawn for a reride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the man who draws the animal for a reride.

8. If an animal that is drawn for a reride is already drawn for another contestant in a later go-round, the contestant with the reride in the prior go-round will take the animal first.
9. Rerides may be given only when stock fails to break, stops, or fouls the rider.
10. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a reride drawn for.
11. Contestants who are fouled at chute and declare will be entitled to a reride at judges' discretion.
12. If animal falls down out of chute contestant will be entitled to a reride at the discretion of the judges.
13. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have reride drawn.
14. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
15. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the rerides.
16. If the pickup man or horse comes in contact with bull before qualified time has elapsed, reride will be given on the same animal drawn. Only exception to this rule is if it is that rodeo's last day. The last day, contestant may have same animal back if stock contractor is willing, or reride drawn if requested. If stock contractor is not willing, reride will be drawn.
17. A contestant will only have the option of a reride if the flank comes off the animal and the contestant did not complete a qualified ride but was qualified up to the point of the flank coming off.

### **Amendments**

- I.** Contestants may share horses in the barrel racing and pole bending events **ONLY** in the Pee Wee Division. Junior and senior barrel racing contestants are not allowed to ride the same horse in the barrel racing and pole bending events.