

FJRA RULES

1. Contestants must wear long sleeved shirt, western hat or helmet, and boots.
2. Hats must be on when contestant enters the plain of the gate. A five second penalty will be assessed for failure to comply.
3. Riders must enter the arena at a controlled gate. No running or charging the gate will be allowed. Once in the arena if the gate is centrally located, contestant must keep forward motion toward the first barrel/pole. If a side or corner gate is used, a single spin or pivot is acceptable in either direction or by the Arena Director's approval. Failure to comply will be a no time. Contestant must be mounted when entering the arena.
4. Contestant helpers must be dressed in western attire (western hat, long sleeved shirt and boots) when in the arena area. Helpers in speed events **MAY NOT PASS THE PLANE OF THE GATE. YOU WILL BE DISQUALIFIED.** 6-9 helpers may pass plane of gate however must follow FJRA RULE #3.
5. Only contestant can protest. The contestant must present protests to event director or arena director before the end of said event. **DO NOT** take protests to timers. This could lead to disqualifications. 0-5 peewees may have parent represent them.
6. Decisions of the event director are final.
7. Contestant will be called 3 times for the gate then disqualified.
8. No re-rides for breakage of tack
9. The large arena will take precedence over the small.
10. Stock will be chute drawn except in goat events.

Mutton Busting:

1. Qualifying ride for a score is 6 seconds. If there are less than four qualifying rides the awards and points will go to the longest qualifying timed ride. Ride will begin as the sheep's shoulder passes through the chute. Contestant may use on or tow hands. **NO ROPES**

PEE WEE Dummy Roping:

1. Timing will begin when contestant steps into box and will end when contestant pulls slack.
2. Three loops will be allowed and parent may help build loops but contestant must step out of box first.
3. Whole head, half head, and horns are the three legal catches.

Stick Horse Barrel Race:

1. Contestant will follow traditional clover leaf pattern.

Goat Un-decorating:

1. Time will start when contestant passes over starting line. Contestant must remove all of ribbon from the goat's tail to qualify for a time. Once ribbon is removed contestant must throw their hands in the air to stop the time.

Junior Dummy Roping on horse back

1. Time will begin when contestant travels through electric eye.
2. Any legal head catch
3. Time stops after dally and rope is tight (flagger)

Calf/Steer Riding

1. A point qualifying calf ride is 6 seconds. A point qualifying Steer ride is 8 seconds. **IF** there are less than four qualifying rides the awards will go the longest non qualifying timed ride. However no points will be awarded for non-qualifying rides!
2. Riding must be done with one hand, with a loose rope or with or without a hand hold. Contestant must furnish own equipment.

3. Knots or hitches on ropes are not permitted. Wires or other devices used for placing spurs therein are illegal.
4. Only approved adhesive may be used on rope or globe (Benzoin may be used).
5. Rowels must have $\frac{1}{4}$ turn movement.
6. Time begins when should of calf/steer's inside front shoulder passes the plane of the chute.
7. Rider cannot touch any part of the calf/steer with free hand.

Figure 8

Contestant must make one right and one left turn or vice versa. Contestant must close or complete the eight to receive time. There are four legal patterns for this event.

1. Contestant runs straight down to the first pole and turns left. The second pole is turned to the right and then contestant must cross back over to the right side of the first pole in order to complete the eight.
2. Contestant runs straight down to the first pole and turns right. The second pole is turned to the left and then contestant must cross back over to the left side of the first pole in order to complete the eight.
3. Contestant crosses over to the other side of the first pole from where they started. The first pole is turned to the left. The second pole is turned to the right and then contestant must cross back over to the right side of the first pole in order to complete the eight.
4. Contestant crosses over to the other side of first pole from where they started. The first pole is turned to the right. The second pole is turned to the left and then contestant must cross back over to the left side of the first pole in order to complete the eight.
5. If contestant does not understand these patterns it is their responsibility to ask the event director before they make their run.

Steer Stopping

1. Contestant is allowed two loops if they carry two loops.
2. Steer is roped and contestant must dally.
3. Time stops when steer is facing horse.

Steer Daubing

1. Hazers will be allowed.
2. Time starts when horse leaves box and ends when rider raises the tip of the dauber above their head.
3. 10 second penalty for breaking the barrier.
4. One minute time limit.
5. If contestant calls for time, but the steer has no visible paint mark this is a no time.

Chute Dogging:

1. Time will start when the steers shoulder passes the plane of the chute.
2. Steer must travel 5' before being thrown. IF steer gets loose, dogger may take no more than one step to catch steer.
3. Time will end when all four legs of steer are straight out from its side.
4. Wrestler will have a 10 second penalty if they have ahold of the steers horns in the chute, Steer must travel 5'.

Run Ride and Lead

1. Lead ropes are allowed only 0-5 and 6-9 age groups may have assistance mounting. THEY CANNOT ASSIST IN DISMOUNTING. Assistants are not allowed to slap the horse for a faster take off, or help stop horse.

Breakaway, Team Roping, Barrels, Poles, and Goat Tying: Follow National High School Rodeo Rules.
Exception: No neck Ropes used. Electric Eyes.

