

North Carolina Youth Rodeo Association



2024 Rule Book

Mission Statement

“Preserving our western heritage through the art of rodeo by maintaining and developing respect for our livestock, family, and community.”

Association Mailing Address

NCYRA

P.O. Box 23

Harmony, NC 28634

(336)830-5299

2024 NCYRA Board of Directors

President	James Crossingham	336-648-0515
Vice President	Josh Galliher	704-902-3072
Secretary	Ashley Galliher	704-881-4039
Treasurer	Vic Apple	336-266-4339
Arena Director	Kevin Hiatt	336-302-5028
	Schmidty Crossingham	336-429-0311
	Locke Rowe	336-705-0341
	Matt Benfield	704-880-3988
	David Connell	336-909-3103
	Trevor Farrar	336-317-0887
	Ocean Rowe	336-710-1550
	TK Berry	336-269-6742

2024 ORDER OF EVENTS

Pony Bareback - PeeWee, Junior

Senior Bareback Riding

Senior Saddle Bronc

Mutton Bustin

Calf Riding

Steer Riding

Junior Bulls

Senior Bulls

Calf Roping

Breakaway Roping - Junior and Senior

Open Team Roping

Goat Tying - Senior, Cowboy, Junior, PeeWee

Open Chute Doggin

Barrel Racing - PeeWee, Junior, Senior

Pole Bending - PeeWee, Junior, Senior

The order of events may change at the Board's discretion. An announcement will be made for all contestants at least 1 hour before the rodeo begins.

MEMBERSHIP FEES

PeeWee (3-9 years old as of Jan. 1, 2024)	\$80
Junior (10-14 years old as of Jan. 1, 2024)	\$80
Senior (15-19 years old as of Jan. 1, 2024)	\$80

Entry Fees

PeeWee	\$35
Junior	\$35
Senior	\$35

Exhibition Fees

Timed Events- \$25.00

Mutton Bustin, Calf Riding, PeeWee Ponies- \$25.00

Junior Ponies, Saddle Bronc, Bareback, Jr. Bulls, Sr.

Bulls-\$45

No points or prize money will be awarded for Exhibitions

Fees and Payout Rules

1. All entry fees will be \$35.00.

2. The Association Sanction Fee will be 30% out of every entry fee after a \$5.00 timer/stock fee is subtracted. Meaning, \$30 - (minus) 30% (Association Fee) = \$21 (70%) of each entry fee will be applied towards payout in that event.

3. A \$5.00 Administration Fee will be added to each contestant/exhibition entered in a NCYRA Rodeo. This is a one time per Contestant per rodeo fee.

4. All payout money must be signed for by the contestant/parent.

5. Prize money will be paid to all qualifying contestants only.

EXAMPLE: If there are only 5 qualified times/rides in a 6 money rodeo then 5 places will be paid according to the percentages listed below. If there is only 1 qualified ride/time, that contestant shall receive the entire payout. All prize money will be paid out as long as there is 1 qualified ride/time.

6. Payout will not be handed out until AFTER INTERMISSION at the Board's discretion.

7. All grounds of the venue must be cleaned and approved by a Board member prior to any payouts.

8. If a contestant leaves before their payout is ready the rodeo secretary will hold their money until the next rodeo.

9. In the event of a tie: example for 1st and for 2nd, the 1st place money and second place money is added together and split evenly. Any remaining places would be paid with no effect from the tie.

10. If there are no qualified rides/times in an event the payout will be grounded back to the association.

PAY OUT

RODEO DATE: _____ /EVENT: _____

Immediately following the completion of the rodeo, the secretary, or anyone appointed in her place, will make payments to the winning contestants in each event.

One head, or any number of heads of stock, added money, and entry fees, are to be totaled and paid as follows:

_____ Entries X \$ _____ Amt of Entry Fee= _____ Total A

Total A _____ + \$ _____ Added Money= _____ Total B

Total B _____ X 30% Sanction Fee= _____ Total C

Total B _____ - Total C _____ = _____ Total D

The payout is to be determined as follows from Total D:

1 to 3 contestants will pay 1 money divided 100%

4 to 8 contestants will pay 2 monies divided 60% / 40%

9 to 15 contestants will pay 3 monies divided 50% / 30% / 20%

16 to 20 contestants will pay 4 monies divided 40% / 30% / 20% / 10%

21 to 30 contestants will pay 5 monies divided 35% / 25% / 19% / 14% / 7%

31 and over contestants will pay 6 monies divided 32% / 24% / 18% / 12% / 9% / 5%

The number of teams will determine payout for the Team Roping event.

Contestants must sign for prize money.

** Payout will be rounded down to the nearest dollar

Names/Signatures:

1st - _____

2nd- _____

3rd- _____

4th- _____

5th- _____

6th- _____

Point System

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

- 1. Points will start tabulating at the first Sanctioned NCYRA Rodeo of the 2024 Season.**
- 2. All points are based on the placement of a qualified ride in an event.**
- 3. In the event of a tie, the points will be added together and equally split between the placements tied in that event.**

EXAMPLE: Tie for 1st Place

1st - 95
2nd- 95
3rd- 80
4th- 70 and so on.

- 4. A maximum amount of 550 total of points awarded in each event.**
- 5. A Contestant must compete in two events 70% of the regular season to qualify for All Around tabulated points in their division.**

Events

Senior Events- Bareback Riding, Saddle Bronc Riding, Calf Roping, Girls Breakaway Roping, Girls Goat Tying, Barrel Racing, Pole Bending, Bull Riding

Team Roping and Chute Doggin will be considered Open Events and may be entered by any age Contestant. All points earned in these events will carry over to All Around Points in Contestants specific division if applicable.

Junior Events- Bareback Pony Riding, Breakaway, Girls Goat Tying, Boys Goat Tying, Barrel Racing, Pole Bending, Steer Riding (10-12), Bull Riding (13-14)

PeeWee Events- Bareback Pony Riding, Mutton Bustin, Calf Riding, Goat Tying, Barrel Racing, Pole Bending

Ground Rules

1. Each contestant under the age of 18 years old is required to have at least one parent/ guardian present on the rodeo/event grounds in case of emergency.
2. Each contestant and 1 guest will have free admission to each rodeo. The guest must be with the contestant at time of entry.
3. Admission is \$10 per person. Kids age 6 and under are free.
4. Entry fees must be paid 1 hour prior to rodeo start time. If there is an emergency and the contestant will be late you must notify the rodeo secretary immediately with proof of emergency. If your event has already started/ran you will be considered a turn out and still owe your fees and any fines associated with a turn out. Abuse of this rule will not be tolerated.

First Offense- \$25.00 Fine

Second Offense- \$50.00 Fine and may result in disqualification at the Boards discretion.

5. Contestant meetings will be held before every rodeo throughout the season. All contestants are required to attend and are responsible for knowing the information disclosed. Parents are welcome and encouraged to attend. Missed meetings by contestants may result in disqualification at the Boards discretion.

6. Dress Code will be in effect 1 hour before each rodeo within 10 feet of the arena, in the arena, and all the backpens. Dress Code includes; cowboy hat, long-sleeve button down collared shirt or short sleeve button down collared shirt, jeans, western boots. This Dress Code will also apply to any parents or personnel that enter the arena, alleyway, or backpens during the rodeo. Not being in Dress Code will result in the following, but not limited to:

First Offense- \$25.00 Fine

Second Offense- \$50.00 Fine

(Fine will increase \$25.00 for every offense following)

7. Cowboy Hats, or helmets, must be on the contestants head as they enter the arena or alleyway. No intentional tipping will be tolerated. A **\$25.00 Fine** will be given to the contestant for each incident. The alleyway **IS** part of the arena.

8. Late entries will be taken by the rodeo secretary within exactly 24 hours of the original entry end time. Contestants must pay a **\$25.00 Fine** for each late entry.

9. Contestants/parents are responsible for the day sheet and draw to know which head of livestock they have drawn or at what position they are out in the draw. Competing on the wrong stock or out of position, unless at Judges/Arena Directors discretion, will result in a no score/no time.

10. Contestants' names will only be called 3 times before they are turned out of that specific event. BE READY!

11. The Judges and Arena Director may disqualify any contestant for not being ready to compete.

12. NO CONTESTANT OR PARENT may approach a Judge at any time. Contestants with any questions about their ride/run may go directly to the Arena Director in a respectful way with any concerns.

13. Contestants and parents are required to be respectful and follow any rules put in place by the venue of that rodeo. They will be expected to be respectful of all property owners and employees. Also, of any livestock on the property.

14. Contestants and parents camping on rodeo campgrounds are required to leave their campsite clean and free of all trash/ trash bags. There will be a \$50 clean up fee directly to the Contestant due before they are allowed to compete again. Absolutely NO campfires.

15. Before the rodeo, or during intermission, no contestant or person, will be allowed to go around the barrel or pole pattern or the stakes for the patterns. This will result in a disqualification.

16. Reruns/ Re-rides are only given at the Judges discretion.

17. All riders must maintain control of their horses entering and exiting the alley way. Any Board member may disqualify any rider/ horse that is out of control or that causes harm or injury to the property, a person, or another animal.

18. Abuse of any animal/ livestock will not be tolerated and may result in a disqualification at the Boards discretion.

19. There will be Roughstock equipment checks periodically. If you are not at these meetings you will be disqualified from that rodeo.

20. No one should change clothes in the backpens. Please come dressed for your event.

21. No more than 1 person will be allowed to assist the backpens or roping box. That person must be in the Dress Code and must have a notarized Liability Waiver turned in to the association.

22. No use of any devices is allowed to make livestock buck harder or run faster.

23. No homemade rosin is allowed.

24. Timers will be approved by the Board of Directors.

25. Electronic timers will be the main timer and remain unaltered. There will be 1 Official Timer with a stopwatch and 1 Back-up Timer with a stopwatch for every rodeo. If the electronic timers fail to work for 1 or more contestants, the 2 Timers stopwatch times will be averaged to the hundredths and that time will be given.

26. The Judge on the latch side of the chute gate shall serve as the primary timer in roughstock events. The judge will refer to their stopwatch for the verification of a qualified ride. Judges will be recording on their sheets provided.

27. In the event that livestock leaves the arena during a contestants ride/run the timers will stop the time and the contestant will be given another ride/run at the Judges discretion. The contestant will begin their ride/run again at the same time that the time was stopped. They will carry any penalties within that run/ride.

28. No reruns or re-rides will be given for faulty or broken equipment provided by the Contestant.

29. All Contestants must make a reasonable and honest effort when in the arena. Failure to do so may result in disqualification at the Judges and Arena Directors discretion.

30. Disqualified contestants will not be entitled to a refund of entry fees. If for one performance, the contestant will not be eligible for average money.

31. If there is a call made during an event at a rodeo that cannot be resolved immediately members will have to go through the appeals process. Members

have 7 calendar days from the date of the incident to submit a written letter or email to the Board of Directors at:

www.ncyrayouthrodeo@gmail.com

Payout may be withheld in that event if it is deemed necessary at the time.

32. Judges will not base any decisions on videos or pictures.

33. A Judge or the Arena Director may flag out any contestant due to safety reasons.

34. Unsportsmanlike conduct will not be tolerated from any one at any time.

35. Contestants, parents, and guests of members having any association with illegal substances will be immediately removed from the property and result in the disqualification or revoked membership of the member they are with.

36. No alcohol is to be consumed by any member, contestant, parent, or guests at any time during a NCYRA Rodeo.

First Offense-\$50.00 fine. Repeated offenses to this rule could result in disqualification or revoked membership.

37. No fighting, quarreling, or rowdyism is allowed on the rodeo grounds at any time. This includes parents, guardians, contestants, and guests. This will result in ejection from the rodeo grounds and disqualification at the Judges or Arena Directors discretion.

38. Cheating or attempting to cheat by anyone in any way will result in disqualification.

39. The Board of Directors is responsible for enforcing the rules outlined in the rule book. Anything that this rule book does not cover will be at the Boards discretion to discuss and come to a final decision.

40. All Board decisions are FINAL.

41. The 2024 NCYRA Board of Directors reserve the right to amend this rule book when they deem necessary within the season. All members will be notified of any changes before the next upcoming scheduled rodeo.

Membership

- 1. All Bank records for the season of 2024 will be open to view at a members request. A time and place will be decided by the Board. No electronic files or copies will be allowed. No records will be mailed or emailed.**

- 2. All members are asked to email any questions or concerns to ncyrayouthrodeo@gmail.com and they will be put on the agenda to discuss at the next scheduled board meeting.**

- 3. All fundraising during the season will be mandatory.**

- 4. If a Member does not complete fundraising requirements during the season on time they will not be eligible to compete in the 2024 Finals.**

- 5. Members are required to compete in 12 of the 17 (70%) NCYRA regular season rodeos to qualify for finals. This does not include finals.**

- 6. Member parents/ guardians will be required to volunteer 2 gate working times during the 2024 Season. If you do not, the member will not qualify for finals.**

- 7. Members are expected to follow the NCYRA website at www.northcarolinayouthrodeoassociation.com or the NCYRA Facebook page for updates and announcements. We will be introducing a new Facebook group this year. Once your membership application and all paperwork is received by the Rodeo Secretary, you will be invited to join the group privately. This is where the most up to date upcoming rodeo information will be posted.**

- 8. The Board of Directors had the right to deny any potential members application by a majority vote among the Board.**

- 9. Membership applications and all required forms must be mailed or emailed to the addresses below, and received by the Rodeo Secretary by March 1, 2024, for their points to count at the first rodeos on March 8th and 9th. You will receive a confirmation by text or email within 24 hours of the Rodeo Secretary receiving your information. Memberships will be paid in cash at rodeo check in along with fees. No forms will be taken or notarized at the first rodeos. You will be considered a turn out if all paperwork is not submitted upon entry.**

Forms required: Membership Application, Copy of Birth Certificate, Liability Waiver, Rulebook Acknowledgement Form, Photo/Media Release Form, Completed W9 Form, Medical Release Form, Code of Conduct Form, Consent to Treat Form.

Any Parent, Guardian, or Helper planning to be in the arena, roping boxes, backpens, or bucking chutes must also submit a notarized copy of the Parent/ Worker/ Volunteer Liability Waiver and Consent to Treat Form to the Rodeo Secretary before they are allowed in any of those areas.

All forms can be found at: www.northcarolinayouthrodeoassociation.com

Address:

NCYRA
PO Box 23
Harmony, NC 28634

E-mail Address:

ncyrayouthrodeo@gmail.com

10. The 2024 membership may be purchased at any point in the season after the first rodeo dates in March.

Appeals

1. Members have 7 calendar days from the date of the incident to submit a written letter or email to the Board of Directors at:

www.ncyrayouthrodeo@gmail.com

2. The Board of Directors will review the appeal and make a decision based on the majority votes of the board members.

3. If an appeal is granted and a decision is overturned all prize money and points will be distributed accordingly. There will be an announcement made to the membership regarding the change.

Exhibitions

1. Exhibitions can be purchased for all events.
2. They are not eligible for prize money or points.
3. Exhibitions will be at the end of each event.
4. Exhibitions will not affect the paid contestants in the drag.
5. Contestants will only be allowed to exhibition 2 times in an event they have never competed in a NCYRA rodeo. Contestants will not be allowed to exhibition in any event they have previously entered in a NCYRA calendar year.
6. Exhibitions must bring the following paperwork completed and turn it in to the Rodeo Secretary before they can compete: **Liability Waiver, Copy of Birth Certificate, Rule Book Acknowledgement Form, Photo/Media Release Form, Medical Release/Consent to Treat Form, and Code of Conduct Form.**

Any Parent, Guardian, or Helper planning to be in the arena, roping boxes, backpens, or bucking chutes must also submit a notarized copy of the Parent/ Worker/ Volunteer Liability Waiver and Consent to Treat Form to the Rodeo Secretary before they are allowed in any of those areas.

Permits

1. A non-member Contestant is allowed to permit and enter at a NCYRA Rodeo. You must Text In on the entry date with all other contestants. They must bring all required paperwork to the rodeo notarized and give it to the rodeo secretary at check in.
2. They must have the following paperwork completed and turn it in to the Rodeo Secretary before they can compete: **Permit Application, Liability Waiver, Copy of Birth Certificate, Rule Book Acknowledgement Form, Photo/Media Release Form, Medical Release/Consent to Treat Form, Code of Conduct Form, and completed W9 Form.**

Any Parent, Guardian, or Helper planning to be in the arena, roping boxes, backpens, or bucking chutes must also submit a notarized copy of the Parent/

Worker/ Volunteer Liability Waiver and Consent to Treat Form to the Rodeo Secretary before they are allowed in any of those areas.

3. Permits will be \$25.00 on top of all entry fees and association fees per Rodeo.
4. Permit holders will be included in the payout. They will not receive event or season points.

Non-notified turn outs

1. Contestants will be allowed to turn out due to medical reasons or animal health with no fines if a Doctors note or Veterinarians note is submitted within 7 calendar days of that rodeo to the Rodeo Secretary. If there is no paperwork turned in within 7 calendar days the contestant will be counted and fined as a No Show. Rodeo entry fees will still be due to the Rodeo Secretary by the event check in time for the rodeo to count towards the 70% participation requirement.
2. If the contestant is unable to attend a rodeo after the entry date and does not contact the Rodeo Secretary this will be considered a No Show. The contestant will still be responsible for any fees and/or fines.
3. A \$25.00 per event fine will be placed on top of any entry fees due.
4. No Shows/ Non-notified turn outs will be put on a suspended list until all fees and fines are paid.
5. No shows and turn outs will not be counted towards the Members 70% participation requirement if entry fees are not paid.
6. Exhibitions will also be fined and put on a suspended list for No Shows.
7. Visible turn outs during the rodeo will be deemed by the Arena Director. The contestant will not receive a refund on entry fees, but the rodeo will count towards the 70% required rodeos.

Rodeo Entry

1. Rodeo entry for each season rodeo will be from 8am-8pm on the Monday prior to the weekend the rodeo is scheduled.

2. Contestants will TEXT IN to the Rodeo Secretary at **336-830-5299** between these hours. No voicemail messages will count as an entry. You will receive a confirmation text within 24 hours or less.

TEXT IN using the format below:

Contestant Name

Birth Date

Division

Events Entering

Participating in 'Both Days'/ 'Only Friday'/ 'Only Saturday'/ 'Only Sunday'

of stalls/ # of campsites and # of days needed

(If stalls or campsites are offered at the rodeo venue you will need to reserve the number you need with your Text IN entry)

3. A list of entry/text in dates is posted on the 2024 season schedule.

4. Only one Team Roping member will need to enter the team for a rodeo. You must specify which partner is heading and heeling.

5. Payment for rodeo entries must be paid in cash when checking into the rodeo.

6. Contestants must complete their check in 1 hour prior to the rodeo start time.

7. There must be 2 entries to constitute an event, at the discretion of the stock contractor/ Board of Directors. If the event is jackpotted, winnings/points will not count towards season points. However, the entry will count towards the 70% of rodeos needed to qualify for finals.

8. Late TEXT IN entries will be taken by the rodeo secretary within exactly 24 hours of the original entry end time. Contestants must pay a **\$25.00 Fine** for each late entry. This will be added to your fees paid at check in to the rodeo.

9. Members must attend and make an honest attempt to compete for rodeo to count towards 70% rodeo requirements.

Finals and Season Awards

1. To be eligible for All Around titles members must compete in 2 or more events at 70% of the season's rodeos. Finals do not count towards this 70%.

2. Members must compete in their age division unless they choose to move up a division. No previous points earned will carry if this happens after the start of the season.

3. Members must compete in all 3 days of finals to receive any prize money or awards, unless there is a visible injury to the finals contestant, or their horse, the contestant will receive points and prize money for the performances that he/she competed in.

4. If a member chooses not to compete in all 3 days of finals they forfeit all their season points and awards.

5. All Around qualifiers must compete in all their events all 3 days of finals for their points to carry. Unless the constant has a valid Med Out/ Vet Out and it must be approved by the rodeo secretary.

6. A finals average for Team Roping will be figured based on the Teams aggregate over the 3 day finals.

7. In Team Roping you may qualify in both Heading and Heeling.

8. All members who qualify for finals are invited to attend the annual season banquet. If you call in to the banquet and do not show you are still responsible for the cost of the tickets.

9. All finals qualifiers will add a \$5 finals average fee to each event's entry fee. This will create a payout for the finals average in each event. The payout scale listed below will be used.

1 to 10 contestants= 1st (100%)

11 to 20 contestants= 1st (60%) / 2nd (40%)

21 and up contestants= 1st (50%) / 2nd (30%) / 3rd (20%)

Event Rules

Bareback Pony (PeeWee and Junior)

1. This event follows the same rules as Bareback riding with the following expectations.
2. PeeWees must be under 80 lbs in weight.
3. Pony must be ridden for 4 seconds for PeeWees.
4. Pony must be ridden for 6 seconds for Juniors.
5. The rider must mark out to make a qualified ride. Meaning, the rider must attempt to have their spurs over or above the break of the pony's shoulders when the front feet of the pony touch the ground out of the chute.

Bareback Riding

1. Stock will be drawn before the rodeo.
2. Primary timer and back up timer are the Judges.
3. Judges will write down all scores on judges sheets.
4. One hand in rigging is to be used.
5. Helmet, vest, and mouthpiece are required.
6. Dry rosin or tape may be used on a handhold or glove.
7. 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.
8. Rigging must lie flat on the horse's back while rigging is being cinched.
9. Required bareback pads are to completely cover the underside of the rigging and are to extend a full 2 inches behind the rigging.
10. Contestants may pull rigging or saddle cinch from either side.
11. Contestants must ride with free spinning 8-10 point rowels.
12. Contestants must ride for 8 seconds.
13. Time starts when the horse's front shoulder passes the plain of the chute.
14. Riders 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.
15. Either Stock Contractor or contestant has the right to call the judges to pass on whether or not the horse is saddled properly and flanked to buck to the best of its ability.
16. The following, but limited to, will result in a No Score/Disqualification:
 - Bucked off and not riding for the qualified time
 - Riding with spur rowels locked or sharp

- Touching animal, equipment, or person with freehand, one arm must remain free at all times.
 - Rigging coming off the horse; with or without breaking
 - Faulty or defective equipment
 - Hand coming out of the handhold
 - Violating the spur out rule
 - Taking any kind of finger tuck, finger wrap, or use of finger tape
 - If the rider has been advised that he is next to go and is not above the animal drawn with his glove on when the previous animal leaves the arena.
17. If the chest (or brisket), belly, side, or rump contacts the ground the animal will be considered fallen. Knee is not considered fallen.
19. The matters of re-rides shall be decided by the judges.
20. Contestants shall not influence the judges by asking for a re-ride at any time.
21. If re-ride is given, the judge shall inform the contestant immediately of his marking and an option of a re-ride.
22. Contestant must make a decision immediately.
23. If the halter comes off, the rider must have a re-ride providing the contestant has made a qualified ride up to the time the halter comes off. Riders must re-ride or take a no score for that ride.
24. Re-rides may be given when the stock fails to break, stops, or fouls the rider.
25. Contestants that are fouled at chute and declare will be entitled to a re-ride at judges discretion, or the spurring out rule may be waived.

Saddle Bronc Riding

1. Stock will be drawn before the rodeo.
2. Primary timer and back up timer are the Judges.
3. Judges will write down all scores on Judges Sheets.
4. Helmet, vest, and mouthpiece are required.
5. Dry resin may only be used on chaps and saddles.
6. Contestants may pull rigging or saddle cinch from either side.
7. Contestants must ride for 8 seconds.
8. Contestants must ride with free spinning 8-10 point rowels.
9. Riding rein and hand must be on the same side.
10. Rein cannot be wrapped around hand.
11. Horses must be saddled in the chute.
11. Rider may cinch own saddle.
13. Saddles shall not be set too far ahead on horses withers.
14. Time starts when the horse's front shoulder passes the plain of the chute.
15. Riders 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.

16. Either Stock Contractor or contestant has the right to call the judges to pass on whether or not the horse is saddled properly and flanked to buck to the best of its ability.

17. The following, but not limited to, will result in a No Score/Disqualification:

- Bucked off and not riding for the qualified time
- Riding with spur rowels locked or sharp
- Touching animal, equipment, or person with freehand, one arm must remain free at all times.
- Saddle coming off the horse; with or without breaking
- Faulty or defective equipment
- Changing hands on reins.
- Wrapping rein around hand.
- Pulling leather.
- Losing stirrup.
- Violating the spur out rule
- Taking any kind of finger tuck, finger wrap, or use of finger tape
- If the rider has been advised that he is next to go and is not above the animal drawn with his glove on when the previous animal leaves the arena.

18. If the chest (or brisket), belly, side, or rump contacts the ground the animal will be considered fallen. Knee is not considered fallen.

19. The matters of re-rides shall be decided by the judges.

20. Contestants shall not influence the judges by asking for a re-ride at any time.

21. If re-ride is given, the judge shall inform the contestant immediately of his marking and an option of a re-ride.

22. Contestant may refuse a re-ride and take his marking.

23. Contestant must make a decision immediately.

24. If the halter comes off, the rider must have a re-ride providing the contestant has made a qualified ride up to the time the halter comes off. Contestants must re-ride or take a no score for that ride.

25. Re-rides may be given when the stock fails to break, stops, or fouls the rider.

26. Contestants that are fouled at chute and declare will be entitled to a re-ride at judges discretion, or the spurring out rule may be waived.

Mutton Bustin

1. Contestants must be a minimum of 3 years old and no older than 7 years old as of January 1st and under 50 lbs. (Any exemptions will be at Stock Contractors discretion.)

2. Cowboy hat ,or helmet, and vest are mandatory.

3. All stock will be chute run.

4. Primary timer and bac k up timer are the Judges.

5. Judges will write down all scores on Judges Sheets.
7. Time starts when sheeps shoulders pass the chute plain.
8. Dry rosin or tape may be used on a glove.
9. Contestants may not enter Calf Riding and return back to Mutton Bustin.
10. Contestants must ride for 4 seconds.
11. To not receive a 5 point penalty, contestants must ride with one hand.
12. If Contestant rides with one hand, a free arm may not touch an animal, equipment, or person with freehand, one arm must remain free at all times. If your free arm touches the animal, a person, or equipment, you will be disqualified.
13. Contestants may start with two hands and go to one hand during the ride. This will result in a 5 point deduction from Contestants total score. If the Contestant goes back to two hands after releasing to one hand it will result in a disqualification.
14. If the Contestant chooses to ride with two hands there will be a 5 point deduction to their final score.
15. Contestants must ride with a loose flat braided rope. No riggings.
16. No re-rides will be given unless the sheep goes down in forward motion and the Contestant goes over the head of the sheep.
17. No re-rides will be given if the sheep falls to the side, does not perform, or stops.
18. A bell on the rope is not required. If a bell is attached it must be attached in a humane way without harming the sheep.
19. Riding with sharp spurs
20. Placing spurs or chaps under the rope when the rope is being tightened.
21. If the rider has been advised that he is next to go and is not above the animal drawn with his glove on when the previous animal leaves the arena.

Calf Riding

1. A mouthpiece, helmet, and vest are mandatory.
2. All stock will be drawn before the rodeo.
3. Primary timer and back up timer are the Judges.
4. Judges will write down all scores on Judges Sheets.
5. Time starts when the calf's shoulder passes the plain of the chute.
6. Dry rosin may be used on gloves and rope.
7. Contestants must ride for 4 seconds.
8. Contestants must ride with one hand and loose rope, with or without hand-hold.

9. Contestants' free arm may not touch animal, equipment, or person with freehand, one arm must remain free at all times. If your free arm touches the animal, a person, or equipment, you will be disqualified.
10. Calf rope must have a bell on the rope and under the belly of the calf. Bell must be attached in a humane way without harming the calf.
11. No knots or hitches to prevent rope from falling off calf when rider leaves him.
12. The following, but not limited to, will result in a No Score/Disqualification:
 - Bucked off and not riding for the qualified time
 - Riding with sharp or tightly "locked" spurs
 - Placing spurs or chaps under the rope when the rope is being tightened.
 - Touching animal, equipment, or person with freehand, one arm must remain free at all times.
 - Rope coming off of bull
 - Faulty or defective equipment
 - Not having bell on bull rope
 - Intentionally leaving the chute with spurs hooked or lodged in the bull rope loop(s)
 - If the rider has been advised that he is next to go and is not above the animal drawn with his glove on when the previous animal leaves the arena.
13. If the chest (or brisket), belly, side, or rump contacts the ground the animal will be considered fallen. Knee is not considered fallen.
14. The matters of re-rides shall be decided by the judges.
15. Contestants shall not influence the judges by asking for a re-ride at any time.
16. If re-ride is given, the judge shall inform the contestant immediately of his marking and an option of a re-ride.
17. Contestant may refuse a re-ride and take his marking.
18. Contestant must make a decision immediately.
19. Re-rides may be given when the stock fails to break, stops, or fouls the rider.
20. Contestants that are fouled at chute and declare will be entitled to a re-ride at judges discretion.

Junior Steer Riding (10-12) years old

1. A mouthpiece, helmet, and vest are mandatory.
2. All stock will be drawn before the rodeo.
3. Primary timer and back up timer are the Judges.
4. Judges will write down all scores on Judges Sheets.
5. Time starts when the steers shoulder passes the plain of the chute.
6. Dry rosin may be used on glove and rope.
7. Contestants must ride for 6 seconds.

8. Contestants must ride with one hand and loose rope, with or without hand-hold.
9. Contestants' free arm may not touch animal, equipment, or person with freehand, one arm must remain free at all times. If your free arm touches the animal, a person, or equipment, you will be disqualified.
10. Steer rope must have a bell on the rope and under the belly of the calf. Bell must be attached in a humane way without harming the steer.
11. No knots or hitches to prevent rope from falling off the calf when the rider leaves him.
12. The following, but not limited to, will result in a No Score/Disqualification:
 - Bucked off and not riding for the qualified time
 - Riding with sharp spurs or tightly "locked" spurs
 - Placing spurs or chaps under the rope when the rope is being tightened.
 - Touching animal, equipment, or person with freehand, one arm must remain free at all times.
 - Rope coming off of bull
 - Faulty or defective equipment
 - Not having bell on bull rope
 - Intentionally leaving the chute with spurs hooked or lodged in the bull rope loop(s)
 - If the rider has been advised that he is next to go and is not above the animal drawn with his glove on when the previous animal leaves the arena.
13. If the chest (or brisket), belly, side, or rump contacts the ground the animal will be considered fallen. Knee is not considered fallen.
14. The matters of re-rides shall be decided by the judges.
15. Contestants shall not influence the judges by asking for a re-ride at any time.
16. If re-ride is given, the judge shall inform the contestant immediately of his marking and an option of a re-ride.
17. Contestant may refuse a re-ride and take his marking.
18. Contestant must make a decision immediately.
19. Re-rides may be given when the stock fails to break, stops, or fouls the rider.
20. Contestants that are fouled at chute and declare will be entitled to a re-ride at judges discretion.

Junior Bull Riding (13-14 years old)

1. A mouthpiece, helmet, and vest are mandatory.
2. All stock will be drawn before the rodeo.
3. Primary timer and back up timer are the Judges.
4. Judges will write down all scores on Judges Sheets.
5. Time starts when the bulls shoulder passes the plain of the chute.

- 6. Dry rosin may be used on glove and rope.**
- 7. Contestants must ride for 6 seconds.**
- 8. Contestants must ride with one hand and loose rope, with or without hand-hold.**
- 9. Contestants' free arm may not touch animal, equipment, or person with freehand, one arm must remain free at all times. If your free arm touches the animal, a person, or equipment, you will be disqualified.**
- 10. Bull rope must have a bell on the rope and under the belly of the calf. Bell must be attached in a humane way without harming the bull.**
- 11. No knots or hitches to prevent rope from falling off the calf when the rider leaves him.**
- 12. The following, but not limited to, will result in a No Score/Disqualification:**
 - Bucked off and not riding for the qualified time**
 - Riding with sharp spurs or tightly "locked" spurs**
 - Placing spurs or chaps under the rope when the rope is being tightened.**
 - Touching animal, equipment, or person with freehand, one arm must remain free at all times.**
 - Rope coming off of bull**
 - Faulty or defective equipment**
 - Not having bell on bull rope**
 - Intentionally leaving the chute with spurs hooked or lodged in the bull rope loop(s)**
 - If the rider has been advised that he is next to go and is not above the animal drawn with his glove on when the previous animal leaves the arena.**
- 13. If the chest (or brisket), belly, side, or rump contacts the ground the animal will be considered fallen. Knee is not considered fallen.**
- 14. The matters of re-rides shall be decided by the judges.**
- 15. Contestants shall not influence the judges by asking for a re-ride at any time.**
- 16. If re-ride is given, the judge shall inform the contestant immediately of his marking and an option of a re-ride.**
- 17. Contestant may refuse a re-ride and take his marking.**
- 18. Contestant must make a decision immediately.**
- 19. Re-rides may be given when the stock fails to break, stops, or fouls the rider.**
- 20. Contestants that are fouled at chute and declare will be entitled to a re-ride at judges discretion.**

Senior Bulling Riding (15-19)

- 1. A mouthpiece, helmet, and vest are mandatory.**
- 2. All stock will be drawn before the rodeo.**
- 3. Primary timer and back up timer are the Judges.**
- 4. Judges will write down all scores on Judges Sheets.**
- 5. Time starts when the bulls shoulder passes the plain of the chute.**
- 6. Dry rosin may be used on glove and rope.**
- 7. Contestants must ride for 8 seconds.**
- 8. Contestants must ride with one hand and loose rope, with or without hand-hold.**
- 9. Contestants' free arm may not touch animal, equipment, or person with freehand, one arm must remain free at all times. If your free arm touches the animal, a person, or equipment, you will be disqualified.**
- 10. Bull rope must have a bell on the rope and under the belly of the calf. Bell must be attached in a humane way without harming the bull.**
- 11. No knots or hitches to prevent rope from falling off the calf when the rider leaves him.**
- 12. The following, but not limited to, will result in a No Score/Disqualification:**
 - Bucked off and not riding for the qualified time**
 - Riding with sharp spurs or tightly "locked" spurs**
 - Placing spurs or chaps under the rope when the rope is being tightened.**
 - Touching animal, equipment, or person with freehand, one arm must remain free at all times.**
 - Rope coming off of bull**
 - Faulty or defective equipment**
 - Not having bell on bull rope**
 - Intentionally leaving the chute with spurs hooked or lodged in the bull rope loop(s)**
 - If the rider has been advised that he is next to go and is not above the animal drawn with his glove on when the previous animal leaves the arena.**
- 13. If the chest (or brisket), belly, side, or rump contacts the ground the animal will be considered fallen. Knee is not considered fallen.**
- 14. The matters of re-rides shall be decided by the judges.**
- 15. Contestants shall not influence the judges by asking for a re-ride at any time.**
- 16. If re-ride is given, the judge shall inform the contestant immediately of his marking and an option of a re-ride.**
- 17. Contestant may refuse a re-ride and take his marking.**
- 18. Contestant must make a decision immediately.**
- 19. Re-rides may be given when the stock fails to break, stops, or fouls the rider.**

20. Contestants that are fouled at chute and declare will be entitled to a re-ride at judges discretion.

Calf Roping

1. Contestants may not enter Breakaway Roping and Calf Roping.
2. Contestants can only carry one loop and cannot rebuild that loop.
3. Barriers will be used.
4. Loop must be released from the hand to be a legal catch.
5. Horse must be clear of the end of the roping box before the loop is thrown. No draping.
6. Contestants must catch and tie within 60 seconds.
7. Contestants must rope the calf, dismount, throw the calf by hand, and cross and tie any three legs.
8. Catch as catch can.
9. To qualify as a legal tie, there shall be at least one wrap around all three legs and a half-hitch.
10. If the calf is down when the roper reaches it, the calf must be let up to his feet and thrown by hand.
11. If the roper's hand is on the calf when the calf falls, the calf is considered thrown by hand.
12. Rope must hold the calf until roper gets a hand on the calf.
13. Three legs must remain crossed and tied from six seconds, as timed by the judge, from the time the rope horse takes its first step forward after roper remounted, until approved by the judge.
14. Roper must not touch the calf after signaling that he is finished until after the judge has completed his examination. Failure to do so will result in a disqualification.
15. Rope must remain slack until the field judge approves the tie.
16. In the event a contestant's catch rope is off of the calf after the completion of the tie, the 6 second time period is to start when roper clears the calf. Flag judge must watch the calf during the 6 second period and will stop watch when the calf kicks free, using the time shown on the watch to determine whether the calf was tied long enough to qualify.
17. If the tie becomes illegal by the calf kicking, or the calf gets to his feet before the tie is approved by the judge, the roper will be marked a No Time.
18. If the calf escapes the arena, the flag is dropped, and the contestant gets the animal back, lap and tap, with time added from when the flag was dropped. No

barrier will be used in this situation. Time starts again when the calf's nose goes across the score line.

19. Contestants may not receive any assistance once the calf is called for.

20. Contestants may have a helper pushing the calf or helping the horse in the roping box. Helper must be in the dress code. Once the calf is pushed or the horse is clear of the box the helper must not go into the arena until the run is over.

21. All stock is chute run.

22. The Jerk down rule applies. A jerk down means flipping the calf straight over backwards on its back or the back of the head.

23. Contestants will be flagged No Time for touching the calf, calf string, by touching the rope, or by dragging the calf after the contestant remounts the horse.

24. If a contestant at any time is in danger the arena staff will assist and a No Time will be given.

25. There will be a 10 second barrier penalty added to the Contestants official time for a broken barrier.

26. No Calves will have access to 3 inches of horns.

Breakaway Roping (Junior and Senior)

1. Barrier will be used.

2. All stock will be chute run.

3. Timed event Judge or the Arena Director will inspect each roper at the box.

4. Junior Girls and Boys will compete in the same event.

5. Senior Girls will be only allowed to compete in Breakaway.

6. Contestant has 30 seconds to complete the run.

7. A 12x12 WHITE flag is to be used on the tail of the rope.

8. Contestants' rope must be attached to the saddle horn with string.

9. All ropers must use the same string provided by the NCYRA at check in of that day's rodeo from the Rodeo Secretary.

10. Thinning or tampering of the string will not be tolerated.

11. Juniors the catch as catch can rule shall apply after the loop has passed over the calfs nose and hold until the rope is broken from the saddle horn.

12. Seniors only bell collar catches will qualify for a time. If there are any legs or tail head in the loop once it breaks off the saddle horn, the result will be a NoTime.

13. Contestant will carry only one loop. They may not rebuild this loop.

14. Time will stop when the flag pulls free of the saddle horn.
15. There will be a 10 second barrier penalty added to the Contestants official time for a broken barrier.
16. Contestants cannot touch the rope in any way to help or pull it off the saddle horn unless in a dangerous situation.
17. If the rope becomes dallied around the saddle horn, the rider can un-dally the rope, but not break it.
18. The loop must be released from the hand to be a legal catch. The horse must be cleared of the box before the loop is thrown.
19. Contestants may not receive any assistance once the calf is called for.
20. Contestants may have a helper pushing the calf or helping the horse in the roping box. Helper must be in the dress code. Once the calf is pushed or the horse is clear of the box the helper must not go into the arena until the run is over.
21. No Calves will have access to 3 inches of horns.
22. If the calf escapes the arena, the flag is dropped, and the contestant gets the animal back, lap and tap, with time added from when the flag was dropped. No barrier will be used in this situation. Time starts again when the calf's nose goes across the score line.
23. There will be 2 or more time keepers, a score line judge, and a field judge.

Chute Doggin

1. If you are in the Junior Division you may enter Chute Doggin as it is considered an open event. Your points will still carry to your division in the All Around when applicable.
2. Mouthpiece is mandatory.
3. Score line will be 10 feet from the chute and marked with flour.
4. There will be two judges. A line judge and a field judge.
5. Contestant has a 30 second time limit to throw the steer.
6. A left delivery chute must be used.
7. All Chute Doggin runs must be made from the same chute.
8. It is the contestant's responsibility to check for broken horns.
9. Contestant must nod to call for the gate.
10. With the steer loaded in the bucking chute, the contestant gets beside the steer, right hand behind right front shoulder. When the contestant calls for the steer the chute gate will be opened. Doggers must keep their right hand in front of or behind their shoulder or loosely under the neck until the steer's nose crosses the score line. If a contestant moves into a throwing position or touches

either horn or ear before the steer's nose crosses the line, there will be a 10 second penalty added to the time. If a steer is thrown before crossing the score line, the contestant will be disqualified.

11. Chute Dogger must allow steer to maintain forward motion to the score line. Contestants may not choke the steer.

12. The line judge will start the time when the steers nose passes the score line.

13. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plain of the chute gate. They may help tail or help to control the steer only in the chute.

14. Contestant is considered working the steer when the steer leaves the chute.

15. If the steer gets loose, the contestant may not take more than one step to catch the steer.

16. After crossing the score line, contestants must bring the steer to a stop and/or change its direction and twist it down.

17. If the steer is accidentally knocked down or thrown by a contestant putting animals' horns into the ground, it must be let up to all four feet and then thrown.

18. Steer will be considered thrown down only when it's lying flat on its side or on its back with all four feet and head straight.

19. Contestants must have a hand on steer when flagged.

20. Contestant is required to turn the steers head so that he can get up.

21. A steer falling in the opposite direction while the contestant 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 a legal fall.

22. Stock will be chute run.

Goat Tying (Junior and Senior Girls)

1. Contestants will be girls only.

2. Junior time limit is 60 seconds.

3. Senior time limit is 30 seconds.

4. Time will begin when the horse's nose crosses the starting line. Time will stop when the tie is complete and the judge has dropped the flag.

5. Billy goats are only used when the Stock Contractor approves it.

6. Contestants must flank the goat by hand and cross and tie any three legs.

7. No wire will be allowed in the string.

8. If the goat is down when the 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.

9. Goat must remain tied for 6 seconds. That time will not begin until the contestant has stepped back from the goat. The judges discretion will be used if the contestant is caught in the rope or under the goat.
10. Contestants may not touch the goat, the string, or make any loud noises in any way after the contestant has signaled that they are done.
11. Contestants signal they are done once their hands are in the air or up and out away from the rope.
12. Interfering with the horse at any time during the run will result in a disqualification.
13. If the horse crosses over the rope, touches the rope, or the goat, the contestant will receive a 10 second penalty.
14. If the contestant slams the goat maliciously, the contestant will be disqualified.
15. String cannot have a loop made or tied in it before entering the arena.
16. The starting line will be 100 feet from the stake.
17. Goat handlers must stand behind the 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 the contestant is left handed.
18. If the contestant is left handed they should inform the Arena Director before the event starts to position judges correctly.
19. Running positions will be drawn.

Peewee Goat Tying

1. This event follows the same rules as Junior and Senior Girls goat tying with the following exceptions:
 - Contestants can be Boys or Girls.
 - Goats will already be thrown and held down with 3 legs crossed.
 - Contestants may receive assistance with their dismount. If help is needed to dismount, the helper in the arena must be in dress code and may not stop the horse, or make motions for the contestant to stop the horse. This will result in a 10 second penalty added to their time.
 - Contestants must stop their horse on their own.
 - Position of the goat on the ground will depend on if the contestant is right handed or left handed.
 - A white line in the flour will be drawn 20 feet from the goat stake. The contestant will dismount the horse and not be touching the horse

before crossing the line. If the contestant does not dismount before crossing the line it will result in a disqualification.

Cowboy Goat Tying

1. This event will follow the same rules as Junior Goat Tying with the following exceptions:

- Contestants will be boys only.
- Piggin string must be used.
- 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 and a hooley.
- No wire will be allowed in the string.

Team Roping

1. Both contestants must pay the entry fee.
2. Contestants may enter twice. Either roping with different partners or changing ends at each rodeo.
3. Contestants will be allowed to carry one loop.
4. Barriers will be used. There will be a 10 second penalty for breaking the barrier added to the time.
5. There will be 2 or more time keepers, a score line judge, and a field judge.
6. Header will start behind the barrier plain using either box. Header must throw first. Header cannot rope steer until the score line judge drops the flag.
7. Steers in Team Roping should be of uniform size and weight. All steers must have horn wraps.
8. Time will start when the steer crosses the score line. Contestant will be disqualified if the steer is roped before it crosses the score line. If the steer does not cross the score line in front of the line judge, the steer will be brought back and rerun.
9. Contestants have a 30 second time limit for a qualifying time.
10. Animal belongs to the contestant after crossing the score line. (Exceptions: If an animal gets out of the arena, the flag will be dropped, and time will be stopped. Contestant gets the animal back, lap and tap, with the same head catch if the animal had been roped. Time when the animal left the arena will be added. All penalties from the run will carry.)
11. Contestants must hold dallies until the flag judge passes catches.
12. No reruns will be granted due to hanging a horn or horns in the chute.

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

14. There are only 3 legal head catches:

- Around both horns
- Around the neck
- Half the head
- All other head catches are illegal

15. If the flag judge mistakenly flags a team without a dally, that time will be discarded, and the steer will be rerun.

16. Loop must be released from hand. Roping a steer without turning loose of the loop will result in a No Time.

17. No tied ropes allowed.

18. Heeler can only throw his loop after the header has changed directions.

19. Any heel catch behind both shoulders is legal if the rope comes on from around the heels. Dew claw catches are legal if the catch holds for flag judge inspection.

20. If the contestant tries the animal then he accepts the animal. If the contestant pulls up they will receive the same animal back for a rerun.

21. The following, but not limited to, will result in a No Score/Disqualification:

- Animals not on feet when roped by either end.
- Failure to head and change directions of the steer 90 degrees before heeling (cross-firing)
- Unnecessary rough treatment of steers.
- Illegal head catches.
- Lost or broken rope.
- If a contestant intentionally dismounts during the run the team will be disqualified.
- If rope is dropped.

22. There will be a 5 second penalty for roping 1 heel.

23. Same steers in Team Roping can be used for Chute Doggin.

24. Contestant may have 1 helper in the box. Helper must be in the dress code. Once the contestant calls for the steer, no further assistance can take place. No encouragement can take place by the helper after the contestant calls for the steer. If the helper starts the horse or holds the horse in any way that affects the scoring process, the contestant will receive a No Time.

25. If a contestant wishes to enter Team Roping and does not have a partner one will be drawn for them from the event contestants of that rodeo. The draw partner will be allowed the option to pay the entry fee, if they are not already entered twice, and be eligible for prize money and season points. If the draw partner

declines to pay the fee, or is already entered twice, they will not receive any season points or payout.

Barrel Racing

1. The barrel pattern is in the rule book.
2. Contestants can be girls and boys.
3. Judges and/or Board members are responsible for measuring and staking of the barrels and the start line before the beginning of the rodeo. Measuring is to be done with a measuring tape. 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 arena fence.
4. The front two barrels will be 20 feet from the starting line , arena conditions permitting.
5. The max distance between the two front barrels shall be 90 feet, arena conditions permitting.
6. The minimum distance between the front two barrels shall be 60 feet, arena conditions permitting.
7. The maximum distance from the two front barrels to the third barrel shall be 105 feet, arena conditions permitting.
8. A minimum of 60 feet allowed for stopping, arena conditions permitting.
9. The start and finish line, positioning of the barrels, and electronic timer placement must remain the same throughout the event.
10. In the event electronic timers are used, runs will be backed up with a flagman and two timers. The manual times are to be averaged between the two timers and recorded in hundredths. If the electronic timer fails more than 3 times during a rodeo, or two times on the same contestant, times will revert back to flagman times. Original stopwatch times to be used on all contestants. All penalties will carry over to the rerun. Contestants will have the option to take their stopwatch time should the electronic timer fail. The decision must be made immediately.
11. Barrels are to be set on the inside of each stake in a cloverleaf pattern.
12. The barrel pattern may not be used before the event begins. Contestants during intermission are to stay 10 feet from the barrel or barrel stake and not turn any barrel. This could result in a disqualification at the judge or Arena Directors discretion.
13. Contestant or horse may touch the barrel.
14. A barrel falling down will result in a 5 second penalty for each barrel down during the run.

15. Contestants 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 keeping forward motion.

16. There will be no talking to flagmen, timekeepers, or judges during the barrel racing event.

17. Both judges are required to be in the arena during the barrel racing event with one judge flagging the line and the other judge watching to see that a qualified cloverleaf pattern is run. Flag judge will flag the nose of the horse at the start and the finish of the run.

18. If a barrel is knocked down, the judge (not the line judge) will reset the barrel in the proper place. Judges may appoint responsible persons to replace barrels in the proper position.

19. Contestants must compete in the order of the draw for the event. Failure to do so will result in a No Time unless otherwise called for by a judge or the Arena Director.

20. Drags will be based on the number entered in the event and the condition of the ground. Judges and Arena Director will make those decisions with the rodeo arena personnel. Exhibitions will be run last and not affect the drag for contestants.

21. The following, but not limited to, will result in a No Score/Disqualification:

- Turning before the barrel instead of around it.
- Failure to turn all three barrels in the cloverleaf pattern.
- Coming back across the timer line before finishing the pattern.
- Breaking the cloverleaf pattern.
- Failure to follow the course: loss of course includes negotiating barrels in any other specified order, the wrong direction, circling, backing, or reversing the direction of movement to correct improper passing of a barrel.
- Exposed wire on bats or whips used in the arena.
- Knocking down barrels intentionally.
- If the contestant is led past the start line/ flagger in the arena. They will receive a No Time.

22. The contestant is allowed 1 helper in the alley way. The alley way is part of the arena. The helper must be in dress code and may not pass the start line/ flagger in the arena. Either will result in a disqualification and no time.

23. If a rerun is given for any reason it will be run at the end of that event.

24. If the contestant breaks the barrel pattern they may correct their horse. They must stay on the correct course and may not go around the barrels any more than once just like in a qualified run. If the contestant does, they will be asked to leave the arena immediately. This is at the Arena Directors discretion.

25. 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 concerns. Any Board member, Judge, or the Arena Director may make this call.

26. Peewees only:

- An adult can lead the contestant in the arena and through the cloverleaf pattern. The adult must be in the dress code.
- The adult is not allowed to touch any of the barrels at any time.
- If the contestant is led they will receive a 10 second added to their time and no points will be awarded.

Pole Bending

1. The pole pattern is in the rule book.
2. Contestants can be girls and boys.
3. Judges and/or Board members are responsible for measuring and staking of the poles and the start line before the beginning of the rodeo. Measuring is to be done with a measuring tape. Board members will use any and all discretion in setting the pole pattern, for any arena, for safety.
3. Poles must be at least 20 feet from the arena fence.
4. Six poles must be placed 21 feet apart and 21 feet from the starting line. Poles shall be seated on the top of the ground, six feet in height, and with no base larger than 14 inches or no less than 12 inches diameter.
5. A minimum of 75 feet allowed for stopping, arena conditions permitting.
6. The start and finish line, positioning of the poles, and electronic timer placement must remain the same throughout the event.
7. In the event electronic timers are used, runs will be backed up with a flagman and two timers. The manual times are to be averaged between the two timers and recorded in hundredths. If the electronic timer fails more than 3 times during a rodeo, or two times on the same contestant, times will revert back to flagman times. Original stopwatch times to be used on all contestants. All penalties will carry over to the rerun. Contestants will have the option to take their stopwatch time should the electronic timer fail. The decision must be made immediately.
8. The pole pattern may not be used before the event begins. Contestants during intermission are to stay 10 feet from the barrel or barrel stake and not turn any barrel. This could result in a disqualification at the judge or Arena Directors discretion.
9. Contestants or horses may touch the poles.
10. A pole falling down will result in a 5 second penalty for each pole down during the run.

11. Contestants may run on either the left side or the right side of the poles. After rounding the top pole at the opposite end of the starting line and then weave through all the poles. Then turning the last pole at the starting line end and weaving back through all the poles. Then turn at the top pole and run all the way back down straight and cross the finish line.

12. There will be no talking to flagmen, timekeepers, or judges during the pole bending event.

13. Both judges are required to be in the arena during the pole bending event with one judge flagging the line and the other judge watching to see that a qualified pole pattern is run. Flag judge will flag the nose of the horse at the start and the finish of the run.

18. If a pole is knocked down, the judge (not the line judge) will reset the pole in the proper place. Judges may appoint responsible persons to replace poles in the proper position.

19. Contestants must compete in the order of the draw for the event. Failure to do so will result in a No Time unless otherwise called for by a judge or the Arena Director.

20. Drags will be based on the number entered in the event and the condition of the ground. Judges and Arena Director will make those decisions with the rodeo arena personnel. Exhibitions will be run last and not affect the drag for contestants.

21. The following, but not limited to, will result in a No Score/Disqualification:

- Any deviation of the pattern.
- Failure to complete a qualifying pole bending pattern.
- Coming back across the timer line before finishing the pattern.
- Failure to follow the course: loss of course includes negotiating poles in any other specified order, the wrong direction, circling, backing, or reversing the direction of movement to correct improper passing of a pole.
- Exposed wire on bats or whips used in the arena.
- Knocking down poles intentionally.
- If the contestant is led past the start line/ flagger in the arena. They will receive a No Time.

22. The contestant is allowed 1 helper in the alley way. The alley way is part of the arena. The helper must be in dress code and may not pass the start line/ flagger in the arena. Either will result in a disqualification and no time.

23. If a rerun is given for any reason it will be run at the end of that event.

24. If the contestant breaks the pole pattern they may correct their horse. They must stay on the correct course and may not go around the poles any more than once just like in a qualified run. If the contestant does, they will be asked to leave the arena immediately. This is at the Arena Directors discretion.

25. 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 concerns. Any Board member, Judge, or the Arena Director may make this call.

26. **Peewees only:**

- An adult can lead the contestant in the arena and through the pole pattern. The adult must be in the dress code.
- The adult is not allowed to touch any of the poles at any time.
- If the contestant is led they will receive a 10 second added to their time and no points will be awarded.

Barriers:

1. Barriers must be inspected and measured by a standard measuring device by the line judge immediately before timed events in each performance. Automatic barriers must be used. Once the score line has been set, it will not be changed during the go, nor will chute or barrier be changed in any manner.
2. The score line is to be the length of the box minus 7 feet in Team Roping.
3. The score line is to be the length of the box minus 8 feet in Calf Roping.
4. The length of the box is determined by hooking up the barrier and measuring from the center of the back of the box to the center of the barrier rope.
5. The height of the barrier at the pin should be 32" to 36" from the ground. Any change in the score must be approved by a judge or stock contractor.
6. If the automatic barrier does not work correctly, contestants must take the same animal over, whether stock is caught or missed, during or immediately after the performance. Time to be set at the discretion of stock contractors, officials, and judges.
7. Barriers will not be considered broken unless the ring falls within 8 feet of the post. No metal may be used on the jerk line and the neck rope that extends beyond the front of the chute.
8. Barrier must be tied with a string only.
9. If the barrier equipment fouls a contestant in any timed event, they will be entitled to a rerun if they declare themselves immediately.
10. If a roper breaks a barrier before they declare a foul, the roper will receive cattle lap and tap with a 10 second penalty added to time.
11. Judges will be sure no one stands close enough to the barrier equipment to tamper with it.
12. If the barrier equipment stops the animal, turns the animal back, or animal falls before crossing the scoring line, the stock will be rerun.
13. Only hard twisted polyethylene rope will be used on timed event barriers.
14. Time flag must be at least 10"x10" and be in a visible place for timekeepers.

