

BERNALILLO COUNTY 4-H OPEN YOUTH RODEO RULE BOOK

The Bernalillo County 4-H Open Youth Rodeo Rule Book has been developed and adapted from similar rodeo rule books by the Bernalillo County 4-H Rodeo Committee.

GENERAL RULES FOR CONTESTANTS

1. Rodeo must have all events listed on entry form unless no entries in that event.
2. The decisions of the judges shall be final.
3. All contestants are required to read the rules carefully, particularly those relating to the contests or events in which they enter.
4. Failure to understand rules will not be accepted as an excuse.
5. A cut and sewn long-sleeve, wrist-length shirt with cuff and collar and long tail tucked into pants must be worn. Western boots must be worn. This includes parents or helpers in the arena, roping boxes, or behind the chutes.
6. No sweatshirts, t-shirts, pullovers, or cut-out shirts allowed.
7. Western hat is optional while competing in rodeo. No caps, visors, or “cut-out” cowboy hats (that which exposes contestant’s head) will be worn.
8. No contestant may compete on the same head of stock twice at any one rodeo in the same event, except for rerides or reruns.
9. No stallions shall be allowed at 4-H Open Youth rodeo including the Grand Entry or parade.
10. All rules not covered in this rule book will be referred back to the Professional Rodeo Cowboys’ Association Rule Book.

AGE REQUIREMENTS FOR 4-H OPEN YOUTH RODEO

For 4-H Open Youth Rodeo events, the following age limit eligibility has been established.

Booster Events (6 years old maximum as of January 1)

Novice Events (9 to 11) – a contestant who has passed their 9th birthday, but has not passed their 12th birthday prior to January 1 is eligible.

Junior Events (12 to 14) – A contestant who has passed their 12th birthday, but has not passed their 15th birthday prior to January 1 is eligible.

Senior Events (15 to 19) – A contestant who has passed their 15th birthday, but has not passed their 20th birthday prior to January 1 is eligible.

A contestant must compete in his or her age group only.

CONTESTANT DISQUALIFICATIONS

1. Contestant can be disqualified by judges or arena director.
2. Contestant shall be notified as soon as possible by the person or persons disqualifying the contestant.
3. Any contestant will be disqualified from the event for any of the following offenses. They may be disqualified from all events at the rodeo. No association is permitted with alcoholic beverages, narcotic or other non-medical drugs while in attendance at 4-H Open Youth Rodeo, whether at motel, or on rodeo grounds, or going to or from the rodeo, or at any rodeo function.
4. All runs to be completed within one minute time limit.

A. DISQUALIFICATION

Violation of any of the general rules will result in disqualification.

B. ATTIRE

Shirt sleeves must be rolled down.

- a. The only exception to this rule will be in all rough stock events. Rider may roll up sleeve of riding arm.
- b. Violators of this rule will be disqualified upon the discretion of the judges or the arena director.

C. CONDUCT

The following behavior will not be permitted:

Alcoholic beverages, narcotic or other non-medical drugs while in attendance at the 4-H Open Youth rodeo, whether at a motel, or on rodeo grounds, or going to or from the rodeo, or at any rodeo function.

Rowdy behavior, quarreling or fighting in the actual domain of the arena at any time or any place during the duration of the rodeo.

Conduct or speech of any kind detrimental to the best interests of the sport of rodeo while in attendance.

Motel or property damage by contestants or their associates. Damage must be reported to the arena director and if damage is not reported, contestant will be banned from 4-H Open Youth Rodeo permanently and reported to law authorities for prosecution.

Contestants will be disqualified for vandalism at any place or any time.

Cheating or attempting to cheat is not allowed.

Attempting to fix, threaten, bribe, influence, harass or coerce the judges at any time between opening and closing of a rodeo by contestant or parents.

Harassment of officials, secretary, or Extension office personnel by contestant or parents will cause disqualification of contestant.

D. STOCK

Contestant will be disqualified for being in a pen with the livestock at any time except when accompanied by stock contractor, arena director, or a judge, or when assigned to work in those pens.

Mistreatment of rodeo stock or contestant's horse is not allowed.

No electrical devices may be used by a contestant on horse.

E. RODEO

If contestants draw out of an event once a rodeo has started, they will remain eligible in their remaining events with the knowledge that no refund of entry fees shall be made, and they will be disqualified in that event for the remainder of the rodeo.

Contestant will be disqualified for not being ready to compete when called upon. Third call constitutes disqualification.

Refunds:

- a. A medical doctor or veterinarian certificate will excuse contestant from an event and must be delivered to the rodeo secretary within five days after the rodeo.

- b. Contestant must notify rodeo secretary prior to the performance of the rodeo event for approval.
- c. When “a” and “b” are completed, all fees will be refunded.

EVENTS

The following events are to be held at the 4-H Open Youth Rodeo. Each contestant may enter four events only.

BOOSTER EVENTS (6 years maximum)

Mutton Bustin

NOVICE EVENTS (Ages 9 to 11)

Steer Riding
Breakaway Roping
Step Down Roping
Barrel Racing
Pole Bending
Flag Racing
Goat Tying

JUNIOR EVENTS (Ages 12 to 14)

Bull Riding
Breakaway Roping
Steer Stopping
Barrel Racing
Pole Bending
Flag Racing
Goat Tying
Chute Doggin’

SENIOR EVENTS (Ages 15 to 19)

Bareback Riding
Saddle Bronc Riding
Bull Riding
Calf Roping
Breakaway Roping
Barrel Racing
Pole Bending
Goat Tying
Steer Wrestling
Team Roping

POINT SYSTEM

Point system for the 4-H Open Youth Rodeo will be as follows:

EVENT

Placing Points

1	10
2	9
3	8
4	7
5	6
6	5
7	4
8	3
9	2
10	1

The 10-point system will be used regardless of the number of contestants.

PAYOFF SCHEDULE

Payback will be based on 50% of entry fees.

With only one qualifying, winner take all. With only two qualifying, 60% - 40%, three qualifying, 50% - 30% - 20%, with four (or more) qualifying, 40% - 30% - 20% - 10%.

Payback will be within seven (7) days following the final performance of rodeo.

Ground money will only be paid in an event when no one qualifies.

ALL AROUND

At the end of the rodeo, the contestant's points won in each event will be totaled to determine the all-around. Contestant must place in two or more events to qualify for the all-around at the rodeo.

Additional rules:

There WILL NOT be any duplicate awards presented at the 4-H Open Youth Rodeo due to a tie in points. If a tie should occur, the following system will be used to break that tie:

1. Most money won at the 4-H Open Youth Rodeo will be used to break the tie. If another tie occurs, go to #2.

2. A flip of a coin will be the final decision to break the tie at the 4-H Open Youth Rodeo. This will occur with the judges and Arena Director present.

ARENA DIRECTOR

1. The purpose of the arena director, at their discretion, is to assure that the rodeo is conducted in accordance with the Bernalillo County 4-H Open Youth Rodeo Rule Book.
2. Arena directors will be responsible for carrying out the duties stated herein:
 - a. Management of their respective arena(s) before and during the rodeo.
 - b. Stock contractors and host committee will abide by the arena director's decisions.
 - c. It shall be the arena director's responsibility to see that contestant 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.
 - d. Arena Director will also inspect stock prior to the rodeo.
 - e. Any undesirable conditions will be ruled on by the arena director.
 - f. The arena director will have the discretion of keeping arena cleared of unnecessary obstructions. For example: Keeping chute and gate area clear.
3. All judges will meet with arena directors before the rodeo and discuss their respective events and judging procedure.
4. An arena director may declare particular animals unsatisfactory. Upon notification, either written or verbal, stock contractor shall eliminate such animals from competition draw.

RODEO OFFICIALS

STANDARDS FOR JUDGES, TIMERS, AND SECRETARIES

1. The 4-H Open Youth Rodeo will be responsible for obtaining the announcers, bull fighters, pick-up men, all judges, timers, and secretaries. Emergency vehicles must be on the grounds. This shall be the financial obligation of the host committee.
2. Salaries will be covered by contract.

RODEO SECRETARY

1. No one except the secretary will be allowed to accept entries.
2. Order of events will be set up by committee ahead of sign-in deadline for rodeo.
3. Positions must be drawn in all events before the first performance of rodeo.
4. The secretary will draw for working order in each event.
5. The rodeo secretary is required to post information as to when and where the draw will be held.
6. The draw at all rodeos shall be posted where the contestants can examine it.
7. Rodeos that have slack stock to run before or after scheduled performances shall post the order of events and the draw on the bulletin board.
8. Contestants are privileged to see the records of all contestants in any event in which they take part at the end of each performance, at a reasonable time so secretary and a judge may be present.
9. Judges' score sheets will be turned in to the rodeo secretary and posted after each performance.
10. Markings must be totaled by the judges and checked by the secretary.
11. Scores will not be changed once turned in except for an obvious mathematical error. Only judges will make these changes.
12. Judges and secretaries shall make exact copies of each judge's book and post the copies on the bulletin board the end of each performance.
13. Master score sheets will not leave the office except with the approval of the secretary.

TIMERS

Personnel

1. Personnel serving as timers must have had prior experience with electric timers.
2. Timers must work from the same position in all performances.
3. Management must provide a place for official timers and announcers to work without obstruction or interference.

4. Management must position timers at a place that will assure good communications with the arena director, judges, and announcers.
5. The timers who time the first performance of an event must time that event for the duration of the performance, except as further provided for in this rule.
6. Timers for the performance may not be changed except for sickness or injury, or by the request of an official because of timer's incompetence, or through agreement of the rodeo committee.
7. Timers will record the electric eye times to the nearest 1,000th (example: 18.231).

Equipment

1. Electric Timers
 - a. Equipment necessary: Twin units of battery-powered electric eyes transmitting to one battery-powered digital clock receiver, one electric powered manually hand-actuated digital clock, and two hand-held battery-powered digital watches shall be used with the time indicated by the electric eye timers. If necessary, the average of the watches can be used by the official timers for the official time.
 - b. Complete electric timer must be backed up by a flagman who will stand directly behind one timer post in the arena. One timer will record the times that appear on the electric eye controlled read-out. One timer will record the times that appear on the electric powered manually hand-actuated digital clock, operated from the flagman's signals. Two timers will operate the digital watches and record the time which is shown thereon. These two timers will also operate from the flagman's signals. In the event of electric eye failure, manual times for that contestant will be used.
 - c. Permanent markers must be put in the ground for the electric eyes. Electric eyes should be placed on the score line no closer than the width of the first two barrels for the electric eye to be centered in each performance.
 - d. Line 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.
 - e. Set timer beforehand in the same height and position and lock the legs.
 - f. Barrels are not to be used as stands for the electric eye timer devices.

2. Electronic Timers Failures
 - a. The electric powered digital clock will be the first backup time and digital handheld watches to be second back up time.
 - b. When both the digital clocks malfunction and no average time was recorded from digital watches, contestant will be given a clean rerun at a time designated by the judges and arena director.

General

1. Events with one minute time limit may have penalties which will exceed the one minute time limit.
2. Lap and Tap – no barrier to be used. Time to start when animal's nose clears the gate.
3. All riding events shall be timed for eight seconds, except novice steer riding and mutton bustin' which shall be six seconds. That time will begin when the animal's front feet hit the ground on the first jump out of the chute. (An official flagman must flag the start of the ride.)

JUDGES – GENERAL

1. Judges and flagmen shall be chosen with regard to their integrity, ability and availability.
2. All judges will meet with arena directors before the rodeo and discuss their respective events and judging procedure.
3. Judges must read and be knowledgeable about the 4-H Open Youth Rodeo Rule Book before judges' meeting with arena directors and officials.
4. No barrier judge, field flag judge nor riding judge may be changed during the course of the performance except in the case of sickness, injury or incompetence, and then by the request of the rodeo committee.
5. Judges must check all equipment in their respective arena one hour prior to the first rodeo performance.
6. Judges must be present and supervise drawing of stock and changing of positions.
7. Judges must remain available at all times.
8. Judges must remain available until rodeo secretary has made a final check of the rodeo books.

9. Any misconduct on the part of the judge at any 4-H rodeo, such as drinking, immediately prior to or during the contest; the use of abusive language; showing obvious favoritism to, or discrimination against, either an individual or a horse performing in the contest, or any misconduct unbecoming to one in their position, will make the judge subject to a complete and impartial hearing of the cause of the complaint before the appropriate committee.
10. If one judge is injured and cannot score a ride, the other judges' score will be used as other score.

JUDGES – SCORING

1. Judges are required to keep a record book and mark all penalties, no-times, and any change or working order of contestants in all events they are judging.
2. After each performance, judges will check their records with the recording secretary in the events they are judging and make necessary changes if an error has occurred.
3. Judges' score sheets will be turned in to the rodeo secretary and posted after each performance.
4. Markings must be totaled by the judges and checked by the secretary.
5. Scores will not be changed once turned in except for an obvious mathematical error. Judges alone will make these changes.
6. Judges and secretaries shall make exact copies of each judge's book and post the copies on the bulletin board at the end of each performance.
7. Judges are required to mark in their books any turned out stock and report it to the rodeo secretary and the arena director.

RODEO LIVESTOCK

REQUIREMENTS

1. The arena director has the right to declare any stock unsatisfactory, and any stock so declared will be taken from the draw.
2. Stock requirements will be based on the number of contestants entered in that event.

INSPECTION

1. Arena Director will also inspect stock prior to the rodeo.

2. An arena director may declare particular animals unsatisfactory.
3. Upon notification, either written or verbal, stock contractor shall eliminate such animal from competition draw.

NUMBERING

1. All rodeo livestock must be numbered. No duplicate numbers shall be permitted including team roping cattle. Any exceptions must be approved by specific arena directors.
2. In timed events, leased calves or steers may be numbered with plastic ear tags.

DRAWING ROUGH STOCK

1. All stock is to be identified and drawn for by number or name.
2. All stock in contest events must be drawn by a judge.
3. There must always be as many as four exact copies made of the draw: one to be posted, one copy for each judge, and one or more copies for the secretary's records.
4. Receptacle containing numbers to be drawn must be held above the drawing judge's head and the receptacle shaken between each number drawn.
5. Drawing may be conducted so that any contestant may witness the draw. Draw must be posted on the bulletin board or at the chutes.
6. In case stock is sick, crippled or already shipped, a replacement will be drawn from reride animals. The contractor must have the consent of judges and arena directors to remove any stock from the grounds.
7. Pens of stock shall be drawn by the judge and secretary shall provide judge with an exact copy of the draw.
8. Stock will be drawn for contestants until they have actually been disqualified or turned stock out.

DRAWING STOCK - OPTIONAL RULES IN RIDING EVENTS

1. All animals, including rerides, will be put in the draw.
2. Pens of stock may be drawn in order to allow stock contractors time to get livestock to the arena.

DRAWING STOCK – RERIDES

1. Stock for rerides must be drawn and posted before performance.
2. No contestant will ride two head in the same event during a performance except for rerides.
3. Any stock in original draw that is turned out, meaning not bucked or contested on, automatically goes into the reride if needed.
4. Any animal drawn for a reride, but not used will be returned to performance draw after the rerides have been drawn.
5. Rerides may be drawn before end of event during in which reride is given.
6. All contestants who have rerides for the event during that performance will have their rerides drawn at the same time from all reride stock, including turned out stock if necessary.
7. An animal can be drawn for a reride only one time in a performance.
8. If an animal marked to go during the last performance is drawn into the reride stock, that animal's position must be traded with one marked to go during the first performance before the second performance is drawn.
9. After drawn rerides and those animals that are turned out are used up for rerides, all stock out that performance will be put in the hat and additional rerides for that performance drawn.
10. Stock out the last performance may be held out of the draw for additional rerides, unless it becomes necessary to draw back all animals out in the performance to get enough rerides.
11. Rerides in the bull riding contest at all rodeos shall be drawn from all animals in the draw.
12. If reride is given on an animal twice in a row, animal will automatically be declared unsatisfactory and must be replaced and taken from the draw.

TIMED EVENT STOCK

Where conditions permit, all timed event stock shall be run through event chutes and through arena previous to start of contests.

DRAWING TIMED EVENT STOCK

1. It is recommended that calves be cut into groups that match the events and the contestants' ages. These calves will be used in the same events throughout the entire rodeo. Calves may be used in more than one event.
2. All stock is to be numbered and drawn for by number.
3. All stock in contest events must be drawn by number by a judge.
4. There must always be as many as four exact copies made of the draw: one to be posted, one copy for each judge, and one or more copies for the secretary's records.
5. Receptacle containing numbers to be drawn must be held above the drawing judge's head and receptacle shaken between each number drawn.
6. Drawing may be conducted so that any contestant may witness the draw. The draw must be posted on the bulletin board or at the chutes.
7. In case stock is sick, crippled or already shipped, a replacement will be drawn from rerun animals. The contractor must have the consent of judges and arena directors to remove any stock from the grounds. If an animal drawn in a pen in a timed event becomes sick or crippled before it is out that time, a judge must pass on the animal's inability to be used before it can be skipped or replaced in the draw.
8. No pens of stock may be drawn for more than one performance in advance.
9. Pens of stock shall be drawn by the judge and secretary shall provide judge with an exact copy of the draw.
10. Stock will be drawn for contestants until they have actually been disqualified or turned stock out.
11. Contestants must compete on the stock drawn for them. In the event of a mistake, stock drawn must be run during that performance and only that time or score taken.
12. Stock in timed events shall be drawn by either judge of that event not more than two hours before the performance and posted one-half hour before performance at arena.
13. In timed events, no drawn stock can be held over from one performance to the next, or held overnight.
14. When calves are not fresh, reruns will always be drawn from the whole herd used in the draw, not from those calves that are missed.

15. If there are not enough calves, the reruns will be drawn from all calves being used.
16. All cattle in the draw will be run one time before any cattle will be run twice. When due to a split performance this procedure becomes impossible, the draw will include cattle remaining that have been run the least number of times. Immediately after a split performance, the draw will then revert to the cattle that have been run the least number of times. In case of reruns, all cattle in the draw will be run one time before being run twice. Any animal drawn and not competed on shall be considered run, and if there are no reruns, animal shall be used for first extra.

DRAWING STOCK – MISDRAWS

1. In case of crippled stock that are in after the draw is made, stock will be redrawn from the position of the crippled stock on down the list. This is the case IF no extra cattle are available.
2. If more than three head are misdraws, use the following procedure:
 - a. All stock shall be put back in the draw box and all redrawn.
 - b. If three head or less are misdrawn, first draw positions for misdrawn stock one through three. Then place all stock numbers back in the draw box. Then draw stock for first contestant on the list who had a misdraw. He keeps the number. The contestant who had that number takes first number of stock on the misdraw stock position list, and so on until all first draws are corrected.

DRAWING POSITIONS

1. Position must be drawn in all events.
2. Riding stock will be assigned per performance.
3. All positions are to be drawn by the secretary after entry deadline to allow time for program to be drawn up.
4. There will be no placing of contestants.

RULES TO ENSURE HUMANE TREATMENT OF LIVESTOCK

1. No locked rowels, or rowels that will lock on spurs, or sharpened spurs may be used on bareback horses or saddle broncs.
2. Contestant must adjust neck-rope or equipment and reins in such a manner that will prevent horse from dragging calf. Rope is to be removed from calf's body as soon as

possible after tie is completed. Roping calves shall weigh at least 180 pounds each and be strong and healthy.

3. The placing of fingers in eyes, lips, or nose of steers while wrestling same is forbidden.
4. Animals for all events will be inspected before the draw and no sore, lame, sick, or injured animal, or animals with defective eyesight shall be permitted in the draw at any time. Should an animal become sick or be injured between the time it is drawn and the time it is scheduled to be used in competition, that animal shall not be used in competition and another animal will be drawn for the contestant as provided in this rule book.
5. No animal shall be beaten, mutilated, or cruelly prodded.
6. A conveyance must be available and used, if possible, to remove animals from the arena in case of injury.
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 portion is over both flanks and the belly of the animal.
8. No loose ropes will be allowed in bareback bronc riding.
9. No stimulants or hypnotics are to be used or given to any animal used for contest purposes.
10. Chutes must be so constructed as to prevent injury to stock.
11. Bull fighters are not to abuse stock in any fashion.
12. No small animal or pets will be allowed in arena where restraint is necessary, or subject to injury or attack by another animal.
13. Livestock is to be removed from arena after completion of entry in contest.
14. Use of fireworks which frighten animals is prohibited.
15. Contestant will be disqualified for any mistreatment of livestock.
16. No stock should be confined in vehicles beyond a period of six hours without being unloaded, properly fed and watered. When animals are carried in conveyances in which they do have proper food, water, space, and opportunity to rest, the provision for unloading shall not apply.

17. Any animal which becomes excessively excited so that it gets down in the chute repeatedly, or tries repeatedly to jump out of the chute, or in any way appears to be in danger of injuring itself, should be released.

RULES FOR ROPING AND STEER WRESTLING EVENTS

GENERAL

1. Calves and steers will be pushed out by authorized rodeo personnel only as designated by the arena director.
2. Cattle neck ropes on stock must be tied with string or rubber bands.
3. No metal snaps or hardware shall be used on cattle neck ropes.
4. Adjustable slide shall be used on all cattle neck ropes.
5. Contestant may change horses.
6. Roping box shall be part of the arena during roping events.
7. The recommended formula for scoring is no more than two-thirds of the length of the roping box.
8. Arena conditions will determine score. Length of score is to be set by arena director.
9. Once score line has been set in timed events, it will not be changed in that performance, nor can length of box be changed.
10. Lap and Tap: no barrier is to be used. Time to start: when animal's nose clears the gate.
11. If contestant obviously beats the barrier, a ten second penalty may be assessed by the barrier judge.
12. Should the barrier break at any point other than the 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.
13. If automatic barrier does not work but time is recorded, contestant will get time and there will be no penalty for broken barrier.
14. 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, entitling contestant to a rerun without penalties.

15. If automatic barrier fails to work and stock is brought back, contestant must take same animal over during or immediately after the same performance.
16. Stock belongs to contestants when they call for it regardless of what happens, with the following exceptions:
 - a. If the stock gets out of the arena, flag will be dropped and the contestant gets the stock back lap and tap with the time added which was taken when the stock left the arena plus any barrier penalties.
 - b. In cases of mechanical failure.
 - c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get stock back providing contestant declares himself by pulling up.
17. In roping events, a horse must clear the box before a loop is thrown.
18. Time to be taken between two flags.
19. It shall be the arena or chute 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.

SCORING AND PENALTIES FOR ROPING AND STEER WRESTLING

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 without releasing loop from hand will disqualify catch.
6. Contestants will be disqualified for any abusive treatment of their stock.

RERUNS FOR ROPING AND STEER WRESTLING EVENTS

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.
2. If time is not recorded, contestant will be given rerun on the same animal.

3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the judges see they have made an error in flagging, they must declare a rerun before the contestant leaves the arena.
5. Stock must be rerun before it is used by another contestant.
6. When there is an electric timer and a digital clock malfunction, contestant will be given a clean rerun at a time designated by the judges and arena director.

OFFICIALS

1. There shall be two or more timers, a field flag judge, a barrier judge, and a roping chute operator.
2. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
3. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants for each performance.
4. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
5. If barrier flagman is used, the animal is to be flagged when crossing starting or deadline in front of flagman.
6. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with them.
7. Height of barrier in timed events shall be from 32 inches to 36 inches measured at the center of the box.
8. Adjusting length of barrier trip rope will be accomplished only by tying knots in the rope on either end.

STOCK FOR ROPING, STEER WRESTLING, AND CHUTE DOGGIN' EVENTS

1. Stock must be uniform in weight and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. 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, the

animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner the animal 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.

OPTIONAL RULES FOR ROPING

1. Electric timers are optional.

CALF ROPING EVENT RULES

1. Contestants must adjust neck rope or equipment and reins in a manner that will prevent the horse from dragging the calf.
2. One loop will be permitted.
3. Contestant cannot receive any assistance after crossing starting line.
4. Contestant must rope calf, dismount, go down the rope, and throw the calf by hand. Cross and tie any three legs.
5. Catch as catch can.
6. If calf is down when roper reaches it, calf must be daylighted.
7. If roper's hand is on calf when calf falls, calf is considered thrown by hand.
8. Rope must hold calf until roper gets hand on calf.
9. To qualify as a legal tie, there shall be one or more wraps and a half hitch or hooey. (A hooey is a half hitch with a loop. The tail of the string may be partly or pulled all the way through.)
10. The tie must hold six seconds with three legs remaining crossed until passed on by the judge.
11. Six-second time will start when roper has remounted and horse has taken one step forward.
12. If roper's rope comes off calf as roper starts to work with tie, the six-second time will start when roper signals for time.
13. Rope will not be removed and rope must remain slack until field judge has passed on tie.

14. If the horse excessively drags the calf after roper has dismounted, a ten-second fine will be added to time by field judge.
15. Roper will be flagged no time for touching calf or string after giving finish signal, or for dragging calf after roper remounts horse.
16. If there must be a rerun of calves to complete a performance, all calves must be tied down before any stock is drawn.
17. Start watch, then watch calf, counting to six seconds.
18. If the horse excessively drags the calf after roper has dismounted, field judge may stop horse.
19. If a calf kicks loose, the judge will stop watch and check time to determine if tie was legal.
20. Untie man must not touch calf until judge has passed on tie.
21. If after performance 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.
22. Calf Roping Calves
 - a. Minimum weight 180 pounds
 - b. Maximum weight 250 pounds

STEER STOPPING EVENT RULES

GENERAL RULES

1. This event will be dally only.
2. One loop will be permitted.
3. Time will be taken when steer is roped and when steer and horse are facing a straight line.
4. Roper will start behind barrier using header's box.
5. If artificial horns are jerked off, contestants will receive rerun on same steer with no penalties other than barrier penalties.
6. All steers shall have horns properly wrapped.

7. Ropers must be mounted when time is taken.
8. No foul catches can be removed by hand.
9. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head by hand.
10. Roping steer without turning loose of the loop will be considered a no catch.

SCORING AND PENALTIES

1. There will be only three legal catches:
 - a. Head or both horns
 - b. Half a head
 - c. Around the neck
2. If hondo passes over one horn, the loop over the other, the catch is illegal.
3. If loop crosses itself in head catch, it is illegal.
4. There will be a ten-second penalty for jerking a steer down in steer stopping. Jerk down is off of all four feet.
5. Broken rope or dropped rope will be considered no time.

STOCK

1. Team roping steers will be used. They will be numbered and drawn.

BREAKAWAY ROPING EVENT RULES

1. One loop will be permitted.
2. The rope must be attached at 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. Rope must be tied to the horn with a string at the end of the rope and may not be run through the bridle, tie down, neck rope or any other device.

4. String will be provided to each contestant and will be inspected by a designated official and approved before each contestant competes.
5. A cloth or flag (white preferred) must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
6. The rope must pull up on any part of the calf behind the ears after the calf's head has passed through the loop.
7. The rope must be released from contestant's hand to be a legal catch.
8. If rope happens to dally around the horn, or if rope is broken free from horn by contestant, or will not break free when calf hits end of rope, the contestant will receive no time.
9. The arena director may be used to help determine legal catches or any infractions of the rules. This official need not be mounted.
10. Flag judge will make final decision.
11. Breakaway Calves:
 - a. Minimum weight 180 pounds
 - b. Maximum weight 350 pounds

OPTIONAL RULES

1. Refer to general roping rules.
2. Electric timers are optional.

STEP DOWN CALF ROPING EVENT RULES

1. Rope must be tied hard and fast to saddle horn.
2. Roper must rope calf and dismount; time ends when any part of roper's body makes ground contact.
3. The calf does not have to be on its feet when roper contacts ground.
4. One loop will be permitted.
5. Catch as catch can.

6. Contestants must adjust neck-rope or equipment and reins in a manner that will prevent the horse from dragging the calf.
7. Roper calls for time when he or she dismounts and will be disqualified if rope does not come tight on calf.
8. Step Down Calves:
 - a. Minimum weight 180 pounds.
 - b. Maximum weight 250 pounds.

OPTIONAL RULES

1. Refer to general ground rules.
2. Electric timers are optional.

STEER WRESTLING EVENT RULES

Refer to general rules for roping and steer wrestling events.

1. The steer wrestling chute must have at least 30 inches clearance inside the chute and at the gate when in an open position.
2. In steer wrestling, the score may be no longer than the length of the steer wrestling box minus six feet unless other arrangements are approved by the arena director.
3. Length of box is to be measured from center of back end of box to center of barrier.
4. An automatic barrier may be used and there should be at least a twelve-foot box.
5. Contestant must furnish own hazer and horse.
6. Anyone jumping from the off side in the steer wrestling must notify the rodeo secretary when entering, and if possible, the barrier should be arranged on the off side for such contestants.
7. Hazer is subject to contestant rules. Violation of rule by hazer will disqualify the contestants they are helping.
8. Contestant is considered working with steer when steer leaves the box.
9. Steer must be caught from horse.
10. If contestant jumps at steer, contestant accepts him as sound.

11. After catching steer, wrestler must bring it to a stop or change its direction and twist it down.
12. If steer is accidentally knocked down or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
13. 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.
14. Wrestler must have hand on steer when flagged.
15. Contestant and hazer must use the same horse they leave chute with. Hazer may catch bulldogger's horse for subsequent jumps.
16. If dogger misses or loses steer, flag judge must ask if dogger wishes another jump. Dogger must reply at once.
17. Dogger is entitled to as many jumps as dogger wants.
18. Contestant is required to turn steer's head so that he can get up. Failure to do so may result in disqualification.
19. Hazer must not render any assistance to contestant while contestant is working with steer. Failure to observe this rule will receive a no time.
20. A ten-second penalty shall be assessed in any case in which a barrier judge rules that dogger's feet touch the ground before flag line is crossed.
21. Contestants will be disqualified if they attempt in any way to tamper with steer or chute.
22. The fairness of catch and throw will be left to the judges. Their decision will be final.
23. Field flagger is required to watch contestant and steer until animal is turned loose.
24. It is recommended that cattle used for steer roping, cutting or other events shall not be used for steer wrestling.
25. Fresh steers added to bunch that have not been used must be bulldogged from horseback and thrown down. It is the responsibility of steer wrestlers to throw the cattle at a time mutually agreed upon with stock contractor.
26. When fresh cattle are used, any fresh steer not thrown down during competition will be thrown down after completion of go-round. Contestants will be responsible to throw down such steers under the supervision of the arena director.

27. Contestant will not be required to compete on a crippled steer or a steer with a broken horn.
28. Steer Wrestling Cattle:
 - a. Minimum weight of 450 pounds
 - b. Maximum weight of 600 pounds
 - c. It is suggested that steers have horns at least six inches long.

OPTIONAL RULES

Electric timers are optional.

CHUTE DOGGIN' EVENT RULES

1. Will be run from bucking chute.
2. Steers must be drawn for.
3. Contestant must be between steer and arena.
4. Time will start when plane of gate opening is broken with any part of steer.
5. Steer must cross end of gate before steer can be thrown.
6. When all four feet of steer cross the line, the steer can be thrown anywhere.
7. If steer is accidentally knocked down or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
8. 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.
9. Wrestler must have hand on steer when flagged.
10. If dogger loses steer, flag judge must ask if dogger wishes another attempt to catch and throw steer in arena. Dogger must reply at once.
11. Dogger is entitled, within sixty seconds, to as many attempts as dogger wants.
12. Contestant is required to turn steer's head so that he can get up.
13. Contestants will be disqualified if they attempt in any way to tamper with steer or chute.

14. The fairness of catch and throw will be left to the judges. Their decision will be final.
15. Field flagger is required to watch contestant and steer until animal is turned loose.
16. Any cattle that have been used cannot be held over from one year to the next for use in steer wrestling, except by rodeo committee approval.
17. Fresh steers added to bunch that have not been used must be bulldogged and thrown down. It is the responsibility of steer wrestlers to throw the cattle at a time mutually agreed upon with stock contractor.
18. When fresh cattle are used, any fresh steer not thrown down during competition will be thrown down after completion of performance. Contestants will be responsible to throw down such steers under the supervision of the arena director.
19. Contestant will not be required to compete on a cripple steer or a steer with a broken horn.

OPTIONAL RULES

Electric timers are optional.

DALLY TEAM ROPING EVENT RULES

GENERAL RULES

1. Youth shall rope with youth in their own age group. Contestants may be entered as two boys, two girls, or one boy and one girl on a team.
2. After stock is loaded, ropers must rope in order listed.
3. 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 face steer in line with ropes dallied and tight. Horse's front feet must be on the ground.
6. Each team is allowed two throws.
7. Roping steer without turning loose of the loop will be considered a no catch.
8. Roper must dally to stop steer.

9. No tied ropes allowed.
10. The word dally means one complete turn around the horn.
11. Ropers must be mounted when time is taken.
12. Steer must be standing up when roped by head or heels.
13. No foul catches can be removed by hand.
14. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with hands.
15. If the heeler ropes a front foot or feet in the heel loop, that 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 flag judge drops the flag, time will be counted.
16. If artificial horns are jerked off, contestants will receive rerun on same steer with no penalties other than barrier penalties.
17. All steers shall have horns properly wrapped.

SCORING AND PENALTIES FOR TEAM ROPING

1. There will be only three legal head catches:
 - a. Head or both horns
 - b. Half a head
 - c. Around the neck
2. If hondo passes over one horn the loop over the other, catch is illegal.
3. If loop crosses itself in head catch, it is illegal. This does not include heel catches.
4. Any heel catch behind both shoulders is legal if rope goes up heels.
5. One hind foot receives five-second penalty.
6. Cross fire catches will receive a no-time. If in the opinion of the field flagger a heel loop is thrown before the header has dallied and changed directions of a steer, team shall receive no time.

7. 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.
8. In the event a team roper is disqualified or unable to perform due to extenuating circumstances which will be ruled upon by the arena director and the committee, the remaining eligible contestant may compete with another partner as long as that partner is entered in that rodeo and is in the same age group.
9. 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.
10. Broken rope, dropped rope or dismounting horse will be considered no time.

BULL AND STEER RIDING EVENT RULES

TIME LIMIT

1. Bull and steers will be ridden eight seconds, except novice steer riding which will be six seconds.
2. Time to start when animal's inside front shoulder passes the plane of the chute gate, and judge must use stopwatch. (A separate flagman should flag the start of the ride.)

EQUIPMENT

1. Rope must have bell. No bell, no marking.
2. Hooks, rings, spiders or posts shall not be used on bull and steer ropes.
3. Contestant must wear a protective safety vest.

GENERAL RULES

1. Contestant is not to use sharp spurs.
2. Fall - If any part of rider contacts ground, animal has fallen.
3. No contestant will ride two head in the same event during a performance except for rerides.
4. Contestants may pull ropes from either side.
5. Contestant must 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.

EVENT RULES

1. Bell must be under belly of bull or steer.
2. Riding is to be done with one hand and loose rope, with or without handhold.
3. No finger wraps, no knots or hitches will be allowed to prevent rope from falling off bull or steer when rider leaves him.

SCORING AND PENALTIES

1. Rider and animal are to be marked separately.
2. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant. The full spread of points will be used.
3. If contestants make qualified ride with any part of rope in riding hand, they are to be marked.
4. Contestant will receive no score for any of the following offenses:
 - a. Being bucked off.
 - b. Touching any object with free hand.
 - c. Using sharp spurs.
 - d. Placing spurs or chaps under the rope when the rope is being tightened.
5. Judges may disqualify bull or steer riders who have been advised they are next to go if they are not above the animal with their glove on when the previous bull or steer leaves the arena.

RERIDES

1. The matter of the rerides shall be decided by the judges.
2. If reride is given, judge shall inform the contestant immediately of contestant's marking and contestant will have an option of reride.
3. Contestants may refuse reride and take their marking.
4. Contestants must make their decision immediately.
5. If stock contractors' equipment breaks, contestant must take either a reride or no score.

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 performance, the contestant with the animal drawn will take it before the contestant who draws the animal for a reride.
8. Rerides may be given only when stock fails to break, stops, or fouls the rider.
9. If in the opinion of the judges a rider makes two honest efforts to get out on a chutefighting animal and is unable to do so, rider may have a reride drawn.
10. Contestants who are fouled at chute will be entitled to a reride at judges' discretion.
11. If animal falls down out of chute, contestant will be entitled to a reride at the discretion of the judges.
12. If animal fails to break or stops, the rider must make an eight-second qualified ride to be eligible for a reride at judges' discretion.
13. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back providing stock contractor is willing, or rider 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 bull or steer before qualified time has elapsed, reride may be given on the same animal drawn.
17. If flank comes off, a reride must be given and must be taken on the same bull or steer provided the rider has qualified until the time the flank comes off. If rider disqualified after flank comes off the bull or steer, the reride will still be given.

STOCK

1. It is recommended that all horned bulls should have horns tipped, cut back, or kept out of draw. This is the responsibility of the stock contractor at the discretion of the arena director and the judges.
2. A 700 - 1000-pound bull or steer will be used in the junior age group.

3. Stock shall be flanked for juniors and seniors.

BAREBACK RIDING EVENT RULES

TIME LIMIT

1. Horses must be ridden for eight seconds.
2. Time to start when animal's inside front shoulder passes the plane of the chute gate, and the judge must use a stopwatch. (A separate flagman should flag the start of the ride.)

EQUIPMENT

1. Contestant must wear a protective/safety vest.
2. Riding is to be done with one-handed rigging, and contestant must supply own rigging.
3. Rigging shall not be less than 10 inches in width at handhold and not over six inches at the "D" ring. Latigo cannot be blocked in "D" ring.
4. Rider may have a single layer of sheepskin or leather under handhold which will extend at least one inch on both sides of the center of the handhold. This piece is not to be skived. It must be glued down.
5. No fiberglass or metal is allowed in riggings or handholds. Only leather or rawhide is allowed for handhold. Flat head rivets and/or screw and "t" nuts will be allowed to secure handhold. Only other metal allowed will be in the "D" rings. Quick release or half-and-half are optional.
6. Cinches on bareback rigging shall be made of mohair and shall be at least eight inches in width at the center, but may be tapered to accommodate cinch "D" or rings.
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. If they are hair pads, they must be at least one inch thick, and if a foam pad, at least 1 - 1/4 inches thick.
9. The rider's glove will be a plain glove with no flaps, rolls, wedges, welds or gimmicks.
10. A palm piece may be used in glove which will be at least one inch wide and three inches long and will be glued in.
11. There will be no adhesive material other than dry resin used on rigging or on rider's glove. Benzoin may be used.

12. Stock contractors will have the right to have judges pass on whether riggings are objectionable. Judges are to decide on all riggings and pads.

GENERAL RULES

1. Contestant is not to use sharp spurs.
2. Fall - If any part of rider contacts ground, animal has fallen.
3. No contestant will ride two head in the same event during a performance except for rerides.
4. Contestants may pull riggings from either side.
5. Contestants must 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.

EVENT RULES

1. To qualify, rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground the first jump out of the chute.
2. Rigging must lie flat on horse's back while rigging is being cinched.
3. Stock contractor may call on judge to pass on whether rigging is being set or cinched in a manner that might hurt horse's back.
4. Judges may require contestant to take hand out of rigging after a horse is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request to take such action.
5. One arm must be free at all times, and rider must not touch any object with the free hand.

SCORING AND PENALTIES

1. Rider and animal are 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. The full spread of points will be used.
4. If horse stalls coming out of the chute, either judge may tell contestant to take feet out of the horse's neck and first jump qualification will then be waived.

5. Contestant may receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
6. Contestant will receive a no-score if the rigging comes off horse, or contestant touches any object with free hand, or if contestant is bucked off.
7. In the opinion of the judges, if a contestant is riding with rowels too sharp or riding with locked rowels, contestant will receive a no score.
8. Contestant will be disqualified for taking any kind of finger tuck or finger wrap.
9. Judges may disqualify contestants who have been advised they are next to go if they are not above the animal with their glove on when previous horse leaves the arena.

RERIDES

1. The matter of the rerides shall be decided by the judges.
2. If reride is given, judge shall inform the contestants immediately of their marking and an option of a reride.
3. Contestants may refuse reride and take their marking.
4. Contestants must make their decision immediately.
5. If stock contractor's equipment breaks, contestant may take a reride.
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 performance, the contestant with the animal drawn will take it before the contestant who draws the animal for a reride.
8. Rerides may be given only when stock fails to break, stops, or fouls the rider.
9. If animal fails to break or stops, the rider must make an eight-second qualified ride to be eligible for a reride at judges' discretion.
10. If in the opinion of the judges, a rider makes two honest efforts to get out on a chutefighting animal and is unable to do so, rider may have a reride drawn.
11. Contestants who are fouled at chute will be entitled to a reride at judges' 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 the rider, the rider will be awarded a reride.
14. Contestant may be given reride if flank comes off or breaks, provided the contestant completed a qualified ride.
15. If rider takes the same animal back, they 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 bucking horse before qualified time has elapsed, reride may be given on the same animal drawn.

SADDLE BRONC RIDING EVENT RULES

TIME LIMIT

1. Saddle bronc riding shall be timed for eight seconds.
2. Time to start when the animal's front shoulder passes the plane of the chute gate, and judge must use a stopwatch. (A separate flagman should flag the start of the ride.)

EQUIPMENT

1. Contestant must wear protective/safety vest.
2. Riding is to be done with plain halter, one rope-rein and committee saddle. Contestant must supply their own saddle.
3. Standard halter must be used unless agreement is made by both contestant and stock contractor.
4. Stock contractors must furnish their own halters and contestants must use them, subject to approval of judges on fitness of halters.
5. Dry resin may be used on chaps and saddle.

6. Contestant Saddle Specifications:

a. Rigging

- (1) 3/4 double-front edge of the dee ring must not pull further back than directly below center point of swell.
- (2) Standard E-Z or ring type saddle dee must be used and cannot exceed 5-3/4 inches for outside width measurement.

b. Swell Undercut

Not more than two inches—one inch on each side.

c. Gullett

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. Cantel

5" maximum height

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 and shall be at least eight inches in width at the center, but may be tapered to accommodate cinch "D" or rings.

GENERAL RULES

1. Contestant is not to use sharp spurs.
2. Fall—If any part of the rider comes in contact with the ground, animal has fallen.
3. No contestant will ride two head in the same event during a performance except for rerides.
4. Contestants may pull riggings and cinch saddle from either side.

EVENT RULES

1. Riding rein and hand must be on the same side.
2. Horses are to be saddled in chute.
3. Rider may cinch their own saddle.
4. Saddle shall not be set too far ahead on horse's withers.
5. Middle flank belongs to rider but contractor may have rider put flank behind curve of horse's belly.
6. Flank cinch may be hobbled.
7. To qualify, rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground first jump out of the chute.
8. One arm must be free at all times. The free hand must not touch any object.

SCORING AND PENALTIES

1. Rider and animal are 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. The full spread of points will be used.
4. If a horse stalls coming out of the chute, either judge may tell contestant to take 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, or any object with free hand.
 - g. Riding with locked rowels, 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. An exception will be made if rules make it necessary for the covering of spur rowels.
8. Judges may disqualify bronc riders who have been advised they are next to go if they are not above the animal with their glove on, if used, when previous horse leaves the arena.

RERIDES

1. The matter of the rerides shall be decided by the judge.
2. If reride is given, judge shall inform the contestant immediately of contestant's marking and an option given of reride.
3. Contestants may refuse reride and take their marking.
4. Contestants must make their 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. If stock contractors' equipment breaks, contestant may take a reride.
7. No reride will be given due to faulty or broken equipment furnished by contestant in any event.

8. If an animal that is drawn for a reride is already drawn for another contestant in the same performance, the contestant with the animal drawn will take it before the man who draws the animal for a reride.
9. Rerides may be given when stock fails to break, stops, or fouls the rider.
10. If animal fails to break or stops, the rider must make an eight-second qualified ride to be eligible for reride.
11. If in the opinion of the judges a rider makes two honest efforts to get out on a chutefighting animal and is unable to do so, rider may have a reride drawn.
12. Contestants who are fouled at chute 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 rider may have reride drawn.
15. Contestant may be given reride if flank comes off or breaks, provided the contestant completed a qualified ride.
16. If rider takes same animal back, rider must take that marking given on reride.
17. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
18. If that is the second consecutive time the animal has run off, it must be taken out of the draw and an animal drawn for the contestant out of the rerides.
19. If the pickup man or horse comes in contact with bucking horse before qualified time has elapsed, reride will be given on the same animal drawn.
20. If in the opinion of the judges a saddle bronc deliberately throws himself, the rider shall have the choice of that horse again or rider may have horse drawn for rider from the reride horses.

GOAT TYING EVENT RULES

EQUIPMENT

1. Leather thong, pigging string or rope. (Pigging string—a piece of rope used for securing animals.)

2. Western type equipment must be used.

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 performance.
4. Contestant may change horses in this event.
5. Contestants may enter the arena at the speed of their choice.
6. Arena gate must be closed immediately after contestant enters the arena and kept closed.
7. Time is to be taken between the two flags.
8. The time will start when horse's nose crosses the starting line.

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 must be tied to a stake with a cotton 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. Contestant must be mounted on a horse, ride from the starting line to the goat, dismount from the horse, and throw the goat by hand.
6. If the goat is down when the contestant reaches it, goat must be daylighted and then cross and tie any three legs together with a leather thong, pigging string or rope, and stand clear of the goat.
7. Legs must remain crossed and secure for six seconds after completion of tie.
8. To qualify as a legal tie, there will be one or more wraps and a half hitch hoey or knot.
9. Time will start when the contestant crosses the starting line.

10. Time will stop when contestant signals the completion of the tie.
11. The timing of the tie will begin when the contestant stands clear of the goat.
12. Qualified persons other than contestants will be used as goat holders.
13. Holder shall release goat when rider crosses starting line.
14. Committee will use two goats and stake goats equal distance from arena fences. Contestants will alternate between goats.

Rotate goat out every five contestants. A goat may only be rotated in three times. Goats shall be rotated every five runs per draw. A scratch constitutes a run and goat must be tied.

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. Contestants will receive no time for touching the goat or tie-string after signaling that they are finished.
5. If contestants run over the goat or rope with their horse while mounted, there will be a ten-second penalty. A contestant is still mounted until both feet are on the ground.
6. If the goat should break away because of the fault of the horse while contestant is mounted, contestant will receive no time.

RERUNS

1. No reruns 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 contestant will get a rerun.

STOCK

1. Goats shall be uniform for each age group. Uniform means similar in weight, size and age, with taped horns.

2. Goats must be tied down three times before first performance by someone not entered in goat tying in that age group.

BARREL, POLE, AND FLAG RACING EVENT RULES

EQUIPMENT

Refer to timer equipment and rules.

GENERAL RULES

1. Starting lines 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. The barrels, poles, flags and the starting line will be permanently marked for the entire performance.
5. During barrel, pole and flag racing events, the arena will be dragged or raked at regular intervals to be determined by the management. In case of a scratch, the scratch will count as a run for raking purposes.
6. It is suggested that following barrel, pole and flag racing events, the pattern will be dragged or raked.
7. Contestants may enter the arena at the speed of their choice.
8. Arena gate must be closed immediately after contestant enters the arena and kept closed until pattern is completed and contestant's horse is under control.
9. Set timer beforehand in the same height and position, and lock the legs.
10. Barrels are not to be used as stands for the electric eye.
11. Not following the cloverleaf pattern will receive a no time.

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. Not following the designated pattern will receive a no time.
4. If horse recrosses the starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
5. If contestant's horse breaks timer light by backing through before starting pattern, time will be considered started.

RERUNS

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
2. The battery-powered digital clock will be the first backup time and digital hand-held watches will be the second back up time. When both the digital clocks malfunction and no average time was recorded from digital watches, contestant will be given a clean rerun at a time designated by the judges and arena director.

BARREL RACING EVENT RULES

1. All barrels must be 20 yards or farther apart. Nothing under 20 yards will be used.
2. The arena conditions will enable you to decide the distance over 20 yards that you wish to place the barrels, unless arena conditions warrant otherwise.
3. The cloverleaf pattern is the only approved pattern in this event.
4. The pattern to be run for the barrels is as follows (if arena conditions permit):
 - a. The barrels must be at least 20 feet from the arena fence.
 - b. The front two barrels shall be 20 yards (60 feet) from the starting line.
 - c. The distance between the two front barrels shall be 30 yards (90 feet), and the distance between the two front barrels and the back barrel shall be 35 yards (105 feet).
 - d. There shall be a minimum of 75 feet allowed for stopping from starting line in barrels back to arena fence. This is subject to adjustment for arena conditions.
 - e. Third barrel must be arched and marked.
 - f. Marker rope will be buried and shall be pulled up straight and barrel placed to the inside next to the rope.
 - g. 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.
5. Touching barrel is permitted by horse or contestant.
6. Barrels will be 55 gallon metal drums with both ends in. No rubber or plastic barrel or barrel pads.
7. Knocking over and/or up ending a barrel is a five-second penalty per barrel.
8. Electric eyes should be placed on the score line no closer than the width of the first two barrels. The electric eye will be centered in each performance.
9. Diagram of pattern will be posted.

**POLE BENDING EVENT RULES
EVENT RULES**

1. The pole bending pattern is to be run around six poles.
2. No flags to be used on poles.
3. Poles are to be painted with a broken six-inch stripe pattern, not a solid color.
4. The distance from the starting line to the first pole shall be 21 feet, and the spacing between poles shall be 21 feet apart.
5. There shall be a minimum of 75 feet allowed for stopping from starting line in poles back to arena fence.
6. Poles shall be set on top of the ground six feet in height and with rubber bases no larger than 14 inches or less than 12 inches in diameter. PVC poles should be at least 1-1/2 inches in diameter and no larger than two 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. Knocking over a pole is a five-second penalty per pole.
11. Pole is considered knocked over when top of pole hits the ground.
12. Diagram of pattern will be posted.

FLAG RACING EVENT RULES

1. Bucket on barrel must be a three-pound coffee can filled to the top with soil. To make a rodeo flag, use a 1/2 inch dowel 20 inches long. Attach an eight-inch by eight-inch square piece of red cloth to the top eight-inches of the dowel. Put rodeo flag in the filled coffee can. Flag must protrude a minimum of five inches above top of the bucket. A minimum of six flags the same color and size should be available.
2. A horse may start either to the right or left of the barrel and then run down and around the barrel and return to starting line. Contestant may circle the barrel, but must return on opposite side of approach.
3. Diagram of pattern will be posted.
4. Knocking over the barrel and bucket is a ten-second penalty. Knocking over the bucket only is a five-second penalty.
5. Not following the pattern will receive a no time.
6. There shall be a minimum of 75 feet allowed for stopping from starting line back to area fence.
7. Rider may not use the flag to whip the horse. Flag must be carried past finish line. Contestant will be disqualified for whipping horse with flag.

SAFETY COMMITTEE GUIDELINES

Safety should be the prime consideration of everyone involved in the rodeo.

ROUGH STOCK ARENA

1. No large objects or rocks.
2. No post extending above the top railing.
3. No rough edges on the top railing.
4. Chute gate swing fully opened 180 degrees.

5. End chute eight feet from the fences.

TIMED ARENA

1. No post above top rail.

The rodeo committee strongly recommends that the arena director provide ample time and post it so that the contestants can familiarize themselves and their horses with the arena. However, we leave it up to the arena director as to what they can provide.

Stock should be run through chutes and arena before the start of the first performance. All gates and alleys should be kept clear of contestants.