



2020-2021 Rule Book

KJRA Rule Book, Updated Fall 2020
TABLE OF CONTENTS

Purpose and Aim	2
Membership, Eligibility, Division Placement	2
General Rules:	4
Contestants	4
Parents/Guardians, and Other Helpers	6
Event Directors	8
Judges and Flaggers	8
Timers	9
Rodeo Records	11
Rodeo Livestock	11
Awards	12
Jackpot Formulas	15
State Finals Rodeo	15
Humane Treatment of Animals	15
Disqualifications:	
From a Singular Event	16
From the Entire Event	16
Logistics of the Rodeo	19
Division IA and 1B Events:	
Mutton Busting	20
Dummy Roping	20
Barrel Racing	21
Pole Bending	23
Goat Tying	26
Steer Stopping	28
Lead Steer Heeling	29
Breakaway Roping	30
Chute Dogging	32
Steer Riding	33
Division II Events:	
Breakaway Roping	36
Chute Dogging	39
Tie Down Roping	41
Goat Tying	44
Jr Bull/Steer Riding	47
Saddle Steer	49
Bareback Steer Riding	52
Barrel Racing	55
Pole Bending	57
Dally Team Roping	59
Ribbon Roping	63
Pre K Events:	
Dummy Roping	65
Barrel Racing	66
Pole Bending	68
Goat Ribbon Pull	70
Rodeo Queen/Princess	71
Non Member	74

**OFFICIAL RULE BOOK
OF THE
KENTUCKY JUNIOR RODEO ASSOCIATION**

The Kentucky Junior Rodeo Association is a not for profit organization, whose sole purpose is to provide a quality rodeo opportunity for Kentucky girls and boys who are attending kindergarten through grade eight. Consisting of three aged divisions, there are some thirty rodeo events from calf roping to steer riding, barrel racing and roping events. These events are just like those of any other rodeo, except the rules are modified, and stock has differing specifications, to accommodate age and ability.

ARTICLE I - PURPOSE AND AIMS

1. To promote the highest type of conduct and sportsmanship
2. To foster an environment requiring family participation.
3. To aid in a child's understanding of "different gratification", that is to say that one must work today, to achieve success tomorrow. Success in rodeo events is not easily achieved. One must practice, and work continuously.
4. To bring together a group of children and parents and to promote a closer relationship among people interested in rodeo activities.
 1. To maintain Kentucky's tradition of equestrian excellence.
 2. To keep our nation's western heritage alive.
 3. To promote the humane treatment of animals.
 4. To better prepare children for participation in The Kentucky High School Rodeo Association, and to foster a desire to maintain participation in rodeo throughout their lives.

ARTICLE II - MEMBERSHIP, ELIGIBILITY, AND DIVISION PLACEMENT

Section 1: Membership

1. **General Requirement.** Membership is open to anyone interested in the Kentucky Junior Rodeo Program
2. **Contestant Requirement.** A contestant must live in the State of Kentucky, and attend a Kentucky School or approved homeschool, at the time of registration. Should one of previously noted requirements not be met during the rodeo season the Contestant currently participating in, subsequent to registration, that Contestant be allowed to complete the season, should they so choose, provided all other aspects of participation conform to the Rules. We encourage contestants from other states to join our association. All out of state memberships must be approved by the board of directors before membership will be granted.
3. **Completion of Forms, And Other Required Submittals.** A contestant must have completed the set of forms necessary to properly enroll the Contestant, and Parent/Guardian into the Kentucky Junior Rodeo Association, as supplied by the State Secretary, and furnished all supporting information as required by the State Secretary, before any rodeo may be entered. Membership forms must be signed by both legal parents/guardians.
4. **Membership Dues And Sponsorship Monies.**

Association Membership Dues, and Sponsorship Monies, for Contestants, are due on a yearly basis, at the amount set forth by the Board of Directors of the Kentucky Junior Rodeo Association. Membership Dues are payable at joining of the Association, and Sponsorship monies are due by the date set forth by the Board of Directors. Sponsorship monies must be received by the State Secretary no later than the date set by the Board of Directors, in order to continue to participate in the Kentucky Junior Rodeo Association.

5. Entry Fees.

Entry fees are owed to the Association once the contestant has mailed-in for an event(s) for a specific rodeo. The mail-in dates are determined by State Secretary. A Contestant may draw out of a rodeo, and avoid fees, only with a written excuse from licensed physician or veterinarian. Should a Contest be a "no show" at a rodeo, or should a Contestant be disqualified, entry fees are still owed to the Association to be paid before entering the next rodeo. A fee will be imposed on returned checks and possible privilege revoked on writing checks to the association.

6. Parent/Guardian Membership Is Also Required.

Two parent, or Guardian (per family) memberships are included with the contestant paid membership. This Parent/Guardian must also attend any rodeo in which the Contestant competes, unless the parent sends a release along with the Contestant that is turned in at time of sign in.

Section 2: Eligibility, And Division Placement

Pre K – This division is for ANY child that is not yet registered in kindergarten. They will be eligible for jackpot money and will receive a year end participation award. We will not keep points or award any year end prizes for these events.

Division IA. Children from Kindergarten to Second grade will compete in Division IA. You are capped at competing in this division a maximum of 3 years total. After that you will be moved to Division 1B.

Example: You could have a kid that is held back in one of these grades that competes in Division 1B as a second grade

Division 1B. Children from Third to Fifth grade will compete in Division 1B. You are capped at competing in this division a maximum of 3 years total. After that you will be moved to Division II

Example: You could have a kid that is held back in one of these grades that competes in Division II as a 5th grader.

Division II. Children from Sixth grade to Eighth grade will compete in Division II.

1. Determination of Eligibility.

Children no older than 15 years of age will compete in Kentucky Junior Rodeo Association. Age shall be determined by when the Contestant's birth date falls, relative to the First Day of August, of the current season in question.

2. Rookie Definition.

A rookie is defined as a member who has not previously competed in Kentucky Junior Rodeo Association event in a prior season. This does not include prior participation in Pre – K.

3. Contestant's Responsibility To Enter The Proper Division.

It is the responsibility of the Contestant to enter the proper division. Should a Contestant be entered inappropriately within a division, the Contestant will forfeit all points accrued in the inappropriate division.

1. **Move Up Within A Division.** When a Contestant "moves-up" within a Division, the Contestant may not "drop back" to the previous event. The events applicable to this rule involve a "move-up" Dummy Roping Division IB, to Breakaway Roping Division IB;

4. Conduct. The following rules regarding conduct, shall be adhered to:

1. Contestants and adult members will conduct themselves in an exemplary manner to best reflect the aims, principles and purposes of the KJRA. If instances are reported to the Board of Directors that show a contestant or member is not conducting themselves in this way they can be placed on probation, suspended, or expulsion could occur depending on seriousness of the charge. Complaints must be submitted in writing.

ARTICLE III - GENERAL RULES

Section 1: General Rules for Contestants

1. **Association Membership Required.** All KJRA contestants, and their helpers shall be members of the Kentucky Junior Rodeo Association. All Association forms must be completed, and required information received, with membership fees, by the State Secretary, before a Contestant may mail or call in.
2. **Entry Deadline.** All entries will be completed by the time(s) specified. Entries will not be accepted after time specified. Entries are solely the responsibility of the Contestant. Should you not complete your entry in time, you will not be contacted by the Association. Contestants may not add an event or make changes to their entries after this time.
3. **Check In.** Contestants and their Parent/Legal Guardian must check in, pay entry fees if not already paid, and receive their number at the specific time determined by the State Secretary, which must be completed 1(one) hour before the start of the Rodeo. Contestants may not sign in at any other time, and any sign in will not be accepted before, or after, time specified. The Parent/Legal Guardian of the contestant must also be present before contestant can enter, or compete, in any rodeo event. Check in is solely the responsibility of the Contestant, the Parent/Guardian, and their helpers.
4. **Attire.** The Contestant, and accompanying Parent/Guardian, must be dressed in western attire. Western attire must be worn as outlined in this paragraph, during the entire rodeo in which the Contestant is entered, regardless if the Contestant is actively participating in an event. Additionally, anyone working in the arena, or any area proximate it, must wear western attire, this includes all Officials, Officers, Contestant helpers, contractors, and their personnel. Western Attire is defined as: The Contestant's number, if applicable, secured to the back of their shirt and visible at all times, A cowboy hat or helmet (except as required by event personal protective equipment requirements). A long sleeve shirt, with button down front and button cuffs is required. The shirt must be buttoned down the front, and be tucked in. The shirt sleeve cuffs must be down, and buttoned, except rough stock riders may roll the riding arm sleeve to the elbow while participating. Long jeans (no shorts), and western boots must additionally be worn. These dress code standards are applicable for both boys, girls, men and women.

5. **Consent Forms.** If a parent is not present at rodeo, consent form must be filled out and signed by parent for child to be able to rodeo and given to State Secretary at time of sign in.
6. **Pre-Rodeo Meeting.** All contestants may be required to attend a meeting with the Event Directors and/or Judges before each rodeo. Some of the purposes of this meeting include, but are not necessarily limited to, explanations of any ground rules, or answer a contestant's questions.
7. **Ground Rule Compliance.** All contestants shall observe the ground rules set forth by the Kentucky Junior Rodeo Association at the pre-rodeo meeting, as if those Ground Rules, and the Rule Book occur, Ground Rules will take precedence during the rodeo from which the conflicting rule has been numerated.
8. **Complaints.** Only Contestants will be allowed to register complaints about any event, or any portion of any event. A complaint must first be placed through the Event Director and/or Arena Director as promptly as possible. (In any event, a complaint must be received before the end of event in which the question occurs.) **TIME IS OF THE ESSENCE IN REGISTERING A COMPLAINT. COMPLAINTS RECEIVED AFTER THE ABOVE NOTED TIME FRAME WILL NOT BE ALLOWED.** The Event Director and/or Arena Director will discuss the complaint with Judge or Flagger, before the end of the event that has been called into question, or as promptly as time, the nature of the complaint, or other circumstances, dictate. The decision of any Judge or Flagger will be final. However, if after presentation of a complaint in the aforementioned manner, if the Judge or Flagger agrees that an erroneous ruling was made, and that the error is determined correctable, then the Judge or Flagger shall modify the ruling accordingly. Any complaint must be initiated by the contestant. No protest or complaint by parent/guardian will be permitted. Parent/guardian may passively observe, but any abusive, persistent, loud or profane remarks toward judges, flagger or any other person by parent/guardian or contestant will result in disciplinary action by the association and possible expulsion from the association. Should expulsion occur, there will not be a refund of any membership, sponsorship, or entry monies.
9. **Prompt Departure From The Arena.** In order to expedite the Rodeo, the Contestant, and the Contestant's helpers, will leave the arena immediately after competing, or assisting.
10. **Rule Proficiency.** All contestants are required to read, or have parent/guardian read rules carefully, particularly those relating to the contests or events in which they enter. Rule Books are available, and provided as a part of registration documents.
11. **Ignorance No Excuse.** Failure to understand rules will not be accepted as an excuse. Any event director, and/or officer, will be glad to explain a particular rule, or refer the question to another for an answer. Rule books are available and provided as a part of registration documents. It is the responsibility of the Contestant to understand, and comply with, the rules.
12. **Completion Of Go-Around.** In rodeo events, a complete go-round must be finished before any contestant can compete on his next head of stock or timed event.
13. **Single Use Of Stock.** No contestant may compete on the same head of stock twice at any one rodeo in the same event, except for re-rides, or reruns.
14. **Honest Effort.** In rodeo the effort is everything. A contestant must make a bona-fide attempt to make an honest effort to perform a given event, if entered in that event. The

basic requirement for this determination is: Being at the appropriate area of the arena by the third of three announcements of the Contestant's name, when called to compete, ready to compete in conformance with the call in. Judges will determine the time limit between and after the third and FINAL CALL.

15. **Available For Event.** Contestants must be promptly available and ready to participate in an entered event, when called.
16. **Equipment And Pre-Rodeo Arrangements Required Of The Contestant.** The Contestant shall be required to have the following equipment:
 - 16.1 **Personal Protective Equipment (PPE).** The Contestant must provide PPE in conformance with the equipment schedule required of the event the Contestant desires to participate in.
 - 16.2. **Rough Stock Riding Equipment, or Rigging.** The Contestant must provide Rough Stock Riding Equipment, or Rigging as required of the event. Rough Stock Riders need the proper equipment that pertains to their event. Please check the rules on your specific event. It is the Contestant's responsibility to have their own equipment, in conformance with the General Rules for Contestants.
 - 16.3 **Horse And Tack.** Should the entered event require a horse, the Contestant must provide one with western tack, and with any accessory equipment required of the event. Contestants may share a horse, tack, and equipment if required. The exception to this rule is in barrel racing and pole bending, where no two contestants are allowed to compete on the same horse if they are in the same division.
 - 16.4. **Properly Sized Equipment.** Saddles, other tack items, rigging, and personal protective equipment, must be properly sized for the safety of the rider, and mount.

Section 2: General Rules For Parents/Guardians, and Other Helpers.

1. **Responsibility For Safety Of The Contestant.** The Parent/Guardian is the primary assistant to the Contestant. It is the Parent/Guardian's responsibility to insure a Contestant does not enter an event in which the Contestant is not proficient, to insure the Contestant is participating safely, competently, and in a safe environment. If at any time the Parent/Guardian believes the safety of the Contestant is compromised, due to any reason, the Parent/Guardian should immediately remove the Contestant from the unsafe area.
2. **Association Membership Required.** All Parents/Guardians, and other helpers shall be members of the Kentucky Junior Rodeo Association.
3. **The Primary Assistant To The Contestant.** The Parent/Guardian should assist the Contestant, to insure the Contestant is ready to participate before the event is called, and will be immediately available to respond to the Contestant's name being called for participation in a given event.
4. **Assist The Rodeo.** It is your child's rodeo. There are no paid officers, or staff to perform the duties required to produce a rodeo. All rodeo activities are put on by volunteer parents, for the benefit of the children. You, as a participating Parent/Guardian Member of the Association, are expected to assist the operation of the rodeo, not to arrive just before the rodeo, and leave immediately after its completion. **You should feel it is your responsibility to help at the rodeos, assist the other parent/guardians who are working. This is a responsibility you are willingly expected to carry out.**
5. **Knowledge Of Rules.** All Parents/Guardians are required to read, and have a working knowledge of the rules, particularly the general rules, in addition to those specifically

relating to the Contestant, and the events in which the Contestant participates. Rule Books are available, and provided as a part of registration documents.

6. **Ignorance No Excuse.** Failure to understand rules will not be accepted as an excuse. Any Event Director, and/or Association Officer, will be glad to explain a particular rule, or refer the question to another for an accurate answer.
7. **Complaints.** Only Contestants will be allowed to register complaints about any event, or any portion of any event. A complaint must first be placed through the Event Director and/or Arena Director as promptly as possible. In any event, a complaint must be received before the end of the event in question occurs. **TIME IS OF THE ESSENCE IN REGISTERING A COMPLAINT. COMPLAINTS RECEIVED AFTER THE ABOVE NOTED TIME FRAME WILL NOT BE ALLOWED.** The Event Director and/or Arena Director will discuss complaint with Judge or Flagger, before the end of the event that has been called into question, or as promptly as time, the nature of the complaint, or other circumstances, dictate. The decision of any Judge or Flagger will be final. However, if, after presentation of a complaint in the aforementioned manner, if the Judge or Flagger agrees that an erroneous ruling was made, and that the error is determined correctable, then the Judge or Flagger shall modify the ruling accordingly. Otherwise, the decision of the Judges or Flagger shall stand. Any Contestant's Parent/Guardian violating this regulation may result in disciplinary action by the Board of Directors. Such disciplinary action by the board may result in the loss of any points, jackpot monies, by the Contestant, and may cause reduction in the ability of the Contestant to compete in any events subsequent to the disciplinary action of the Parent/Guardian. Any attempt by the Parent to fix, harass, threaten, bribe, influence, or coerce any rodeo official, at any time will result in immediate disqualification of the Contestant from the rodeo, and may result in additional disciplinary action, at the discretion of the Board of Directors, including expulsion from the Association. Should expulsion occur, membership and sponsorship monies will not be refunded. ***No protest, or complaint, by a parent/guardian will be permitted.*** Any complaint must be initiated by the Contestant, the Parent or Guardian may passively observe, but certainly may make no abusive, persistent, overtly loud, or profane, remarks toward judges, Flagger, or other person. Should the Parent/Guardian violate this portion of the rule, the Contestant, at the discretion of the Arena Director, may be immediately disqualified. Additional disciplinary action of the Parent/Guardian, at the discretion of the] Board of Directors, including expulsion from the Association and being forbidden to attend future rodeos. Should expulsion occur, membership and sponsorship monies will not be refunded, and a new Parent/Guardian member must join the Association for the Contestant to continue participation in the Association's rodeos. The Association absolutely will not tolerate a shouting match between the Parent/Guardian and rodeo officials to occur, and will take any action appropriate to see that it does not occur. Please understand the intent of this paragraph is not to penalize the Contestant due to the Parent/Guardian's action, but rather to reinforce just how important it is for a Parent/Guardian to act with decorum, and adhere to the rules. These are two of the fundamental benchmarks of the Kentucky Junior Rodeo Association.
8. **Alcoholic Beverages And Other Intoxicants Prohibited.** Parents/Guardians may not use, consume, or possess, or distribute alcoholic beverages or other intoxicants on, or about, the grounds of the rodeo, before, during, or after the rodeo. Violation of this rule

may result in disciplinary action of the offending individual at the discretion of the Board of Directors, including expulsion from the Association.

9. **Consent Forms.** If a parent is not present at rodeo, consent form must be filled out and signed by parent for child to be able to rodeo and given to State Secretary at time of sign in.

Section 3: General Rules for Event Directors:

1. **Purpose.** The purpose of the Event Director is to assure that the rodeo is conducted in accordance with the Association's rules, and in the best interest of the Contestant, the Association, and the rodeo, as a whole.
2. **Event Directors Appointed By Board Of Directors.** If Event Director is unable to attend rodeo, he/she must choose an individual that is knowledgeable of the event, or, as a minimum, notify the Association President or Vice President of an inability to attend a given rodeo, and the President or Vice President will appoint a temporary or interim Event Director.
3. **Actions.** Event Directors should be cognizant of their importance to the successful completion of their event, the impact they have on individual Contestants, and conduct themselves accordingly.
4. **Oversee Set-Up and Tear Down.** Event Directors will oversee the set-up, and tear down, of the arena components necessary and proper to carry out their respective event.
5. **Pre-Rodeo.** Event Directors will be available before the rodeo to meet with Contestants or Parent/Guardian participating in their respective event(s), to describe any Ground Rules, answer questions, and to insure each Contestant has the appropriate equipment for the event. If so desired a pre-rodeo meeting may be held, with all Event Directors and Contestants, for all, or a portion of the rodeo's events.
6. **Provide Guidance.** The Event Director is to provide guidance to the Contestant, and/or parent/guardian, should any of them have questions regarding their respective events.
7. **Assist Arena Director.** The Event Director is to assist the Arena Director, and the Assistant Arena Director, to expedite the completion of the event in a timely manner, to insure Contestants are ready to compete, in conformance with the rules, without inordinate delay. In stock events, the Event Director must insure the Contestant competes on, or with, the stock drawn for them.
8. **Meet With The Judges Before Rodeo.** Event Directors will meet with Judges before the rodeo, and discuss their respective events and judging procedure.
9. **Meet With Assistants/Helpers.** Event Directors will meet with their event prior to the rodeo, so all are informed as to their duties. Event directors will solicit/recruit helpers needed for their event and meet with them prior to their event.

Section 4: General Rules For Judges And Flaggers

1. **Selection.** Judges and Flaggers shall be chosen by the Board of Directors, with regard to their integrity, ability, and availability.
2. **Must Sign In.** All Judges and Flaggers must sign in prior to starting their work on the grounds.
3. **Exclusions.** Judges (including Queen Judges), shall not officiate a rodeo in which a member of their immediate family is contesting, without the prior approval of the Board of Directors.

4. **Rule Proficiency.** Judges, and Flaggers will be proficient, and have a clear understanding of the portion(s) of the Association's rules that apply to their respective events.
5. **Drawing Of Stock.** At least one Judge must be present, and supervise drawing of stock, with the Rodeo Secretary.
6. **Availability.** Judges must remain available at all times immediately after any event they judge, for a period of not less than thirty minutes after the completion of the rodeo, in order to confer with the Rodeo Secretary as required for the final check of the rodeo books, for questions, or complaints. Further, if required, the Board of Directors and Judge(s) will meet, and discuss problems encountered during any event, in conformance with the meeting requirements for the Board, and the mutual convenience of the Judge(s).
7. **Judge's Decisions Are Final.** The decision of any judge will be final, and no protest by contestant will be permitted, except by, and through the procedure outlined in the Complaint paragraph, in the General Rules For Contestants.
8. **Scoring in Ink.** All Judge's entries, and scoring, on the respective event sheet(s) must be made in permanent ink.
9. **Modification Of Scores.** A Judge may modify, or amend any score prior to the time the Judge gives the sheet to the Rodeo Secretary. However, a brief explanation of said modification or amendment must be provided on the reverse of the event sheet.
10. **Must Sign Score Sheet.** A Judge must be sure his/her printed name appears on the appropriate line before turning in the score sheet, and be sure to sign his/her name at the appropriate line before turning in the score sheet to the Rodeo Secretary.
11. **Impairment.** If on Judge is injured and cannot score a ride, the other judges score will be used as the other score.
12. **Conduct.** A Judge shall conduct him/herself in a manner fitting and proper to the honor of officiating at any Association rodeo.

Section 5: General Rule for Timers

1. **Selection.** Timers shall be chosen by the Rodeo Secretary and approved by the Board of Directors with regard to their integrity, ability and availability. Timers must be knowledgeable of when to start and stop the timer for each contest or event. There must be a minimum of two timers.
2. **Must Sign In.** All Timers must sign in prior to starting their work on the grounds.
3. **Actions.** Timers should be cognizant of their importance to the successful completion of their event, the impact they have on individual Contestants, and conduct themselves accordingly.
4. **Rule Proficiency.** Timers will be proficient, and have a clear understanding of the portion(s) of the Association's rules that apply to their respective events.
5. **Consistency.** Timers must work the same position for the entirety of the event they begin. Timers for an event may not be changed except for sickness or injury, or by the request of the Board of Directors.
6. **Clear Field Of View.** Timers must position themselves at a location to work without obstruction or interference. Should the position designated not provide a clear, unobstructed view, then the Timers will halt the event until they secure such a position.
7. **Timing Procedure.** At all times, two hand held battery power digital watches capable of recording elapsed time in hundredths of a second shall be used, by two individual Timers, which each Timer will record the time on their score sheet. An average will be computed,

and recorded on a official score sheet by the Rodeo Secretary. The time indicated by the electric eye timer will be the official time, with the average of the watches used by the official timers to be the alternative back up time.

8. **Scoring In Ink.** All Timers' entries, and scoring, on the respective event sheet(s) must be made in permanent ink.
9. **Modification Of Scores.** A timer may modify, or amend any score prior to the time the Judge gives the sheet to the Rodeo Secretary. The modification or correction must not be obliterated, only struck with a single line allowing the erroneous entry to be read. However, a brief explanation of said modification or discrepancy exist between the two Timer's results, the discrepancy must be recorded with a written explanation on the reverse of the event sheet reconciling the reported score.
10. **Must Sign Score Sheet.** A timer must be sure his/her printed name appears on the appropriate line of the score sheet, and be sure to sign his/her name at the appropriate line before turning in the score sheet to the Rodeo Secretary.
11. **Timing Procedures.** An electric eye timer shall be the primary event timer, where possible. Additionally, two hand held battery power digital watches capable of recording elapsed time in hundredths of a second shall be used by the individual timers, with the time indicated by the electronic timer, or if necessary in the event of no time available from the electronic timer, the average of the watches used by the official timers to be the official time.
12. **Lap And Tap (No Barrier Used).** Flagger to flag time to start when animal's nose passes scoring line to signify the start of the time period.
13. **Manual Back Up Required.** Complete electric timer must be backed up by a Flagger/Judge. The Timer will record the times that appear on the electric eye controlled readout. An additional timer will operate the digital watches and record the average time which is shown thereon. This timer will operate from the Flagger's signal.
14. **Electric Eye Timer Failure.** When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled times for those Contestants electronically timed will remain unaltered.
15. **Procedure With No Electric Eye Timer.** In the event that the electric eye timer is not used, Flagger and two stopwatches with applicable procedures conforming to that mentioned within this section will be used.
16. **Procedure For Failure Of All Timing Devices.** If electronic eye timer fails, and hand held watches malfunction, and no time was recorded from digital watches, and the Contestant did not disqualify themselves, they will be given a rerun at a time designated by the Judges and the Arena Director.
17. **Visible Mark For Flagger Location.** Line on fence for Flagger's location should be well marked, in case for some reason Flagger moves he can line up on exact spot he was before.
18. **Continuity Of Electric Eye Timer Settings.** Set electric eye beforehand in the same height and position and lock the legs. If more than one go-round and/or performance, the electric eyes must be marked where they will be in the exact position where they were the prior performance or go-round.
19. **Use Of Barrels Prohibited For Electric Eye Stands** Barrels are not to be used as stands for the electric eye timer.

20. **Procedure For Exceeded Time Limits With Penalties Added.** Events with time limit may have penalties, when added to the pattern time, which exceed the maximum time limit. Example: If the event has a 30 second time limit, and the Contestant's run accrued the following times: actual run 29.59 seconds, and a knocked over barrel, which adds a 5 second penalty, the total time would be 34.59 which is legal. If a contestant ran a 31.12 with no penalties it would be a "no time."

Section 6: General Rules For Rodeo Records.

1. **Charge To Officials.** Those individuals who act as rodeo officials in any capacity owe a tremendous responsibility to the Contestants. These children are performing with all their heart and soul. As officials, you owe it to these children to fairly, honestly, and accurately document all aspects of the rodeo in conformance with the use of applicable and relevant forms and procedures.
2. **Standard Forms.** There has been a set of standard event forms developed to improve the level of record keeping at rodeos. The entire set of forms shall be used, with no exception. The forms are developed to provide a complete record of all rodeo results, providing certification by Judges/Timers, and reconciliation of any discrepancies. This information is critical to allowing a historic review, should any question be raised.
3. **Special Instructions Regarding Judges And Timers Result Recording.** Each Judge and/or Timer shall use an event sheet for each event, recording exactly their individual results. These forms will be marked in ink, and any errors will have one line drawn through them, allowing the erroneous entry to be read through the line-out, with the correction written beside the original error. Do not obliterate the error. Make an explanation on the reverse of the even sheet as to what the error was, and its correction. This action is critical to aiding someone's understanding of an error. Everyone makes mistakes. However, when a mistake is made, it is owed to the Competitor to explain the mistake.
4. **Form Retention.** The original event forms, any consolidated event forms created by the Rodeo Secretary or other individual, and stock draw sheets shall be made a permanent part of the Association records. Each season shall have all original event forms, any consolidated event forms created by the Rodeo Secretary or other individual, and stock draw sheets maintained in a season binder, indexed by rodeo, and maintained by the Rodeo Secretary. This season binder shall be passed on to the succeeding Rodeo Secretaries as a permanent part of the Association's records. Records need to be kept for at least three years.
5. **Certification Of Rodeo Results.** Within five business days after the completion of the rodeo, the Rodeo Secretary shall certify to the State Secretary all results of the rodeo. The certification should be comprised of all original copies of Judges' event sheets, Timers' event sheets, any consolidated sheets prepared by the Rodeo Secretary or other individual, and stock draw sheets included. This certification package shall become a permanent part of the Association's records, and shall be placed in the season binder that the Rodeo Secretary will keep.

Section 7: General Rules For Rodeo Livestock.

1. **Stock Specifications.** All stock must conform to stock specifications, as determined by the Board of Directors.
2. **Stock Numbering.** All stock is to be numbered, or otherwise uniquely identified, and drawn for by its number, or unique identification. All stock is to be legibly numbered, or identified, in such a manner that each head may be readily identified without guesswork by the Judges, Event Directors and other arena workers.
3. **Drawing Procedure.** The following procedure should be utilized for stock draws.
 - 3.1. **Inspection.** Animals used for each event should be inspected by the Event Directors prior to the draw, and objectionable head eliminated from the draw after the consultation with the Arena Director and the Stock Contractor. The decision of the Arena Director will be final.
 - 3.2. **Person Drawing.** Stock is to be drawn by a Judge, or maybe drawn using computer program at the rodeo, and in a location suitable for any Event Director to witness the draw.
 - 3.3. **Drawing Methodology.** A receptacle containing numbers shaken between each number drawn.
 - 3.4. **Recording of Draws.** As the stock is drawn, it is to be recorded on the respective draw sheets. There must be a minimum of six exact copies made of the draw, one to be posted, one copy for each judge, one copy for the Rodeo Secretary, one copy for the State Secretary's records, and one copy for the Arena Director.
 - 3.5. **Double Use Of Stock.** No individual contestant may compete on the same head of stock twice at any rodeo in the same event, except for re-rides or reruns.
 - 3.6. **Turned Out or Disqualified Contestant.** Drawing must be conducted until the contestant actually turns out or is disqualified, in the event a contestant should turn out of an event or be disqualified from the rodeo.
 - 3.7. **Competing on Stock.** A contestant must compete on the stock that is drawn for that individual contestant in that particular event.
4. **Re-Rides.** In case of stock crippled after draw is made, stock will be redrawn from the position of the crippled stock on down the list. **This is the Case Of No Extra Stock being Available.**
5. **Mis-Draws.** In the case of a mis-draw and it is discovered after the start of a performance:
 - 5.1. **If an extra(s) is available,** the contestant involved will automatically be assigned the extra regardless of a possible difference in runs on the cattle.
 - 5.2. **If no extra is available,** the contestant involved will not compete as scheduled, but later in the performance or immediately after. A replacement animal will be drawn from all animals left in the run.
6. **Timed Event Stock.** All time event stock shall be run through event chutes and through arena prior to the start of the contest, by someone other than contestants.

Section 8. General Rules For Awards.

1. Description Of Awards. The following awards are sanctioned by the Kentucky Junior Rodeo Association.

- A. **All-around Cowboy and Cowgirl.** This award is presented on the basis of the entire season's performance by a Contestant. An award is presented to each a boy and a girl

- from each division. A Contestant is eligible for consideration in the all-around competition when the Contestant enters in two or more events in any rodeos occurring prior to the Finals. The determination for the all-around awards shall be on the basis of points earned. There will also be a award for the Reserve All-around Cowboy and Cowgirl in each event.
- B. **Rookie Of The Year.** The Rookie Of The Year shall be awarded for each division, and each a boy and a girl based on the final season All Around point standings for Rookie contestants.
 - C. **Queen And Princess Award.** In order to compete for the Queen award the contestant must be a girl that will be competing in Division II in the upcoming year. In order to compete for the Princess award the contestant must be competing in the Division I in the upcoming year. There will be only one awarded in each division based on the amount of points they are awarded by the judges for each category. In order to compete for this the contestant must speak to the parent of the current year's Queen or Princess to find out where and when the competition will be held, and for an information packet that will detail the entire layout of the competition.
 - D. **Individual Event Awards.** Individual Champion and Reserve Champion awards shall be presented for each event sanctioned by the Kentucky Junior Rodeo Association.
 - E. **Most Improved.** The Most Improved Contestant shall be awarded by the Board of Directors. This Award's criteria is subjective, and will be determined by the Board of Directors at the discretion of the Board of Directors.
 - F. **Hardest Worker.** This award is given to the Contestant who secures \$1000.00 or more in sponsor monies.
 - G. **Jake Hodge Award.** This award is given to the contestant showing the best sportsmanship and helping younger members of the association thru out the year.
 - H. **Gordon Mitchell Award** is an award for any contestant who has overcome adversity.
 - I. **Wyatt Cole Award** will be given to a kid that you always see helping out whether it be helping a younger child learn the ropes, helping with stock, setting barrels and poles, or just giving another child a word of advice. This kid will be the one with a smile on their face even when they might not have had the best rodeo.
 - J. **Tie Between Two Contestants For The Same Award.** There may be a tie in any award presented by the Kentucky Junior Rodeo Association. Should there be a tie within any award level for a sanctioned event, or for any All-Around Award, the Association will award both Contestants each the award that is given for winning that award.

Section 9: Point System.

The Point System for awards to Contestants of the Kentucky Junior Rodeo Association shall be as described in the following tables:

Regular Season Rodeos

Place	Points	Place	Points
1 st	10	6th	5
2 nd	9	7th	4
3 rd	8	8th	3
4 th	7	9th	2
5 th	6	10th	1

Note: Points will be awarded through ten places, provided there are contestants with qualified standings within the event. "No Times and No Scores" will not result in placing. In any event, there will be no more than ten places awarded, not due to the event's results there may be fewer than ten places awarded. In the event of a tie the points will be combined and averaged by the number of contestants tying in the event. *Example:* A three way tie for first place in barrel racing would add the first, second, and third places together and divide by three. Each girl would receive 9 points. The contestant with the next fastest time would receive 7 points.

State Finals Rodeo Points Modification. In each go of the State Finals, points shall be awarded as in a regular season rodeo. Additionally, the score/time awarded to each placing Contestant during both the 1st and 2nd Go shall be averaged, with the following schedule used to award additional bonus points based on that average, and its ranking with the other Contestants. In essence, there will be three sets of points attributable to the State Finals, one set for each Go, and one set for the average. These additional bonus points shall apply to all point standing computations for all awards presented based on points.

Place	Points	Place	Points
1st avg.	10	6* avg.	5
2nd avg.	9	7th avg.	4
3rd avg.	8	8th avg.	3
4th avg.	7	9th avg.	2
5th avg.	6	10th avg.	1

Point Calculation for All-Around: All event points will be added together to determine the All-Around Points during regular season and state finals. Dummy roping in 1-B does not count towards all-around

Point Calculation for Events: Points will be earned for every rodeo during the regular rodeo season. At the end of the rodeo season, the two lowest scores will be dropped for each contestant to determine points going into state finals for each individual event. (E.g. A contestant scores are: 10, 10, 3, 10, 7, 2, 0, 5, 10, 9= 66 points total - lowest 2 scores (0, 2 dropped) =64 points total)

Section 10: Jackpot Formulas.

1. Will be determined based on the amount of ground monies included in entry fees and the number of contestants in each event. If nobody places ground monies will be retained by the association in the event specified.

Section 11: General Rules For State Finals Rodeo.

1. **Eligibility.** A Contestant is eligible for participation within specific events in both of the Finals Rodeo held on two consecutive days, provided the Contestant has participated in those events in any rodeos prior to the State Finals, has all fee paid in conformance with the rules of the Kentucky Junior Rodeo Association, and meets the call-in/sign-in criteria.
2. **Order Of Performance.** The order of performance shall be as printed on the day sheet for the First Go, and shall reverse for the Second Go. **This will be done in order of current rank going into the State Finals First Go.**
7. **Points Accruals.** There is a modification to the point accruals at the State Finals. This is outlined in the paragraph above. There will be three sets of points attributable to the State Finals: one set for each Go, and one set for the average. These additional bonus points shall apply to all point standing computations for all awards presented based on points.

Place	Points	Place	Points
1st avg.	10	6th avg.	5
2nd avg.	9	7th avg.	4
3rd avg.	8	8th avg.	3
4th avg.	7	9th avg.	2
5th avg.	6	10th avg.	1

Section 12: General Rules For The Humane Treatment Of Animals.

1. The policy of the Kentucky Junior Rodeo Association is to tolerate no mistreatment of animals, be they stock or an individual Contestant's horse.
2. No sharpened spurs may be used on any stock. All rowels may be taped or locked to insure no injury, but in no event will sharpened rowels be allowed.
3. During Tie Down Calf Roping, a neck rope must be used on a horse. If horse stops and calf hit's the end of rope in such a manner that calf busts himself, roper will not be responsible. Contestant must adjust rope and reins in such a manner that will prevent horse from dragging calf. Rope to be removed from calf body as soon as possible.
4. The placing of fingers in eyes, lips or nose of chute dogging steer is forbidden.
5. Animals of all events will be inspected before the draw and no sore, lame, sick, injured animals shall be permitted in the draw at any time. Should an animal become sick or be injured between the time it is scheduled to be used in competition then another animal shall be drawn for the contestant as provided in the KJRA rule book.
6. No animal should be beaten, mutilated or cruelly prodded. Standard electric prods shall be used as little as possible. Electric prods shall be carried and used only by adult arena personnel.
7. No sharp or cutting object in cinch, saddle girth, or flank straps shall be permitted. Only sheepskin-lined flanking straps shall be used on bucking stock and shall be of the quick-

release type. Sheepskin lined flank straps shall be placed on the animal so the sheepskin covered portions over both flanks and the belly of the animal.

8. No stimulants or hypnotics to be used or given to any animal used for contest purposes.
9. Chutes must be constructed as to prevent injury to stock. Maintenance men and equipment shall be stationed at chutes to assist in removal of any animal should it become caught. The arena shall be free of rocks, holes and obstacles.
10. Rough stock chute must be able to open 180 degrees. Anything less than 180 degrees will not be legal.
11. Clown/Bullfighters are not to abuse stock in any fashion.
12. The use of fireworks to fight animals is prohibited.
13. No small animals or pets are to be allowed in the arena. Those small animals or pets present on the rodeo grounds outside the arena are to be restrained at all times.
14. Livestock is to be removed from arena after completion of entry in contest.
15. A Contestant will be disqualified for any mistreatment of stock.
16. Any animal that becomes excessively excited so that it gets down in the chute repeatedly, or tries to repeatedly to jump out of the chute, or in any way appears to be in danger of injuring itself, should be released.
17. No animal may be re-penned by itself.

ARTICLE IV - DISQUALIFICATIONS

Section 1: Disqualifications From a Singular Event.

1. **Number Rule.** Contestants will be given a number at the rodeo, and it must be visible at all times during any event. Contestants who do not have their number visible will be disqualified from the event
2. **Collisions.** A Contestant who hits an electric eye, or Flagger will be disqualified from the event.
3. **Illegal, or Improper Equipment.** A contestant who uses illegal, or improper equipment (including rigging methods), will be disqualified from the event.
4. **Failure To Appropriately Use Required Personal Protective Equipment.** A Contestant will be disqualified from the event, should the Contestant not utilize all required Personal Protective Equipment in an appropriate manner.
5. **Not Being Mounted.** A contestant must be mounted at the completion of the Contestant's time in an event, unless, as an integral part of the completion, the Contestant must be on foot, (example: Chute dogging, Goat Tying).
6. **Re-Crossing The Start/Finish Line.** In all timed events using a start/finish line, a contestant will be disqualified from the event for re-crossing the start/finish line prior to completing the prescribed pattern.
7. **Breaking Patterns.** A contestant will be disqualified from an event for breaking the pattern in both pole bending and barrel racing.
8. **Outside Rope Assistance.** A contestant will be disqualified from any roping event if anyone other than the contestant hands the contestant competing a rope.
9. **Dismounting To Regain Rope.** A contestant will be disqualified if the contestant dismounts to pick-up the Contestant's rope.

Section 2: Disqualification From The Entire Rodeo.

1. General Disqualifications

- a. Attire. A Contestant must be dressed in western attire, as described in Article III - General Rules. Section 1: General Rules For Contestants, throughout the entire rodeo in which they are entered, in any event, grand entry, awards program, general meeting, or at any time the rodeo in which they are entered is ongoing. Failure of the Contestant to be dressed in proper attire as described above, will result in the Contestant being disqualified from the entire rodeo.
- b. Failure To Make An Honest Effort. In rodeo the effort is everything. A Contestant must make a bonafide attempt to make an honest effort to perform a given event, if entered in that event. The basic requirement for this determination is: being at the appropriate area of the arena within the announcers third of three announcements for the Contestant's name, when called to complete, ready to compete, in conformance with the call-in. A Contestant who fails to make an Honest Effort in any event will be disqualified from the rodeo.
- c. Entering Stock Pens. Contestants will be disqualified from the rodeo for being in a pen with the livestock at any time except when accompanied by stock contractor, arena director, a judge or when assigned to work in those pens.
- d. Mistreatment Of Animals. The Kentucky Junior Rodeo Association will not tolerate any mistreatment of animals. Mistreatment of rodeo livestock, or the Contestants horse, will result in disqualification of the Contestant from the rodeo with a forfeiture of all points accrued at the rodeo for which the Contestant was disqualified. Should a Contestant be disqualified for this offense a second time, the Contestant will be automatically disqualified for the remainder of the season, with a forfeiture of all points accrued during the season, and removing the Contestant from any consideration for any award that they may have been entitled to.
- e. Violation Of Complaint Process, If a contestant violates the Complaint process, as outlined in Article III - General Rules, Section 1: General Rules For Contestants, the Contestant will automatically be disqualified from the rodeo.
- f. Willful Use Of Profane Language. Any Contestant who willfully uses profane language will be immediately disqualified from the rodeo. Any Contestant who uses profane language directed at any rodeo official and/or directed at any Association Officer will be immediately disqualified from the rodeo in which the profanity occurs, in addition to the next succeeding rodeo. Should the next succeeding rodeo be the first go of the Finals, the offending Contestant will not be allowed to participate in the second go of the Finals either.
- g. Abuse of Stock
- h. Abuse of officials or other contestants by contestant, contestant's family or contestant's friends.
- i. Tampering with or vandalism of another Participant's equipment, with rodeo stock or facilities.
- j. Cheating by contestant, contestant helper or member of contestant's family.
- k. Deliberate or continued failure to report for an event.
- l. Profanity or obscenity.
- m. Quarreling or rowdyism
- n. Use of unapproved equipment.

- o. Acquisition of another's property without their consent/permission.
- p. Use of or trafficking intoxicating beverages or illegal drugs.
- q. Any contestant being assisted by an adult when crossing the score or time line will be disqualified.

2. Probation, Suspension, Expulsion and Appeal

- a. Any member(s), contestant (s), or entire family(s) of Association who make themselves incompatible to the operations of the Association by works or deeds, may be placed on probation. The Board of Directors may impose probation after consideration of the acts of conduct of the individual(s) involved. Neither hearing nor evidence is required for a member to be placed on probation. Probation may be up to one year. The Board of Directors has the authority to limit the rights of an individual(s) on probation.
- b. Any member(s), contestant(s), or entire family(s) of Association who makes themselves incompatible to the operations of the Association by works or deeds may be suspended for a period of up to one year. To suspend an individual(s), the Board of Directors must conduct a hearing at the earliest possible time to determine the facts of the words or deeds which make the individual(s) incompatible to the operation of the Association. At a hearing, the individual(s) shall have the opportunity to be heard and to present a defense. This hearing shall be conducted informally by the Board of Directors who shall make a determination of the facts and shall inform the individual(s) in writing of the suspension. The length of suspension shall be determined by the Board of Directors. During suspension, the individual shall be deprived of all rights and benefits of the Association including participation in or attending events.
- c. Any member(s), contestant(s), or entire family(s) of Association who make themselves incompatible to the operations of the Association by works or deeds may be permanently expelled from the Association. Any individual who commits a serious criminal offense, who engages in acts of cheating or attempts cheating acts that attempt to fix, threaten, bribe, influence, harass or coerce a rodeo judge shall be permanently expelled from the Association.
- d. Any member(s), contestant(s), or entire family(s) of Association who have been disqualified, put on probation, suspended or expelled has the right to petition the Board of Directors for reinstatement. A statement from the individual(s) in question must be included in the petition describing the decision being appealed and the factual basis for the appeal within five (5) days after being notified of the decision being appealed. The individual(s) shall have the opportunity to be heard and present evidence to support their position. The Board of Directors, upon hearing the evidence may affirm, modify or reverse the decision, and the individual(s) shall be notified of the ruling in writing. This appeal procedure does not apply or supersede the protest procedure set forth herein, nor to the decisions of judges.

3. Protest Procedures

- a. Any contestant with protest must go to the Arena Director and Event Director immediately following their run. It is the contestant(s) responsibility to make the protest. A protest will not be heard by anyone other than the contestant,

including family members or friends. Arena or Event Director will make not of the protest and take it to the Judge(s).

- b. A re-run request or protest made by a contestant should be addressed to the Judge(s) by the Arena or Event Director immediately following that run. The Judge may seek input from the other Judge, or rule book.
- c. The Judge(s) decision will be final.

ARTICLE V - LOGISTICS OF THE RODEO

Section 1: Equipment Provided By The Association.

1. Rough Stock Equipment. A gated bucking chute will be provided by the Association, or its stock contractor, as will panels and gates adequate to produce all rough stock events.
2. Timed Event Equipment. A calf chute, as well as panels and gates adequate to produce all calf and steer timed events will be provided by the Association, or its stock contractor.
3. Electronic Timing Equipment. Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock. Equipment will be capable of recording elapsed time in hundredths of a second.
4. Hand Held Timing Equipment. Two hand held battery power digital watches capable of recording elapsed time in hundredths of a second shall be used, with the time indicated by the electric eye timers, or if necessary, the average of the watches used by the official timers to be the official time.
5. Flags. A set of flags will be provided for the use of Judges, and Flaggers.
6. Horns. Hand held (compressed gas powered) horns for use by timers to signify the end of allowed time.

Events of Division 1A Boys and Girls

Mutton Busting

Dummy Roping

Barrels

Poles

Goat Tying

Events of Pre K (Boys and Girls)

Barrels

Poles

Dummy Roping

Goat Ribbon Pull

Events for Division 1B

Steer Stopping (boys and girls)

Lead Steer Heeling (boys and girls)

Barrels (girls only)

Poles (girls only)

Goat Tying (boys and girls)

Breakaway Roping (boys and girls)

Steer Riding (boys only)

Chute Dogging (boys only)

MUTTON BUSTING

Objective: To ride the sheep and provide the highest score possible during the ride. This event prepares the younger boys for Steer Riding Division IB.

I. Age Limit.

1. This event is for boys and girls in kindergarten to second grade.

II. Time Limit.

1. Sheep is to be ridden for six seconds.
2. Time to start when animal's inside front shoulder passes the plane of the chute.

III. Equipment.

1. MANDATORY: Contestant must wear safety-approved helmet, vest, an athletic mouthpiece, and either a sheep rope, calf rope, or lead rope.
2. Event Director or judges have the right to approve or disapprove ropes and equipment

IV. General Rules.

1. Sheep will start from inside of the bucking chutes.
2. A sheep will be staked or held out in the middle of the arena to keep the sheep that is being ridden away from the fence or out gate.
3. Contestant can ride with one hand or two hands, option of rider, but however they start the ride they must finish the ride to be a qualified ride. Contestant must use a sheep rope, calf rope, or lead rope to hold on and will be judged according to how they balance themselves, sheep's movement, if they spur the animal. Judges will have a stop watch to verify the contestant rides for the entire 6 seconds. Each judge will score 1-25 points on the stock and 1-25 points on the contestant for a total of 100 possible points with two judges scoring.
4. Contestant will be disqualified for the following: being bucked off before allotted time, losing hold of the rope during the ride, or touching the ground with any part of body during the ride.

DUMMY ROPING

Objective: To prepare roping the dummy calf correctly to better prepare the contestant for roping off of a horse. Once a contestant moves up from the dummy roping to a Division 1B roping event they may not drop back down.

I. General Rules.

1. Contestant stands three feet behind calf.
2. The event is judged by:
 - a. How the rope is handled. (Basic Rope Handling 1-5 points maximum)
 - b. The way the loop is built and how the contestant throws loop to make a catch. Can the contestant feed the loop? (1 point maximum)
 - c. Does the contestant catch the dummy (1-6 points maximum) **A no catch will be marked as (0) zero points.**
 - d. Does the contestant jerk the slack (2 points maximum)
3. Each contestant gets three loops.
4. When competing in the dummy roping they cannot compete in any other division I roping event,
5. **Points for Division 1A will count toward all-around or rookie. Division 1B WILL NOT COUNT TOWARD ALL-AROUND or ROOKIE.**

6. Champion and Reserve Champion will receive a buckle at the end of the year finals

CLOVERLEAF BARREL RACING (Girls and Boys in Division 1A only)

Objective: The contestant shall race her horse through a clover leaf barrel pattern and do so in the fastest time possible.

I. Time Limit

1. A sixty second time limit will apply to Division 1B.
2. Contestant's time will begin when contestant and horse cross the starting line and starting flag is dropped or horse passes through electric timer's eye.

II. Equipment

1. Western type equipment to be used. The use of any mechanical aids is prohibited. A contestant can however use rubber bands at the parent's discretion, but are highly discouraged by the board of directors.
2. Association Equipment Necessary: Twin units of battery powered electric eyes with one electric power digital clock and one battery power digital clock. Time will be recorded in hundredths. Two handheld battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or if necessary, the electric eye timer to the official time.
3. Complete electric timer must be backed up by a Flagger/judge. One timer will record the times that appear on the electric eye controlled readout. Timer will operate the digital watches and record the average time if necessary because of failure of electric eye
4. Judge may prohibit the use of bits or equipment that he may consider severe.
5. Permanent markers should be put in the ground for the electric eyes. Electric eyes should be placed on the starting line no closer together than the width of the first two barrels and for the electric eyes to be centered on pattern for each performance.
6. Position on fence for flagman should be well marked. These markers should be checked every performance along with the barrel markers and restaked if pulled out. A record of these measurements shall be kept.
7. Set timer beforehand in the same height and position and lock the legs.
8. Barrels are not to be used as stands for the electric timer devices.
9. Barrels to be 55 U.S. gallon plastic drum with both ends intact.

III. Event Rules.

1. This event is open to girls in 1A, 1B, and boys in 1A only.
2. A contestant may enter the arena at a speed of her choice, but must maintain forward motion once in the arena. Contestant will not be allowed to circle inside the arena.
3. Touching barrels is permitted by horse or contestant.
4. The clover leaf barrel pattern is the only approved pattern in this event.
5. Arena gate must be kept closed immediately after she enters the arena, and kept closed until pattern is complete and her horse is under control.
6. The barrels must be twenty (20) feet, at least, from the arena fence.
7. The front two barrels shall be twenty (20) yards (60 feet) from the starting line as required by arena conditions.
 1. The maximum distance between the two front barrels shall be thirty (30) yards (90 feet) arena conditions permitting. The maximum distance between the two

front barrels and the back barrel shall be 35 yards (105 feet) arena conditions permitting.

2. The arena conditions will enable you to decide the distance over twenty yards that you wish to place the barrels
8. Contestant may start on either the right or left barrel.
 - a. When starting on the right barrel there will be one right turn and two left turns around the barrels.
 - b. When starting on the left side, there will be one left and two right turns around the barrels.
 - c. Diagram of pattern (See diagram in the back of this rulebook).
9. A broken pattern shall be defined as breaking their timer. The timer will operate from the Flagger's signal.
10. Permanent markers should be put in the ground for the electric eyes. Electric eyes should be placed on the starting line no closer together than the width of the first two barrels and for the electric eyes to be centered on the pattern for each performance.
11. Line on fence for Flagger should be well marked. These barrel markers should be checked every performance along with the barrel markers and restaked if pulled out. A record of these measurements shall be kept by the event director.
12. Set timer beforehand in the same height and position and lock the legs.
13. Barrels are not to be used as stands for the electric timer devices.

IV. General Rules.

1. Starting lines in clover leaf barrel racing will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. There shall be a minimum of 75 feet allowed for stopping, from the starting line, barrels back to the fence.
4. The barrels and the starting line will be permanently marked for the entire go round.
5. The horse's nose will be timed as it crosses the starting line.
6. A barrel horse shall not be ridden by more than one contestant in each division at any one rodeo.
7. Contestant may change horses in this event.
8. Contestant may enter the arena at the speed of her choice.
9. During the barrel racing events, the arena will be raked or dragged at regular intervals if needed, determined by the management. Turnouts and releases must be included in the count.
10. Following barrel racing events the pattern will be dragged if needed, determined by the arena director.
11. The alley way will be considered as the shutdown area when needed. Helpers are allowed in the alley way, but must not cross the plane of the arena being the front gates that are shut during roping and rough stock events.

V. Scoring and Penalties.

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a barrel is a five (5) second penalty, per barrel. Should barrel be knocked over and it sets up on opposite end, the five (5) second penalty will be assessed.
4. Not following the clover-leaf pattern will receive a no time. A broken pattern shall be

defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the off side. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.

5. Judge will determine legitimate problem for prestart time.
6. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
7. If the arena requires an alleyway to meet the 75' requirement to start and stop, it is considered part of the arena and all rules apply to that alleyway.
8. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head. Contestant's hat must be on when they are in alley way and cross the plane of the arena being the front gates that are closed during roping and rough stock events.
9. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
10. Assistant helping barrel racers will not be allowed to go past the plane of the main arena gate when they are entering the arena or the contestant will receive a no time. Optional at state/province qualifying rodeos only, not state or national finals: When using the alleyway and closing the back gate on alleyway for stopping, assistant can offer assistance to riders up to the main arena gate, at the discretion of the arena director.
11. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the first barrel. 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.
12. Contestant must run in the order drawn. Failure to do so may result in a no time at the discretion of the judges and arena director.

VI. Reruns.

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

POLE BENDING (1-A & 1B Girls, and 1A Boys only)

Objective: Contestant must race down alongside the poles and upon reaching the end pole she must turn around and weave back through the poles upon reaching end pole she weaves back through poles, upon reaching the end pole, she must turn and race alongside the poles to timer line, and during this process not knocking down any poles, in the fastest time possible.

I. Time Limit

1. A sixty second time limit will apply to Division 1B.

2. Time will start once horses nose crosses the start line or electric eye.

II. Equipment

1. Western type equipment to be used.
2. The judge may prohibit the use of bits or equipment that he/she may consider severe.
3. Association Equipment Necessary: Twin units of batter power electric eyes with one electric power digital clock and one battery power digital clock. Time will be recorded in hundredths. Two handheld battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or if necessary, the electric eye timer to the official time.
4. Complete electric timer must be backed up by a Flagger/judge. One timer will record the times that appear on the electric eye controlled readout. Timer will operate the digital watches and record the average time if necessary because of failure of electric eye timer. This timer will operate from the dagger's signal.
5. Permanent markers should be put in the ground for the electric eyes.
6. Line on fence for Flagger should be well marked. Poles to be painted red, white, and blue or red and white by six inch strips.
7. Set timer beforehand in the same height and position and lock the legs.
8. Barrels are not to be used as stands for the electric eye timer devices
9. Poles used for this event must have rubber bases.
10. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be 21 feet apart. End pole must be 20 feet, at least, from fence.
11. Poles shall be set on top of the ground, six feet in height and with no base larger than fourteen inches in diameter.

III. General Rules.

1. Starting lines in pole bending are subject to ground rules.
2. A clearly visible starting line shall be provided.
3. There shall be a minimum of 75 feet allowed for stopping, from the starting line, poles back to the fence.
4. The poles and the starting line will be permanently marked for the entire go round.
5. The horse's nose will be timed as it crosses the starting line.
6. A horse may not be used by more than one contestant in each division at any one rodeo.
7. Contestant may change horses in this event.
8. During the pole bending events, the arena will be raked or dragged at regular intervals if needed, determined by the management.
9. Following pole bending the pattern will be dragged if needed, determined by the arena director.
10. A contestant may enter the arena at a speed of her choice, but must maintain forward motion once in the arena. Contestant will not be allowed to circle inside the arena.
11. The alley way will be considered as the shutdown area when needed. Helpers are allowed in the alley way, but must not cross the plane of the arena being the front gates that are shut during roping and rough stock events.
12. Arena gate must be kept closed immediately after she enters the arena, and kept closed until pattern is complete and her horse is under control.

IV. Event Rules.

1. This event is open to girls in I-A, I-B and boys in I-A only.
2. The pole bending pattern is to be run around six poles.
3. No flags to be used on poles.
4. Poles to be colored red, white and blue by six-inch strips.
5. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be twenty-one (21) feet apart. End pole must be twenty (20) feet, at least, from fence.
6. Poles shall be set on top of the ground, six (6) feet in height, and with no base larger than fourteen (14) or less than twelve (12) inches in diameter.
7. Poles must be straight in line.
8. Touching poles is permitted by horse or contestant.
9. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
10. Diagram of pattern. (See pattern diagram in the back of this rulebook)

V. Scoring and Penalties.

1. Starting line judge will flag start when horses nose crosses the score line.
2. Timed event judge will not flag contestants out until time is recorded. Judge is to flag time, then flag contestants out if run is not legal.
3. Knocking over a pole is a five second penalty, per pole.
4. Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.
5. Contestant will be allowed legitimate time from the time she enters arena gate until her time starts by the Flagger or electric eye. Judge will determine legitimate problem for prestart time.
6. If horse recrosses starting line at any time before the pattern is complete, pattern will be considered broken and run will receive no time.
7. A five second penalty will be assessed if a contestant's enters the arena without her hat on her head. Contestant's hat must be on when they are in alley way and cross the plane of the arena being the front gates that are closed during roping and rough stock events.
8. When the electric eye fails to work for one or more contestants during a performance, the manual back up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
9. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base of pattern of the fallen pole, it is considered a broken pattern.
10. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the first barrel/pole. If a side or corner gate is used, a single

spin or pivot is acceptable in either direction or by the Arena Director's approval. Failure to comply will be a no time. Contestant must be mounted when entering the arena.

11. Contestant must run in the order drawn. Failure to do so may result in a no time at the discretion of the judges and arena director.

VI. Reruns.

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

GOAT TYING

Objective: For the contestant to ride across starting line to where the goat is tethered. Dismount from horse, catch goat, throw and tie any three legs and do this in the fastest time possible.

I. Time Limit

1. There will be a sixty second time limit. Time will begin when contestant and horse cross the starting line and starting flag is dropped or horse passes through electric timer's eye. Time will stop when tie is complete and both hands are thrown in the air.
2. Goat must stay tied for six seconds.

II. Equipment

1. Girls - a leather thong, rope goat string, or pigging string.
2. Boys - a pigging string only is to be used.

III. General Rules

1. Starting lines in goat tying will be subjected to ground rules.
2. A clearly visible starting line shall be provided.
3. The stake and the starting line will be permanently marked for the entire go-round.
4. A contestant may change horses in this event.
5. A contestant may enter the arena at a speed of his/her choice.
6. Time to be taken between two flags.
7. Time will start when the horse's nose crosses the starting line.
8. Tie all goats down three (3) times before the Rodeo. Optional: If goats have been used at a previous rodeo, they do not have to be tied down before the rodeo.
9. All goats must have collars the same and snug. Goats must be a uniform size and weight for each division. Ten (10) foot rope is required to be in the ground staked tied to one end of the rope and goat to be tied to the other end.
10. Flagman will stand in identical places each performance.
13. Goats to be tied, right, left, right, and left, (this will be posted on the stock draw) when two goats are used. When one goat is used it will be staked in the middle of the arena. All goats used in the draw to be tied a maximum of five runs before another run on goats can begin.

14. Goat handlers must stand directly behind goat. Judges and directors will position themselves so they are able to have a clear view of the goat rope and horse.

IV. Event Rules

1. There should be a 15 yard starting line.
2. Starting line will be 100 foot from stake.
3. The goat should be tied to a stake with a rope ten foot in length.
4. Stake should be completely under the ground so that no part of it is visible or above the ground.
5. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from his/her horse, throw the goat by hand.
6. If the goat is down when the contestant reaches it, goat must be elevated high enough that it has the opportunity to regain its feet and then cross and tie at least three legs together with a pigging string and then stand clear of the goat.
7. Legs must remain crossed and secure for 6 seconds after completion of tie. The contestant must move back three feet from the goat before the judge will start the 6 second time limit on the tie - for the goat's legs to remain crossed and tied.
8. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and half hitch, hooley, or girls can use a knot.
9. Time will start when the horse's nose crosses the starting line. Goats for Division 1A and 1B will be turned loose when the contestant feet hit the ground.
Time will stop when he signals completion of the tie.
10. If contestant gets rope that is holding goat wrapped around his/her leg, he/she may ask the judge if he can remove it. After getting permission from judge, removing rope and moving back three feet his 6 second time limit will be started.
11. Qualified persons other than goat tying contestants will be used as goat holders.

V. Scoring and Penalties.

1. Starting line judge will flag start when horses nose crosses the score line.
2. Timed event judge will not flag contestants out until time is recorded. Judge is to flag time, then flag contestants out if run is not legal.
3. The tie will be passed on by a field judge and if it is not secure for 6 seconds, the contestant will receive a no time.
4. Contestant will receive a no time for touching the goat or tie string after signaling she is finished.
5. If the horse runs over the goat or rope when rider still has control of horse- ten second penalty will be assessed. If rider has surrendered control of horse and horse runs over goat or rope there will be no penalty.
6. If the goat should break away because of the fault of the horse, the contestant will receive no time between flags.
7. A five second penalty will be assessed if the contestant enters the arena and his hat has fallen off, before crossing the plane of the arena. Contestant's hat must be on when they are in alley way and cross the plane of the arena being the front gates that are closed during roping and rough stock events.
8. Time should be taken with the average of two timers at all rodeos.

VI. Reruns.

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

2. If the goat should break away, it will be left to the judges' discretion whether she will get a rerun.
3. When both digital clocks malfunction and no time was recorded from the digital watches, if stock is qualified on in the field, contestant will be given a rerun at a time designated by the judges and the arena director.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant exits the arena.

STEER STOPPING – DIVISION I-B (UNISEX)

- I. **Time Limit:**
 1. Thirty (30) seconds time will begin when steer crosses the score line.
- II. **Equipment**
 1. A breakaway honda is mandatory in this event.
- III. **General Rules**
 1. A ten (10) foot six (6) inch score line will be used. A ten second barrier penalty shall be assessed for if horse's nose prematurely crosses the score line prior to steer crossing score line, or if steer is roped before it crosses the score line.
 2. Time ends when Contestant catches steer with any of the three legal head catches (slick horns, half head or whole head/neck), the rope is tight with a complete dally (one wrap around the saddle horn), the horse stops and the rope breaks away from the steer. Turning off to break the rope free instead of stopping will result in a ten second penalty.
 3. Contestant must start from left hand box.
 4. Steer belongs to Contestant when he/she calls for it regardless of what happens, except in case of mechanical failure.
 5. Steer belongs to Contestant after he/she crosses the line regardless of what happens, with one exception: if steer goes out of the arena, flag will be dropped and roper gets the steer back lap and tap.
 6. Board of Directors will approve adult hazers that can assist contestants
 7. The field judge should try to position himself/herself in the arena to see the head catch and the dally.
- IV. **Event Rules**
 8. Contestant carries only one rope. Two loops are permitted. Contestant must rebuild to use 2nd loop.
 9. A dropped rope or broken honda will be considered a "no time".
 10. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
 11. Roping steers without turning loose of loop will be considered no catch.
- V. **Scoring and Penalties**
 1. The steer must not be handled roughly at any time. If, in the opinion of the Judge, the Contestant has intentionally done so, they may be disqualified.
 2. No foul catch can be removed by hand.
 3. If steer is roped by one horn, Contestant is not allowed to ride up and put rope over other

horn or head with hands.

4. If honda passes over horn, the loop over the other is illegal.
5. If loop crosses itself in head catch, it is illegal.
6. If, in the opinion of the field judge, the contestant ducks or turns their horse to the left to break the honda, a 10 second penalty will result. The exception will be if the steer has stopped or is not moving enough to cause the honda to break, at which time the contestant will be allowed to dally and ride away from the steer in order to break the honda. This will be penalty free at the discretion of the field judge.
7. The event director must inspect all ropes.
8. The steer may not be roped in either roping box. Roping the steer while it is in either of the two boxes will result in a “no time”.

VI. **Reruns**

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
2. When both digital clocks malfunction and no time was recorded from the digital watches, if stock is qualified on in the field, contestant will be given a rerun at a time designated by the judges and the arena director.

LEAD STEER HEELING – DIVISION I-B (UNISEX)

I. Time Limit

1. Thirty (30) seconds time will begin when steer crosses the score line.

II. Equipment

III. General Rules

1. A ten (10) foot six (6) inch score line will be used. A ten (10) second penalty shall be assessed for if the horse’s nose prematurely crosses the score line.
2. Time ends when contestant catches one or two hind legs and jerks slack tight, holding rope in hand.
3. Contestant must start from right hand box.
4. Steer belongs to Contestant when he/she calls for it regardless of what happens, except in case of mechanical failure.
5. Steer belongs to Contestant after he/she crosses the line regardless of what happens, with one exception: if steer goes out of the arena, flag will be dropped and roper gets the steer back lap and tap.
6. Board of Directors will approve adult hazers that can assist contestants

IV. Event Rules

1. Contestant carries only one rope. Only one loop is allowed. A dropped or broken rope will be considered a “no time”. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope. Roping steers without turning loose of loop will be considered no catch.
2. If contestant ropes a front foot or feet in the heel loop, this is a foul catch. However, should the front foot or feet come out of the heel loop by the time the Judge drops his flag, time will be counted.
3. Any heel catch behind both shoulders is legal if rope goes up heels.

V. Scoring and Penalties

1. A five (5) second penalty shall be assessed if only one hind leg is caught.
2. The steer must not be handled roughly at any time. If, in the opinion of the Judge, the contestant has intentionally done so, they may be disqualified.
3. Contestant may not dally, and a break-away Honda is not allowed in this event. Contestant is to hold slack tight and hold rope in hand until Judge drops the flag.
4. The steer may not be roped in either roping box. Roping the steer while it is in either of the two boxes will result in a “no time”.

VI. Reruns

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
2. When both digital clocks malfunction and no time was recorded from the digital watches, if stock is qualified on in the field, contestant will be given a rerun at a time designated by the judges and the arena director.

BREAKAWAY ROPING DIVISION 1-B (BOYS & GIRLS)

Objective: Boys- To prepare contestant for Division II Tie Down Calf Roping. Girls- To prepare the contestant for Division II Breakaway. The contestant must rope a calf from the back of a horse, have the rope tied to the saddle horn with a piece of string and let the calf break it away from the saddle horn in the fastest time possible.

I. Time Limit:

1. There will be a sixty second time limit in the breakaway roping event for division 1B.

II. General Rules:

1. Contestant may change horses in breakaway roping.
2. Roping Box--shall be part of arena during roping events.
3. Arena conditions will determine score. The length of score to be set by arena director and/or event director. Time to start when calves nose crosses the score line and line judge drops flags. Refer to Score Line Diagram at the back of this rulebook.
4. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
5. Roper must rope calf from back of horse.
6. Calf belongs to contestant when he/she calls for it, regardless of what happens, with the following exceptions:
 - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start.
 - b. In case of mechanical failure.
 - c. Fouled by the pull rope.
7. A contestant must be on their horse and horse must break the plane of the barrier with her draw breaking the plane of the score line before she is allowed to compete.
8. Time to be taken between two flags.
9. It shall be the arena director’s responsibility to see that contestant competes on the stock drawn for her. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
10. This event shall not be conducted with an open catch pen gate at any rodeo.

III. Event Rules:

1. Two loops will be allowed in Division IB. The contestant has the option to rebuild if carrying one loop, but if they carry two loops they cannot rebuild to use the first one.
2. The rope must be attached to the horn in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope. This will be the contestant's responsibility.
3. Ropes are to be tied to the saddle horn with nylon string. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A white flag that is visible to the flagman or judge must be attached at the knot end of the rope.
4. Rope must be tied to the horn with a nylon string and may not be run through bridle, tie down, neck rope or any other device.
5. String will be provided and will be inspected by designated official before each contestant competes.
6. If a second rope is carried, the second rope must remain tied until used and must not be broken away from the saddle horn.
7. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope, but can be rebuilt for a second loop unless it is the second loop that the roper is carrying.
8. Only a white cloth must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
9. The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head.
10. Rope must be released from contestant's hand to be a legal catch.
11. In case the field flag judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back lap and tap, plus time already lapsed and any barrier penalty.
12. If time was not recorded, the contestant will receive a 10-second penalty for any loop used. Contestant to only get to use remaining loop.
13. Roper must be mounted when time is taken.

IV. Scoring and Penalties:

1. Score line judge will flag start when calves nose crosses the score line.
2. Timed event judge will not flag contestant out until time is recorded, Judge is to flag time, then flag contestant out if run is not legal.
3. There will not be a barrier rope attached, however there will be a 10 foot powder line. If horse passes calf before that line there will be a ten second penalty assessed.
4. Roping calf without releasing loop from hand will disqualify catch.
5. Contestant will be disqualified for any abusive treatment of calf or her horse.
6. The contestant will receive no time should she break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop her horse to make the rope break away.
7. 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.
8. Time to be taken with the average of two timers at all rodeos.

V. Reruns:

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

VI. Livestock Requirements:

1. Calves must be uniform in size and weight, with a minimum weight of 180 Lbs and a maximum weight of 350 Lbs.
2. Animals used in this event should be inspected and objectionable ones eliminated from the draw.
3. Any calves, if horned, should not exceed 2 inches.
4. During any performance if an animal escapes from the chute or pens before it is called for by the contestant and the stock is brought back, that animal will be returned by arena director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be re-penned by itself. Decisions will be made by the arena director about

CHUTE DOGGING DIVISION I-B (BOYS)

Objective: To correctly throw the steer to the ground as quick as possible for a fast time. This is to prepare young boys for Steer Wrestling.

I. Time Limit: There will be a 60 second time limit, Time starts when the calf/steer's nose crosses the chalk line. Time stops when the steer is considered thrown down (when it is lying flat on its side, or on its back with all four feet and head straight).

II. General Rules:

1. Contestant starts from outside the bucking chute with both hands on the steers horns.
2. After the steer's nose crosses the score line, constant can grab the nose of the steer.
3. Contestant must change direction of the steer or bring steer to a stop, the twist steer down.
4. If steer is accidently knocked down or thrown by wrestler, it must be let up to all four feet and then thrown.
5. 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 to the same side.
6. Wrestler must have hand on steer when flagged.
7. A steer falling in the opposite direction the chute dogger is attempting to throw the

steer (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal run.

III. Equipment : MANDATORY Contestant must wear OWN mouthpiece

IV. Scoring And Penalties.

1. Timed event judge will not flag contest out until time is recorded. Judge is to flag time, then flag contestant out if run is not legal.
2. Contestant will receive a "no time" for taking both hands off the steer at any time during the time in which they are competing.
3. There will be a five second penalty assessed if steer is thrown before steer's nose crosses the start line.
4. Contestant will be disqualified for any abusive treatment of the steer.

IV. Reruns

1. In the event that plastic horns are used in this event. If a component breaks or slips where the contestant did not get a fair shot at the steer, the judge may rule a rerun on the same steer.

STEER RIDING- DIVISION IB

Objective: To ride steer and to score the highest amount of points possible during the ride. This event prepares younger boys for steer riding.

I. Time Limit

1. Steer will be ridden for 6 seconds.
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

II. Equipment

1. Ropes must have bell. No bell, no marking.
2. Lacrosse helmet, approved protective vest and athletic protective mouth piece must be worn while contesting.
3. Hooks or posts shall not be used on bull ropes.
4. (optional) Chaps used by contestant.

III. General Rules.

1. Contestant is not to use sharp spurs.
2. Contestant will have the right to call judge to pass on whether or not animal is properly flanked to buck to the best of its ability.
3. Fall - If any part of rider contacts ground while still on the animal, animal has fallen.
4. No contestant will ride two head in the same performance except for re-rides.
5. Contestants may pull ropes from either side.
6. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score recorded.

IV. Event Rules.

1. Bell must be under belly of steer.
2. Riding is to be done with one hand and loose rope, with or without handhold.
3. Rider *WILL NOT* be allowed to take a wrap with the tail of the bull rope. He will be able to take what is known as a "butterfly" or "bubble", which is done by doubling the tail and holding it with riding hand.-No finger wraps, no knots or hitches to prevent rope from falling off bull when rider leaves steer
4. NO more than two people may be on the chute to pull contestant's rope.

5. If contestant does not wear Protective helmet, protective vest or athletic protective mouthpiece, he shall receive a no score.
6. Chaps may be used by the contestant (optional), but will not be tucked under the rope while the rope is being pulled or at any other time.
7. When rider is ready to contest, he must nod his head or give a verbal communication to the gateman that he is ready for the chute gate to be opened.

V. Scoring and Penalties.

1. Ride and animal to be scored separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 0 to 25 on both bucking animal and contestant and use the full spread.
4. No bell-No marking.
5. If contestant makes qualified ride with any part of rope in riding hand, he is to be marked.
6. A contestant will be given a no score for any of the following reasons:
 - A. Being bucked off before 6 seconds has lapsed.
 - B. Touching animal, equipment, person, chute or fence with free hand.
 - C. Any part of contestant touching the ground during ride.
 - D. Using sharp spurs.
 - E. Placing spurs or chaps under rope when it is being tightened.
 - F. Taking wrap with tail of bull rope.
 - G. Not wearing protective equipment: Lacrosse helmet, protective vest, and athletic mouth piece.
7. Judges may disqualify a steer rider who is not ready in a timely manner to compete in their event.

VI. Re-rides

1. The matter of re-rides shall be decided by the judges.
2. Contestants shall not influence the judges by asking for a re-ride at any time.
3. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.
4. Contestant may refuse re-ride and take his marking.
5. Contestant must make his decision immediately.
6. If stock contractor's equipment breaks, contestant has option of a re-ride because animal did not buck to the best of its ability.
7. No re-ride will be given due to faulty or broken equipment furnished by the contestant in any event.
8. If animal that is drawn for re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride in the prior go-round will take it before the man who draws the animal for the re-ride.
9. Re-rides may be given when stock fails to break, stops or fouls the rider.
10. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute fighting animal or an animal that lays down in the chutes, and is unable to do so, he may have a re-ride drawn for.
11. Contestants who fouled at chute will be entitled to a re-ride at judges' discretion.

12. If rider is fouled and does not declare himself immediately (double grab and exit bull), judges' assume rider has accepted animal waives his right for a re-ride. If rider accepts animal after being fouled - gets bucked off- no score.
13. If animal falls down out of chute, contestant will be entitled to a rерide at the discretion of the judges.
14. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have rерide drawn.
15. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
16. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the rерides.
17. A contestant will only have the option of a rерide if the flank comes off the animal and the contestant did not complete a qualified ride but was qualified up to the point of the flank coming off.
18. When both digital clocks malfunction and no time was recorded from the digital watches, if stock is qualified on in the field, contestant will be given a rerun at a time designated by the judges and the arena director.
19. Animal belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
 - A. If the steer gets out of the arena, flag will be dropped and the contestant will get steer back with the time added which was taken when the steer left the arena including any penalties if incurred.
 - B. In case of mechanical failure. be entitled to a rерide at the discretion of the judges.
 - C. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have rерide drawn.
 - D. Contestant may be given rерide if flank comes off or breaks, providing the contestant completed a qualified rid.
 - E. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
 - F. If that is the second consecutive time the animal has run off, he/she must be taken out of the draw and an animal drawn for the contestant out of the rерides.
 - G. If the pickup man or horse comes in contact with the steer before the qualified time has elapsed, rерide will be given on the same animal drawn.

EXCEPTION: If the stock contractor is not willing or rерide requested, rерide will be drawn.

VI. Equipment

1. Rope must have bell. Bell must be in good shape, cannot be broken. No bell, no marking.
2. Hooks or posts shall not be used on bull ropes.
3. Quick release buckle is optional on bull rope on the off-side.
4. All contestants must wear helmets approved for rodeo events.
5. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouthpiece may not be trimmed any smaller than the size required to cover all teeth.
6. All contestants must wear a vest designed to protect the chest and back while contesting in

the Steer Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.

VII. Livestock Requirement:

1. No hotshots will be used on an animal in the rough stock events after rider sits down on an animal unless rider requests such use.
2. Hot shot may be used when animal turns his head out of chute.
3. All horned stock must have horns tipped to at least the size of a Half-Dollar. This is the responsibility of the stock contactor at the discretion of the event director.

DIVISION II EVENTS

Boy's Events:

**Tie Down Roping Goat Tying
Jr. Bull/Steer Riding Chute Dogging Breakaway Roping**

Girl's Events: Barrel Racing, Breakaway Roping Pole Bending Goat Tying

Boys and/or Girls Events: Team Roping and Ribbon Roping

BREAKAWAY ROPING DIVISION (Boys and Girls)

I. Time Limit:

1. There will be a Thirty (30) second time limit.

II. General Rules:

1. Contestant may change horses in breakaway roping.
2. Roping Box--shall be part of arena during roping events.
3. Refer to Score Line Diagram at the back of this rulebook.
4. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
5. Lap and Tap - No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
6. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating-the-barrier penalty.
7. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten-second fine. Otherwise, this will not be considered a broken barrier.
8. If automatic barrier does not work, but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
9. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a rerun without penalties.

10. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
11. If barrier equipment hangs on animal and contestant tries the animal, she accepts the animal. If contestant pulls up, she will receive the same animal back.
12. Calf belongs to contestant when she calls for it, regardless of what happens, with the following exceptions: a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used. b. In case of mechanical failure. c. If, in the opinion of the line judge, contestant is fouled by barrier, contestant shall get her calf back, providing contestant declares herself by pulling up. A contestant's rope cannot be fouled by the pull rope.
13. A contestant must be on her horse and her horse must break the plane of the barrier with her draw breaking the plane of the score line before she is allowed to compete.
14. Time to be taken between two flags.
15. It shall be the arena director's responsibility to see that contestant competes on the stock drawn for her. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
16. This event shall not be conducted with an open catch pen gate at any rodeo.
17. If contestant is entered in the breakaway roping he will not be allowed to enter the Tie Down Roping.

III. Event Rules:

1. Two loops will be allowed if two ropes are carried. Contestant will not be allowed to rebuild their loop after the first throw.
2. Ropes are to be tied to the saddle horn with nylon string. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A white flag that is visible to the flagman or judge must be attached at the knot end of the rope.
3. Rope must be tied to the horn with a nylon string and may not be run through bridle, tie down, neck rope or any other device.
4. String will be provided and will be inspected by designated official before each contestant competes.
5. The second rope must remain tied until used and must not be broken away from the saddle horn.
6. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
7. Only a white cloth must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
8. The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head.
9. Rope must be released from contestant's hand to be a legal catch.
10. In case the field flag judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back lap and tap, plus time already lapsed and any barrier penalty.
11. Ropers must be mounted when time is taken.

IV. Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten-second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or her horse.
7. The contestant will receive no time should she break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop her horse to make the rope break away.
8. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.
9. No rattling of chute. A timed event contestant may not have someone rattle the chute for her. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
10. 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.
11. Time should be taken with the average of two (2) times at all Rodeos.

V. Reruns:

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

VI. Equipment:

1. Cattle neck ropes on calves must be tied with string or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the breakaway roping event.

3. Adjustable slide shall be used on all cattle neck ropes for cattle used in breakaway roping event.
4. Western type equipment must be used.
5. A mechanical barrier must be used.

VII. Livestock Requirements:

1. Calves must be uniform in weight and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. If horned, not to exceed 2 inches.

VII. Officials:

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. A third official may be used to help determine legal catches or any infractions of the rules. This official need not be mounted.
3. Flag judge will make final decision.
4. A field flag judge must ask contestants if they want a second loop. Once a contestant has been flagged out, she will receive no stock back.
5. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
6. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
7. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
8. Barrier Judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
9. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.

CHUTE DOGGING

I. Time Limit:

1. There will be a Thirty (30) second time limit.

II. General Rules:

1. Bucking chute shall be part of the arena during dogging events.
2. Once score line (gypsum line) has been set it will not be changed in that go.
3. Score line will be parallel to bucking chutes. It will be set at ten (10) feet in front of bucking chute. The measurement will be made with chute gate in the closed position.
4. The line (barrier) judge will flag the start when the animals' nose crosses the score line.
5. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
 - a. In any timed event, if animal escapes from the arena, field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap and tap start. Time already accumulated will be added to time used to complete the qualifying run.
 - b. In cases of mechanical failure.
 - c. If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up.
6. Time shall be taken between two flags.
7. It shall be the arena directors' responsibility to see that contestants compete on the stock

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

8. This event shall not be conducted with an open catch pen gate at any rodeo.
9. All steers shall be turned out in the same direction and the same chute will be used.

III. Event Rules:

1. A left delivery chute must be used and all chute dogging runs must be made from the same chute.
2. With steers loaded in bucking chute, dogger gets beside the steer, right hand in front of or behind right front shoulder. When dogger calls for the steer the chute gate will be opened. Dogger must keep right hand in front of or behind shoulder until the steer's nose crosses the score line. If dogger moves into throwing position or touches either horn before steer's nose crosses score line there will be a ten (10) second penalty added to time. If steer is thrown before crossing the score line, the dogger will be disqualified.
3. Chute Dogger must allow steer to maintain forward motion to the score line. Chute Dogger may not choke steer.
4. It is the contestant's responsibility to check for broken horns.
5. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plane of the chute gate.
6. Contestant is considered working the steer when the steer leaves the chute.
7. If steer gets loose, dogger may take no more than one step to catch steer.
8. After crossing the start line, wrestler must bring it to a stop or 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 wrestler putting animal's 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. Wrestler must have hand on steer when flagged.
12. Contestant is required to turn steer's head so that he can get up.
13. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.

IV. Scoring and Penalties:

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

V. Reruns:

A steer must be rerun before it is used by another contestant. Fresh steers may be added to the herd after they have been released from the bucking chute and thrown down.

It is the responsibility of the steer wrestlers to throw the cattle, at a time mutually agreed upon with the stock contractor.

VII. Equipment:

1. Bucking chutes will be used to release steers.
2. Gypsum, baby powder, chalk, etc. will be used to mark start line in front of bucking chute.
3. Each contestant will be required to use their own mouth piece

VIII. Livestock Requirement:

Fresh steers added to bunch that have not been used must be bulldogged from the bucking chute and thrown down. It is the responsibility of steer wrestlers to throw the cattle at a time mutually agreed upon with the stock contractor.

IX. Officials:

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

Tie Down Roping

I. **Time Limit:**

1. There will be a Thirty (30) second time limit.

II. General Rules

1. Contestant may change horses in Tie Down Roping.
2. Roping Box -- shall be part of the arena during roping events.
3. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.
4. Lap and Tap -- No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
5. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating-the-barrier penalty.
6. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten second penalty. Otherwise, this will not be considered a broken barrier.
7. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.
8. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
 - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a rerun on the stock drawn for

them.

- b. In cases of mechanical failure.
 - c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself by pulling up. A contestant's rope cannot be fouled by the pull rope.
9. A contestant must be on his horse and his horse must break the plane of the barrier with his draw breaking the plane of the score line before he is allowed to compete.
 10. Time to be taken between two flags.
 11. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
 12. This event shall not be conducted with an open catch pen gate at any rodeo.

III. Event Rules:

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

IV. Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.

3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten-second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or his horse.
7. Any intentional dragging of calf regardless of distance will result in a no time. Intentional dragging shall be defined as caused by contestant. Excessive dragging of calf will receive a no time. Excessive dragging shall be defined as moving the calf six or more feet after the contestant has called for time. However, if in the opinion of the judge, the dragging was caused by something outside of the control of the contestant, the judge may give the contestant his time. Dragging the calf while the contestant is tying the calf will not be considered excessive dragging.
8. Roper will be flagged no time for touching calf, or string or by touching rope to train his horse after giving finish signal, or by dragging calf after he remounts horse.
9. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.
10. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
11. 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.
12. Time should be taken with the average of two (2) times at all Rodeos.

V. Reruns:

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

VII. Equipment

1. Pigging String - a piece of rope used for securing animals.
2. Cattle neck ropes on calves must be tied with string, or rubber bands.
3. No metal snaps or hardware shall be used on cattle neck ropes in the Tie Down Roping event.

4. Adjustable slide shall be used on all cattle neck ropes for cattle used in Tie Down Roping event.
5. A mechanical barrier must be used.

VIII. Livestock Requirements:

1. Calves must be uniform in weight and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. If after one go-round has been completed, a fresh calf has to be used, the calf must be roped and tied before the drawing, but if extra calves have been tied at that rodeo they will not be considered fresh.
4. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be repenned by itself. Decisions will be made by the arena director about when stock is repenned.

IX. Officials:

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

Goat Tying (BOYS AND GIRLS)

I. Time Limit:

1. There will be a Thirty (30) second time limit.

II. General Rules:

1. Starting lines in goat tying will be subject to ground rules.

2. A clearly visible starting line shall be provided.
3. The stake and the starting line will be permanently marked for the entire go-round.
4. A contestant may change horses in this event.
5. A contestant may enter the arena at the speed of her choice.
6. Arena permitting, the gate will be in the center between the two goats allowing each contestant the same length run at the goat.
7. Helpers are allowed in the alley way, but must not cross the plane of the arena being the front gates that are shut during roping and rough stock events.
8. Time to be taken between two flags.
9. Time will start when the horse's nose crosses the starting line.
10. Tie all goats down three (3) times before the Rodeo. Optional: If goats have been used at a previous rodeo, they do not have to be tied down before the rodeo.
11. Have collars the same and snug. Ropes the same length. Goats the same size and weight.
12. Flagmen stand in identical places each performance.
13. Goats to be tied, right, left, right, and left, (this will be posted on the stock draw) when two goats are used. When one goat is used it will be staked in the middle of the arena. All goats used in the draw to be tied a maximum of five runs before another run on goats can begin.
14. Goat handlers must stand directly behind goat. Judges and directors will position themselves so they are able to have a clear view of the goat rope and horse. They will turn loose of the goat when the flagger drops flag to start the time.

III. Event Rules:

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

remove it. After getting permission from judge, removing rope and moving back three (3) feet her six (6) second time limit will start.

12. Qualified persons other than goat tying contestants will be used as goat holders.
13. If you are holding a single performance rodeo and the entire goat tying contestants are run at one time, you must have an extra goat in case one of the other goats gets injured.
14. If a goat is injured, the contestants involved with the injured goat will automatically be assigned the extra goat regardless of the possible difference in runs or ties on the goat.
15. Contestant will be required to tie goats with a piggin' string only (boys) or leather string or rope (girls).
16. (Boys) Contestant must string front leg and then cross and tie 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.
17. Girls are allowed to tie goats with a leather thong, rope goat string or pigging string

IV. Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. The tie will be passed on by a field judge and if it is not secure for six seconds, the contestant will receive no time.
4. Contestant will receive a no time for touching the goat or tie string after signaling they are finished.
5. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
6. If the goat should break away because of the fault of the horse, the contestant will receive no time.
7. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head. Contestant's hat must be on when they are in alley way and cross the plane of the arena being the front gates that are closed during roping and rough stock events.
8. Time should be taken with the average of two (2) times at all Rodeos.
9. Assistant helping the goat tying contestant will not be allowed to go past the plane of the main arena gate when they are entering the arena or the contestant will receive a no time.

V. Reruns:

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

VI. Optional Rules:

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

official time.

VII. Equipment

1. Boys – Pigging string
2. Girls - Leather thong, pigging string or rope. (Pigging string--a piece of rope used for securing animals).
3. Western type equipment must be used.

VIII. Livestock Requirements:

1. Goats shall be uniform in size and breed. Pigmy goats are not allowed to be used in the goat tying event.
2. Sharp horns shall be tipped.
3. If you are holding a single performance rodeo and the entire goat tying contestants are run at one time, you must have an extra goat in case one of the other goats get injured.

Jr. Bull/Steer Riding

I. General Rules:

1. Contestant is not to use sharp spurs. No part of spur may have sharp edges including rowels and wire locks.
2. Contestant will have the right to call judge to pass on whether or not animal is properly flanked to buck the best of its ability.
3. Fall - If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
4. No contestant will ride two head in the same event during a performance.
5. Contestants may pull ropes from either side.
6. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

II. Time Limit:

1. Bull will be ridden eight seconds.
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

III. Event Rules:

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

IV. Scoring and Penalties:

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

V. Rerides:

20. The matter of the rerides shall be decided by the judges.
21. If reride is given, judge shall inform the contestant immediately of his marking and an option of a reride.
22. Contestant may refuse reride and take his marking.
23. Contestant must make his decision immediately.
24. No reride will be given due to faulty or broken equipment furnished by contestant in any event.
25. If animal that is drawn for a reride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the man who draws the animal for a reride.
26. If an animal that is drawn for a reride is already drawn for another contestant in a later go-round, the contestant with the reride in the prior go-round will take the animal first.
27. When a final head is to be ridden in riding events, at least two additional head of stock will be available for rerides.
28. Rerides may be given only when stock fails to break, stops, or fouls the rider.
29. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a reride drawn for.
30. Contestants who are fouled at chute and declare will be entitled to a reride at judges' discretion.
31. If animal falls down out of chute contestant will be entitled to a reride at the discretion of the judges.
32. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have reride drawn.
33. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
34. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the rerides.
35. If the pickup man or horse comes in contact with bull before qualified time has elapsed, reride will be given on the same animal drawn. Only exception to this rule is if it is that rodeo's last day. The last day, contestant may have same animal back if stock contractor is willing, or reride drawn if requested. If stock contractor is not willing, reride will be drawn.

36. A contestant will only have the option of a reride if the flank comes off the animal and the contestant did not complete a qualified ride but was qualified up to the point of the flank coming off.

VI. Equipment

7. Rope must have bell. Bell must be in good shape, cannot be broken. No bell, no marking.
8. Hooks or posts shall not be used on bull ropes.
9. Quick release buckle is optional on bull rope on the off-side.
10. All contestants must wear helmets approved for rodeo events.
11. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouthpiece may not be trimmed any smaller than the size required to cover all teeth.
12. All contestants must wear a vest designed to protect the chest and back while contesting in the Bull Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.

VII. Livestock Requirement:

All horned bulls must have horns tipped to at least the size of a half-dollar, cut back or kept out of the draw. This is the responsibility of the stock contractor at the discretion of the Arena Director and the judges.

Saddle Steer Riding

I. General Rules:

1. Contestant must wear single stitch, leather sole boots.
2. Contestant is not to use sharp spurs.
3. Contestant will have the right to call judges to pass on whether animal is properly flanked to buck the best of its ability.
4. Fall - If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
5. No contestant will ride two head in the same event during a performance except for rerides.
6. Contestants may pull riggings, and cinch saddle from either side.
7. Horns must be tipped to at least the size of a half dollar. Bulls are not to be used.

II. Time Limit:

1. Animal must be ridden for six seconds.
2. Time to start when animal's inside front shoulder passes the plane of the chute.

III. Event Rules:

1. This event is open to boys only.
2. Either stock contractor or contestant has the right to call the judges to pass on whether or not animal is properly saddled and flanked to buck its best.
3. Riding rein and hand must be on the same side.
4. Animal is to be saddled in chute.
5. Rider may cinch own saddle.
6. Saddles shall not be set too far ahead on animal's shoulder.
7. Flank cinch belongs to rider and is to be buckled around livestock's hind quarters below tail.
8. Contestant has option of connecting rein to horns or neck.
9. To qualify, rider must have spurs over the break of the shoulders and touching animal when animal's front feet hit the ground on its initial move out of the chute.
10. One arm must be free at all times and must not touch animal or rein with the free hand

11. The judge on the latch side of the chute gate shall serve as a back-up timer in the saddle bronc riding event or a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is six seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the six seconds, the judge must go with the whistle.

IV. Scoring and Penalties:

1. Ride and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
4. If a horse stalls coming out of the chute, either judge may tell contestant to take his feet out of the horse's neck and first jump qualification will then be waived.
5. Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
6. A rider will be given a no score for any of the following reasons:
 - a. Being bucked off.
 - b. Changing hands on reins.
 - c. Wrapping rein around hand.
 - d. Pulling leather.
 - e. Losing stirrup.
 - f. Touching self, animal, saddle, rein, etc., with free hand. Riding with locked rowel or rowels that will lock on spurs.
7. Anyone using any foreign substance other than dry resin on chaps and saddle shall be disqualified. The judges will examine clothing, saddle, rein and spurs and exception be made if local rules make it necessary for the covering of spur rowels.
8. Judges may disqualify a steer rider who is not ready in a timely manner to compete in their event.

V. Rerides:

1. The matter of rerides shall be decided by the judge.
2. If reride is given, judge shall inform the contestant immediately of his marking and an option of a reride.
3. Contestant may refuse reride and take his marking.
4. Contestant must make his decision immediately.
5. If halter comes off, rider must have reride providing contestant has made a qualified ride up to the time the halter comes off. Rider must reride or take no score for that ride.
6. No reride will be given due to faulty or broken equipment furnished by contestant in any event.
7. If an animal that is drawn for a reride is already drawn for another contestant in the same-go-round, the contestant with the animal drawn will take it before the man who draws the animal for a reride.

8. If an animal that is drawn for a reride is already drawn for another contestant in a later go-round, the contestant with the reride in the prior go-round will take the animal first.
9. When a final head is to be ridden in riding events, at least two additional head of stock will be available for rerides.
10. Rerides may be given when stock fails to break, stops, or fouls the rider.
11. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a reride given.
12. Contestants who are fouled at chute and declare will be entitled to a reride at judges' discretion, or the spurring out rule may be waived.
13. If animal falls down out of chute, contestant will be entitled to a reride at the discretion of the judges.
14. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have reride drawn.
15. If rider takes same animal back, he must take that marking given on reride.
16. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
17. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the rerides.
18. If the pickup man or horse comes in contact with steer before qualified time has elapsed, reride will be given on the same animal drawn.
19. The last day, contestant may have same animal back if stock contractor is willing or reride drawn if requested. If stock contractor is not willing, reride will be drawn.
20. If in the opinion of the judges, a saddle bronc deliberately throws himself, the rider shall have the choice of that steer again or he may have a steer drawn for him from the reride steers.
21. A contestant will only have the option of a reride if the flank comes off the animal and the contestant did not complete a qualified ride but was qualified up to the point of the flank coming off.

VI. Equipment

1. Riding to be done with a plain halter, one rope-rein and committee saddle and contestant must supply own saddle.
2. Standard halter must be used unless agreement is made by both contestant and stock contractor.
3. Stock contractors may furnish their own halters and contestants may use them. If contestant borrows halter, he accepts the equipment as his own.
4. Dry resin may be used on chaps and saddle.
5. Contestant saddle specifications:
 - a. Rigging: (1) 3/4 double-front edge of "D" ring must pull not further back than directly below center point of swell. (2) Standard E-Z or ring type saddle "D" must be used and cannot exceed 5 3/4 inch outside width measurement.
 - b. Swell Undercut: (1) No more than two inches--one inch on each side.
 - c. Gullett: (1) Not less than four inches wide at center of fork of covered saddle.
 - d. Tree: (1) Saddles must be built on standard tree. (2) Specifications:
 - (a) Fork -- 14" wide.
 - (b) Height -- 9" maximum.

- (c) Gullett -- 5 3/4" wide.
 - e. Cantle: (1) 5" maximum height. (2) 14" maximum width.
 - f. Stirrup leather must be hung over bars.
 - g. Saddle should conform to the above measurements with a reasonable added thickness for leather covering
 - h. No freaks allowed.
 - i. Front cinch on bronc saddle shall be mohair or neoprene and shall be at least eight (8) inches in width at the center, but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.
6. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouth piece may not be trimmed any smaller than the size required to cover all teeth.
 7. All contestants must wear a vest designed to protect the chest and back while contesting in the Saddle Bronc Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.
 8. No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on bareback steer or saddle broncs. Spur rowels must have five or more points.

Bareback Steer Riding:

I. General Rules:

1. Contestant is not to use sharp spurs.
2. Contestant will have the right to call judges to pass on whether or not animal is properly flanked to buck the best of his ability.
3. Fall - If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
4. No contestant will ride two head in the same event during a performance except for rerides.
5. Contestants may pull riggings from either side.
6. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
7. Horns must be tipped to at least the size of a half dollar. Bulls are not to be used.

II. Time Limit:

1. Animal must be ridden for six seconds.
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

III. Event Rules:

1. This event is open to boys only.
2. To qualify, the rider must have spurs over the break of the shoulders and touching animal when animal's front feet hit the ground on its initial move out of the chute.
3. Contestants will have the right to call judges to pass on whether or not animal is properly flanked and cinched.
4. Rigging must lie flat on animal's back while rigging is being cinched.
5. Stock contractor may call on judge to pass on whether rigging is being set or cinched in a manner that might hurt animal's back.
6. Judges may require contestant to take his hand out of rigging after an animal is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request to take such action.

7. One arm must be free at all times.
8. The judge on the latch side of the chute gate shall serve as a back-up timer in the bareback riding event or a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is six seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the six seconds, the judge must go with the whistle.

IV. Scoring and Penalties:

1. Ride and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in making the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
4. If a animal stalls coming out of the chute, either judge may tell contestant to take his feet out of the animal's neck and first jump qualification will then be waived.
5. Contestant shall receive no score for not following judges' instructions to take feet from neck of animal stalled in chute.
6. If the rigging comes off animal, touching anything with free hand or if contestant is bucked off, contestant will receive a no score.
7. In the opinion of the judges, if a contestant is riding with rowels too sharp or riding with locked rowels, he will receive a no score.
8. Contestant will be disqualified for taking any kind of finger tuck, or finger wrap.
9. Judges may disqualify a steer rider who is not ready in a timely manner to compete in their event.

V. Rerides:

1. The matter of rerides shall be decided by the judges.
2. If reride is given, judge shall inform the contestant immediately of his marking and an option of a reride.
3. Contestant may refuse reride and take his marking.
4. Contestant must make his decision immediately.
5. No reride will be given due to faulty or broken equipment furnished by contestant in any event.
6. If an animal that is drawn for a reride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the man who draws the animal for a reride.
7. If animal that is drawn for a reride is already drawn for another contestant in a later go-round, the contestant with the reride in the prior go-round will take the animal first.
8. When a final head is to be ridden in the riding events, at least two additional head of stock will be available for rerides.
9. Rerides may be given only when stock fails to break, stops, or fouls the rider.
10. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a reride drawn for.
11. Contestants who are fouled at chute and declare will be entitled to reride at judge's

- discretion, or the spurring out rule may be waived.
12. If animal falls down out of chute, contestant will be entitled to a reride at the discretion of the judges.
 13. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have reride drawn.
 14. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
 15. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the rerides.
 16. If the pickup man or horse comes in contact with bucking animal before qualified time has elapsed, reride will be given on same animal drawn. Only exception to this rule is if it is that rodeo's last day. The last day, contestant may have same animal back if stock contractor is willing, or reride drawn if requested. If stock contractor is not willing, reride will be drawn.
 17. A contestant will have the option of a reride if the flank comes off the animal and the contestant has completed a qualified ride up to the point of the flank coming off.

I. Equipment

1. Riding to be done with one-handed rigging and contestant must supply own rigging.
2. Rigging shall be leather and shall not be more than ten (10) inches in width at the handhold and not over six (6) inches wide at the "D" ring. Latigo cannot be blocked in the "D" ring. Riggings will use a standard "D" ring to be set to sit flat on steers back when cinched. No freaks will be allowed. Only rawhide may be used under the body of the hand-hold. There will be no rawhide restrictions with the exception of no rawhide may be within one (1) inch of the back of the rigging body excluding the "D" ring wrap which may be no more than two (2) inches up from the bottom of the body. The rigging body must also be spread nine (9) inches apart at the back of the rigging four (4) inches down from the center. The handle bars under the rigging body must be tapered down to at least one-fourth (1/4) inch at the end of the handle bar.
3. Rider may have a single layer of leather under handhold which will extend at least one inch on both sides of the center of the handhold not to be skived and shall be glued down.
4. No fiberglass or metal will be allowed in riggings or hand-holds. Only leather or rawhide is allowed for hand-hold, with a maximum of three-fourths (3/4) inch of rawhide allowed. Flat-head rivets and/or screws and "t" nuts are allowed to secure hand-hold. The only other metal allowed will be in the "D" rings.
5. Quick release buckle is optional on bareback rigging.
6. Cinches on bareback riggings shall be made of mohair or neoprene and shall be at least eight (8) inches in width at the center, but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.
7. Required bareback pads are to completely cover the underside of the riggings and are to extend a full two inches behind the rigging.
8. Pads used under riggings must be leather covered on both sides. No hair pads will be allowed. If a foam pad is used, it must be high density foam at least 3/4 of an inch thick. In addition, the pad must have leather over the bars one-eighth (1/8) inch thick extending at least one-half (1/2) inch on either side or the back 72 of the handle bars.
9. In addition to the pad, a piece of leather a minimum of 1/8 inch thick and 4" square must be glued or sewed to the pad and centered in comparison to the total body length of the rigging.

This piece of leather shall be placed so that 1/2 of it extends behind the rigging and the remaining 2" is under the rigging.

10. The rider's glove will be a plain glove with no flaps, rolls, wedges or gimmicks. An extra piece of leather may be used at the base of the little finger only. It must be on the inside of the glove and is not to extend out from the seam more than 5/8 inch and can be no more than 5/8 inch thick. 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 allowed on fingers only.
11. A palm piece may be used in glove which will be at least once inch wide and three inches long and will be glued in.
12. There will be no adhesive material other than dry resin used on rigging or on rider's glove. Benzoin may be used.
13. Stock contractors will have the right to have judges pass on whether riggings are objectionable. Judges are to decide on all riggings and pads.
14. All contestants must wear helmets approved for rodeo events.
15. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouth piece may not be trimmed any smaller than the size required to cover all teeth.
16. All contestants must wear a vest designed to protect the chest and back while contesting in the Bareback Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.
17. No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on animals. Spur rowels must have five or more points.

Division II Girl's Events:

BARREL RACING

I. General Rules:

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

II. Time Limit:

1. There will be a Thirty (30) second time limit
2. Time will start once horses nose cross the start line or electric eye.

III. Event Rules:

1. This event is open to girls only.
2. The barrels must be twenty (20) feet, at least, from the arena fence.
3. The arena conditions will enable you to determine the distance that the barrels can be apart, provided they are at least 20 feet from the fence.
4. The clover-leaf pattern is the only approved pattern in this event.
5. Touching barrel is permitted by horse or contestant.
6. The front two barrels shall be twenty (20) yards (60 feet) from the starting line as required by arena conditions.
 - a. The maximum distance between the two front barrels shall be thirty (30) yards (90 feet) arena conditions permitting. The maximum distance between the two front barrels and the back barrel shall be 35 yards (105 feet) arena conditions permitting.
 - b. The contestant may start on either the right or left barrel.
- (1) When starting on the right barrel there will be one right turn and two left around the barrels.
- (2) When starting on the left side, there will be one left and two right turns around the barrels.
7. Diagram of pattern (See diagram in the back of this rulebook).
8. The alley way will be considered as the shut down area when needed. Helpers are allowed in the alley way, but must not cross the plane of the arena being the front gates that are shut during roping and rough stock events.

IV. Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a barrel is a five (5) second penalty, per barrel. Should barrel be knocked over and it sets up on opposite end, the five (5) second penalty will be assessed.
4. Not following the clover-leaf pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the off side. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.
5. Judge will determine legitimate problem for prestart time.
6. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
7. If the arena requires an alleyway to meet the 75' requirement to start and stop, it is considered part of the arena and all rules apply to that alleyway.
8. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head. Contestant's hat must be on when they are in alley way and cross the plane of the arena being the front gates that are closed during roping and rough stock events.
9. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
10. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the first barrel. 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.
11. Contestant must run in the order drawn. Failure to do so may result in a no time at the discretion of the judges and arena director.

V. Reruns:

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

VI. Optional Rules:

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

VII. Equipment

1. Western type equipment, including saddle, must be used.
2. Use of a hackamore or other types of bridles is the optional choice of the contestant.
3. Judge may prohibit the use of bits or equipment that he may consider severe.
4. Equipment necessary: Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) hand held battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time.
5. Complete electric timer must be backed up by a flagman. One timer will record the times that appear on the electric eye controlled readout. Two timers will operate the digital watches and record the average time, which is shown thereon. These two timers will operate from the flagman's signals.
6. Electric eyes should be placed on the starting line no closer together than the width of the first two barrels and for the electric eyes to be centered on pattern for each performance.
7. Position on fence for flagman should be well marked. These markers should be checked every performance along with the barrel markers and restaked if pulled out. A record of these measurements shall be kept.
8. Set timer beforehand in the same height and position and lock the legs.
9. Barrels are not to be used as stands for the electric timer devices.
10. Barrels to be 55 U.S. gallon plastic drum with both ends intact.

POLE BENDING RACE

I. General Rules:

1. Starting lines in pole bending will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The horse's nose will be timed as it crosses the starting line.
4. A pole horse shall not be ridden by more than one contestant in each division at any one rodeo.
5. There shall be a minimum of 75 feet allowed for stopping, from starting line in poles back to arena fence as arena conditions allow.
6. The poles and the starting line will be permanently marked for the entire go-round.
7. During pole bending events, the arena will be dragged at regular intervals, to be determined

- by the management. Turnouts and releases must be included in the count.
8. Following pole bending events, the pattern will be dragged or leveled.
 9. A contestant may enter the Arena at the speed of her choice, but must maintain forward motion once in arena. Contestant will not be allowed to circle inside the arena.
 10. Arena gate must be closed immediately after she enters the arena, and kept closed until pattern is completed and her horse is under control.
 11. Contestant may change horses in this event.
 12. The alley way will be considered as the shut down area when needed. Helpers are allowed in the alley way, but must not cross the plane of the arena being the front gates that are shut during roping and rough stock events.

II. Time Limit:

1. There will be a Thirty (30) second time limit
2. Time will start once horses nose cross the start line or electric eye.

III. Event Rules:

1. This event is open to girls only.
2. The pole bending pattern is to be run around six poles.
3. No flags to be used on poles.
4. Poles to be colored red, white and blue by six-inch strips.
5. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be twenty-one (21) feet apart. End pole must be twenty (20) feet, at least, from fence.
6. Poles shall be set on top of the ground, six (6) feet in height, and with no base larger than fourteen (14) or less than twelve (12) inches in diameter.
7. Poles must be straight in line.
8. Touching poles is permitted by horse or contestant.
9. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
10. Diagram of pattern. (See pattern diagram in the back of this rulebook)

IV. Scoring and Penalties:

12. Timed event judge will not flag contestant out until time is recorded.
13. Judge is to flag time, then flag contestant out if run is not legal.
14. Knocking over a pole is a five (5) second penalty, per pole.
15. Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.
16. Contestant will be allowed legitimate time from the time she enters the arena gate until her time starts by Field Flagger or electric eye. Judge will determine legitimate problem for prestart time.
17. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
18. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head. Contestant's hat must be on when they are in alley way and cross the

plane of the arena being the front gates that are closed during roping and rough stock events.

19. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
20. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the first barrel/pole. If a side or corner gate is used, a single spin or pivot is acceptable in either direction or by the Arena Director's approval. Failure to comply will be a no time. Contestant must be mounted when entering the arena.
21. Contestant must run in the order drawn. Failure to do so may result in a no time at the discretion of the judges and arena director.

V. Re-Runs:

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

VI. Equipment:

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

TEAM ROPING - Boys & Girls

I. General Rules:

3. Contestant may change horses in team roping.
4. Roping Box -- shall be a part of the arena during team roping.
5. Refer to the Score Line Diagram in the back of this rulebook.
6. Once score line has been set in timed events, it will not be changed in that go nor can length of box be changed.

7. Lap and Tap - no barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
8. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating-the-barrier penalty.
9. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten-second fine. Otherwise, this will not be considered a broken barrier.
10. If automatic barrier does not work but time is recorded, team will get time, but there will be no penalty for broken barrier.
11. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore, entitling contestant to a rerun without penalties.
12. If automatic barrier fails to work, and stock is brought back, contestants must take the same animal over during or immediately after the same performance.
13. If barrier equipment hangs on animal and contestants try the animal, they accept animal. If contestants pull up, they will receive the same animal back.
14. Steer belongs to contestants when they call for it, regardless of what happens with the following exceptions:
 - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run.
 - b. If, in the opinion of the line judge, contestant is fouled by barrier, contestants shall get their steer back, providing they declare themselves by pulling up. A contestant's rope cannot be fouled by the pull rope.
 - c. In case the field judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back, lap and tap, plus time already lapsed and any barrier penalties.
12. A contestant must be on his/her horse and his/her horse must break the plane of the barrier with his/her draw breaking the plane of the score line before he/she is allowed to compete.
13. Time to be taken between two flags.
14. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
15. This event shall not be conducted with an open catch pen gate at any rodeo.

II. Time Limit:

There will be a Thirty (30) second time limit.

III. Event Rules:

1. This event is to be one event only. It may be entered as 2 boys, 2 girls, or 1 boy and 1 girl on one team.
2. A dally team roper can only enter once at any rodeo with the partner of his or her choice.

However, a team roping contestant with no partner may request a partner be supplied as a drawn partner from a volunteer list of entered team roping contestants. This option is available only three times. Thereafter, the team roping contestant must enter with a partner. No points will be awarded to the drawn partner. No draw partners will be allowed at State Finals Rodeos.

3. After stock is loaded, ropers must rope in order listed. Header will start behind barrier using either box, and must throw the first loop at head.
4. Heeler must start from behind barrier line.
5. Time will be taken when steer is roped, both horses facing steer in line with ropes dallyed and tight, horse's front feet must be on the ground.
6. Each contestant will be allowed to carry only one rope.
7. Each team allowed three throws in all.
8. Roping steer without turning loose of the loop will be considered a no catch.
9. Roper must dally to stop steer or change steer's direction.
10. No tied ropes allowed.
11. The word "dally" means one complete turn around the horn.
12. Ropers must be mounted when time is taken.
13. Steer must be standing up when roped by head or heels.
14. No foul catches can be removed by hand.
15. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his hands.
16. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from loop by hand. However, should the front foot or feet come out of the heel loop by the time the field judge drops his flag, time will be counted.
17. In case the field flag judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back lap and tap, plus time already lapsed and any barrier penalty.

IV. Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestants out until time is recorded.
3. Judge is to flag time, then flag contestants out if run is not legal.
4. There will be a ten-second penalty assessed for breaking the barrier.
5. Roping steer without releasing loop from hand will disqualify catch.
6. Contestants will be disqualified for any abusive treatment of steer or their horses.
7. There will be only three (3) legal head catches:
 - a. Both horns.
 - b. Half a head.
 - c. Around the neck.
7. If hondo passes over one horn, the loop over the other, the catch is illegal.
8. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
9. No rattling of chute. A timed event contestant may not have someone rattle the chute for him/her. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
10. When the contestant calls for the steer, no further assistance can take place after that. No encouragement can take place by the assistant 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,

contestant will receive a no time.

11. Any heel catch behind both shoulders is legal if rope goes up heels.
12. One hind foot receives five-second penalty.
13. The direction of the steer's body must be changed before the heel loop can be thrown. Any loop thrown before the completion of the initial switch will be considered a crossfire and no time will be recorded. However, if the steer stops or sets up before the switch, it must only be moving forward for the heel loop to be legal.
14. Steer must not be handled roughly at any time, and ropers may be disqualified if, in the opinion of the field judge, they have intentionally done so.
15. In the event a team roper is disqualified or injured at a multi-go-round rodeo, that team will be eliminated from that event.
16. If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight feet before steer regains his feet or team will receive no score.
17. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.
18. Broken rope or dropped rope will be considered no time.
19. If the front foot is in the loop when the header dallies, turns off and changes the direction of the steer, it will be an automatic no time.
20. Time should be taken with the average of two (2) times at all Rodeos.

V. Reruns:

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

VII. Equipment

1. Cattle neck ropes on steers must be tied with string, or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the team roping event.
3. Adjustable slide shall be used on all cattle neck ropes for cattle used in team roping event.
4. A mechanical barrier must be used.

VIII. Livestock Requirement:

1. Steers must be uniform in weights and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. All steers shall have horns properly wrapped.
4. During any performance, if an animal escapes the chutes or pens before it is called for by the contestants, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting.
5. At least three (3) head of animals will be brought back together. No animal may be repenned by itself.
6. Decisions will be made by the arena director about when stock is repenned.
7. Cattle may be steers and heifers with horns.

IX. Officials:

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

DALLY RIBBON ROPING

I. General Rules:

1. The point system in the ribbon roping will follow the same criteria as the team roping.
2. The roping box and barrier are to be used as in the other roping events.
3. The ribbon for the calf's tail is to be a uniformly colored unbreakable ribbon, 1 inch wide and 12 inches long, tied to the calf's tail with a rubber band that is strong enough to hold the ribbon in place, but weak enough to break easily when grabbed by a contestant. Suggested is #12 rubber band.
4. Calves are to be the same size as the tie-down roping calves
5. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
 - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with the lap-and-tap start. Time already accumulated will be added to time used to complete the

qualifying run.

b. In cases of mechanical failure.

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

6. In the ribbon roping a horse must clear the box before a loop is thrown.
7. Time to be taken between two flags.
8. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
9. This event shall not be conducted with an open catch pen gate at any rodeo.

II. Time Limit:

There will be a thirty (30) second time limit.

III. Event Rules:

1. Calves may be pushed out by contestant's assistant providing they are ready.
2. Catch as catch can. Any catch that holds the calf is legal.
3. Runner may stand anywhere they choose in the arena.
4. Roper must dally and hold the calf immediately after roping. No trailing or hazing calf immediately after roping. No trailing or hazing calf back to score line before dallying so that the runner can get ribbon off of calf's tail.
5. Runner must remove the ribbon from the calf's tail and carry the ribbon back to the box the roper left from. Time will run from the time the calf releases the barrier rope until the barrier judge flags the runner crossing the barrier line.
6. The roper may carry only one rope, but may rebuild 1 loop if no catch is made with the first loop. Only 2 loops total are allowed.
7. If the ribbon comes off the calf's tail after the roper has made his/her catch, the roper must dally off and hold the calf; however, the runner must go to where the ribbon came off, pick it up and then carry it back across the barrier line. Roper must hold dally until the runner has picked up the ribbon.
8. Flag judge will flag time when runner crosses finish line with ribbon in hand and give to judge or team will receive a no time.
9. Ribbon – flagging tape shall be approximately 1 inch in width and 12 inches long.
10. The ribbon itself must be fastened to the top of the tail with a rubber band.
11. The runner removes the ribbon and runs across the finish line in either direction for time.
12. Any part of the ribbon is legal.
13. A Ribbon Roping contestant with no partner may request a partner be supplied as a draw partner from a volunteered list of entered Ribbon Roping contestants. This option is available only three times. Thereafter, the Ribbon Roping contestant must enter with a partner. No points will be awarded to the drawn partner. No draw partners will be allowed at State Finals Rodeos.

IV. Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. There will be a ten-second penalty assessed for breaking the barrier.
4. Roping calf without releasing loop from hand will disqualify catch.
5. Dropping or losing rope will result in disqualification
6. Runner touching rope or calf before roper is dallied will result in disqualification.

7. Roper dragging calf to runner. When roper makes a catch, he/she must dally off and wait for the runner or it will result in disqualification.
8. Runner crossing barrier line without ribbon will result in disqualification.
9. Contestant will be disqualified for any abusive treatment of calf or his horse.
10. Failure to complete and hold a dally

V. Reruns:

1. If the ribbon comes off the calf's tail prior to the roper making the catch or if the ribbon does not get put on the calf's tail to begin with, re-run is granted with same calf back.
2. In any timed event if animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with the lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
3. If rope is on animal, contestant will get animal lap and tap with rope on in the chute.
4. No rerun will be given due to faulty or broken equipment furnished by the contestant.
5. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
6. A calf must be rerun before it is used by another contestant.
7. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.

VII. Officials:

1. There shall be two or more timers, a field judge, and a barrier flag judge.
2. Field judge may be mounted in order to keep up with the run. Barrier flag judge is to watch the barrier and step to the 30 foot line to flag the time.
3. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of the next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
6. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
7. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.

PRE K DIVISION

DUMMY ROPING (Girls and Boys)

Objective: To prepare roping the dummy calf correctly to better prepare the contestant for roping off of a horse.

I. General Rules.

7. Contestant stands behind line drawn by judge.
8. The event is judged by:
 - e. How the rope is handled. (Basic Rope Handling 1-5 points maximum)

- f. The way the loop is built and how the contestant throws loop to make a catch. Can the contestant feed the loop. (1 point maximum)
- g. Does the contestant catch the dummy(1-6 points maximum)*A no catch will be marked as (0) zero points.*
- h. Does the contestant jerk the slack (2 points maximum)
9. Each contestant gets three loops.

CLOVERLEAF BARREL RACING (Girls and Boys)

Objective: The contestant shall race her horse through a clover leaf barrel pattern and do so in the fastest time possible.

VII. Time Limit

1. No time limit applies
2. Contestant's time will begin when contestant and horse cross the starting line and starting flag is dropped or horse passes through electric timer's eye.

VIII. Equipment

1. Western type equipment to be used.
2. Association Equipment Necessary: Twin units of battery powered electric eyes with one electric power digital clock and one battery power digital clock. Time will be recorded in hundredths. Two handheld battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or if necessary, the electric eye timer to the official time.
3. Complete electric timer must be backed up by a Flagger/judge. One timer will record the times that appear on the electric eye controlled readout. Timer will operate the digital watches and record the average time if necessary because of failure of electric eye
4. Judge may prohibit the use of bits or equipment that he may consider severe.
5. Permanent markers should be put in the ground for the electric eyes. Electric eyes should be placed on the starting line no closer together than the width of the first two barrels and for the electric eyes to be centered on pattern for each performance.
6. Position on fence for flagman should be well marked.
7. Set timer beforehand in the same height and position and lock the legs.
8. Barrels are not to be used as stands for the electric timer devices.
9. Barrels to be 55 U.S. gallon plastic drum with both ends intact.

III. Event Rules.

1. In this event a contestant is allowed to have an helper as a lead line option
2. The clover leaf barrel pattern is the only approved pattern in this event.
3. Arena gate must be kept closed immediately after she enters the arena, and kept closed until pattern is complete and her horse is under control.
4. The arena conditions will enable you to decide the distance that the barrels are placed.
5. Contestant may start on either the right or left barrel.

- a. When starting on the right barrel there will be one right turn and two left turns around the barrels.
- b. When starting on the left side, there will be one left and two right turns around the barrels.
6. A broken pattern shall be defined as breaking their timer. The timer will operate from the Flagger's signal.

VI. General Rules.

1. Starting lines in clover leaf barrel racing will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The horse's nose will be timed as it crosses the starting line.
4. Contestant may enter the arena at the speed of her choice.

VII. Scoring and Penalties.

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a barrel is a five (5) second penalty, per barrel. Should barrel be knocked over and it sets up on opposite end, the five (5) second penalty will be assessed.
4. Not following the clover-leaf pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the off side. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.
5. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
6. If the arena requires an alleyway to meet the 75' requirement to start and stop, it is considered part of the arena and all rules apply to that alleyway.
7. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head. Contestant's hat must be on when they are in alley way and cross the plane of the arena being the front gates that are closed during roping and rough stock events.
8. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
9. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the first barrel. 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.
10. Contestant must run in the order drawn. Failure to do so may result in a no time at the discretion of the judges and arena director.

VI. Reruns.

4. No rerun will be given due to faulty or broken equipment furnished by contestant.
5. The battery digital clock will be the first backup time and digital hand-held watches to be second backup time. When both the digital clocks malfunction and no time was recorded from digital watches, contestant will be given a rerun at a time designated by the Judges

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

POLE BENDING (Girls and Boys)

Objective: Contestant must race down alongside the poles and upon reaching the end pole she must turn around and weave back through the poles upon reaching end pole she weaves back through poles, upon reaching the end pole, she must turn and race along side the poles to timer line, and during this process not knocking down any poles, in the fastest time possible.

I. Time Limit

1. There is no time limit for this division
2. Time will start once horses nose crosses the start line or electric eye.

II. Equipment

1. Western type equipment to be used.
2. The judge may prohibit the use of bits or equipment that he/she may consider severe.
3. Association Equipment Necessary: Twin units of batter power electric eyes with one electric power digital clock and one battery power digital clock. Time will be recorded in hundredths. Two handheld battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or if necessary, the electric eye timer to the official time.
4. Complete electric timer must be backed up by a Flagger/judge. One timer will record the times that appear on the electric eye controlled readout. Timer will operate the digital watches and record the average time if necessary because of failure of electric eye timer. This timer will operate from the dagger's signal.
5. Permanent markers should be put in the ground for the electric eyes.
6. Line on fence for Flagger should be well marked. Poles to be painted red, white, and blue or red and white by six inch strips.
7. Set timer beforehand in the same height and position and lock the legs.
8. Barrels are not to be used as stands for the electric eye timer devices
9. Poles used for this event must have rubber bases.
10. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be 21 feet apart. End pole must be 20 feet, at least, from fence.
11. Poles shall be set on top of the ground, six feet in height and with no base larger than fourteen inches in diameter.

II. General Rules.

1. In this event a contestant is allowed to have an helper as a lead line option
2. Starting lines in pole bending are subject to ground rules.
3. A clearly visible starting line shall be provided.
4. There shall be a minimum of 75 feet allowed for stopping, from the starting line, poles back to the fence.
5. The poles and the starting line will be permanently marked for the entire go round.

6. The horse's nose will be timed as it crosses the starting line.
7. A contestant may enter the arena at a speed of her choice, but must maintain forward motion once in the arena. Contestant will not be allowed to circle inside the arena.
8. The alley way will be considered as the shut down area when needed.
9. Arena gate must be kept closed immediately after she enters the arena, and kept closed until pattern is complete and her horse is under control.

III. Event Rules.

1. This event is open boys and girls in this division
2. The pole bending pattern is to be run around six poles.
3. No flags to be used on poles.
4. Poles to be colored red, white and blue by six-inch strips.
5. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be twenty-one (21) feet apart. End pole must be twenty (20) feet, at least, from fence.
6. Poles shall be set on top of the ground, six (6) feet in height, and with no base larger than fourteen (14) or less than twelve (12) inches in diameter.
7. Poles must be straight in line.
8. Touching poles is permitted by horse or contestant.
9. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
10. Diagram of pattern. (See pattern diagram in the back of this rulebook)

V. Scoring and Penalties.

1. Starting line judge will flag start when horses nose crosses the score line.
2. Timed event judge will not flag contestants out until time is recorded. Judge is to flag time, then flag contestants out if run is not legal.
3. Knocking over a pole is a five second penalty, per pole.
4. Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.
5. Contestant will be allowed legitimate time from the time she enters arena gate until her time starts by the Flagger or electric eye. Judge will determine legitimate problem for prestart time.
6. If horse recrosses starting line at any time before the pattern is complete, pattern will be considered broken and run will receive no time.
7. A five second penalty will be assessed if a contestant's enters the arena without her hat on her head. Contestant's hat must be on when they are in alley way and cross the plane of the arena being the front gates that are closed during roping and rough stock events.

8. When the electric eye fails to work for one or more contestants during a performance, the manual back up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
9. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base of pattern of the fallen pole, it is considered a broken pattern.
10. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the first barrel/pole. If a side or corner gate is used, a single spin or pivot is acceptable in either direction or by the Arena Director's approval. Failure to comply will be a no time. Contestant must be mounted when entering the arena.
11. Contestant must run in the order drawn. Failure to do so may result in a no time at the discretion of the judges and arena director.

VI. Reruns.

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

GOAT RIBBON PULL (ON FOOT)

Objective: For the contestant to run across starting line to where the goat is tethered. Pull ribbon off tail and raise hands in the fastest time possible.

I. Time Limit

1. There will not be a time limit for this event

II. Equipment

1. There is no equipment required by the contestant

III. General Rules

1. A clearly visible starting line shall be provided.
2. The stake and the starting line will be permanently marked for the entire go-round.
3. Time to be taken between two flags.
4. Time will start when the contestant crosses the starting line.
5. Flagman will stand in identical places each performance.
6. Goat handlers must stand directly behind goat. Judges and directors will position themselves so they are able to have a clear view of the goat and the contestant.

IV. Event Rules

1. The goat should be tied to a stake with a rope.

2. Stake should be completely under the ground so that no part of it is visible or above the ground.
3. Contestant will run across start line, down the tether and grab ribbon off goat's tail. They will then raise their hands in air to signal completion of the run

IV. Scoring and Penalties.

1. Starting line judge will flag start when Contestant crosses the score line.
2. Field judge will flag the end of run when Contestant has hands in the air.
3. Time should be taken with the average of two timers at all rodeos.

VI. Reruns.

1. If the goat should break away contestant will receive a rerun.
2. When both digital clocks malfunction and no time was recorded from the digital watches, if stock is qualified on in the field, contestant will be given a rerun at a time designated by the judges and the arena director.
3. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant exit's the arena.

RODEO QUEEN/PRINCESS

I. RODEO RESPONSIBILITIES :

1. Organizing the grand entry, confirming with the announcer the order of flags representatives, and order of the KJRA Divisions. (div 2, div 1b, div 1a)
2. Queen and princess will have a hot lap each and will carry an American flag and remain in arena during prayer.
3. National Anthem: Check with the announcer before the rodeo to make sure he has the national anthem if not have the music available for them. The queen is responsible for creating a pattern for her and the princess to perform during the song. This should be practiced before performing. Try to be familiar with what's going on because this is your time to shine and make each grand entry the best.
4. Both of you are responsible for having the sponsor flags at each and every rodeo... **this is a must!!**
5. Queen should have their division ready for grand entry and princess has her divisions ready with the help of parents.

II. YEAR END EVENT RESPONSIBILITIES OF QUEEN/PRINCESS PARENTS:

1. Parents of both queen and princess are in charge of the awards. Crowns, buckles, breast collars are provided by association. Contact awards committee to confirm.
2. Participation buckets: Each contestant receives a bucket for participation. Buckets will include items that are donated. Bucket items are usually gathered all year by donations or by purchasing small items. Examples: hoof picks, horse shampoo, lead ropes, decorative cups, gift certificates etc. The girls always look forward to the buckets.
3. Sashes: The queen or princess mom should have the sashes made. With "Kentucky Junior Rodeo Queen/Princess" and the year.
4. Awards flowers: Responsibility of parents to provide bouquets to contestants for crowning ceremony.
5. Crowning of new representatives. Each contestant will be escorted in with a person of

their choice during the break at the last rodeo of the year. Placing 2nd runner up, 1st runner up and winner. Only crown and flowers given at this time.

6. The buckets, breast collars, buckle, and judge's sheets will be given during awards ceremony at finals.

III. PAGEANT RESPONSIBILITIES OF QUEEN/PRINCESS PARENTS:

1. Secure three volunteer judges. Judges should not know any of the girls or the girl's family participating in the contest.
2. Responsible for providing food for judges.
3. Responsible for contestant's party food, drinks and cake during contest.
4. Queen mom is in charge of organizing and scheduling the events and when they are being performed.
5. Queen mom is responsible for information packets provided to contestants with contest details. It is recommended that the showmanship pattern be changed from year to year.
6. The judge's sheets of each contestant will be in separate folders.
7. Three KRJA board members will verify tabulation of final scores prior to crowning.
8. Winners are confidential!! Winners will not be awarded until Finals.

IV. PAGENT RULES FOR CONTESTANTS

Princess - Division IA and IB (Grades K-5)

Queen - Division II (Grades 6-8)

Contestants will be judged in six categories (each event is worth 1-25 points):

1. Horsemanship
2. Flag Presentation
3. Crowd Appeal
4. Barrel Run
5. Modeling
6. Interview

1. Attire –

A. **Dress Wear for Horsemanship, Flag Presentation, Crowd Appeal and Barrel Run:**

- Blue or Black western jeans or pants
- Plain white shirt with collar, long sleeves - no fringe or sequins. The shirt must be tucked in.
- Hat or helmet
- Boots
- Belt
- NO gloves or chaps - they are NOT permitted!

B. **Modeling** - Attire for this event is "full western dress" which includes:

- Long sleeve, western shirt, blouse, or jacket WITH collar, or dress WITH collar
- Skirt, gaucho's, pants, or jeans

- Hat
- Boots
- Belt (required for shirt that is tucked in, but optional for a jacket that is worn outside of your pants or skirt.

Clothes should be neat, clean, and pressed. Hats clean and nicely shaped. Boots should be cleaned and polished.

2.Tack For Horsemanship, Flag Presentation, Crowd Appeal and Barrel Run

A. Tack for Horsemanship:

- Western style saddle
- Any type of bit or hackamore
- Tie downs
- Protective boots
- Roping or split reins - riding one handed is preferred

3.Contestants will be judged in six categories (each event is worth 1-25 points):

A. Horsemanship - This category is judged upon how well you handle your horse throughout the assigned pattern. Judges will look at your ability to sit the horse, hand and body position, delivery of cues, and accuracy of pattern.

Faults in this category include losing or touching your hat, losing your stirrups or reins, wrong leads, touching the saddle with your hands, using both hands on reins or switching hands.

- IX. **Flag Presentation** -You will make one (1) lap around the entire arena, (be sure you use it all). You will be judged on how well you handle the flag while cantering your horse. You will make only one (1) lap.

Faults in this category include losing or touching your hat, losing your stirrups or reins, wrong leads, touching the saddle with your hands, using both hands on reins, switching hands or dropping the flag.

- X. **Crowd Appeal** – You will make one (1) lap around the entire arena waving at the crowd. You will be judged on how well you present yourself to the crowd.

Faults in this category include losing or touching your hat, losing your stirrups or reins, wrong leads, touching the saddle with your hands, using both hands on reins, switching hands

1. **Barrel Run:** Your barrel run will be judged. It will be judged like a qualified rodeo run in order to receive a score from the judges. You will be judged on how well you handle your horse, how well you sit in the saddle, and how you maneuver your horse around the barrels.

2.Modeling: This category will be judged upon how well the contestant handles herself including composure and mannerisms. There will be a pattern shown before the start of the contest that the contestants will all follow. The current KJRA Queen and Princess will demonstrate pattern prior to contest.

3.Personal Interview: Each contestant will be asked several general “impromptu” questions about herself during the interview. There will also be some questions about rodeo, horse care, as

well as some questions concerning their knowledge of the rules concerning the particular events in which they participate.

The judges will score each contestant according to how well she presents herself including composure and mannerisms while answering the questions. Watch your use of grammar and enunciation of speech.

Non Member Pass

1. The cost is \$15 for the day or \$25 for the weekend.
2. Non Member Pass fees do not count towards membership.
3. Non Member participants DO NOT get points.
4. Non Member participants can collect payback.
5. Non Member is NOT allowed at Finals rodeo.
6. Non Member participants MUST attend contestant check in prior to rodeo.
7. If a Non Member Contestant decides they wish to join the KJRA, they must wait until the conclusion of the weekend. They must complete all paperwork and pay all associated fees (membership & sponsorship) to be considered a member in good standing and be assigned a back number before entering the next rodeo and earning any event points.

Score Line Diagrams

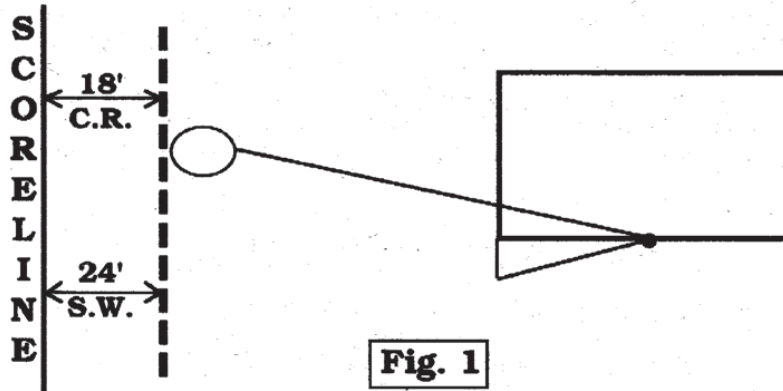


Fig. 1

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

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

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

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

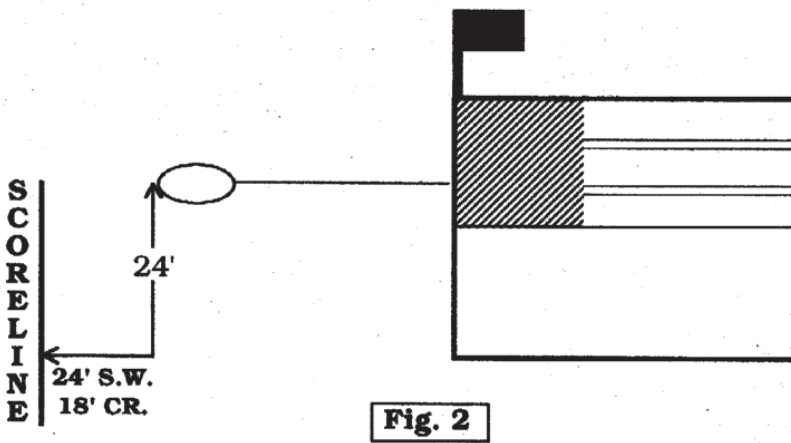
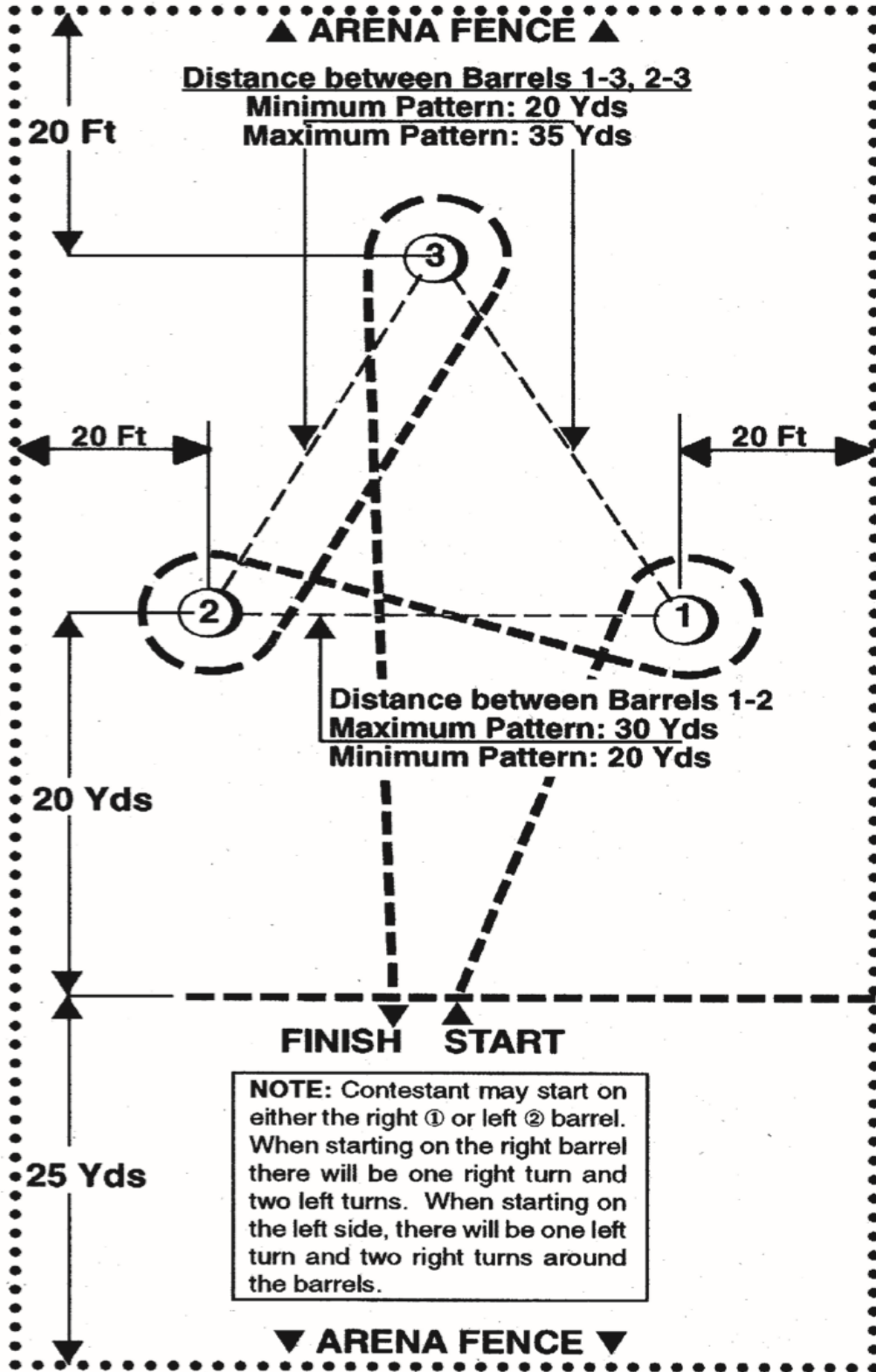
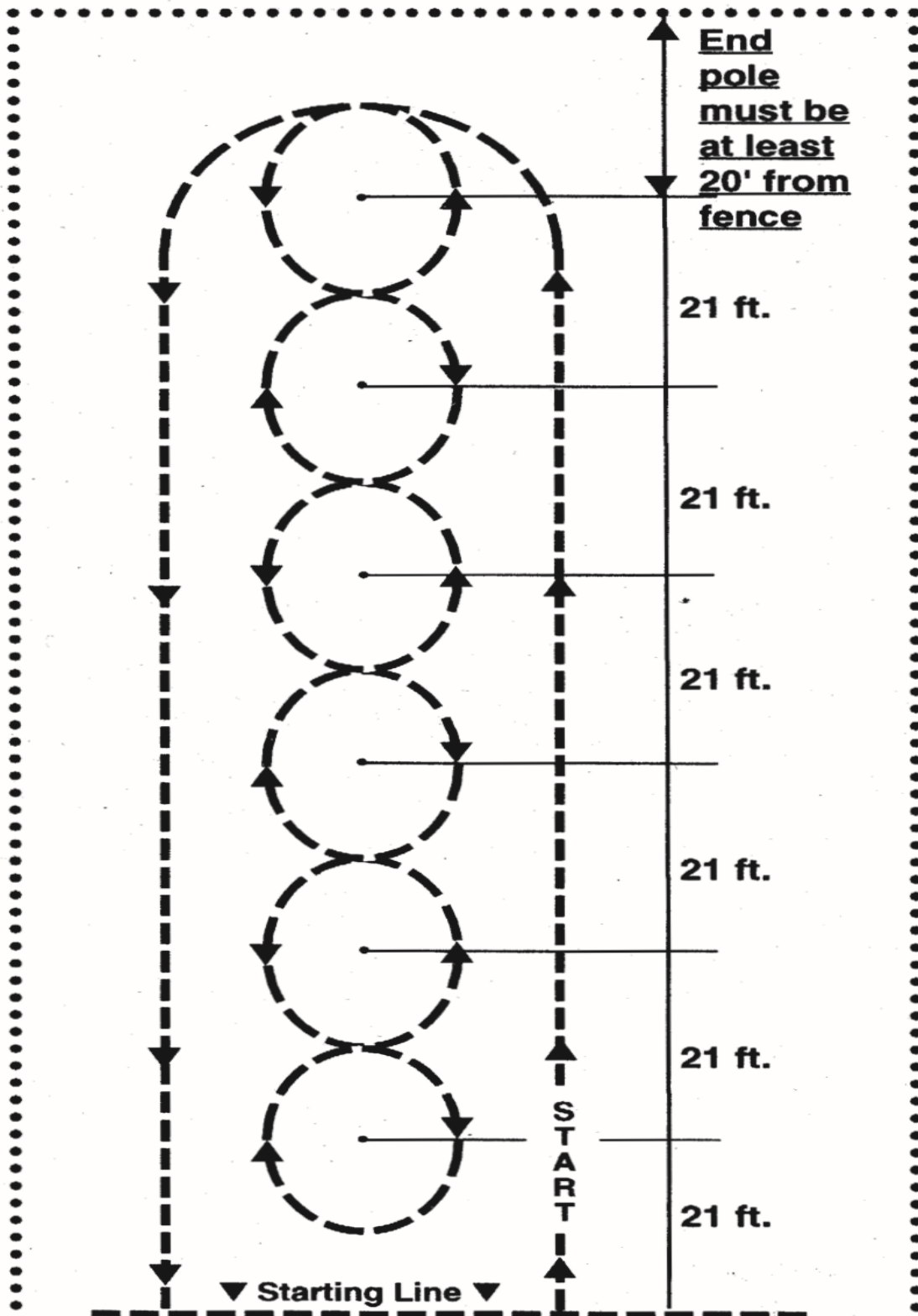


Fig. 2

BARREL RACING PATTERN



POLE BENDING PATTERN



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

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

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

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

Cowboy's Prayer

Our heavenly father, we pause ever mindful of the many blessings you have bestowed upon us. We ask that you be with us at this rodeo, and we pray that you will guide us in this arena of life. We don't ask for special favors, we don't ask to draw around chute fighting horse, or to never break a barrier. Nor do we ask for all daylight runs, or not to draw a steer that won't lay. Help us O Lord. To live our lives in such a manner, that when we make that last inevitable ride to the country up there, where the grass grows lush and green and stirrup high, and the water runs clear, cool and deep, that you, as our last judge, will tell us that our entry fees are paid. Amen.

This rule book was compiled for a purpose, It is mandatory for all to follow. Use it, but don't abuse it. It will only be as good as you let it.

