



2018

Rule Book

GENERAL RULES FOR THE Jr. SRA

1. Effective January 1, 2017 membership dues are set at \$50.00 per year for the PeeWee division ages 7 and under, \$75 for the Jr. Division ages 8-12 and \$100 for the Senior Division ages 13-18. **Membership dues must be paid prior to call in entry date.** The rodeo year runs from January 1st through December 31..
2. The age limit for the PeeWee Division is 7 years and under. The age limit for the Junior Division is 12 years. The age limit for the Senior Division is 18 years old and must show proof that he/she is in high school. In the Jr. Division the age limit calf riding is 8-9 and Steer riding is 10-12. You must be the appropriate division age on or before January 1 of the present rodeo year.
3. A copy of the child's birth certificate as proof of age, a completed membership application, a notarized waiver of liability **signed by both parents or guardians**, and a completed w9 form must be completed with the members information is required for membership and eligibility to compete.
4. Points will start tabulating at the first sanction Jr. SRA Rodeo. Points will be based on money earned.
5. All entry fees will be \$20 per event. The association sanction fees will be 10% of the total entry fees and added money if applicable.
 - a. A \$10.00 stock/timer fee will be charged for each entry, accept bull riding see 5b). This charge will be used by the stock contractor/producer to help pay for the rodeo expenses.
 - b. A \$15.00 stock charge will be charged for each entry in the bull riding. This charge will be used by the stock contractor/producer to help pay for the rodeo expense.Total due at entry office per event will be \$30.00 with the exception of Bull Riding which will be \$35.00
6. The events offered at the Jr. SRA Rodeos are:
 - a. Sr. Division 13-18 years old: Calf Roping, Chute Dogging, Sr. Bull Riding, Sr. Girls Barrel Racing, Sr. Girls Pole Bending, Sr. Girls Breakaway and Sr. Girls Goat Tying.
 - b. Jr. Division 8-12 years old: Jr. Girls Breakaway, Jr. Girls Goat Tying, [Jr. Girls Barrel Racing](#), [Jr. Girls Pole Bending](#), Jr. Boys Breakaway, Jr. Boys Goat Tying, and calf riding ages 8-9 and steer riding ages 10-12.
 - c. PeeWee Division up to 7 years old: Mutton Bustin, Goat Tying, Barrel Racing and Pole Bending
 - d. Team roping will not have an age division and will be considered and open event.

7. A contestant can enter a Step-Up event twice. If you stay in the Step-Up event you cannot go back to the lower event. All points earned in lower event will be forfeited. Example: If you Step-Up into the Sr. Calf Roping, you cannot go back to the Jr. Breakaway Roping.
8. **CALL IN:** Contestant entering the rodeo can only enter a total of (3) contestants per event. If the contestant is entering the slack (if offered), they can enter as many contestants as they wish. Team Ropers may enter (4) two teams only. If they need to enter more teams they must hang up and call back. Notify the secretary at the time of call-in if sharing a horse.
 - a. Exception to late entry rule: Acceptance of late entries will be at the discretion of the stock contractor to fill a rodeo performance only. The stock contractor's decision is final.
 - b. The rodeo secretary will call the performances full depending on the availability of stock and keeping the performances even. Slack will not be offered until the performances are full and the above set guidelines are met. The rodeo secretary will fill each event per performance with 8 entries with the exception of Barrel Racing and Pole Bending, she will fill with 12. The rodeo secretary's decision is final.
 - c. There must be (3) entries to constitute an event, at the discretion of the stock contractor/board of directors. If the event is jackpotted, winnings will not count towards championship points. However, the entry will count towards the (7) rodeos needed to qualify for the finals.
 - d. LATE CALL INS: Each member will be allowed 1 late call in per season. The member will be assessed a \$25 fine for the late call in. Late call ins will only be accepted within 24 hours after the original call in time starts.
9. DRAW OUTS: After books close, there will be no draw outs.
10. No shows will have to pay entry fees unless they have a doctor's written excuse. Vet outs and /or doctor's excuses will be accepted up to (3) times per year. It must be in the rodeo office within (7) days after the final performance of that rodeo. [Dr. notes only apply for the contestant.](#)
11. [Member must attempt to compete for rodeo to count.](#)
12. Rodeo dress is required in the arena or in the arena area (defined as 10 feet outside arena fence) 60 minutes (1 hour) before and during rodeo time.... Western cowboy hat or helmet, boots, long sleeve shirts, jeans or dress slacks. Tennis shoe boots are not accepted.
13. Association members will be presentable in western attire when competing in approved rodeos. Long sleeved shirt, sleeves rolled down and shirt tails tucked in, and western hats must be worn in arena by all contestants, or anyone in the

arena during a paid performance and slack. Announcers are required to wear western hats and long sleeve shirts while on the announcers stand. Dress code will begin one hour before the beginning of the rodeo performance or slack and will remain in effect until completion of the performance and slack. You must be in dress code if you are within 10 feet of the area. Failure to comply with this rule will result in a \$25.0 fine.

- a. All contestants: Your hat must be on your head when you enter the arena floor. The alley way is not part of the arena floor. If you lose your hat before entering the arena floor, you will be assessed a \$25.00 fine. Ropers: Your hat must be on your head when you cross the barrier line. If your hat is not on your head when you cross the barrier, you will be assessed a \$25.00 fine. All fines must be paid before you can compete in the next rodeo.

14. The Jr. SRA rodeo sponsors and sanctioned stock contractors by the Jr. SRA will not be held responsible for any accidents prior to, during or after the rodeos.
15. An awards banquet will be held each year. Contestant must be present to receive their awards unless excused by the board of directors. Rule #12 applies to the banquet.
16. All contestants who pay an entry fee will be entitled to admittance for themselves and one additional person during their performance. All guests must accompany contestant when entering the rodeo grounds. All officials and labor passes will be given at the discretion of management (rodeo producer).
17. Any payoff envelope found on rodeo grounds with your name on it will result in a \$5.00 fine to the contestant.
18. The President and Vice President will be elected by the membership at large. The term of office will be two (2) years with the term expiring January 1.
19. The Executive Secretary-Treasurer will be elected by a majority vote of the existing board of directors. His or her term will be until such time that the board deems it necessary to replace the same. The Secretary-Treasurer will not be a voting member of the board of directors.
20. A Ballot will be drawn by the board of directors and mailed to each member in good standing of the association to vote for the officers nominated by the board of directors and each member will be given a choice of also filling in his/her choice if not listed on the ballot. Ballots must be signed by the "Voting Member" and returned to the association office on or prior to the deadline marked on the ballot. Note: The PARENT of the member in this case is considered the "Voting Member".

- a. Removal of board of directors: Refer to the adopted bi-laws of the Jr. SRA. (attached).
21. The board of directors will consist of no less than 6 and no more than 12 members. Directors will be elected to (2) two-year terms.
 22. Rodeo secretaries must have rodeo books into rodeo office within (3) days of the rodeo.
 23. **Eligibility to qualify for the Jr. SRA Finals:**
 - a. To be eligible to qualify for the Jr. SRA Finals Rodeo, a member must have competed in (7) completed, paid rodeos per event. You must also be in the top (12) money winners. Any rodeos cancelled after call in, and a contestant has entered that rodeo, that rodeo will count towards the (7) rodeos required to qualify for the finals. In the event there are not 12 money winners, then we will drop to the contestant who has.
 1. Competed in the most rodeos.
 2. The contestant with the fastest average time or highest average score.The contestant must compete in at least (7) rodeos to eligible to qualify for the finals.
 - b. To be eligible to qualify for the Jr. SRA Finals Rodeo, a member must be in good standing and must comply with yearly mandatory requirement set forth by the board of directors, such as participating in fund raising events.
 24. The Jr. SRA will request to make every effort to have an ambulance/EMT available in case of an accident. This is to be paid for by the rodeo producer.
 25. Entry fees must be paid 30 minutes prior to rodeo start time. We will allow you to pay your fees 1 time after the 30 minutes prior to rodeo start time. After that you will be fined.
 26. At the Jr. SRA Finals Rodeo, a contestant may miss the first go round due to school and still be able to compete in the second and third go rounds. The contestant must pay all entry fees for all three go rounds. The contestant will be eligible for the average.
 27. Any member requesting receipts for entry fees must bring a completed receipt to the rodeo secretary and he/she will sign. The rodeo Secretary will not provide receipts for rodeo entry fees.
 28. Contestants must be ready when called on. If you are not ready to compete in a timely manner, you could be disqualified at the judge discretion. Know when your event is and be ready.
 29. All fines, Dr. excuse, vet-outs, must be paid and accounted for by the rodeo secretary before competing in the next rodeo. Any bad checks received will result in the suspension of the member. Member will not be allowed to enter

any rodeos until the bad check is made good. Member must pay the amount of the bad check plus the bank fee for returned checks. No awards will be given until bad checks are made good. There will be a \$25 return check fee plus bank service charges for all returned checks.

30. All entry fees paid before the event is completed for contestants that are a “No Show” will go into the payoff. Entry fees paid after payoff of that even will go into the association money. All entry fees must be paid for in cash. We will not accept checks for entry fees.
31. Any parent, family member, contestant or persons associated with the stock contractors and producers, displaying unsportsmanlike conduct, caught consuming alcoholic beverages/illegal controlled substances during the rodeo, or language unbecoming of the Jr. SRA officials or board of directors, will be subject to a \$100 fine and/or indefinite suspension. Suspensions shall be voted on by the Jr. SRA board of directors. Contestant will also be subject to disqualification for conduct unbecoming of a parent, guardian or family member when directed toward the Jr. SRA officials of board of directors.
32. Any contestant abusing or mistreating rodeo livestock or personal livestock, will be fined a \$25.00 fine for the first offense and \$100 for the second offense.
33. All disputes must be directed to the President or board of directors, NOT the judge during the rodeo performance.
34. Finals entries and turnouts: if a contestant does not participate in all go-round of the finals rodeo, the contestants eligibility in that event for Championship Awards will be at the discretion of the board of directors. When contestant call in to enter the finals rodeo there will be no drawing out unless a medical release is given prior to the first performance.
35. Any issues not covered in this rule book will be decided by the board of directors and referenced to the Sr. SRA Rule Book.
36. Any new members (have never been a member of the Jr. SRA) will be allowed to bring their membership application and dues to the 1st rodeo. All prior members will have to mail membership application and dues to the rodeo office. Forms must arrive in the Jr. SRA office on the Saturday before call in.
37. Once the official draw is posted. If there is a discrepancy with the draw for any event, it must be brought to the judge attention before the event starts. Once the event starts the draw stand as is. The unofficial draw will be emailed on the Thursday prior to the rodeo performance. The unofficial draw is subject to change.
38. Contestant is responsible to know the order they run and the cattle drawn for them.

39. The judge will determine legitimate time allowed before contestant calls for animal or enters the arena. Contestant will be informed of being put on a clock timer. If the judge feels that enough time has been given for the contestant to call for the animal or enter the arena the contestant will be disqualified and given a no time.
40. All rough stock riders: It is mandatory that you wear a mouthpiece, vest and helmet with a full face mask to compete.
41. All Around points will be per age divisions. Team Roping is considered an open age event and points will count toward the respectable age division.
42. All members must adhere to the Fundraising efforts set forth by the Jr. SRA Board. There will be deadlines for fundraising. Not meeting those deadlines will forfeit points and rodeo count for future rodeos, until the fundraising requirement is met. Once the requirement is met, from that point forward, points and rodeo count will start to accumulate again.
43. All dogs must be kept on a 6 foot leash and must have an up to date rabies tag. Dogs must be with owners at all times. If dog is tied to a trailer the owner must be present at trailer. Otherwise the dog must be put up.
44. In all roughstock events all animals will be flanked.
45. The PeeWee division boys and girls can enter any event. In the Jr. division, girl events are Jr. Girl Breakaway, Jr. Girls Goat tying, Jr. Girls Barrel Racing, Jr. Girls Pole Bending. Jr. Boys events are Calf Riding, Steer Riding, Jr. Boys Breakaway, Jr Boy Goat Tying. In the Sr. division girl events are, Breakaway, Goat Tying, Barrel Racing and Pole Bending. Sr. Boys events are Bull Riding, Calf Roping and Chute Dogging. Team Roping is a co-ed event for boys and girls / Jr's and Sr's .

PERMIT RULES

1. Permits will be allowed at a fee of \$20.00 per rodeo for all contestants. The same requirements for permit contestants as of member. See Rule 3.
2. Permit riders cannot earn points but can win money.

PAYOFF

Immediately after completion of the rodeo, the secretary will make payments to 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 _____ X10 % Sanction Fee= _____ Total C

Total B _____ - Total C _____ = _____ Total D

The payoff is to be determined as follows from Total D

1 to 3 contestants will pay 1 money divided 100 %

4 to 5 contestants will pay 2 monies divided 60% 40%.

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

10 to 19 contestants will pay 4 monies divided 40% 30% 20% 10%

20 to 39 contestants will pay 6 monies divided 32% 24% 18% 12% 9% 5%

40 and over contestants will pay 8 monies divided 22% 19% 16% 14% 11% 8% 6% 4%

When only five (5) contestants qualify for a six (6) money payoff, money shall be divided:

33-25-19-13-10. When only seven (7) contestants qualify for a eight (8) money payoff, money shall be divided: 27-21-16-13-10-8-5.

The number of teams entered will determined payoff for team roping.

All rodeo secretaries must put prize money in envelopes with contestant's name, event, amount, and place on the envelope. Contestant must sign for the prize money.

GROUND MONEY

Ground money will not be paid. Added money and entry fees will go into the association money.

CALF ROPING

1. Contestant must catch calf, dismount, go down the rope and throw the calf by hand, cross and tie (3) legs. If calf is down when roper reaches it, calf must be stood up on at least (3) feet (calf may be helped up by the roper) and calf must be re-thrown. If roper's hand is on calf when calf falls, calf is considered thrown by hand. Contestant must string 1 leg and then cross and ties any three legs with a piggin' string. There must be at least one wrap around all three legs and finished with a half hitch or hooley. A hooley is a half hitch with a loop. The tail of the string may be partly or all the way pulled through
2. Catch as catch can. Any catch is legal. Rope must hold until roper reaches calf. **Roper must contain control of calf at all times.**
3. Untie man must not touch calf until the judge passes on the tie.
4. Refer to Jr. SRA barrier rule if barrier is used.
5. Jr. SRA Rodeo may be lap and tap with score-line marked by a flag judge.
6. The field judge will use a stop watch. Calf must stay tied securely for a (6) six second period after roper has remounted his horse and give complete slack.
7. Stock contractor keeps a uniform pen of calves, meaning weight and height and age. Weighing from 180 to 225 lbs.
8. **Disqualifications:** Two loops will NOT be permitted. If roper misses, he must retire with no time. Roper cannot rebuild loop. At the Jr. SRA Finals only (1) loop will be permitted. Roping calf without releasing loop from hand is not permitted. Contestant must adjust neck rope and reins in a manner that will prevent horse from dragging calf. If a horse turns his tail to the calf and drags the calf after the roper has dismounted, the field judge may stop the horse.
 - a. If calf is drug 6 ft. or more, contestant is subject to disqualification and/or fine at the discretion of the judge. The minimum fine would be \$25.0
9. An adult may stop and hold horse if the horse is endangering itself, calf or roper without penalty to roper. If other assistance is given the roper will be disqualified.
10. On a known turn bank animal; judges will select appropriate person/s to go into arena as far as score line to prevent animal from turning back. Man must not come in physical contact with animal or throw any foreign objects at animal under penalty of disqualifications of contestant.
11. In any timed event, if it is necessary to bring animal back, several head of stock will be brought back together. No animal will be penned separately.
12. Stock must cross score line in front of line judge after leaving chute. If stock does not cross score line in front of the line judge, stock will be brought back and rerun.
13. The time limit is (60) seconds to catch and tie down calf.

14. **Fouls:** Any time a contestant is fouled in any event, he must declare himself immediately when fouled or take that marking or time.
15. After calf is tied, schooling hose (throwing any objects, waiving arms at horse, grabbing rope) will not be allowed.
16. **JERK DOWN RULE:** Calves shall not be jerked down. A Disqualification will be imposed for a Jerk Down. Jerk Down means... straight over backward on the back or back of the head.
17. All roping chutes must be operated manually. No automatic roping chutes can be used.
18. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified
19. When the contestant calls for the calf, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the calf. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.

SR GIRLS, JR GIRLS AND JR BOYS BREAKAWAY

1. Timed event judge will inspect each roper at the box
2. The catch as catch can rule shall apply after the loop as passed over the calf's head and must hold until the rope is broken from the saddle horn.
3. The time limit is 30 seconds to complete run.
4. All Breakaway Ropers will use the same string for their ropes. The Jr. SRA will provide the string. Any tampering of the string provided will result in a disqualification. The rope must be attached to the saddle horn.
5. Only a white colored flag is to be used and attached to the end of the rope at saddle horn. Flag must be 12" inches by 12" inches in size or you will be disqualified.
6. Time will be stopped when the flag ops loose from the saddle horn.
7. Contestant cannot jerk rope loose from saddle horn.
8. Roper can carry (1) one loop. If roper misses, roper must retire with no time. Roper cannot rebuild loop. At the Jr. SRA Finals only (1) loop is permitted.
9. If rope becomes dallied around saddle horn the roper can un-dally the rope but not break the sting.
10. No calves with horns in excess of three (3) inches will be used.
11. All Breakaway flags should be white.
12. All roping chutes must be operated manually. No automatic roping chutes can be used.

13. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified
14. When the contestant calls for the calf, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the calf. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.

SR. GIRLS, JR GIRLS GOAT TYING

1. Contestant time starts when she crosses the score line and stops when she completes her tie.
2. Contestant must throw the goat by hand, cross and tie three legs. If the goat is down when contestant reaches it, the goat must be stood on at least three (3) feet, the goat must be re-thrown. If the contestants hand is on the goat when the goat falls, then the goat is considered thrown by hand.
 - a. To qualify as a legal tie, there will be at least one complete wrap around (3) legs and a half hitch, hooey or knot. No prefabricated loops or knots will be allowed.
3. Contestant must get up and away from the goat immediately after tie and tie must hold for six (6) seconds. Time starts after the contestant is up and three (3) feet away from the goat. Tie must be passed by the flag judge to see if it is a qualified tie.
4. After the contestant finishes her tie, she must get up off the goat and back up (3) three feet and cannot go back to her tie or touch the goat in any way.
5. If the goat gets up within the (6) six second time period, contestant will receive a no time.
6. The judge on the lower end will have a knife in case the horse gets tangled in the rope holding the goat.
7. Positions will be drawn.
8. If contestants are riding the same horse, they must notify the secretary when entering the rodeo so she will know before drawing positions.
9. The rope holding the goat will be 10 feet long.
10. No Billy goats will be used.

11. The judge must see that the goat is free to move when the contestant crosses the score line (starting line). After contestant receives flag at the score line, the goat is hers.
12. If the stake comes out of the ground or the rope breaks, the contestant will receive a re-run.
13. Contestant must run in position drawn unless otherwise instructed by arena director or judge.
14. If the contestant is missed by a flag judge at the starting line or if the timer misses her time she will receive a re-run with no penalties.

15. There is no line in the Sr. or Jr Girls Goat Tying. If contestant's horse crosses over the goat or the goat rope, or if the horse comes in contact with the goat or the goat rope, contestant will receive a 10 second penalty.
16. All fresh goats must be tied at least (3) three times prior to first performance.
17. There will be a 60 second time limit.
18. Sr. and Jr. contestants may not have any assistance past the mouth of the alleyway in to the arena. Any assistance past the mouth of the alleyway will result in a no time.

PEEWEE GOAT TYING

1. Goat will be thrown and three legs held in the correct position for the contestant to tie. Person holding the goat must hold legs at the knee joint. Holder must step away from the goat after the tie is complete.
 - a. To qualify as a legal tie, there will be at least one complete wrap around (3) legs and half hitch, hooley or knot. No prefabricated loops or knots will be allowed.
2. No assistance is allowed after the horse crosses the start line. However, the designated official may assist PeeWee riders to dismount if needed. Parents cannot stop the horse or make motions for the kids to stop the horse. The contestant must stop the horse on their own. If assistance is provided other than a designated official, the contestant will be disqualified.
3. Rider must dismount horse and be free from horse in front of the line. Line will be drawn 10 feet from the stake. If horse feet and rider cross the line, the contestant will receive a 10 second penalty. Horse and rider must not come in any contact with the each other after they cross the line. Judges decision is final.
4. Remainder of the rules will remain the same as the Sr. and Jr. Girls Goat Tying Event.
5. Center Alleyway: contestants must run in.
6. If the goat holder feels he/she is in danger of being ran over by horse and he/she acts by letting go of the goat to get out of harms way, the contestant will not receive a rerun.

JR. BOY GOAT TYING

1. Contestant time starts when he crosses the score line and stops when he completes his tie.
2. Contestant will be required to tie goats with a piggin' string only.
3. Contestant must string front leg and then cross and ties any three legs with a piggin' string. There must be at least one wrap around all three legs and finished with a half hitch or hooley. A hooley is a half hitch with a loop. The tail of the string may be partly or all the way pulled through.
4. Contestant must get up and away from the goat immediately after tie and tie must hold for six (6) seconds. Time starts after the contestant is up and three (3) feet away from the goat. Tie must be passed by the flag judge to see if it is a qualified tie.
5. After the contestant finishes his tie, he must get up off the goat and back up (3) three feet and cannot go back to his tie or touch the goat in any way.
6. If the goat gets up within the (6) six second time period, contestant will receive a no time.
7. The judge on the lower end will have a knife in case the horse gets tangled in the rope holding the goat.
8. Positions will be drawn.
9. If contestants are riding the same horse, they must notify the secretary when entering the rodeo so she will know before drawing positions.
10. The rope holding the goat will be 10 feet long.
11. No Billy goats will be used.
12. The judge must see that the goat is free to move when the contestant crosses the score line (starting line). After contestant receives flag at the score line, the goat is hers.
13. If the stake comes out of the ground or the rope breaks, the contestant will receive a re-run.
14. Contestant must run in position drawn unless otherwise instructed by arena director or judge.
15. If the contestant is missed by a flag judge at the starting line or if the timer misses his time he will receive a re-run with no penalties.
16. There is no line in the Sr. Boys Goat Tying. If contestant's horse crosses over the goat or the goat rope, or if the horse comes in contact with the goat or the goat rope, contestant will receive a 10 second penalty.
17. All fresh goats must be tied at least (3) three times prior to first performance.

18. There will be a 60 second time limit.

MUTTIN BUSTIN

1. To receive a qualified ride, you must ride for 4 seconds.
2. No re-rides unless sheep falls on its own. If rider is leaning forward or to the side when the sheep falls, rider pulled sheep over. Re-rides will be given at judge discretion.
3. Contestant must ride with one hand, and contestant cannot touch animal with free hand.
4. No assistance will be allowed for a qualified ride pass the plane of the chute. There will be a back judge to enforce this rule. One person will be allowed in the chute to assist the rider.
5. Age limit is (7) years old and under as of January 1.
7. The use of a mouth piece, vest and **full face helmet** is MANDATORY. And must be worn to be eligible to compete make full face helmet
8. Contestant must be willing to ride and contestant must nod their head to open the gate. If they do not nod, they will not ride and the entry fees will be forfeited.
10. Contestants must ride with a loose rope. No knots allowed.

JR. CALF RIDING

1. To receive a qualified ride, you must ride for 6 seconds.
2. Contestant must ride with one (1) hand in bull rope. Contestant cannot touch animal with free hand.
3. No assistance will be allowed past the plane of the chute for a qualified ride. There will be a back judge to enforce this rule. One person will be allowed in the chute to assist the rider.
4. Calf Riding ages are 8-9.
5. **Calf Riding is a boys only event.**

FOULS

5. Anytime a contestant is fouled at chute gate; he must declare himself with three (3) jumps or take that marking.
6. The age limit is 9 years and under as of January 1.
7. The use of a mouthpiece, vest and **full face helmet** is mandatory. You will be disqualified if not followed.
8. Contestant must be willing to ride and contestant must nod their head to open the gate. If they do not nod, they will not ride and the entry fees will be forfeited.
9. Contestants must ride with a loose rope. No knots allowed.

STEER RIDING

1. To receive a qualified ride, you must ride for 6 seconds.
2. Contestant must ride with one (1) hand in bull rope. Contestant cannot touch animal with free hand.
3. No assistance will be allowed past the plane of the chute for a qualified ride. There will be a back judge to enforce this rule. One person will be allowed in the chute to assist the rider.
4. Steer Riding ages are 10-12.
5. Steer Riding is a boys only event

FOULS

5. Anytime a contestant is fouled at chute gate; he must declare himself with three (3) jumps or take that marking.
6. The age limit is 12 years and under as of January 1.
7. The use of a mouthpiece, vest and full face helmet is mandatory. You will be disqualified if not followed.
8. Contestant must be willing to ride and contestant must nod their head to open the gate. If they do not nod, they will not ride and the entry fees will be forfeited.
9. Contestants must ride with a loose rope. No knots allowed.

DALLEY TEAM ROPING

1. Both contestants must pay an entry fee. Contestants may enter twice; roping with different partners or changing ends at each rodeo. At the Jr. SRA Finals, contestant may only ENTER ONCE, Heading or Heeling. Only one (1) Team Roping Championship Buckle will be awarded at the end of the year.
2. Barrier may be used.
3. Team is allowed (2) two loops. At the Jr. SRA Finals team is allowed only (2) loops.
4. Steers used for team roping should be of uniform weight and size. All steers must have head wraps when roped.
5. There will be two or more time keepers, a score-line judge and a field judge.
6. Animal belongs to contestant after crossing score-line. (Exceptions: If animal gets out of the 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.
7. Contestants must hold dallies until flag judge passes catches.
8. 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.
9. If flag judge mistakenly flags a team without a dally, that time will be disregarded and the steer will be rerun.

10. 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.
11. Any heel catch behind both shoulders is legal if rope comes on from around the heels.
12. Dewclaw catches are legal if catch holds for flag judge inspection.
13. **DISQUALIFICATIONS**
 - a. Animals not on feet when roped by either end.
 - b. Failure to head and change directions of steer 90 degrees before heeling,(cross firing).
 - c. Unnecessary rough treatment of steers.
 - 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. There will be a five (5) second penalty for roping one (1) heel.
15. Both ropers will complete catch during sixty (60) second time limit.
16. Stock must cross score-line in front of line judge after leaving chute. If stock does not cross score-line in front of the line judge, stock will be brought back and rerun.
17. In the timed events, time is to start when animal crossed score-line. Contestant will be Disqualified if animal is roped before it crosses the score-line.
18. No reruns will be given due to the hanging of a horn or horns in chute.
19. The same steers used in chute dogging can be used in the team roping.
20. **FOULS:** Any time a contestant is fouled, he must declare himself immediately when fouled or take that time.
21. Highest place money earned in this event will count towards All Around points.
22. Money won will be in the standing by header and heeler. If contestant has points won in heading and heeling he/she will have to pick which side they want to enter the finals on. Points in other standings will be forfeited.
23. All roping chutes must be operated manually. No automatic roping chutes can be used.
24. 24. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified
25. When the contestant calls for the calf, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the calf. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.

Cowgirls Sr & Jr. Barrel Racing
PeeWee Barrel Racing

1. Barrels are to be set on inside of each stake in a cloverleaf pattern.
2. Judges are responsible for measuring and staking of the barrels and score line before the beginning of the first performance and thereafter measured off by judges before each performance from such stakes, to determine if stakes are still in their original places. Measuring to be done with tape measure. Judges must turn in barrel stake and score-line measurements, in feet and inches to rodeo secretary for recording before the first performance.
3. In the event electric 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 electric timer fails three times during one performance, or two times on the same contestant, times will revert back to flagman times and rodeo will be paid as one go-round. . Original stopwatch times to be used on all contestants. All penalties will carry over to the rerun. The decision must be made immediately. A contestant will not be disqualified or penalized for touching a barrel.
5. If contestant knocks barrel over, there will be a five (5) second penalty for each barrel knocked over (Barrel must be horizontal with the ground).
6. There will be no talking to flagmen, time keepers, or judges during the barrel racing event.
7. Both judges will be required to be present 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 nose of the horse at the start and at the finish of the race.
8. If a barrel is knocked down, the judge (not flag line judge) will reset the barrel in proper place. Judges may appoint responsible persons to replace barrels in proper position if barrels have been knocked down by a contestant during a contest run.
9. Barrels used in the barrel racing contest must be regulation fifty-five (55) gallon empty metal barrels with both ends intact. No tires may be used around barrels. Barrels must be at least two colors: no solid colored barrels.
10. Contestant will be disqualified if after crossing score-line and being flagged by the flagman, if she re-crosses score-line before completion of a true cloverleaf pattern run.
11. If re-run is given for any reason, contestant will wait until the end of the event.
12. There will be not exposed wire in any of the bats used on horses in the arena.
13. After barrels have been staked, no practice runs will be permitted for the duration of the rodeo, either around the stakes/markers or barrels within a radius of fifteen (15) feet. For infraction of this rule, contestant will be disqualified.
14. Center Alleyway: Horse must run in, or move in forward direction from mouth of the gate. The contestant must also run out of the center alleyway. Determination of

open or shut gate will be at the discretion of the judges. If gate is open and Contestant wants it closed, they must tell judge prior to start of run.

17. If any contestant intentionally knocks down barrels they will be fined upon discretion of the judge.

18. If the contestant is lead in past the starting line/flagger the contestant will be disqualified and will receive a no time.

19. Peewee division does not have to maintain a forward direction until the cross the start line.

20. Boys may enter the Barrel Racing event in the PeeWee Division only. Boys may not enter Barrel Racing in the Jr. and Sr divisions.

21. If contestant breaks the pattern they must exit the arena immediately. If they continue the pattern or re run their horse the contestant will receive a \$25.00 fine.

22. The same horse may not be ran more than once within the same division.

NOTE:

GROUND RULES MAY BE SET DUE TO THE SIZE OF THE ARENA AREA. SAFETY FOR THE RIDERS AND THE ANIMAL WILL BE CONSIDERED IN DOING SO. DECISIONS SHALL BE MADE BY THE ARENA DIRECTOR, THE RODEO JUDGES AND IF NECESSARY, THE BOARD OF DIRECTORS.

**Cowgirls Sr & Jr. Pole Bending
PeeWee Pole Bending.**

1. Six poles placed 21 feet apart and 21 feet from the starting line & a minimum of 20 feet off the back fence

2. Time begins when horse crosses the start line. Touching poles is allowed and contestant can try to keep poles from falling. There will be a five (5) second penalty for each pole knocked over.

3. If horse re-crosses starting line before pattern is completed contestant will receive a no time.

4. Center Alleyway: Horse must run in, or move in forward direction from mouth of the gate. The contestant must also run out of the center alleyway. Determination of open or shut gate will be at the discretion of the judges. If gate is open and Contestant wants it closed, they must tell judge prior to start of run.

5. In the event electric 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 electric timer fails three times during one performance, or two times on the same contestant, times will revert back to flagman times and rodeo will be paid as one go-round. Original stopwatch times to be used on all contestants. All penalties will carry over to the rerun. The decision must be made immediately. The contestant will not be disqualified for touching a pole

7. Any contestant that intentionally knocks down poles will be fined at the discretion of the judge.

8. Both judges will be required to be present during the Pole Bending event with one judge flagging the line and the other judge watching to see that a qualified pattern is run.

Flag judge will flag nose of the horse at the start and at the finish of the run.

9. If the contestant is lead in past the starting line/flagger the contestant will be disqualified and will receive a no time.

10. Peewee division does not have to maintain a forward direction until the cross the start line.

11. Boys may enter the Pole Bending event in the PeeWee Division only. Boys may not enter the Pole Bending event in the Jr and Sr Division.

12. If contestant breaks the pattern they must exit the arena immediately. If they continue the pattern or re run their horse the contestant will receive a \$25.00 fine.

13. The same horse may not be ran more than once in the same division.

DISQUALIFICATION

1. Any deviation from the pattern.

2. 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.

NOTES:

GROUND RULES SET DUE TO THE SIZE OF THE ARENA AREA. SAFETY FOR THE RIDERS AND THE ANIMAL WILL BE CONSIDERED IN DOING SO. DECISIONS SHALL BE MADE BY THE ARENA DIRECTOR, THE RODEO JUDGES, AND IF NECESSARY THE BOARD OF DIRECTORS.

CHUTE DOGGING

1. A left delivery chute must be used and all chute dogging runs must be made from the same chute.
2. With the steers loaded in the bucking chute, contestant gets beside the steer, right hand behind right front shoulder. When contestant calls for the steer the chute gate will be

opened. Dogger must keep right hand in front of or behind shoulder until the steer's nose crosses the score line. If contestant moves into throwing position or touches either horn or ear before steer's nose crossed the score line there will be a (10) second penalty added to time. If steer is thrown before crossing the score line, the contestant will be disqualified.

3. Chute Dogger must allow steer to maintain forward motion to the score line. Chute Dogger may not choke steer.
4. It is the contestant responsibility to check for broken horns.
5. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plain of the chute gate.
6. Contestant is considered working the steer when the steer leaves the chute.
7. If steer gets loose, contestant may not take more than one step to catch steer.
8. After crossing the start line, contestant must bring steer to a stop and change its direction and twist it down.
9. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by contestant putting animals horns into the ground, it must be let up to all four feet and then thrown.
10. Steer will be considered thrown down only when it is lying flat on its side or on its back with all four feet and head straight.
11. Dogger must have hand on steer when flagged
12. Contestant is required to turn steers head so that he can get up.
13. A steer falling in the opposite direction while the contestant is attempting to throw him (dog fall) the contestant may choose to turn the steers head to correspond with the leg position to make this a legal fall.
14. The score line: Distance from chute to score line is 10 feet marked with flour.
15. There will be two judges. A line judge and a field judge.
16. Steer will be in uniform weight and height.
17. Contestant has 60 seconds to throw steer
18. Steers will weight between 300 -450 pounds

BULL RIDING

1. Bull must be rode eight (8) seconds; time to start when animal's shoulder crossed the plain of the gate.
2. Riding to be done with one hand and loose 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.

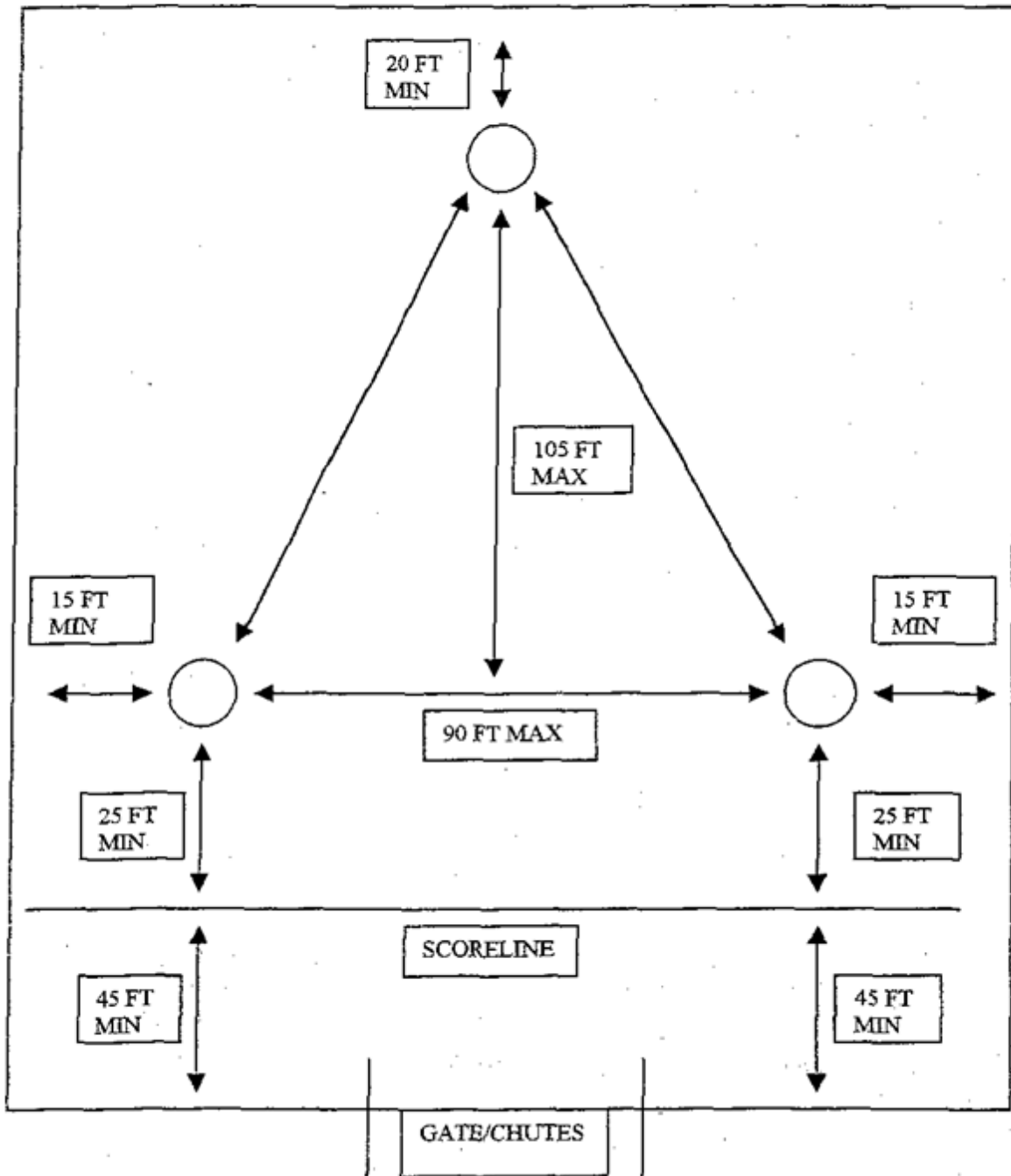
3. No assistance will be allowed for a qualified ride pass the plane of the chute. There will be a back judge to enforce this rule. One person will be allowed in/on the chute to assist the rider (pull rope).
4. Ropes cannot be used that have knots, wires, or other aides for the purpose of placing spurs therein.
5. Bull having dangerous horns in the opinion of the judge must be de-horned, tipped, or kept out of the draw. Tips must be no smaller than the size of a 50 cent piece.
6. If a rider makes a qualified ride with any part of the loose rope in his riding hand, provided he has not touched the ground or has not fouled the animal with his free hand, he is to be marked.
7. Only five (5) points "plain" or "notched" spur rowels (one rowel per shank) may be used in the bull riding.
8. Riders may use dry rosin only on glove and rope.
9. **DISQUALIFICATIONS:** Riders will be disqualified for any of the following offenses:
 - a. Being bucked off.
 - b. Using sharp spurs.
 - c. Touching animal or himself with free hand or assisting himself with free hand/arm by touching animal.
10. All Jr. SRA sanctioned rodeos must have an approved bullfighter in the arena during the bull riding event for each performance and slack.
11. There will be no animals or objects other than barrel or dummy brought in the arena by a contract act during the Bull Riding.
12. Points earned in this event will count towards the Sr All Around standings.
13. The use of a mouthpiece, vest and helmet is mandatory. You will be disqualified if not followed.
14. If a flank comes off a bull, contestant has the privilege of accepting his marking, or having a re-ride on the same bull. Decision must be made immediately. [Contestant must have a qualified ride to be eligible for a re-ride](#)
15. Contestant will have the right to know his score before he makes his decision to accept or reject a re-ride.
16. It will be up to the stock contractors discretion if the use of handheld electronic devices should be used to enable each individual stock to perform at their best.

BARREL PATTERN

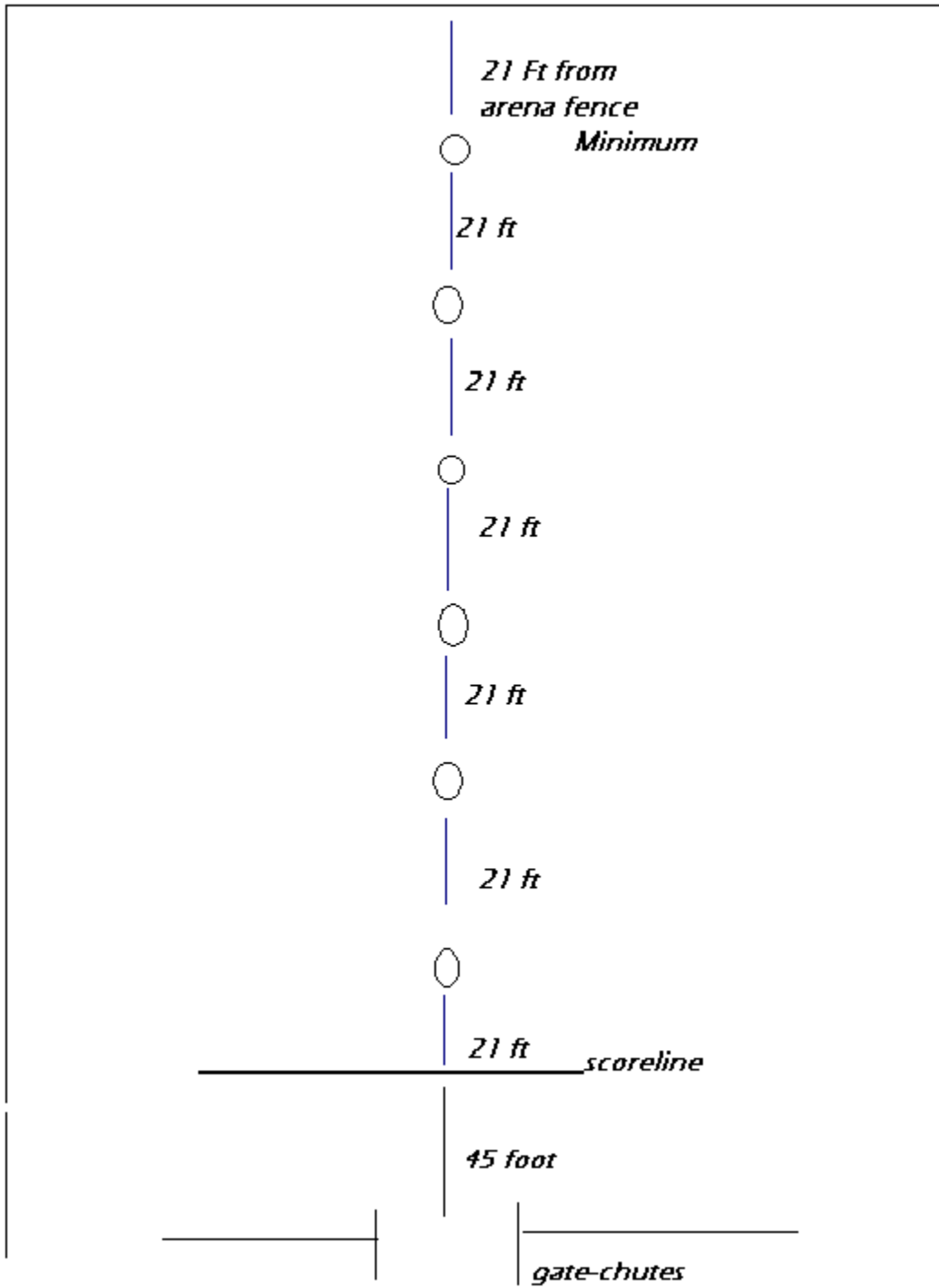
1. Set the third (3rd) barrel first. Measure the distance across arena and make a mark $\frac{1}{2}$ of the distance across the arena to get the center of the arena. Make sure the third (3rd) barrel is in line with the center gate.
2. Come off the end of the arena fence a minimum of 20 feet and make another mark crossing the first (1st) mark. Then stake where the two marks cross.
3. Set first (1st) or second (2nd) barrel next my measuring distance from third (3rd) barrel to next barrel being set using the same measurements on each barrel. Make a mark after measuring distance from the third (3rd) barrel.
4. Then cross mark be measuring a minimum of **twenty (20)** feet from arena fence.
5. Proceed to next barrel and repeat steps 3 & 4.

6. Proceed to next barrel and repeat steps 3 & 4.
1. Measure score-line next using a maximum of forty (40) feet. Mark score-line on both sides of arena making sure distance from score-line to second barrel is exactly the same as it is from the first barrel.
9. Score-line maximum is 40 feet and a minimum is 25 feet.

Barrel Pattern



POLE BENDING PATTERN



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 round, nor will the Chute or barrier be changed in any manner.
 - a. The score-line is to be the length of the box minus seven (7) feet in the Team Roping and the length of the box minus Eight (8) feet in the Calf Roping. 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. The height of the barrier at the pin should be 32" to 36" from the ground. Any change in the score-line must be approved by a judge and stock contractor.
 1. If automatic barrier does not work correctly, contestant 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 the stock contractor, officials, and judges.
3. Barriers will not be considered broken unless ring falls within eight (8) feet of post. No Metal may be used on jerk line and neck rope that extends beyond the front of the chute. Barrier must be tied with string only.
4. If barrier equipment fouls contestant in any timed event, he will be entitled to a rerun if he declares himself immediately.
5. If roper breaks barrier before he declares foul, roper will receive cattle lap and tap with a ten (10) second penalty added to time.
6. Judges will be sure not one stands close enough to the barrier equipment to tamper with it. Any judge failing to comply with these instructions will be declared ineligible.
7. If barrier equipment stops animal, turns animal back, or animal falls before crossing score-line, the stock will be rerun.
8. Only hard twisted polyethylene rope will be used on timed event barrier.
9. Time flag must be at least 10" x 10" and be in a visible place for the time keepers.

