

2021 Season

Rolling Hills Rodeo Association

General Rule Book

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Article I

Rules for Contestants

SECTION 1—MEMBERSHIP

1. Eligibility of contestants and non-contestants
 - A. Contestant categories will be designated as follows, with age requirements as of January 1, applying to the full rodeo Year;

Lead-line
Girls and Boys 7 & under
Girls and Boys 8-11
Girls and Boys 12-16
Ladies and Men 17-39
Ladies and Men 40 +
Open
2. Annual Membership fees cover eligibility to compete, vote, rule books & year-end award eligibility. Membership fees are to be paid as indicated on membership forms. A late fee may apply to any renewing member who does not pay on or before June 1st of each year.
3. Annual Membership Fees are to be paid prior to contestant's first RHRA competition to be eligible to receive points counting toward year-end awards. Members may join at any time.
4. All contestants (members & non-members) must provide a copy of their government issued identification or birth certificate to verify age by or before the first participating performance as requested by the board or association.
5. All contestants must have a signed and notarized release form on file with the secretary for the current year. These forms will be available from the Association Secretary at any time via the association website, Facebook page or via direct email upon request.
6. Each contestant is responsible to contact the secretary if a change of address occurs or information differs from that given on the application.
7. An applicable (per contestant) LATE FEE WILL BE ASSESSED FOR ANYONE ENTERING DAY OF RODEO or after the entry deadline if same day entries are allowed.
8. An applicable per day fee for Non-Members will also be assessed to anyone who is not official a member if non-member entries are allowed for the season if non-member participation is allowed.

SECTION 2—POINT SYSTEM & PAYOFFS

1. One of the purposes of the RHRA is to establish a point system to determine the RHRA Champion Cowgirls and Cowboys and to establish a set rule as to the division of prize money and points. In order for points to count for the year-end All-around, a contestant must place (meaning placing in the top 6 to receive points) in three events, during the scheduled season. Prize money and points shall be awarded and divided in the following manner:
 - A. Points are always split six (6) ways. In the event that less than six contestants qualify, the qualifiers will receive the standard percentage/allocation for their placing and any points left over shall be considered unearned, and will be forfeit.
 - B. Points shall be:
1st place =6 points
2nd place =5 points
3rd place =4 points
4th place =3 points
5th place = 2 points
6th place =1 point
2. Points may only be earned by current "*members*" who have paid their current annual Membership Fee. In the event a non-member places they will be eligible to receive day money payout, however, points will be rolled to the next place person even if they are a further placing than 6th place. (For example: if a non-member places 6th he/she will be given the day money payout but the 1 point will be given to the 7th place contestant providing they are a member)
3. In case of a tie for the year-end All Around or Event awards, the winner will be determined by the contestant who has the fastest average times throughout the year with priority given to the most qualified runs.
4. Total pot money shall be paid at an 80%/20% split. For Stock events this percentage will be allocated after the stock charge is taken out. In the event qualifying places are not filled, payouts will be allocated based on the number of qualified runs. Example: only three contestants qualify in a youth event but should figure payoffs for 3 places paid, etc.)
5. Cash Payoffs –Number of places and percentages
 - A. **Lead-line— only day prizes will be given**
 - B. **7 & Under Age Group:** Six places will be paid as long as six qualify in the event & the final placing payout is no less than \$1.00;
 - C. Otherwise it will be paid according to the listing & Rule # 4 above

- D. **8-11 Age Group& 12-16 Age Group:** 1 placing payout for every 5-7 contestants entered in a given event. Payout discretion at the that of the Treasurer/Secretary.
- E. **All other age groups will be paid according to the number entered in each event:** 1 placing payout for every 5 contestants entered in a given event
- 6. In the event only one contestant qualifies in an event he/she will receive 100% of the payout *percentage*.
- 7. In the event there are no qualifiers in a given event, the association shall keep all monies paid in to that event.

SECTION 3—GENERAL CONTESTANT RULES

1. Contestants may move up one age division and compete in an event only if the event is not offered in their age division. They will compete for money and their points will count for year-end event awards however points from that move-up event will not count toward year-end all-around awards; with the exception of open team roping which can count toward All-Around for any age division.
2. Youth contestants (16 & under) may chose to move up and entire age category at the beginning of a season but must remain in that same age group for all future RHRA events.
3. Any contestant may lose points or be suspended or both from the Association for any of the following offenses:
 - A. Bad Checks (this is writing or having entry fees paid by a check that is returned for insufficient funds, account closed, etc.) This carries the penalty of loss of all points acquired up to that time and suspension until the bad check has been cleared.
 - B. Nonpayment of entry fees
 - C. Attempting to fix, threaten, bribe, influence, harass or coerce the judges, arena director(s), board members or other contestants at any time between opening and closing dates of a RHRA event, in or out of the arena. The Judge(s) and other individuals involved shall report violators to the arena director or RHRA Board.
 - D. Conduct or speech of any kind detrimental to the best interest of the RHRA, as determined by the RHRA Board.
 - E. Fighting or quarrelling in the arena.
 - F. Failure to abide by or disobedience of Articles and Rules of this Association.
 - G. **For any rules not covered above, the Board of Directors will be called in to make the final decision.**
4. All contestants shall assist in keeping the arena clear by staying out of the arena except when contesting or assisting. The decision of the judges, flagman and timers who have been passed on by the Association shall be final. No contestant can talk to a judge or timer while an event is going on, unless to point out a discrepancy. Questions may be addressed to the judge or timer no sooner than the end of that event. Any contestant violating this regulation may be disqualified by the judges and/or fined.
5. All contestants are required to read the rules carefully, particularly to those relating to the contests or events in which they are entered. **Failure to understand the rules will not be accepted as an excuse.**
6. There shall be no limit to the times a horse can be ridden by different contestant in any one event.
7. If the Association furnishes numbers, contestants must wear them on the back of their shirts so as to be visible to the judges, timers, and spectators. The penalty for not wearing numbers may be disqualification.
8. **Contestants must wear western attire:** western hat (optional), button-up shirt with sleeves (long or short), and tucked in, western boots and western trousers in the arena during a paid performance or during slack. Violators of these rules will be disqualified upon the discretion of the judges.
9. A contestant may compete in an event even if they are the only one entered and receive points if they receive a qualified time. Points will go toward the event and their age group All-Around.
10. All contestants shall be ready to compete when called upon. Each contestant shall receive a maximum of three (3) calls to begin his or her run. Unless the contestant has made other arrangements with the Arena Director, show secretary or Judges PRIOR to the event he or she is competing in, contestant may face possible disqualification by the judges
11. Contestants must be on hand to answer call of the Arena Director and must comply with all other rules of the Association for each particular contest or exhibition held under the auspices of the RHRA. When, in the opinion of the Arena Director sufficient number of contestants is present for an event, there will be no delay because others are not present.
12. The Association reserves the right to refuse the entry of any contestant who has violated the general rules.
13. A contestant must compete in the same event at least three times& have one registered qualified time/score to qualify for all- around points.
14. A contestant must enter and compete in at least four (4) of the six (6) rodeos held to qualify for year-end awards. In addition, those competing in more than the 4 qualified rodeos required to earn year-end awards, will have as many as two (2) of their lowest scores dropped from any given event and their final All-Around points will be accounted for from those scores. EXAMPLE: a contestant has the following points for the series in Barrels: June: 6/0, July: 3/2, Aug: 2/4. The total scores that would be "counted" for year-end placing would be: 6 – 3 – 2 – 4 (dropping the 0 and one 2), giving them a total of 15 points for that event.
15. 7 & Under--Horse may be led for contestant in an event if safety is a concern; However, they will not receive a qualified time for that event. Contestants needing to be lead are encouraged to consider the Lead-Line class.
16. In order to maintain a good image in a youth organization, any person(s) assisting with the show in any capacity and/or any contestants, shall not be drinking alcoholic beverages or using drugs between the opening and closing times of RHRA events inside the arena area.
17. RHRA Board of Directors in conjunction with the Arena Director reserve the right to make modifications to the rules as necessary for safety or functionality so long as the rules are applied the same to all in a given age group for that performance.

SECTION 4—CONTESTANT DISQUALIFICATION

1. The Association or RHRA officials (Judges or Board of Directors) may withdraw any contestant's name and entry, disbar contestant from any and all events, and withhold any money due &/or prizes for violation of the governing rules of the Association, or for any of the following offenses:

- A. Violating the western dress rule.
- B. Not being ready to compete when called upon.
- C. Being under the influence of liquor or drugs.
- D. Rowdyism, quarreling with the judges or officials.
- E. Mistreatment of stock. A verbal warning will be given for the first offence.
- F. Altercation or quarreling with other contestant, directors, or grounds help.
- G. Failure to give assistance when requested to do so by the Arena Director, or for any reason deemed sufficient by the Association.
- H. Cheating or attempting to cheat. This carries the penalty of loss of all points acquired up to that time and suspension for not less than one year.
- I. Conduct or speech of any kind detrimental to the best interest of the Association.
- K. Refusing to compete in position drawn by the Rodeo Secretary, unless other arrangements have been made with said Secretary.

SECTION 5—PROTEST

It is the Association's aim to protect its members against unfairness and to provide a uniform set of rules for all contestants. In order to protect our contestant's personal rights, each contestant is entitled to a private hearing with judges and Board of Directors. In the event the contestant has a protest, they shall go to the Arena Director or Board Members with their concerns. The Arena Director or Board shall relay the protest to the judge and their collective decision shall be final on all protests.

Article II Rules for the RHRA

SECTION 1—CONDUCT OF RHRA EVENTS

1. The management assumes no responsibility or liability for injury or damage to the person, property, and stock of any owner, contestant or assistant. Each participant, by the act of his or her entry, waives all claims against the management for any injuries their property may sustain.
2. Any rodeo event with ground rules contradictory to or in addition to Association rules must hold a general meeting in the grandstand or in the center of the arena to inform all contestants before any roping or riding events start. Announcer shall be instructed to relay these changes and/or additions over the loud speaker at least twice before any rodeo contests begin. Arena Director and Judges shall be present during this meeting to clarify any questions contestants may have.
3. **Judges, Directors & Board Members reserve the right to make special calls in all events and situations on the emphasis of SAFTEY first NOT on who wins.**

SECTION 2—DRAWING OUT AND ENTRY FEE REFUNDS

1. The Association shall not be responsible for returning a contestant's entry fee if they had contested in an event even once during the performance.
2. Requests for withdrawal from any contest or event, and return of entrance fees are up to the Rodeo Secretary and/or the judges.
3. There will be no drawing out after positions are drawn, unless contestant has a doctor or vet's release. The Rodeo Secretary must be notified at injured person's expense before the first-time contestant is scheduled to compete.
4. If in the opinion of the Judges, a contestant is unable to compete in a particular event because of injury. They may withdraw, but this does not prevent them from competing in other events in which they are entered.
5. All entry fees must be paid in advance by mail or at the rodeo office prior to the start time of the rodeo. Any contestant failing to pay entry fees prior to the start of the rodeo is to be automatically removed from the list of contestants and may be subject to the Draw out Fees before he/she is allowed to enter another RHRA approved event, except on legitimate excuse, decision of which will be up to the Board of Directors.
6. If a contestant has entered a show and does not draw out before the books close, he or she will be subject to the Draw out Fees except on legitimate excuse, decision of which will be up to the Board of Directors.

Article III

Rules for Officials

SECTION 1—SELECTION OF JUDGES AND TIMERS

1. All Judges and timers shall be chosen for each RHRA by the Board of Directors.
2. When possible, parents may not judge or time events in which their own child is participating.

SECTION 2—ARENA DIRECTOR

1. The purpose of the Arena Director is to assure that the rodeo is run in the smoothest possible manner.
2. It shall be the Arena Director's responsibility to decide if a rodeo should be called off, delayed or resumed when bad weather occurs.
3. It shall be the Arena Director's responsibility to see that a contestant competes in the position or on the stock drawn for them.
4. It shall be the Arena Director's responsibility to help determine appropriate resolution of any protests and to ensure the rule book is followed in accordance to how it is written.
5. In the event an Arena Director is not present or selected then the decisions will be made collectively by the Board Members.

SECTION 3—TIMERS

1. Timers for the event (based on age group) may not be changed after the first contestant except for sickness or injury, or by the request of two (2) or more Association Officials, because of timer's incompetence.
2. Timers must work from the same position in all contestants in that go-round.
3. Timers should have prior experience and be positioned at a place that facilitates good communication with the Arena Director, Judges and Announcer.
4. Timers shall be responsible for keeping a timer's sheet and recording times, including all penalties added on, which is provided for them by the Rodeo Secretary.
5. All RHRA Rodeos are required to 1) Electronic Eyes/Timers or 2) use watches or digital timers in hundredths of a second. There shall be two (2) timers for all events and the time from the electric eye will be the preferred method of qualified times. In the event only watches or digital timers are used the times shall be averaged.

SECTION 4—RODEO SECRETARY

1. Rodeo Secretary's name, address and phone number shall be posted publicly and shall specify times when entries are due.
2. All online / mailed entries shall close or be received by 10pm, 2 days prior to the rodeo.
3. Positions must be drawn in all events for the first go-round & re-drawn for any subsequent go rounds. Contestants using the same horse may be split.
4. Contestants are privileged to see the records of all contestants in any event of which they take part, at the end of each go-round. The records will be posted for public view as quickly as reasonably possible by the office help. Priority will be given to keeping an accurate record of what is happening with contending contestants over posting results.
5. Secretary shall make two copies of all timed event score sheets, one master sheet and one timer sheet. Timers sheet shall be checked with master to insure all times and penalties are accurate and kept with final records.
6. Master score sheets will not be removed from the office, except with the approval of the Rodeo Secretary.
7. Rodeo Secretary must audit rodeo results, ideally within 72 hours, after each rodeo to check for errors and perform payout.
8. Secretary must be notified within 2 calendar weeks following the rodeo of error in posted results or payout otherwise results will become final and stand as-is.

SECTION 5—JUDGES

1. Judges must read the RHRA rulebook to familiarize themselves with all rules and disqualifications.
2. Timed event Judges will not flag contestant out until time is recorded. Judge is to flag time, then flag contestant out if time is not legal.
3. Judges must remain available to Rodeo Secretary for a short time after the rodeo ends in case any questions arise.

SECTION 6—FIELD FLAGGER

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. Time already spent will be added to time used in qualifying. If time is not recorded, the decision of the Flag Judge shall be final concerning reruns. Roping box is part of the arena.
 - A. If rope is on animal, roper will get animal lap and tap with rope on it in the chute.
 - B. A Field Judge must ask contestant if they want a second loop. Once a contestant has been flagged out, he or she will receive

no stock back.

2. Neither Timers, Barrier Judge nor Field Judge may be changed during the course of a go-round, except in the case of sickness, injury, or incompetence and them by the request of two (2) or more Association Officials.
3. The decision of any Judges, Timers or Flagman will be final and no protests by contestant will be permitted except through the Arena Director or Board Members.
4. Judges (or backup timers) may be required to keep a record of all penalties, no times and any changes of working order of all contestants in all events they are judging. After each performance, judges(or backup timers) will check their records with the Rodeo Secretary and make necessary changes if an error has occurred.

SECTION 7—JUDGING RULES-TIMED EVENTS USING BARRIER/BARREL Barrier

1. A ten (10) second penalty will be added for breaking or beating the barrier. In all timed events, a barrier will not be considered broken unless ring drops within ten (10) feet of the post. Barrier equipment must be inspected by the judges before each timed event. If equipment is faulty, it must be replaced. Should barrier break at any other point other than designated breaking point, 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 (10) second penalty. Otherwise this will not be considered a broken barrier.
2. Once score line has been set in timed events, it will not be changed at that rodeo, nor can length of box be changed
3. When using a Barrel Barrier, the time starts when the calf/steer crosses the score line and the Barrier Judge drops his flag. The animal is not to be contested on before he crosses the score line, or a ten (10) second penalty may be added to the contestant's time by the Barrier Judge.
4. Barrier Judge shall be sure nobody tampers with the barrier or barrier equipment.
5. IF automatic barrier does not work, but time is recorded, contestant will get time, but there will be a no penalty for a broken barrier. Stock will be brought back if stock is missed.
6. If automatic barrier does not work or fails to work, and stock is brought back, contestant must take same animal (if drawn for) over, during or immediately after the same performance.
7. If in the opinion of the Line Judge, contestant is fouled by barrier, contestant shall get their stock back, providing contestant declares him or herself by pulling up immediately.
8. Barrier Judges will throw brightly colored flag when the barrier is broken.

SECTION 8—JUDGING TIMED EVENTS

1. If contestant's horse breaks the timer light or starting line by backing through before starting pattern, time will be considered started. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and the run will receive a "no time."
2. When a Field Flagger is used, time is to start when the horse's nose crosses the line, both start and finish.
3. An electric eye may be used at RHRA rodeos.
4. Contestant may hold up or steady a barrel or pole he/she is rounding as long as the barrel or pole has not been knocked over completely.
5. The starting line (flagging position) and barrel and pole locations must be marked permanently for the entire rodeo.
6. The Ground around the barrels and poles shall be raked after every age group competes&/or after every 10 competitors or at the judges or arena director's discretion.

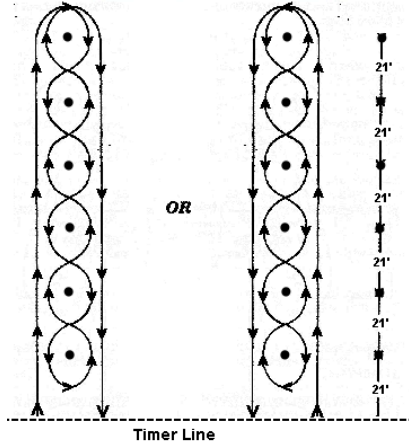
Article IV

Rules for Specific Events

Pole Bending

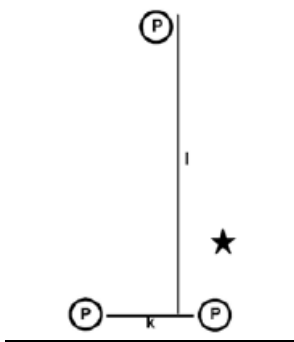
1. There will be a one-minute time limit.
2. Contestants may not circle more than once after entering the arena before crossing the starting line; otherwise they may face disqualification.
3. The pole bending pattern is to be run around six (6) poles.
4. Each pole is to be twenty-one (21) feet apart and the first pole is to be twenty-one (21) feet from the starting line.
5. Poles shall be set on top of the ground, six (6) feet in height, with no base more than fourteen (14) inches in diameter.
6. Poles must be straight, both in structure and in line.
7. Contestants may start either to the right or left of the first pole, ride down to the last pole, weave back and forth between poles to the first pole, turn around first pole, weave back and forth between poles to last pole, turn around it and race back to the finish line.
8. Knocking over a pole is a five (5) second penalty per pole, and not following the pattern correctly will receive a "no time".

9. A contestant may enter the arena at the speed of her/his choice, arena gate must be closed immediately after she/he enters the arena, and kept closed until pattern is completed and her/his horse is under control. Contestants MUST do their level best to walk their horse out of the arena gate when completed with their run for the safety of all contestants & by-standards.
10. The starting line and the location of poles must be permanently marked for the entire rodeo.
11. A clearly visible starting line shall be provided.
12. If starting poles are used, they shall be set the same distance apart as marked for barrel racing.



California Stake Race

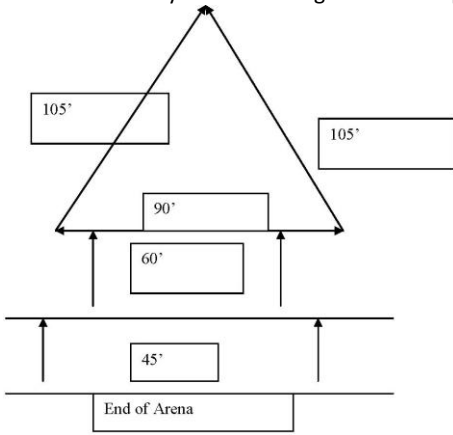
1. There will be a one-minute time limit.
2. Contestants may not circle more than once after entering the arena before crossing the starting line; otherwise they may face disqualification.
3. A standard course should be set whenever possible where one pole is placed 105 feet from the start / finish line otherwise the 5th pole from a standard Pole pattern may be used.
4. Riders circle the pole making either one (1) right or left turn and then return across the finish line.
5. A contestant may enter the arena at the speed of her/his choice, arena gate must be closed immediately after she/he enters the arena, and kept closed until pattern is completed and her/his horse is under control. Contestants MUST do their level best to walk their horse out of the arena gate when completed with their run for the safety of all contestants & by-standards.
6. The starting line and the location of poles must be permanently marked for the entire rodeo.
7. A clearly visible starting line shall be provided.
8. If starting poles are used, they shall be set the same distance apart as marked for barrel racing.
9. A knocked over pole will result in a five (5) second penalty.



Cloverleaf Barrels

1. There will be a one (1) minute time limit.
2. Contestants may not circle more than once after entering the arena before crossing the starting line; otherwise they may face disqualification.
3. A standard course should be set whenever possible.
 - A. 90 feet between barrels 1 and 2, with barrels 20 feet from arena fence.
 - B. 105 feet between barrels 1 and 3 and barrels 2 and 3.
 - C. 60 feet from the score line to barrels 1 and 2.
 - D. Score line should be at least 45 feet from the end of the arena.

4. For unusually large arenas.
 - A. Score line should never be more than 90 feet.
 - B. Maximum distance of 105 feet between barrels 1 and 2 and 120 feet between barrels 1 and 3 and 2 and 3.
5. For smaller arenas;
 - A. Score line should be 45 feet from end of arena. Barrels 1 and 2 should be 60 feet from score line if possible, and set no less than 15 feet from the arena fence.
 - B. Barrel 3 should be 36 feet from the end of the arena, but should not be over 105 feet from barrels 1 and 2. If arena size permits, barrels should be set 60 feet apart or farther if possible.
6. The contestant may start on either the right or left barrel, but must make 1 right and 2 left turns, or 1 left and 2 right turns.
7. Knocking over a barrel is a five (5) second penalty per barrel, and not following the cloverleaf pattern will receive a "no time" UNLESS the Board & Directors chooses to run a 4D format in which then a knocked barrel will result in a No-Time.
8. The Barrels and starting line will be permanently marked for the entire go-round.
9. A contestant may enter the arena at the speed of his/her choice, arena gate must be immediately closed after he/she enters the arena and kept closed until pattern is completed and the horse is under control. Contestants MUST do their level best to walk their horse out of the arena gate when completed with their run for the safety of all contestants & by-standers.
10. A clearly visible starting line shall be provided.



Goat Tail Untying

1. There will be a one-minute time limit.
2. Goats will be changed after every 5 contestants unless otherwise determined by the Goat Director or in case of injury.
3. Arena Specifications will be the same as in Goat tying rules.
4. Goats will be tied to a stake and a handler will hold the goat in the same position for each contestant.
5. The contestant must be mounted on a horse and must ride from the starting line to the goat.
6. The horse may be led by another person, and when needed or applicable, the rider may be assisted (without penalty) during the dismount from the horse.
7. In Goat Tail Untying if Contestant's horse is not being led, there must be a helper waiting at the point of dismount to assist in making sure the horse is stopped and the rider can safely dismount the horse. It is legal for the helper to assist the child in dismounting the horse.
8. Helpers may accompany Contestant in physically approaching the goat. If after allowing the Contestant to try to remove the ribbon on their own assistance may be provided in removing the ribbon.
9. No penalty will be assessed for the amount of assistance given by the helper to the Contestant.
10. Judges, Directors & Board Members reserve the right to make special calls regarding this and other lead-line events on the emphasis is on safety and success, NOT on who wins.
11. The Association will provide the ribbon or light rope (the same for each contestant).
12. If the Contestant's horse crosses over the rope, or goat, or if the Contestant's horse comes in contact with the rope, or goat at any time, a ten (10) second penalty will be assessed to said Contestant between flags.
13. If the animal should breakaway because of the fault of the horse, the contestant will receive a "No Time". Should the goat break free with no fault of the horse, the contestant may be given a re-run at the judge's discretion.

Goat Flanking

1. There will be one-minute time limit.
1. The stake must be set at least fifty (50) feet from the back fence and or use the 5th pole or third barrel. Arena size will govern the distance from the starting line to the goat.
2. Stake and start line to be permanently marked for entire length of rodeo.

3. Contestants can use the same horse.
4. Contestant must be mounted and ride from the startline to the goat, dismount and flank the goat.
5. The goat must be held for and release at the same time for each contestant in a given age group. The goat is allowed to be held onto by a goat handler until contestant has dismounted or helped off of their horse where a safe dismount is concerned.
6. Contestant must reach over the goats back to grab and flank goat towards themselves to the ground.
7. Time stops when the goat is on the ground, all four legs are showing away from the contestant, contestant's knees are on the goat and hands are clear.
8. Goat must be standing when contestant crosses start line.
9. Goat handlers must be adults or above age group.
10. Arena gate will be closed immediately after contestant enters arena.
11. Goats must be switched after it is flanked five (5) times or at the determination of the arena director and/or judge. It is the responsibility of the Arena director and Goat contractor to manage this.
12. If the contestant's horse crosses over the rope, or goat, or if the contestant's horse comes in contact with the rope, or goat at any time, a ten (10) second penalty will be assessed to said contestant between flags.
13. If the goat should break away because of fault of the horse, contestant shall receive a no time. To state this more clearly, if the contestants horse runs between the goat and stake and in the process snares the rope thereby pulling stake from the ground, breaking the rope, or the collar off the goat, contestant will receive a no time.
14. If the goat should break away because of an equipment failure such as the ground clasp breaking, the stake pulling from the ground, or knot coming undone and it is not the fault of the contestant's horse, contestant will be awarded a re-run.
15. No re-runs will be given for faulty or broken equipment furnished by the contestant.

Goat Tying

2. There will be a one (1) minute time limit.
3. Goats will be changed every fifth tie or as determined by the Goat contractor and arena director.
4. The stake must be set at least fifty (50) feet from the back fence and or use the 5th pole or third barrel. Arena size will govern the distance from the starting line to the goat.
5. The goat should be tied to a stake with rope ideally ten (10) feet in length.
6. The goat will be held by the collar at the end of the rope, in a vertical position facing the starting line, until flagged drops his flag to start
7. Stake should be completely under the ground so that no part is visible.
8. The contestant must be mounted on a horse and must ride from the startline to the goat, dismount from the horse, throw the goat by hand and wrap and tie any three legs with a dry thong or piggin' sting.
9. If the goat is down when contestant reaches it, goat must be picked up in order to clear the ground during the flanking process before a tie is made.
10. If contestant's hand is on the goat when he goes down, he is considered thrown by hand.
11. Once the contestant has signaled the tie is complete, by throwing both hands in the air, contestant must stand clear of the goat, touching either the goat or the tie again.
12. The tie will be passed on by the field judge and if it is not secure for six (6) seconds, the contestant will receive "no time"
13. To qualify as a legal tie, there will be one or more wraps and a half hitch, hooley or knot.
14. If the contestant's horse crosses over the rope, or goat, or if the contestant's horse comes in contact with the rope, or goat at any time, a ten (10) second penalty will be assessed to said contestant between flags.
15. If the animal should breakaway because of the fault of the horse, the contestant will receive a "no time." Should the goat break free with no fault of the horse, the contestant may be given a re-run at the judge's discretion.
16. A contestant is still mounted until both feet are on the ground.

Dummy Roping

1. At the beginning of the contest there will be one practice round. Each Contestant is allowed two practice throws from any distance during this round. No score will be kept. The dummy cannot be moved during practice round.
2. The winner of this event is the Contestant who successfully qualifies with a legal head catch from the longest distance.
3. Distance is the ultimate determining factor in the dummy roping. Points are only kept as a means of determining the placement of contestants that go out in the same round.
4. The Judges do not have to be the Judges that are working the arena at the rodeo. This contest may be Judged by a representative of the RHRA, or an appointed individual.
5. The Contestants may receive assistance from a helper in building their loops.
6. A Contestant who has started their swing, but not delivered their rope may stop their swing and readjust their loop size, spoke, etc. and then continue.
7. The RHRA will provide the committee with official scoring sheets for this event. The scoring sheets will be posted along with all other score sheets for that rodeo.
8. The contest starts with a line placed on the ground one (1) foot behind the dummy. This line is the roping line. The Contestants cannot cross this line with any part of their foot while throwing their rope at the dummy.

9. Each Contestant will be allowed two (2) tries from the first distance and every distance thereafter to make a legal head catch. If the Contestant misses their first try, they are to go to the back of the line and circulate through to the front for their second chance. If the Contestant misses their second try, they are out of the roping.
10. All Contestants must be at the site of the contest with ropes ready five minutes prior to the event.
11. Contestants must stay in line in the same order the Judge places them for the duration of the contest until they are eliminated, at which time they will leave the line.
12. A Contestant who does not exhibit good sportsmanship during this contest can be disqualified at any time by the Judge.
13. Contestants must remain in line and be quiet and orderly during instruction and the competition.
14. The Contestant who is roping is to be given as much room as they need to swing and deliver their rope. If during the throw, a Contestant is accidentally fouled by virtue of their rope hitting a spectator or another Contestant, the Contestant who was fouled will be allowed another try. This will be the call of the designated Judge(s).
15. At the end of each round up through the ninth (9th) round, the bale with the dummy on it will be moved ahead one (1) additional foot from the roping line. From the tenth (10th) round on, the distance between the roping line and the bale will be increased by two (2) feet. The Judge or their designated assistant(s) are responsible for moving the bale prior to the start of each round.
16. There will be three legal head catches in the dummy roping. Each catch will be worth points as follows: 3 Points for slick horn/clean catch, 2 Points for half head & 1 point for a neck catch.
17. A loop that goes over the dummy head and encircles the entire dummy or bale will be considered a missed throw.
18. If a Contestant crosses the roping line with any part of their foot on their first try, the throw will be considered a miss and the Contestant goes to the end of the line to wait their second chance. If a contestant crosses the roping line with any part of their foot on their second chance, the throw will be considered a miss and the contestant is out of the competition. The Judge's decision is final.
19. Contestant must not remove their rope from the dummy until given the OK to do so by the Judge.
20. The contest goes until all Contestants have been eliminated.
21. The winner is the individual that qualifies from the greatest distance. Points determine the placement after that. If there is still a tie after the application of points, the next deciding factor will be which Contestant made the most qualified catches on their first try. Any ties that exist after the application of distance, points and number of first try qualifications shall remain as a tie and be treated the same way as any other tie in any other event.

Calf Tracking

Four Elements: A mounted contestant, a rope, a calf tracker and a logger (mounted person to pull the calf tracker)

Objective: A mounted Contestant will approach a moving calf tracker and rope it.

1. There will be a one (1) minute time limit.
2. There will be two go-rounds.
3. The contestant will start in the box.
4. The end of the contestant's rope will not be attached to anything.
5. The calf tracker will be positioned in front of the roping box.
6. Roper will nod for the calf tracker to start.
7. Time will start when the nose of the tracker crosses the startling line and the flag is dropped or if in the use of electric eyes the time will start when the ropers horse crosses the barrier and then will stop when the flag is dropped following a catch and slack pulled.
8. Roper cannot rope the tracker before the time is started.
9. IF the contestant's loop(s) fall and touch the ground, after the contestant's time has started, it may not be rebuilt.
10. The feet of the contestant's horse may stay behind the plane of the back of the tracker (no riding up on the tracker).
11. The contestant must rope the whole head (but may also include a foot(runner) or tail (back part of tracker) pull the slack out of the loop, toss the slack up in the air and let go of the rope.
12. Time will stop when the contestant has pulled their slack.
13. Winners will be determined by the most catches with the fastest average time.

Breakaway Roping

1. There will be a one (1) minute time limit.
2. The rope must be attached to the saddle 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.
3. No loops are to be rebuilt.
4. If second loop fails, it cannot be rebuilt and used.
5. If rope is broken free by the contestant or won't break free when calf hits end of rope, the contestant will receive a "no time".
6. **A white or colored cloth or ribbon (must be easily visible to the field judge) must be attached to the rope at the saddle horn so judge can tell when the rope breaks from the saddle horn.**
7. The catch-as-catch can rule shall apply after the loop passes over the plain of the calf's nose.
8. Rope must be released from contestant's hand to be a legal catch.
9. The calf must be re-run complete and clean re-run before it is used by another contestant.
10. A third official (arena director) may be used to help determine legal catches or any infractions of the rules. This official need not be mounted on horseback.
11. Flag judge will make the final decision.

12. Association approved breakaway string will be furnished by the breakaway director for use by all breakaway contestants. Use of any other string will result in possible disqualification.
13. The length and type of association approved string will be determined by the Arena Director. Every contestant is responsible to check their tie by the arena director or judge (as available) to insure it is tied securely.

Steer Daubing

1. Contestant must start run from the back of the box. Failure to do so will result in a no time.
2. A barrier may be used at the determination of the event director or board of directors.
3. IF a barrier is not used, the contestant cannot make a try at the daub until steer's body has cleared the end of the open release gate. The line judge has the responsibility to make this call if needed.
4. Time will start when the steer breaks the electronic eye or the imaginary plane of the closed release chute if manually timed.
5. Dauber works out of the heading box; hazer works out of the heeling box.
6. Hazer may be an adult or another RHRA member.
7. This event will be ran with an open catch pen and there will be a pre-determined, and announced, stopping point to ensure safety.
8. Daubing lance should be 30 inches long and have a tip fashioned from a tennis ball. It should be no more than one and one half (1 ½) inches round. A wooden dowel or section of plastic pipe is preferred material for the body of the lance so as not to make the lance overly heavy for the contestant to wield.
9. Steers used in this event will have a circle painted with mustard or other means on the animals left side behind the front shoulder on the rib cage or hip. The circle is to be painted in such a way so as to give the dauber a clear and best chance with all steers being marked in the same place. The job of marking the steers is the responsibility of the director and his/her crew.
10. Mustard should be used as the marking agent in which the tip of the daubing baton is to be dipped prior to the contestant making their run.
11. Dauber is allowed a single stab with the daubing lance to make their mark within the circle on the steer's side. If the daub is touching the line, to be considered good it must be inside 50% of the circle. Field judge will flag the contestant out if they make more than one attempt to make the daub.
12. Field judge will flag the contestant out if the contestant attempts to smear the daub instead of making a clean jab with the baton.
13. The contestant must raise the daubing lance after making their daub to signal the judge their try is complete. Failure to raise the lance will result in a no time.
14. If a steer is used more than once in this event, the Arena director and his crew will make sure any existing daub marks from previous runs are wiped clean. If a steer is released with a daubing mark from a previous run, a rerun will be given.

Open Team Roping--Pick and Draw OR Draw 2

1. The Open Team Roping event is a pick one, draw one OR a Draw 2 (contestants' choice) format. For the Pick, each roper entered may only have one (1) pick partner and that pick partner must not already have another Pick partner.
2. A Right or Refusal rule will be put into place in the event of an un-even number of ropers. If a roper is randomly drawn and accepts as a courtesy run the said additional run will not count towards day money, day points and no extra entry fee will be paid.
1. One (1) minute time limit.
2. Electric eyes will be used to start the time & a person will stop the time based on the field flagger along with a person performing a backup time. If no electric eye is used to start the time there shall be two (2) time keepers, a tie or field judge and a starter.
3. Arena conditions will determine start and barrier rules. They should impose as local conditions warrant, but such penalties should be sufficiently drastic to prevent deliberate infractions that might bring advantage to the contestant.
4. There will be a ten (10) second penalty assessed for breaking or beating the barrier.
5. Steer belongs to Roper when Roper calls for him regardless of what happens, with one exception; if the steer gets out of the arena, flag will be dropped and the Roper gets the steer back lap and tap with the time added which was taken when the steer left the arena. Box is part of the arena.
6. Animal belongs to contestants when called for regardless of what happens, except in cases of mechanical failure of barrier equipment.
7. Each contestant will be allowed to carry only one rope.
8. Each team is allowed two (2) throws in all.
9. Roping steers without turning loose of the loop will be considered no catch. Roper must dally to stop steer. The word "Dally" means one complete turn-around the saddle horn.
10. Men 50 years and older may tie hard and fast only if a quick release is used, and only if heeling.
11. Women 40 years and older may tie hard and fast only if a quick release is used, and only if heeling.
- 12. Those who tie hard and fast must start out doing so at the first rodeo and may not switch until the next year.**
13. Time will be taken when steer is roped, both horses facing steer in line with ropes dallied and tight, horses front feet must be on the ground. Ropers must be mounted and steer must be standing up when roped by head or heels.
14. Steer must not be handled roughly at any time, and ropers may be disqualified if in the opinion of the judge they have intentionally done so.
15. If header accidentally jerks his steer off his feet or steer trips or falls, header must not drag steer over eight (8) feet before steer regains his feet or no time will be given.
16. Broken or dropped rope will considered "no time"
17. No foul catches can be removed by hand.

18. If steer is roped by one horn, roper is not allowed to ride up and put rope over the other horn or head with his/her hands.
19. In case the field judge flags a team that still legally has one or two loops coming, the judge may give the same steer back lap and tap, plus any barrier penalties and time elapsed.
20. The Judges will decide any questions as to catches in this contest.
21. Legal catches;
 - A. Head or both horns
 - B. Half a head
 - C. Around the neck
 - D. One Hind foot, (five (5) second penalty)
 - E. Any heel catch behind both shoulders is legal if rope goes up heels
 - F. If loop crosses itself in head catch, it is illegal. This does not include heel catches.
 - G. If Hondo passes over one horn, and then loops over the other, the catch is illegal.
22. All ropers must go with stock to catch pen to remove ropes.
23. All Changes in roping order must be made before stock is loaded in the chutes. Once stock is loaded, ropers must rope in order listed.
24. It will be up to the discretion of the Arena Director whether a barrier will be used for any and all roping events at any given rodeo.

Any clarifications or concerns should be addressed by the RHRA Board of Directors.