

**NORTH CAROLINA
YOUTH RODEO ASSOCIATION**

**2023
RULEBOOK**



****2023 ORDER OF EVENTS****

Pony Bareback - Peewee & Junior

Bareback Riding

Saddle Bronc

Mutton Bustin

Calf Riding

Steer Riding

Jr. Bulls

Sr. Bulls

Calf Roping

Breakaway: Sr, Jr

Team Roping

Goat Tying: Sr, COWBOY, Jr, Pee Wee

Chute Doggin

Barrel Racing: Sr, Jr, Pee Wee

Pole Bending: Sr, Jr, Pee Wee

Revision Date: 01/30/2023

NCYRA Mission Statement

**“HELPING YOUTH TODAY SO THAT THE SPORT OF RODEO
AND AGRICULTURE CAN GROW TOMORROW”**

- **PRESERVE THE WESTERN HERITAGE:**
- **OFFER A PRIVILEGE OF FAMILY BONDING:**
- **MAINTAIN THE HIGHEST REGARD FOR THE LIVESTOCK:**

**ASSOCIATION MAILING ADDRESS:
PO BOX 23, HARMONY, NC 28634**

CIRCLE G ARENA: 1196 E. MEMORIAL HWY. HARMONY, NC 28634

Revision Date: 01/30/23

2023 Board of Directors

President:

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Vice President:

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Secretary:

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Schmidty Crossingham 336-429-0311

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Tia Rhyne 704-902-9543

OPT-IN DETAILS

TEXT-IN NUMBER 980-635-3984

EMAIL-IN thencyra@gmail.com

Must Include:

Name

Division

Event

Dates

EXAMPLE: Jane Doe, Pee wee Barrels, Friday Only

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MEMBERSHIP FEES/ENTRY FEES

MEMBERSHIP FEES

PeeWee	\$80
Junior	\$80
Senior	\$80

Membership fees may be paid by cash or certified check
 NO PERSONAL CHECKS

ENTRY FEES

Division	Entry Fee	To Association	To Payout
PeeWee Percentage	\$30	\$12 40%	\$18 60%
Junior Percentage	\$35	\$14 40%	\$21 60%
Senior Percentage	\$40	\$16 40%	\$24 60%
Roughstock Percentage	\$45	\$18 40%	\$27 60%

Entry fees are cash only. Exact change is requested.

EXHIBITION FEES

Timed events - \$25.00

Sheep, Calves, Steers, PeeWee Pony - \$25.00

Jr Pony, Saddle Bronc, Bareback, Jr Bulls, Sr Bulls - \$45.00

NO POINTS OR PRIZE MONEY WILL BE AWARDED FOR EXHIBITIONS

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PAYOUT SCHEDULE

REGULAR PAYOUT SCHEDULE

# of Contestants	1st	2nd	3rd	4th	5th	6th	7th
1 to 5	100%						
6 to 10	60%	40%					
11 to 15	50%	30%	20%				
16 to 20	40%	30%	20%	10%			
21 to 25	33%	25%	19%	13%	10%		
26 to 30	30%	24%	18%	12%	9%	7%	
31 to 35	26%	19%	16%	14%	11%	8%	6%

FINALS AVERAGE PAYOUT SCHEDULE

# of Contestants	1st	2nd	3rd
1 to 10	100%		
11 to 20	60%	40%	
21+	50%	30%	20%

****\$5 is added to each entry fee for the finals.****

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FEES AND PAYOUT RULES

1. All prize money must be signed for.
2. No ground money will be paid out if no times or scores are made in an event.

Example: No bulls covered money goes to the association.

3. Payouts will be available **AFTER INTERMISSION (FOR THE FIRST HALF OF THE SHOW) AND AFTER RODEO CLOSE (FOR THE SECOND HALF OF THE SHOW)**. **ALL RODEO GROUNDS MUST BE CLEANED UP AND APPROVED BY THE BOARD PRIOR TO ANY PAYOUTS!** If a contestant must leave before their payout is ready, the rodeo secretary will hold their money over to the next rodeo unless signed for and picked up by another member, per contestant request.

Example:

30 Entries with an entry fee of \$30

Total Payout Pool = \$600

Paid Spots = 6

If 6 Qualified Times

1st	2nd	3rd	4th	5th	6th	Total Paid
30%	24%	18%	12%	9%	7%	
\$	\$	\$	\$	\$	\$	\$
\$180	\$144	\$108	\$72	\$54	\$42	\$600

If 4 Qualified Times

1st	2nd	3rd	4th	Total Paid
40%	30%	20%	10%	
\$	\$	\$	\$	\$
\$240	\$180	\$120	\$60	\$600

5. Payout tie example - Event calls for 3 payout positions and there is a tie for second place. The second and third place payout amounts will be added together and split between the second place tie.

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POINT SYSTEM

1st	100 points
2nd	90 points
3rd	80 points
4th	70 points
5th	60 points
6th	50 points
7th	40 points
8th	30 points
9th	20 points
10th	10 points

In the event of a tie:

The points for the tied spot will be awarded to both members and the remaining points will roll down.

Example - Tie for first place

1st - 100 points

1st - 100 points

2nd - 80 points

3rd - 70 points

Etc.

AGE GROUPS AND EVENTS

Age of the contestant is determined by age on or before January 1st of rodeo season.

- Peewee (9 and under):** Bareback Ponies (*4 second event*)
Mutton Bustin (*Up to 7 and Under 55lbs*)
Calf Riding (*4 second event*)
Goat Tying (*boys and girls*)
Barrel Racing
Pole Bending
- Junior Event (10-14):** Bareback Ponies (*Stock Contractors have the discretion of the contestants' weight due to the safety of the stock*)
Break-A-Way (*boys and girls*)
Goat Tying (*girls – must flank the goat*)
Cowboy Goat Tying (*boys – must flank goat and string front leg*)
Barrel Racing (*boys and girls*)
Pole Bending (*boys and girls*)
Steer Riding (*ages 9-11*)
Jr. Bull Riding (*ages 12-14*)
- Senior Events (15-19):** Bareback Riding
Calf Roping
Break-A-Way (*girls only*)
Saddle Bronc
Chute Doggin
Goat Tying (*girls*)
Barrel Racing (*boys and girls*)
Pole Bending (*boys and girls*)
Team Roping
Sr. Bull Riding

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General Rules

GROUND RULES

- Each contestant under the age of 18 is required to have at least one parent/guardian present on the rodeo grounds in case of an emergency. If the parent sends their child with another party, it is the PARENTS RESPONSIBILITY to send a signed medical release form with the child. This gives permission to get the child medical attention if needed, and without this form the child will not be able to compete.
- Contestants as well as 1 guest will receive free admission to each rodeo. The guest **MUST** be with the contestant at the time of entry into the rodeo grounds. **Admission fee is \$10.00 per person (6 and under free)**
- Entry fees must be paid 1 hour before the start of the rodeo. If you have an emergency situation and will be late, please notify the rodeo secretary. Abuse of this rule will not be tolerated. 1st offense will be a \$10.00 fine. 2nd offense will result in a disqualification.
- Contestant meetings will be held throughout the season. All contestants are required to attend and are responsible for the information disclosed at the meetings. You will be notified of the meeting dates and times via Facebook. Parents are welcome and encouraged to attend.
- **Dress code will be in effect 1 hour before the start of the rodeo, and consists of a cowboy hat, long-sleeved button-down shirt with cuffs and a collar or a short sleeve western shirt (must be a button-down, collared shirt), western boots.**
****This dress code applies to all parents and personnel who will enter the arena throughout the entire rodeo****
- All contestants must remain in dress code throughout the entire rodeo. Any contestant not in dress code during the rodeo will be issued a \$10.00 fine. If a contestant enters the arena out of dress code, they will be disqualified.
- Cowboy hats must be on the contestants' head when the contestant enters the arena, or a \$10.00 fine will be placed. NO intentional tipping of the hat. The alley-way is not part of the arena.
- Each contestant will be allowed 1 late call in for the 2023 season. The late call in must be made within 24 hours. Call-ins will be conducted by text to the rodeo secretary. Contestants/parents must call themselves in with the exception of team ropers, where you are allowed to call your partner in.
****If 2 contestants are competing on the same horse, you must notify the secretary at call in, so she can place other contestants between****
- Contestants/parents are responsible to check the day sheets/draw to know which head of livestock they have drawn. Also, which position they will run in timed events. Competing on the wrong stock or out of position will result in a no score/time. Be sure to check if your stock is being run more than once.
- The judge/arena director may disqualify any contestant for not being ready to compete after contestants' name being called three times. (BE READY)
- Contestants/parents camping on rodeo grounds are required to leave their campsite clean, free from trash as well as bags of trash. NO CAMPFIRES!
- During intermission no barrel racer or pole bender is allowed to go around the barrel/pole pattern or the stakes for the pattern. Will result in a \$10.00 fine first offense.
- Re-rides/re-runs will be given at the judge's discretion.
- Re-running a horse in the arena after a broken pattern is only allowed in the Peewee division. Juniors and Seniors are not permitted to re-run a broken pattern.
- Any contestant strapped into their saddle will receive a 5 second penalty. Exceptions will be made for contestants with handicaps/disabilities.
 - **Concerning all Timed Events that begin in the Alley Way. You cannot drop the reins**

(run) your horse until your horse's front shoulders are inside the alley way. The alley way will be marked. If you run your horse prior to entering the alley way, you will be disqualified. This is for the safety of contestants and spectators alike. (A board member will be posted at the entrance of the alley way to be sure this rule is being obeyed)

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ROUGH STOCK/ROPING GROUND RULES

- There will be a rough stock equipment check/meeting before each rodeo. If you are not present at this meeting you will be disqualified.
- No one should change clothes in the back-pen area. Please come to the back-pen dressed for your event.
- No more than 1 person/parent to assist the contestant on/in the bucking chute/roping box area. That person MUST be in dress code.
- All rough stock/roping events cannot use any device to make the stock buck harder or run faster.
- In rough stock events no homemade rosin is allowed.
- Timers will be approved by the board.
- Judges sheets will be turned in at the end of each performance to the secretary.
- Fresh stock will be run through before each performance.
- No re-runs/re-rides will be given due to faulty or broken equipment furnished by the contestant.
- Judge on the latch side of the chute gate shall serve as the primary timer. This judge will refer to his watch for time verification on each ride.
- In the event the stock gets out of the arena during competition, the contestant will receive a re-ride. If the stock gets loose after being touched by a contestant in a timed event, we will continue the run from where time was stopped.

MEMBERSHIP

- All bank records are open to view, to all members upon request.
- All members are encouraged to bring any questions and concerns to the Board of Directors at any time.
- Memberships may be paid with cash or a certified check.
- **Volunteers** – it takes a lot of people for a rodeo to go smoothly. There are many duties that go on behind the scenes and in the arena. Most of this work is done by parents and friends who receive no pay for their time. We ask that every family volunteer for at least 1 rodeo during the season. (If a parent does not volunteer at least 1 time during the season, your contestant will be disqualified from finals)
- Any fundraising during the season will be mandatory for each contestant competing in the finals. If you do not participate in said fundraising for the 2023 Season, you will not be permitted to compete in the year end finals.
- Members are expected to check Facebook regularly to ensure they do not miss important communications from the association.
 - **The NCYRA Board of Directors reserves the right to deny a potential Members Application by way of a majority vote.**

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EXHIBITIONS

- Exhibitions can be purchased for \$25 for timed events. Sheep, Calves, Steers, PeeWee Pony is also \$25 and \$45 for rough stock events.
- Exhibitions are not eligible for prize money or season points.
- Exhibitions will be run at the end of the event.
- Exhibitions for MEMBERS will only be allowed 2 times in an event that they have never competed in at a NCYRA rodeo.

NO SHOWS/TURN OUTS

- Contestants may turn out due to medical reasons or animal health with no fines if a medical/vet note is received within 7 days after the event. Otherwise a fine will be placed equal to the amount of entry fees.
- If for any reason you are unable to attend a rodeo after you have called in, please notify the rodeo secretary as soon as possible.
- No shows (contestants who are called into a performance and do not show) will be responsible for paying entry fees in addition to a fine of \$10.00 for that missed rodeo.
- If you turn out after the books are closed (entry fees paid) no refunds will be given for any reason.

If you call in to exhibition twice and do not show either time, you will be charged a stock fee for each no show

FINALS/SEASON AWARDS/POINTS

- Points will start tabulating at the first rodeo of the season.
- All members who compete in 50% of rodeos will be qualified to participate in finals for that event.
- Members must complete the fundraising requirement prior to finals to be eligible to compete in finals.
- To be eligible for the All-Around titles in Peewee, Junior, Senior, divisions a member must compete in 2 or more events for 50% of the rodeos.
- Members must compete in their age division unless they choose to move up to an older division. If the member moves up they will not carry any points earned in previous events. They also will not be allowed to move back to their previous age division once they move up and compete.
- Any member being led around the pattern or doubling with another person will not be eligible for year-end points.
- All members must compete all 3 days in the finals events in order to keep their points and receive any year end awards. A medical reason for turn out must have medical documentation. If you do not compete in the finals, you will forfeit all points for the season.
- All Around- To keep your points in one or more events, you must compete in ALL of your events, ALL 3 days at the finals. Example: If you run barrels, poles, goat tying, & break-away and you do not compete in the break-away during finals, you lose/forfeit your season points in break-away.
 - All Around Points for Team Roping - Only the highest set of points will count towards the all around if you enter on the head side or the heel side twice.
 - If you enter on the head side and then on the heel side, both sets of points will carry over to the All Around.
 - Finals Average for Team Roping will be figured based on the "teams" aggregate over 3 day finals.

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- All members who qualify for finals are invited to attend the annual banquet. If you call in to the banquet and do not show up for the event, you will be charged for your ticket(s) and will need to be paid before you can participate in future events with the NCYRA.

SPORTSMANSHIP/APPEALS/DISQUALIFICATIONS

- If a contestant has a question concerning a rule or decisions in their event they must consult with the arena director immediately, before beginning a new event in the show. The arena director will consult the judges. Then the judges will determine if an error has been made and modify the ruling accordingly or the original ruling will stand. **DO NOT go to the announcers stand with event rulings or decisions.**

****Judges will not base any decisions on videos or pictures and all judges' decisions are final****

- A judge can flag a contestant out due to safety reasons and no re-run/re-ride will be issued.
- A horse rearing or unruly, which is found to be a danger to a rider, other people, animals or property, will be disqualified for safety reasons.
- Abuse to animals will result in disqualification; repeated offenses will be addressed by the board of directors.
- Absolutely no loitering in the arena, bucking chutes, roping boxes and back pens, after the contestant has competed in their event. This also applies to parents. **After being told verbally the second offense will result in a \$10 fine. If you have to be told a 3rd time you or the contestant you are with, will be disqualified.**
- No unsportsmanlike conduct will be tolerated from **ANYONE** including contestants, parents or guests of contestants. **First offense will result in a \$10 fine. Second offense will be taken to the board for further review.**
- Contestants, parents and guests of contestants having any association with alcoholic beverages while in attendance at any approved NCYRA event/rodeo will be fined \$50.00 for first offense. Repeated offenses could result in disqualification from the current rodeo or revoked membership.
- Rowdyism, quarreling or fighting on rodeo grounds at any time, or any place during the duration of the rodeo by **ANYONE** including contestants, parents, guest of contestant will result in disqualification and ejection from the rodeo grounds.
- Cheating or attempting to cheat by **ANYONE** including a contestant, parent or guest of contestant will result in disqualification. This includes facts that may be discovered after the actual rodeo event.
 - **Concerning all Timed Events that begin in the Alley Way. You cannot drop the reins (run) your horse until your horse's front shoulders are inside the alley way. The alley way will be marked. If you run your horse prior to entering the alley way, you will be disqualified. This is for the safety of contestants and spectators alike. (A board member will be posted at the entrance of the alley way to be sure this rule is being obeyed)**
- The Board of Directors are responsible for enforcing the rules outlined in this book. Any discretion that this rulebook does not cover will be discussed by the board for a final decision.
- A member may appeal any board decision however, the board has the discretion to approve or deny the request for appeal.
- All board decisions are final.

NCYRA Event Summary

PeeWee Events

EVENT	ENTRY FEE	AGE / WEIGHT	TIME	STOCK	BOYS / GIRLS	PRIMARY TIMER	Back Up Timer
Mutton Bustin	\$30	7/55 lbs.	4 sec	Chute Run	Either	Judge	Judge
Calf Riding	\$30	N/A	4 sec	Draw for Stock	Either	Judge	Judge
PW Bareback Pony	\$30	80 lbs.	4 sec	Draw for Stock	Either	Judge	Judge
Goat Tying	\$30	N/A	60 sec limit	Draw for Running Order	Either	Stop Watch	Stop Watch
Barrel Racer	\$30	N/A	N/A	Draw for Running Order	Either	Electric	Stop Watch
Pole Bending	\$30	N/A	N/A	Draw for Running Order	Either	Electric	Stop Watch

Junior Events

EVENT	ENTRY FEE	AGE / WEIGHT	TIME	STOCK	BOYS / GIRLS	PRIMARY TIMER	Back Up Timer
Jr Bareback Pony	\$35	11/80 lbs	6 sec	Draw for Stock	Either	Judge	Judge
Steer Riding	\$35	N/A	6 sec	Draw for Stock	Either	Judge	Judge
JR Bulls	\$45	N/A	6 sec	Draw for Stock	Either	Judge	Judge
Breakaway	\$35	N/A	30 sec limit	Chute Run	Either	Stop Watch	Stop Watch
Goat Tying	\$35	N/A	60 sec limit	Draw for Running Order	Girls	Stop Watch	Stop Watch
Cowboy Goat Tying	\$35	N/A	60 sec limit	Draw for Running Order	Boys	Stop Watch	Stop Watch
Barrel Racer	\$35	N/A	N/A	Draw for Running Order	Either	Electric	Stop Watch
Pole Bending	\$35	N/A	N/A	Draw for Running Order	Either	Electric	Stop Watch
Chute Doggin	\$40	N/A	30 sec limit	Draw for Stock	Either	Stop Watch	Stop Watch

Senior Events

EVENT	ENTRY FEE	AGE / WEIGHT	TIME	STOCK / Running Order	BOYS / GIRLS	PRIMARY TIMER	Back Up Timer
Bareback Riding	\$45	N/A	8 sec	Draw for Stock	Either	Judge	Judge
Saddle Bronc	\$45	N/A	8 sec	Draw for Stock	Either	Judge	Judge
SR Bulls	\$45	N/A	8 sec	Draw for Stock	Either	Judge	Judge
Calf Roping	\$40	PW/JR/SR	30 sec limit	Chute Run	Either	Stop Watch	Stop Watch
Breakaway	\$40	SR	30 sec limit	Chute Run	Girls	Stop Watch	Stop Watch
Team Roping	\$40	PW/JR/SR	30 sec limit	Chute Run	Either	Stop Watch	Stop Watch
Goat Tying	\$40	SR	30 sec limit	Draw for Running Order	Girls	Stop Watch	Stop Watch
Chute Dogging	\$40	JR/SR	30 sec limit	Draw for Stock	Either	Stop Watch	Stop Watch
Barrel Racing	\$40	SR	N/A	Draw for Running Order	Either	Electric	Stop Watch
Pole Bending	\$40	SR	N/A	Draw for Running Order	Either	Electric	Stop Watch

****Stop watch timers and electric timers are located in the announcers stand.****

****Judge timed events will use stop watches on the ground.****

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Event Rules

BAREBACK PONY (PEEWEE AND JUNIOR)

1. This event follows the same rules as Bareback Riding with the following exceptions.
2. The horse must be ridden 4 seconds for PeeWee and 6 seconds for Junior.
3. Any Points awarded will be towards contestants said age division.
4. The rider must make an attempt to mark out to get a qualified ride. Meaning, the rider must attempt to have spurs over or above the break of the horse's shoulders when the front feet of the horse touch the ground out of the chute.

BAREBACK RIDING (SENIOR)

1. One hand in rigging is to be used. Mouthpiece and vest are required. Dry rosin or tape may be used on handhold or glove.
2. Rider must have spurs over or above the break of the horse's shoulders when the front feet of the horse touch the ground out of the chute.
3. The horse must be ridden for 8 seconds.
4. A rider will receive a no score or disqualification for any of the following reasons:
 - a. Not riding for the qualified time
 - b. Riding with spur rowels that are too sharp or locked
 - c. Touching animal, equipment or person with free hand
 - d. Rigging coming off the horse
 - e. Hand coming out of the handhold
 - f. Faulty or defective equipment
5. Re-rides will be by the decision of the judges.
6. If the chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
7. Contestant may pull riggings from either side.
8. Contestant must compete on stock drawn for them.
9. Contestant or Stock Contractor has the right to call judges to pass on whether or not animal is properly flanked to buck the best of his ability.
10. Time starts when horses inside front shoulder passes the plane of the chute.
11. On the outside of the glove, there are to be no horizontal cuts from the second knuckle back. On the inside (palm side), only vertical cuts or slits are allowed on fingers only.
12. Rigging must lie flat on horses back while rigging is being cinched.
13. Required bareback pads are to completely cover the underside of the riggings and are to extend a full two inches behind the rigging.
14. Riders must ride with free spinning 8-10-point rowels.

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MUTTON BUSTIN

1. Contestant must not exceed 7 years old as of January 1st or 55 pounds. (Any exceptions will be at the stock contractors discretion)
2. Contestant must ride for 4 seconds. Time starts when the sheep's inside front shoulder passes the plane of the chute.
3. Rider may not enter calf riding and then return back to mutton bustin.
4. If a contestant starts with one hand they cannot touch rope, sheep or themselves with their free hand. If a contestant touches one of these, they will be disqualified.
5. A contestant may start with two hands and go to one during the ride, there will be a 5-point deduction. If the contestant starts with two hands and goes to one, they may not go back to two hands. This would result in disqualification.
6. If a contestant uses two hands, there will be a point deduction of 5 points from the total score.
7. Only one person is allowed to help contestant in the chutes. This person must be in dress code. No one is allowed in the arena except the rodeo staff.
8. Mouthpiece and vest are mandatory.
9. Rider must ride with loose flat braided rope or flank rope. No Riggins.
10. No re-rides unless the sheep goes down in forward motion and the contestant goes over the head of the sheep. No re-ride will be given if the sheep falls to the side or the sheep does not perform.
11. Bell on rope is not required.
12. ALL STOCK WILL BE CHUTE RUN

CALF RIDING

1. Contest must ride for 4 seconds. Time starts when the inside front shoulder passes the plane of the chute.
2. Contestant must use one hand only.
3. Calf rope must have a bell on the rope under the belly of the calf.
4. Dry rosin can be used on glove and calf rope.
5. Any contestant caught using homemade rosin or having it in their possession will be disqualified and suspended.
6. Contestants cannot touch calf or self with free hand.
7. Mouthpiece, helmet and vest are mandatory.
8. If a rider makes a qualified ride with any part of the bull rope in hand before touching the ground it will be scored.
9. A contestant may receive a re-ride at the discretion of the judges.
10. In case of the animal fouling himself or the contestant when leaving the chute, contestant must declare himself within 2 jumps by double grabbing the bull rope or no re-ride will be given. Judges will determine fouling.

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CALF ROPING

1. Contestant must rope calf, dismount, go down the rope, throw calf by hand and cross and tie any three legs.
2. Catch as catch can.
3. The contestant can only carry one loop and cannot rebuild that loop.
4. Loop must be released from the hand to be a legal catch. The horse must clear the end of the roping box before a loop is thrown.
5. Contestant cannot enter the calf roping and the break-a-way roping.
6. Total 30 second time limit. If a contestant catches the calf within 30 seconds, but 30 seconds runs out while on the ground the contestant can still tie the calf and get a time.
7. If the calf is down when the roper reaches him, the roper must get the calf back up in standing position and throw him by hand. Calf must be daylighted. If the calf falls while the roper has hand on him, the calf is considered thrown. Tie must be finished with a half hitch or "hooey".
8. Contestant may not touch the calf after giving the finished signal and the judge stops the time.
9. Contest is to remount the horse after the time is stopped and step his horse forward to allow slack in the rope. The flag judge will start a 6 second watch to ensure the calf stays tied. If the calf kicks free within the 6 seconds the contestant will receive a no time. The judge will determine the 6 seconds by handheld stopwatch.
10. If the calf escapes the arena, flag is dropped, and the contestant gets the animal back, lap and tap, with time added when the flag was dropped, no barrier will be used. Time starts when the nose of the calf crosses the score line.
11. Contestant cannot receive any assistance after crossing the starting line.
12. Contestant will be flagged no time for touching calf, calf string or by touching rope, or to train his horse after giving finish signal, or by dragging calf after the contestant remounts the horse.
13. If a contestant at any time is in danger the arena staff will assist and no time will be given.
14. The contestant can have a helper pushing the calf or helping the horse in the roping box, but once the calf is pushed or the horse leaves the roping box the helper is not to go into the arena.
15. Jerk down rule applies. A disqualification will be imposed for a jerk down. A jerk down means, flipping calf straight over backwards on its back or back of head.
16. No barrier will be used.
17. ALL STOCK WILL BE CHUTE RUN.

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BREAK A WAY ROPING (JUNIOR & SENIOR)

1. Junior contestants can be a boy or girl. Seniors are girls only.
2. A 12 x 12 white flag (handkerchief) is to be used on the tail of rope.
3. Judge/Arena director will inspect each rope before the contestant enters the box.
4. Rope must clear the head and nose of the calf. After the rope clears the head and nose of the calf it is catch as catch can.
5. Total 30-second time limit.
6. The contestant can only carry one loop and cannot rebuild this loop.
7. Contestant's rope must be attached to saddle horn with a string. It is mandatory for the contestant to pick up a new break-a-way string at every rodeo from the secretary. Absolutely no thinning of break- a-way string. Arena director will check strings.
8. Time will stop when flag at the end of rope pulls away from the saddle horn.
9. Contestant cannot touch rope in any way to help or pull off saddle horn.
10. If the rope becomes dallied around the saddle horn, the rider can un-dally the rope but not break it.
11. A contestant may not enter break-a-way and calf roping.
12. The loop must be released from hand to be a legal catch. The horse must clear the box before a loop is thrown.
13. The contestant can have a helper pushing the calf or helping the horse in the roping box, but once the calf is pushed or the horse leaves the roping box the helper is not to go into the arena.
14. No calves with horns in excess of three inches will be used.
15. **ALL STOCK WILL BE CHUTE RUN.**

SADDLE BRONC

1. Contestant cannot use sharp spur rowels or locked.
2. Saddle bronc riding shall be for 8 seconds.
3. Time will start when the animal's front inside shoulder passes the plane of the chute.
4. Riding rein and hand must be on the same side.
5. Horses to be saddled in chute.
6. Rider may cinch own saddle.
7. To qualify, a rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground on its initial move out of the chute.
8. A rider will be given a no score for any of the following reasons:
 - a. Being bucked off.
 - b. Changing hands on reins.
 - c. Wrapping rein around hand.
 - d. Pulling leather.
 - e. Losing stirrup.
 - f. Touching self, animal, saddle rein, etc. with free hand.
 - g. Riding with locked or sharp rowels.

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9. Dry rosin can be used on chaps and saddle. No homemade rosin.
10. Vest and mouth piece are mandatory.
11. If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen, Knee is not considered fallen.
12. Contestant must ride with a free spinning 8-10 point rowel.

CHUTE DOGGIN

1. If you are in the junior division you may still chute dog and all-around points acquired will be kept for the junior division all-around. If you are a senior contestant your chute doggin points will be kept for the senior division.
2. Score line will be 10 feet from the chute and marked with flour.
3. The line (barrier) judge will flag the start when the animals' foot crosses the score line. Contestant must let any one of the steer's front feet cross the score line.
4. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plane of the line.
5. After contestant and steer crosses the score line, contestant must bring steer to complete stop or change direction. Contestant must then twist steer down by applying hold to head or horns. Steer will be considered down only when it is lying flat on its side, with all four feet clear from under him in the same direction.
6. 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.
7. 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.
8. Total 30-second time limit.
9. There will be a line flagger and a ground flagger.
10. Mouthpiece is mandatory.
11. You will need to nod to call for the gate.

GOAT TYING (JUNIOR & SENIOR)

1. Contestants are girls only.
2. Juniors time limit is 60 seconds and seniors time limit is 30 seconds.
3. Time will begin when the horse's nose crosses the starting line and will stop, when tie is complete, and judge has dropped flagged.
4. No billy goats will be used.
5. Contestant must throw goat by hand, cross and tie three legs. No wire will be allowed in the string.
6. If goat is down when contestant reaches it, the goat must be elevated high enough that it has the opportunity to regain its feet. If the contestant's hand is on the goat when it goes down, it will be considered thrown.
7. Goat must remain tied for 6 seconds. This time will not begin until the contestant has stepped back from the goat. Judge's discretion will be used if the contestant is caught in the rope or under the goat.
8. Contestant may not touch the goat, string or make any clapping noises in any way after contestant has signaled that they're done. Contestant has signaled they are done once their hand is in the air either up or out away from the rope. *Revision Date: 01/30/23*

9. Interfering with the horse at any time by anyone during the run will result in a disqualification.
10. If the horse crosses over the rope, touches the rope or the goat, the contestant will receive a **10 second penalty**.
11. If the contestant slams goat maliciously, contestant will be disqualified.
12. String cannot have loop made/tied in it before entering the arena.
13. The starting line will be 100 feet from the stake.
14. 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. Standing on the left side unless contestant is left handed.
15. If contestant is left handed, contestant should inform arena director before the event starts to position judges correctly.
16. Running positions will be drawn.

GOAT TYING (PEEWEE)

1. This event follows the same rules as Junior & Senior goat tying with the following exceptions.
2. Contestants can be boys or girls.
3. Goat will already be thrown and held down with three legs crossed.
4. Contestants may receive assistance with their dismount with a 10 second penalty.
5. Position of the goat on the ground will depend on whether the contest tying the goat is right or left handed.
6. A white line in flour will be drawn out 20 feet from the goat stake. The contestant will dismount horse and not be touching horse before crossing this line. If contestant does not dismount horse before crossing the line contestant will be disqualified.

COWBOY GOAT TYING (JUNIOR)

1. This event will follow the same rules as Junior Girls Goat Tying with the following exceptions:
2. Contestants will be boys only.
3. Piggin String must be used
4. Contestants must throw/flank the goat by hand and must string the front leg and cross tie three legs. Tie must be finished with a half hitch or "hoey". No wire will be allowed in the string.

BARREL RACING

Barrel pattern enclosed in back of rulebook

1. Contestants can be girls and boys.
2. Judges and/or board members are responsible for measuring and staking of the barrels and score line before the beginning of the first performance to determine if stakes are still in their original places. Measuring to be done with a tape measure. Board members will use any and all discretion in setting the barrel pattern, for any arena, for safety.
3. Barrels must be at least 15 feet from the fence.
4. The front two barrels will be 20 feet from the starting line as required by arena conditions.

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5. The max distance between the two front barrels shall be 30 yards, (90 feet) arena conditions permitting. The minimum distance between the two front barrels shall be 60 feet arena conditions permitting.
6. The max distance from the two front barrels to the third barrel shall be 105 feet, arena conditions permitting.
7. Minimum of 60 feet allowed for stopping, starting as required by arena conditions.
8. The start and finish line and the positioning of the barrels must remain the same during the event.
9. Barrels will be set on the inside of the stakes in the cloverleaf pattern.
10. Barrel pattern may not be used before the event begins. Contestants during intermission should stay 10 feet from barrel and not turn any barrel.
11. Contestant or horse may touch barrel, but if barrel falls down, there will be a 5 second penalty for each barrel down.
12. Contestant may either run to the right or left barrel first. A qualifying run will consist of making one turn around each barrel of the three barrels in a cloverleaf pattern and keeping a forward motion.
13. The flagman will flag the horse's nose at the starting line and the horse's nose at the finish line. The starting line and the finish line are one and the same.
14. The following will result in disqualification:
 - a. Turning before a barrel instead of around it.
 - b. Failure to turn all three barrels.
 - c. Coming back across the timer line before turning all three barrels.
 - d. Breaking the cloverleaf pattern
 - e. Failure to follow the course; loss of course includes negotiating barrels in any other than specified order; the wrong direction; stopping, circling, backing or reversing direction of movement to correct improper passing of a barrel.
15. If rerun is to be given for any reason, the contestant will wait until the end of the event.
16. **Peewees only.** An adult can lead the contestant in the arena through the cloverleaf pattern, but adult cannot touch the barrel at any time. If the contestant is led, a 10 second penalty will be added to final time and no points will be awarded.
17. If battery digital timers malfunction the backup time (stop watch) will be used.
18. Rerunning horses again to correct your horse is at your arena director's discretion.
19. A horse rearing or unruly, which is found to be a danger to a rider, other people, animals or property, will be disqualified for safety reasons.
20. Drag will be based on number of contestants and arena condition.

POLE BENDING

Pole pattern enclosed in back of rulebook

1. Six poles placed 21 feet apart and 21 feet from the starting line & a minimum of 20 feet off of the back fence.
2. Time will start when the horse's nose crosses the starting line and stop when the horse's nose crosses it again.
3. Touching poles is allowed, and contestant can try and keep poles from falling. There will be a 5 second penalty for each pole that is on the ground when contestant crosses timeline.

4. Contestant may run on either the left side or right side of poles, after rounding the top pole at the opposite end of the starting line, weave through all poles then turn the last pole at starting line end and weave back through all poles then after turning the top pole run all the way back down to cross the finish line.

5. DISQUALIFICATION

a. Any deviation from the pattern.

b. Failure to follow the course; loss of course includes negotiating poles in any other than specified order; the wrong direction; stopping, circling, backing or reversing direction of movement to correct improper passing of a pole.

6. Horse must continue a forward motion.

7. If battery digital timers malfunction the backup time (stop watch) will be used.

8. Poles shall be set on top of the ground, six feet in height, and with no base larger than 14 or less the 12 inches diameter.

9. There shall be a minimum of 75 feet allowed for stopping, from start line in poles back to arena fence as arena conditions allow.

10. **Peewees only.** An adult can lead the contestant in the arena through the pattern, but adult cannot touch the pole at any time. If the contestant is lead around the poles a 10 second penalty will be added to final time and no points will be awarded.

11. Drag will be based on number of contestants and arena condition.

TEAM ROPING

1. Both contestants must pay the entry fee. Contestants may enter twice; roping with different partners or changing ends at each rodeo

2. Contestants will be allowed to carry one loop each.

3. There are only three (3) legal catches: (1) around the horns, (2) around the neck, (3) half the head. All other head catches are illegal.

4. Header will start behind the barrier plane using either box, header must throw first.

5. Team roping header has to rope as the header and heeler as the heeler is called in or will be disqualified. No switching up in the middle.

6. The header cannot rope steer until the score line judge drops the flag.

7. There will be a 5 second penalty for roping only one heel.

8. Total 30 second time limit.

9. Contestants must hold dallies until flag judge passes catches.

10. No re-runs will be granted due to hanging a horn or horns in the chute.

11. Time is to be taken when steer is roped by both ends, in a direct line, horse is on all fours, horses facing steer in "L" or better, with ropes tight and dallied

12. Steers used for team roping must have head wraps when roped.

13. DISQUALIFICATIONS

a. Animals not on feet when roped by either end.

b. Failure to head and change directions of steer 90 degrees before healing, (cross firing).

c. Unnecessary rough treatment of steers. *Revision Date: 01/30/23*

- d. Illegal head catches.
 - e. Lost or broken rope.
 - f. If contestant intentionally dismounts during the contestant run, team will be disqualified.
 - g. If rope is dropped.
14. Roping a steer without turning loose of the loop will result in a no time.
 15. Mistake by the flagman will result in a rerun.
 17. Heeler only throw his loop after the header has changed directions.
 18. Animal belongs to contestant after crossing score-line. (Exceptions: If animal gets out of arena, flag will be dropped, and time will be stopped. Contestant gets animal back, lap and tap, with same head catch of animal has been roped. Time when animal left arena will be added.
 19. Time stops when rope is pulled tight and both horses are facing each other.
 20. Loop must be released from hand.
 21. No tied ropes allowed.
 22. Once score line has been set in timed events, it will not be changed in that go, nor can the length of box be changed.
 23. If contestant tries the animal, he accepts the animal. If contestant pulls up he will receive the same animal back for a re-run.
 24. If there is a contestant who does not have a partner one will be drawn for them out of the contestants that day. The draw partner will not receive any year-end points but will be allowed to pay the entry fee and be eligible for payout. If the draw partner chooses not to pay the entry fee they will not be eligible for a payout.
 25. If a contestant is only entered one time with a partner and then is drawn for a second go, the drawn contestant can pay the entry fee and now be entered for both prize money as well as season points. (This only applies if the contestant is only entered one time)
 26. All Around Points for Team Roping - Only the highest set of points will count towards the all around if you enter on the head side or the heel side twice.
 - If you enter on the head side and then on the heel side, both sets of points will carry over to the All Around.
 - Finals Average for Team Roping will be figured based on the "teams" aggregate over 3 day finals.

27. ALL STOCK WILL BE CHUTE RUN

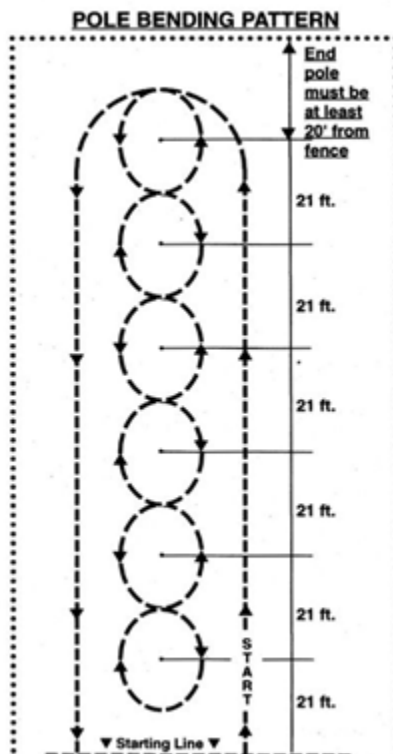
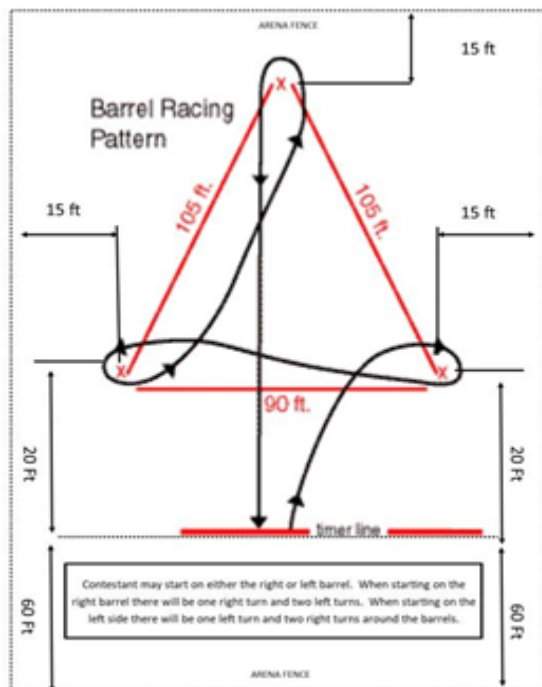
28. Barriers will be used for Seniors

BULL & STEER RIDING (JUNIOR & SENIOR)

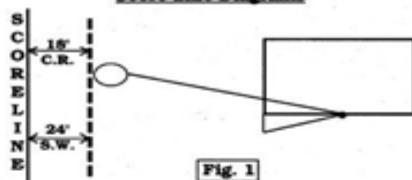
1. Contestant must ride 6 seconds for Juniors and 8 seconds for Seniors.
2. Riding to be done with one hand and loose braided rope, with or without handhold. No knots or hitches to prevent rope from coming off of bull when rider leaves bull will be permitted. Rope must have a bell when bull leaves the chute. No bell, no marking. Bell must be under the belly of the bull or no score.
3. Dry rosin may be used on the glove or rope.
4. Contestants are also required to use a butterfly, regular or split finger wrap on a loose flank rope or flat braided rope. Revised 01/21/2021
5. No assistance will be allowed for a qualified ride past the plane of the chute. There will be an arena director/ back judge to enforce this rule. One person will be allowed on the chute to assist the rider. *Revision Date: 01/30/23*

6. DISQUALIFICATIONS: Riders will be disqualified for any of the following offenses:
- a) Being bucked off
 - b) Using sharp spurs or locked spurs
 - c) Touching animal or himself with free hand or assisting himself with free hand/arm by touching animal
7. If a flank comes off, the contestant has the privilege of accepting his marking, or having a re-ride on the same bull. Decision must be made immediately.
8. The contestant may receive a re-ride at the discretion of a judge.
9. If the contestant makes a qualified ride with any part of the bull rope in his hand before he hits the ground, he will receive a marking.
10. Mouthpiece, helmet, and vest are mandatory!
11. In case of animal fouling himself or contestant, contestant must declare himself within 2 jumps by double grabbing the bull or no re-ride will be given. Fouling will be determined by the judge.
12. Contestant will have the right to know his score before he makes his decision to accept or reject a re-ride.
13. The time starts when the inside front shoulder of the animal breaks the plane of the chute.
14. 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.
15. Re-rides may be given only when stock fails to break, stops, or fouls the rider.
16. If in the opinion of the judges, a rider makes 2 honest efforts to get on a chute fighting animal and is unable to do so, he may have a re-ride drawn for him.
17. If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
18. There will be a one-minute time limit once the contestants name is called. If an animal is giving trouble to contestant, then the judge may override one-minute rule.

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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.

