



# RULEBOOK - 2022

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## 2022 Rule Changes:

### KINGMAN JUNIOR RODEO ASSOCIATION (KJRA) 2022 Rule Book

- A. Changed - Entries will close after 11:59 pm Tuesday before the rodeo. A Late fee of \$100.00 shall be charged to each contestant upon entering a rodeo after entry deadline. Entry fee and late fee must be paid prior to rodeo. (Late Fee)
- B. Removed rule - The mugger must touch the calf before the runner removes the ribbon
- C. Removed rule – Rope much have a breakaway Hondo and is used for added safety.

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**GENERAL RULES**

***ARTICLE 1 – REGULATIONS FOR RODEOS***

Section 1 – Events

The following is a list of the KJRA Events:

**SENIOR**

- Calf Roping – Boys Only (CR)
- Breakaway – Girls Only (BCR)
- Ribbon Roping (RR)
- Steer Stopping (SS)
- Dally Team Roping (DTR)
- Barrel Racing (BR)
- Pole Bending (PB)
- Goat Tying (GT)

**JUNIOR**

- Breakaway Calf Roping (BCR)
- Steer Riding (SR)
- Steer Stopping (SS)
- Dally Team Roping (DTR)
- Barrel Racing (BR)
- Pole Bending (PB)
- Goat Tying (GT)
- Ribbon Roping (RR)

**PEE WEE**

- Dummy Roping (DR)
- Goat Tail Pull (GTP)
- Hellomatic Breakaway (BCR)
- Flag Race (FR)
- Barrel Racing (BR)
- Pole Bending (PB)
- Sled Dummy Steer Stopping (SDSS)

Section 2 – Entries

- A. Type of entry and deadline for entries shall be set forth by KJRA Board of Directors.
- B. No contestant shall be denied entry because of race, creed, color or geographical restrictions.
- C. Entries must be accepted in the order received, by the Event Secretary, until the closing date. Sibling in the same age group will be split up for draw purposes.
- D. Upon good and sufficient reason, any KJRA event may deny entry to any contestant.
  - 1. Any contestant (Member or Nonmember) that enters a KJRA event is responsible for paying all fees and may not be entered in any future event until those fees are paid.
  - 2. Once you have submitted your entry, you are responsible for payment before you can enter another event. Members with returned checks are required to pay returned check amount plus \$25 bank fee. Members are not allowed to complete until all fees related to returned checks are paid.

Section 3 – Entry Fees

- A. Entry in any KJRA event requires the payment of all applicable fees:
  - 1. Event fees
  - 2. Membership fees or Nonmember fees (as set forth by KJRA)
  - 3. Trophy fees (will be used to help pay for year-end prizes)
  - 4. Association fee (will be used to pay for arena maintenance, repairs, improvements, etc.)
  - 5. Office fee (will be used to pay for offices supplies, needed equipment, paid or unpaid secretary position)
- B. Fees must be advertised and listed separately.

Section 4 – Draw Outs

- A. No entry fees will be refunded or forwarded to the next rodeo, unless the draw out is 5 days prior to rodeo day.
- B. If a draw out occurs with medical notification from a doctor or a veterinarian, the entry fee(s) will be refunded. Payout will still be paid with draw out fees included.

Section 5 – Point System

- A. KJRA points will not be awarded or accumulated toward year-end standings to Nonmembers. Points will only be accumulated when current full membership is obtained from KJRA.
- B. The following point system must be used by all KJRA events, subject to the KJRA classification table. Points are awarded in each event to determine all-around winners of the event. In the event there is a tie, points are to be combined and divided equally among those two places.

1 <sup>st</sup> Place.....	30 Points
2 <sup>nd</sup> Place.....	27 Points
3 <sup>rd</sup> Place.....	24 Points
4 <sup>th</sup> Place.....	21 Points
5 <sup>th</sup> Place.....	18 Points
6 <sup>th</sup> Place.....	15 Points
7 <sup>th</sup> Place.....	12 Points

8 <sup>th</sup> Place.....	9 Points
9 <sup>th</sup> Place.....	6 Points
10 Place.....	3 Points

- C. Points for year-end will be calculated from all rodeos, to determine the year-end winners for each event. In the event of a tie for year-end prizes, ties will stand and duplicate prizes will be awarded with no skipping of position.

#### Section 6 – Timing Equipment

Timing equipment that carries the time to hundredths of a second must be used. Use of electric eye times is mandatory for all events.

#### Section 7 – Drawing of Stock

All stock will be chute drawn.

### ***ARTICLE 2 – REGULATIONS FOR CONTESTANTS***

#### Section 1 – Eligibility

- A. KJRA Membership and competition is open to all who meet eligibility requirements specified in the by-laws and in rule book.
- B. Membership in KJRA is not required for competition.
- C. KJRA contestants and parents (Pee Wee contestants are excluded) must read and sign the KJRA rule book waiver.
- D. KJRA junior and senior contestants must turn in a W-9 Form prior to the 1<sup>st</sup> rodeo. Any contestant earning over \$600 for the year will be issued a 1099-misc.

#### Section 2 – Age

- A. The age of each contestant shall be determined as of January 1, at 12:00 a.m. of the current event year, except Pee Wee age division, who will become eligible to join KJRA upon reaching their third (3) birthday.
  1. Ages of Members are:
    - Pee Wee – three (3) through seven (7)
    - Junior – eight (8) through twelve (12)
    - Senior – thirteen (13) through eighteen (18)
- B. It is the contestant’s responsibility to enter in the proper age group. All memberships expire the 31<sup>st</sup> day of December each year.
- C. Contestant must be prepared to show acceptable proof (birth certificate, etc.) to substantiate age.
- D. Falsification of age will result in surrender of all entry fees paid, and pending disqualification from KJRA.

#### Section 3 – Conduct and Attire

- A. Western saddle and equipment is required.
- ~~B.~~ Contestants must wear western attire in all working parts of the arena once the rodeo has started (doesn't include announcer stand);-hats are optional. If contestants choose to wear a hat it must be cowboy hat or ASTM approved safety helmet, western boots, long pants, long sleeve shirt (wrist length sleeved shirt with collar and cuffs) with sleeves rolled down. Shirt cuffs must be buttoned and shirttail tucked in. Shirts must button or snap. Shirts must be buttoned/snapped to second button/snap.
- C. Contestants appearing in any contest, the grand entry, and awards program will be in acceptable rodeo attire or will be disqualified. Contestant may warm up prior to event without being in western attire.

#### Section 4 – Entries and Fees

- D. Entry in a KJRA event must be made on a standard entry blank provided by the KJRA, with appropriate fees.
- E. No entry shall be accepted by any event without the waiver release and full signature of at least one parent or guardian of the contestant. Those adults affixing their signature to the consent form of any contestant entry form have indicated direct responsibility for the contestant named on the entry and shall have no redress or legal recourse in matters of decision or action taken by officials of that event.
- F. Entry in every KJRA event requires payment of all applicable fees:
  1. Event fees
  2. Membership fees or Nonmember fees
  3. Trophy fees
  4. Association fees
  5. Office fees
- G. Entries will close after 11:59 pm Tuesday before the rodeo. A Late fee of \$100.00 shall be charged to each contestant upon entering a rodeo after entry deadline. Entry fee and late fee must be paid prior to rodeo. (Late Fee)
- H. Any entry received on time without payment will be considered late and shall be charged a \$100 late fee per entry form.

#### Section 5 – Qualification for KJRA Awards

- A. To qualify for KJRA year-end awards:
  1. The contestant must have all fees paid current.
  2. He/she must be a Member of the KJRA.
  3. He/she must have competed in an event at least 5 times during the year.
  4. Contestant must have their contestant sponsorship donations turned in by the deadline on the Sponsorship form with minimum of \$250.00 or sale a minimum of 30 Raffle Tickets (must have value of \$10 or more).
  5. Contestant must turn in item to be auctioned off.

#### Section 6 – Contestant Disqualification

- A. Disqualification from KJRA, subject to appeal to the Board of Directors for individual action, shall occur for the following:
  1. Competing under an assumed name or falsifying any entry information.

2. Attempting to enter any KJRA event while under suspension.
  3. Evasion of financial obligation on the part of a contestant or family member incurred as a result of entry, membership, or participation in any KJRA function.
  4. Failure to return any prize erroneously awarded.
  5. The Board of Directors reserves the right to remove any membership with a two-thirds majority vote.
- B. Disqualification from a particular KJRA event shall occur for the following reason(s):
1. Going over the time limit allotted for specific events.
  2. Intentional abuse of the stock.
  3. Abuse of officials or other contestants by contestant, contestant's family or contestant's friends.
  4. Tampering with other contestant equipment, event facilities or event stock, including moving event stock in or out of the arena, before, during or after any performance.
  5. Cheating by contestant or Member of contestant's family.
  6. Deliberate or continued failure to report for any event.
  7. Profanity or obscenity.
  8. Quarreling or rowdy behavior.
  9. Use of unapproved equipment.
  10. Acquisition of another's property.
  11. Use of, or traffic in, intoxicating beverages or drugs.
- C. A contestant must be disqualified from a particular event for the following:
1. Improper attire.
  2. Failure to comply with Arena Director's instructions.
  3. Not being ready when called.
    - a. Announcer shall call contestant three (3) times. The contestant must start his/her run within 60 seconds of the first call. If contestant is not present or prepared to compete, he/she may be disqualified from the event. This call is to be made by Arena Director.
- D. Repeated violations of Paragraph B or C may result in disqualification for the entire event or a fine of \$50.00 upon board approval for each incident. Fine's must be paid prior to next rodeo.
- E. Suspended contestants who have entered any KJRA event will automatically surrender any fees advanced to that event after the date of the suspension.
- F. Any contestant disqualified from KJRA has the right to petition to the Board of Directors for reinstatement. A statement from both the contestant and the party making the disqualification must be included on the petition. This does not include disqualification from a particular event due to event rule patterns or penalties. Arena Director decision is final.

#### Section 7 – Lead Line (Pee Wee age division only)

- A. Any Pee Wee contestant that is helped with their horse or contestant after the timing light or start of their run will be considered Lead Line. Lead line contestant must declare on the entry form which events they will be lead line.
- B. Goat Tail Pull helper is allowed past the timer and may handle the horse. If the contestant is helped off the horse, they are considered a Lead Line.
- C. Lead line contestant will not be allowed to accrue points but to participant.
- D. If a Pee Wee contestant does not declare themselves lead line on the entry form, they will be considered non lead line and cannot be helped. If the contestant receives any help before they cross the finish line



(with the exception of the horse handler in the Goat Tail Pull) they will be disqualified from the event.

### ***ARTICLE 3 – REGULATIONS FOR OFFICIALS***

#### Section 1 – Membership

- A. Officials and Members are required to read and know the rules of the KJRA and the ground rules established by the individual events they are serving. Contestants and parents must sign rulebook waiver at the bottom of the membership form.
- B. Officials and Members will conduct themselves in an exemplary manner to best reflect the aims, principles, and purposes of the KJRA.

#### Section 2 – Judges

- A. Judges failing to comply with KJRA rules will be removed from the approved judge's list and declared ineligible to officiate at any KJRA event.
- B. Decisions of the judges shall be final.
- C. Time Sheets shall be made in permanent entry and all officials shall be permitted to review them at the conclusion of each performance.
- D. The official Judge sheet will be documented by main timer at each arena.
- E. Arena Director(s) shall inspect the stock the morning of the rodeo and announce any provisions necessary for the quality of the stock present.

### ***ARTICLE 4 – HUMANE REGULATIONS***

#### Section 1 – Responsibility

- A. It shall be the sole responsibility of the KJRA Board of Directors to provide sufficient stock.
- B. It is the responsibility of the Board of Directors to see that any injured animal is removed and/or cared for at the earliest possible time.
- C. The Board of Directors will have available the name and location of the nearest facility for emergency animal treatment.
- D. No animal shall be treated inhumanely or prodded excessively. Standard electric prods shall be used as little as possible.
- E. A conveyance must be available and used, if possible, to remove animals from arena in case of injury. Injured calves shall be removed from the arena on a sled, pickup truck, or calf stretcher. Animals removed from the arena shall be placed in a situation as isolated and comfortable as possible to reduce stress.
- F. No small animals or pets are allowed in the arena where restraint is necessary, or when subject to injury or attack by another animal.

- G. Livestock shall be removed from arena after completion of entry in contest.
- H. Use of fireworks to frighten animals is prohibited.
- I. If KJRA Member, including contestant and stock contractor, abuses an animal by an unnecessary non-competitive or competitive action, he may be disqualified. Officials will immediately inform the Announcer that the contestant has been disqualified and spectators will be informed of the disqualification due to unnecessary roughness to livestock.
- J. Any KJRA Member, guilty of mistreatment of livestock may be disqualified or suspended.
- K. All team-roping steers must have horn wraps.

## **EVENT RULES**

### ***ARTICLE 1 – GENERAL DISQUALIFICATION***

- A. Hats are optional. If contestants choose to wear a hat it must be cowboy hat or ASTM approved safety helmet.
- B. Intentional abuse of stock - In any event, if in the opinion of the Judge and/or Arena Director, a contestant intentionally abuses any stock, including the contestant's own horse, that contestant may be disqualified from that event. A second or subsequent violation may result in disqualification from the entire event.
- C. Not being ready when called - In all events, if the contestant is not ready to compete when called for, three (3) calls will be made by the event Announcer. The contestant must ready and making attempt to start his/her run within 60 seconds of being called. Arena Director is the only official to make this call of disqualification. Arena Director will notify Announcer when it is time to go to next contestant.
- D. Illegal or improper equipment – A contestant will be disqualified from any event if that contestant uses or attempts to use illegal or improper equipment.
- E. Running into electric eye or flagger – Anyone who hits the electric eye or Flagger will be disqualified from that event.
- F. Exceeding time limit – Failure to complete an event in the prescribed time limit (excluding penalties) set for that event will result in a disqualification from that event. Contestant must leave the arena immediately upon expiration of the limit.
- G. Re-crossing start/finish line – In all timed events using a start/finish line, a contestant will be disqualified for re-crossing the start/finish line prior to finishing the prescribed pattern.
- H. Breaking patterns – A contestant will be disqualified for breaking the pattern in pole bending and barrel racing events. See event rule for description of broken pattern. Pee Wee age division only will be allowed to correct their pattern.
- I. In any roping event, anyone on the ground handing your rope to you, or dismounting to pick up your rope.
- J. No contestant may run his/her horse out of the gate for safety reasons, except in specified arenas.  
Example: Exit Allen way.

- K. In any event, a contestant will be disqualified for dismounting after the contestant has crossed the start line. Except goat tying and goat tail pull.

## ***ARTICLE 2 – RE-RUNS***

Re-runs will be granted, before the next contestant, under the following conditions:

### Section 1 – Roping Events

- A. Mechanical failure of chute or barrier.
- B. Interference from Officials or others in the arena. Contestant must declare him/herself by pulling up. A re-run will then be given without penalties and time lapse.
- C. Any attempt to complete event after interference or foul will negate any claim for a re-run.
- ~~D.~~ If animal escapes arena, the Field Flagger will drop the flag stopping the time.
- E. If, in the opinion of the Line Judge, contestant is fouled by barrier. The contestant shall compete on next available animal, providing contestant declares himself by pulling up.

### Section 2 – Timed Events with Patterns

- A. Interference from Officials or others in the arena.
- B. Failure of the Board of Directors to properly set pattern. In the event that the pattern was improperly set, all contestants will re-run.

### Section 3 – Timed Events with Goats

- A. Interference from Officials or others in the arena.
- B. If the goat comes loose from the tether or the tether breaks.

## ***ARTICLE 3 – EQUIPMENT AND FACILITIES***

### Section 1 – Barrel Racing

- A. Use of 55-gallon capacity drum - In any event, barrels that are open on one or both ends shall not be used, regardless of the construction material.

### Section 2 – Pole Bending

- A. It is mandatory that six (6) commercially available pole bending bases be used with six 6 foot lengths of PVC pipe used as poles.

### Section 3 – Timers

- A. Hand held stopwatches must be digital watches and time to within 1/100th of a second.

- B. Electronic or “electric eye” timers are mandatory for barrel racing, pole bending and flag race. It is the KJRA decision to have electric eyes for all events (weather permitting).

#### **ARTICLE 4 – SENIOR DIVISION**

##### Section 1– Calf Roping – Boys Only (CR)

- A. Objective - To rope a calf from the back of a horse, dismount, throw the calf to the ground and tie any three (3) legs together, and to do this in the least amount of time possible.
- B. Rules:
1. Time Limit – 60 seconds
  2. Equipment – The roper must use a standard catch rope. Anything except a standard catch rope must have approval from the Judge. The roper’s horse must have a neck rope or similar device with a rope run through it to keep the horse facing the calf while roper is on foot.
  3. The roper will start from behind the barrier in the right-hand box. He must nod for the calf to be released from the chute when he is ready. The calf will be given a predetermined head start. Breaking or beating the barrier will be a ten (10) second penalty-
  4. One loop is permitted. Should the roper miss with his one loop, he must retire, and no time will be recorded.
  5. Rope must be tied to saddle horn hard and fast.
  6. Roper must rope calf, and dismount, go down the rope, throw the calf by hand and cross and tie any three (3) legs. When the roper is finished, he must signal that he is finished by raising his hands in the air. Time runs from the time the calf releases the barrier until flagged by the Field Judge.
  7. To qualify as a legal catch, the loop must pass cleanly over the calf’s head; loop may draw up on any part of the calf’s body behind the head.
  8. If the calf is down when the roper reaches it, it must be let up or lifted up to its feet and then thrown by hand.
  9. If the roper’s hand is on the calf when the calf goes down, he is considered “thrown by hand”.
  10. The catch must hold until the roper gets a hand on the calf.
  11. The no jerk down rule shall be in effect at all rodeos. Jerk down shall be defined as over backwards, with calf landing on its back or head with all four feet in the air. This will result in disqualification.
  12. To qualify as a legal tie, there shall be one or more wraps around three (3) of the calf’s legs and finished off with a half hitch or ‘hooey’. The tie must hold and three (3) legs remain crossed until passed on by the Field Judge.
    - a. The Field Judge will pass on the tie of calves through use of a stopwatch; timing six (6) seconds from the time the rope horse takes his first step forward after the roper has remounted and the rope becomes slack. The rope will not be removed from calf and rope must remain slack until Field Judge has passed on the tie. In the event a contestant’s catch rope is off the calf after the completion of the tie, the six (6) second time period starts when the roper clears the calf. The Field Judge must watch the calf during the six (6) second time period and will stop the watch when a calf kicks free; using the time elapsed on the watch to determine if the calf was tied long enough to qualify.
  13. Arena help may not touch the calf until tie is passed on by Field Judge. Field Judge will signal arena help when time is up.
  14. Roping calves will weigh 180 pounds to 250 pounds. In the event calves are too big for contestants to ty down, calf touch will be the event. This decision will be made before the event by the judges.
- C. Disqualifications in addition to those in Event Rules, Article 1
1. Roping calf without releasing loop from throwing hand.
  2. Touching calf or tie with hands after signaling completion of tie.

3. Tie not holding for six (6) seconds.
4. Failure to let calf back to its feet if down when roper reaches it.
5. Any intentional dragging of calf.
6. Excessive unintentional dragging of calf after roper is dismounted. It will be the Flagger discretion as to what constitutes as excessive.

### Section 2 – Breakaway Calf Roping – Girls Only (BCR)

- A. Objective – To rope a calf from the back of a horse, and have the rope, which is tied at the end of the rope to the saddle horn with a piece of string, break away from the saddle horn, and do so in the least amount of time possible.
- B. Rules:
  1. Time Limit – 30 seconds
  2. Equipment - The roper must use a standard catch rope with a white flag or ribbon, tied to end of rope and end of rope must be tied to saddle horn with a piece of string furnished by the rodeo Board of Directors.
  3. The contestant will start from behind the barrier in the right-hand box. She must nod for the calf to be released from the chute when she is ready. The calf will be given a predetermined head start. Breaking or beating the barrier will result in a 10 second penalty-
  4. To qualify as a legal catch, the loop must pass cleanly over the calf's head; loop may draw up on any part of the calf's body behind the head.
  5. Time is to begin when the calf passes the barrier line and ends when the Field Flagger flags the rope breaking away from the saddle horn. The calf must break away from the saddle horn.
  6. One loop is permitted. Should the roper miss with her one loop, she must retire, and no time will be recorded.
- C. Disqualifications in addition to those in Event Rules, Article 1
  1. Roping calf without releasing loop from throwing hand.
  2. Breaking the string by hand, rather than letting the calf pull the rope and break it away from the saddle horn.

### Section 3 – Ribbon Roping

- A. Objective - To rope a calf from the back of a horse, dally and stop. (No dragging of calves is allowed.) Runner must grab all or part of the ribbon off the calf's tail and return back across the time line.
- B. Rules:
  1. Time Limit – 60 seconds
  2. The contestant must compete with a partner and Mugger.
  3. Contestant must rope.
  4. Equipment – The roper must use a standard catch rope. Anything except a standard catch rope must have approval from the Judge.
  5. The roper will start from behind the barrier in the right-hand box. He must nod for the calf to be released from the chute when he is ready. The calf will be given a predetermined head start. Breaking or beating the barrier will be a ten (10) second penalty.
  6. One loop is permitted. Should the roper miss with his one loop, he must retire, and no time will be recorded.
  7. The roper must stay on the horse during the entire run and dally the rope around the horn. The Runner must have a Mugger to assist the Runner during the run.
  8. Runner may wear closed toe sport shoes while competing in this event as a runner only.
  9. Ropers are to dally and stop. No dragging of calves is allowed.
  10. Rope must go over nose. The rope must be touching the calf when the mugger grabs the calf and or

ribbon is removed.

11. Rope must be released from contestant's hand to be a legal catch.

12. Ropers must be mounted and stay mounted during the run to be legal.

15. Runner must grab all or part of the ribbon off the calf's tail and return back across the time line which is located ten (10) feet in front of both side of the roping box.

16. Upon crossing the finish line Runner MUST give the flagger the ribbon in proof they have completed the run. Failure to produce the ribbon to the flagger will constitute a no time.

17. If the ribbon falls off the calf's tail prior to the Runner touching the calf the contestant will be given a rerun.

18. If Runner drops the ribbon the Runner may pick up the ribbon and continue the event.

19. All Runners and Muggers must start from the designated start area. The Runner and Mugger may not leave the area before the calf has crossed the score line. The area will be marked by the Arena Director.

C. Disqualifications in addition to those in Event Rules, Article 1

1. Roping calf without releasing loop from throwing hand.

2. The roper may not drag the calf to the runner with horse. Team will be disqualified.

3. If any part of the pusher breaks the plane of the chute gate before the calf releases the barrier, the contestant receives a no time.

#### Section 4 – Steer Stopping (SS)

A. Objective –To rope a steer from the back of a horse, dally and stop.

B. Rules:

1. Time Limit – 30 seconds

2. The three legal head catches are:

a. both horns

b. around the neck or “half head”

c. around the neck

3. All stock will be chute drawn.

4. The flag will be dropped when the steer has been roped and dallied. All forward motion of the steer must be stopped.

5. Electric eye will be used.

6. Dally Team Roping rules shall apply, where applicable.

7. One loop is permitted. Should the roper miss with his one loop, he must retire, and no time will be recorded.

#### Section 5 – Barrel Racing (BR)

A. Objective - The contestant shall race his/her horse through a cloverleaf barrel pattern and do this in the least amount of time possible.

B. Rules

1. Time Limit – 60 seconds

2. Equipment – 55-gallon barrels must be used. Barrels must be closed on both ends; no open ends on barrels will be allowed.

3. Pattern – Shall be a cloverleaf pattern with barrels positioned in a triangular fashion in the arena.

4. Measurements – A full pattern will be the following measurements and should be used when arena conditions allow: 75 feet from arena fence to the start/finish line, 60 feet from the start/finish line to a line drawn between the 1<sup>st</sup> and 2<sup>nd</sup> barrel and 90 feet between the 1<sup>st</sup> and 2<sup>nd</sup> barrel and 105 feet from each the 1<sup>st</sup> and 2<sup>nd</sup> barrel to the 3<sup>rd</sup> barrel. No barrel may be closer than 20 feet from any fence or wall. When arena conditions do not allow a full pattern to be used, the pattern may be shortened as

necessary, provided that it remains the same throughout the rodeo. It is mandatory that the 20-foot from any fence or wall safety zone be maintained even with a reduced pattern size.

5. It is mandatory that the positions of the start/finish line and each barrel be permanently marked so the barrels will be placed in the same spot from event to event.
6. The contestant will enter the arena, race across the start/finish line and to either the left or right barrel. If the right barrel is used as the first barrel, he/she will make a right hand turn around that 1<sup>st</sup> barrel and then proceed to the 2<sup>nd</sup> barrel. He/she will make a left hand turn around the 2<sup>nd</sup> barrel, and then race toward the 3<sup>rd</sup> barrel. He/she will make a left hand turn around the 3<sup>rd</sup> barrel and then race back across the start/finish line. The opposite will occur if the contestant chooses to go to the left barrel first.
7. Penalties – There will be a five (5) second penalty assessed for knocking over a barrel.
8. The contestant may reach down and touch a barrel in order to keep it from falling over if he/she chooses to and is able to do so.
9. If a barrel falls after the contestant crosses the finish line, it will be considered a qualified run and no penalty will be assessed.
10. The Board of Directors is encouraged to, and it is strongly recommended, that the pattern be raked at even intervals.
11. Contestant cannot run the horse through the “out” gate for safety reasons.

C. Disqualifications – Not following the clover-leaf pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/ or passing the plane of the barrel on the off side. Example: should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.

#### Section 6 – Pole Bending (PB)

- A. Objective – The contestant shall race his/her horse through the pole bending pattern and do this in the least amount of time possible.
- B. Rules
  1. Time Limit – 60 seconds
  2. Equipment – six (6) bases, each capable of holding upright a six (6) foot pole that will fall if it is hit by a contestant.
  3. Pattern – The course shall consist of six (6) poles set in a straight line; the first one being set 21 feet from the start/finish line. Each pole after shall be set 21 feet apart. No pole may be closer than 20 feet from any fence or wall. It is mandatory that the pattern be staked so that the poles will be set in the same spot for the duration of the event.
  4. The Board of Directors is encouraged to, and it is strongly recommended, that the pattern be raked at even intervals.
  5. The contestant will enter the arena, race across the start/finish line and may start on either side of the pattern he/she chooses. He/she must race down along the side of the poles and upon reaching the sixth or end pole; he/she must turn around that pole. He/she must then weave back through the poles toward the first pole. He/she must then turn around the first pole and then weave back through the poles toward the sixth or end pole. He/she must then turn around this pole and then race alongside the poles back to and across the start/finish line.
  6. Penalties – There will be a five (5) second penalty assessed for each pole that is knocked down.
  7. The contestant may touch the pole by hand to keep it from falling if he/she chooses to and is able to do so. No penalty will be assessed for touching the poles.
- C. Disqualifications – Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/ or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn

around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.

### Section 7 – Goat Tying (GT)

- A. Objective – The contestant to ride horseback across the start line, run to where a goat is tethered, dismount, catch, throw, and tie any three (3) legs, and do this in the least amount of time possible.
- B. Rules:
1. Time Limit – 60 seconds
  2. Goats must be uniform in size. No goat will be competed on more than five (5) consecutive times.
  3. Equipment – ten (10) foot long soft rope for tethering goats with a metal snap affixed to each end to a stake with tether ring. Acceptable is a stake with an eye rolled into it and with a length of rope with a loop tied on one end and attached to the stake at the eye. All adjusted, so that no part of the stake protrudes above the ground so the tether rope, may be snapped to it. A pigging string is to be used by the contestant to tie the goat's legs together. No metal rings or wire allowed on or in pigging string. The pigging string may be leather, nylon, grass, or a combination of materials.
  4. Contestant must ride his/her horse across the start line, race to where the goat is tethered, dismount, catch the goat, throw and tie any three (3) legs together and signal that his/her tie is complete by raising his/her hands in the air. He/she must then step back away from the goat at least three (3) feet. The goat must remain with three (3) legs tied. The Field Judge will pass on the tie of the goat through use of a stopwatch; timing six (6) seconds, stopping at the instant the goat kicks free of the tie. Field Judge must watch the goat during the six (6) second time period and will stop the watch when the goat kicks free; using the time elapsed on the watch to determine if the goat was tied long enough to qualify.
  5. The goat will be tethered at 100 feet from the start line and held at the point furthest away from the starting line, facing the starting line and far enough away from fences or walls that there is room to reasonably compete.
  6. The goat will be held by a goat handler facing the starting point until the Start Line Flagger flags the start of the time. He/she will then release the goat and step back out of the way.
  7. Time runs from the time the Start Line Flagger drops his/her flag until the Judge drops his/her flag as the contestant signals tie complete.
  8. A designated goat handler will be appointed.
  9. If horse runs over or touches the goat or goat tether, the contestant will receive a 10 penalty.
- C. Disqualifications in addition to those in Event Rules, Article 1
1. Undue roughness in throwing or handling the goat.
  2. Tie not holding or any of the three (3) legs not remaining crossed for six (6) seconds.

### Section 8 – Dally Team Roping (DTR)

- A. Objective – This is a 2-person team event, the objective of which is for one team member to rope a steer by the head, from the back of a horse, and for the other team member to rope that steer by the back legs from the back of a horse and then to stretch the steer between them, and to do so in the least amount of time possible.
- B. Rules:
1. Time Limit – 60 seconds
  2. A team must consist of one contestant and a partner of his/her choosing. Partner must be 18 years of age or older.



3. The header starts from behind the barrier in the left-hand roping box. The heeler starts from the right-hand box with no barrier.
  4. Legal head catches are:
    - a. around the horns
    - b. around the neck or “half head”
  5. Bridle catches are illegal.
  6. Each contestant may carry only one (1) rope, but the team is allowed 2 loops between them. A dropped loop is considered a thrown loop.
  7. Head loop must be the first catch and the header must dally and change the direction of the steer before the heeler may rope the back legs. The heeler must dally (or use a quick release tie on) when catch is made and then the header must turn and face the steer. Time is flagged when the steer and ropes are tight. Both ropers must be dallied until passed on by the Judge.
  8. Time runs from time steer passes through the barrier line until the Flagger drops flag.
  9. Steer must be on feet when both loops are thrown.
  10. No foul catches may be removed by hand, and if steer is roped by one horn, roper is not allowed to ride up to the steer and put rope over the horn by hand.
  11. Penalties – The team will be assessed a ten (10) second penalty if the header breaks the barrier. There will be a five (5) second penalty assessed if the heeler catches only one (1) hind leg.
  12. The heeler can use a quick release. (No other device can be used).
- C. Disqualifications in addition to those in Event Rules, Article 1
1. Dropping or losing rope.
  2. Illegal head catch; anytime a loop crosses over itself or “figure 8s” as part of the catch, hondo over a horn or a front leg or legs in loop.
  3. Crossfire rule will be used.

## ***ARTICLE 5 – JUNIOR DIVISION***

### Section 1 – Breakaway Calf Roping (BCR)

Same rules apply as Senior Division Breakaway Calf Roping

### Section 2 – Steer Riding (SR)

- A. Objective - The rider must remain on the animal for eight (8) seconds without fouling to receive a score. The animal will be flanked in this event.
- B. Rules:
  1. All livestock will be chute drawn.
  2. Two judges will score the contestant and steer. Only qualified rides will be scored.
  3. The rider with the highest score will win the event. In the case of a tie for any position, the money will be split and the points will be awarded to each rider.
  4. The remaining positions below that place will be modified accordingly.
- C. Disqualification – Contestant will receive a no score for any of the following offenses.
  1. Being bucked off.
  2. Touching the animal, equipment or person with free hand prior to completion of the 8 second ride.
  3. Using sharp spurs.
  4. Placing spurs or chaps under the rope when the rope is being tightened.

### Section 3 – Steer Stopping (SS)

Same rules apply as Senior Division Steer Stopping.

#### Section 4 – Barrel Racing (BR)

Same rules apply as Senior Division Barrel Racing.

#### Section 5 – Pole Bending (PB)

Same rules apply as Senior Division Pole Bending.

#### Section 6 – Goat Tying

Same rules apply as in the Senior Goat Tying.

#### Section 7 – Dally Team Roping (DTR)

Same rules apply as Senior Division Dally Team Roping.

#### Section 8 – Ribbon Roping

Same Rules apply as Senior Division Ribbon Roping

### ***ARTICLE 6 – PEE WEE DIVISON***

#### Section 1 – Dummy Roping (DR)

- A. Objective –To rope the mounted horns upon entering the designated area, and to do so in the least amount of time possible.
- B. Rules:
  - 1. Time Limit - there is no time limit for this event.
  - 2. The time starts when the contestant enters the box that is 15 feet from back of steer.
  - 3. There will be a Line Judge flagging the start and one flagging the finish.
  - 4. Time will stop when the contestant's slack is pulled tight.
  - 5. Legal catches are:
    - a. Two horns
    - b. half head, or neck
  - 6. Each contestant will rope three (3) times.
  - 7. Fastest on three catches will be the winner.
  - 8. Fishing is allowed.
  - 9. A contestant that does not have any legal catches is not entitled to receive a place or points.
  - 10. Penalties - If contestant steps on or over the barrier line, a five (5) second penalty will be assessed.
- C. Disqualifications in addition to those in Event Rules, Article 1
  - 1. A dropped loop is considered a thrown loop.
  - 2. If loop is placed on the horns and not thrown it will be considered a no time.
  - 3. Parents/helpers must stand behind the designated line.

#### Section 2 – Goat Tail Pull (GTP)

- A. Objective - The contestant to ride horseback across the start line, run to where a goat is tethered, remove a

ribbon from the goat's tail, run across a ten (10) foot score line, and do this in the least amount of time possible.

B. Rules:

1. Time Limit – there is no time limit for this event.
2. Goats must be uniform in size.
3. Equipment – ten (10) foot long soft rope for tethering goats with a metal snap affixed to each end to a stake with tether ring. Acceptable is a stake with an eye rolled into it and with a length of rope with a loop tied on one end and attached to the stake at the eye. All adjusted, so that no part of the stake protrudes above the ground so the tether rope, may be snapped to it
4. Contestant must ride his/her horse across the start line, race to where the goat is tethered, dismount, catch the goat, remove the ribbon from the goat's tail, and run ~~back~~ across the finish line, which will be located ten (10) feet from tether stake away from the start line. Contestant must cross finish line with ribbon in hand.
5. The goat will be tethered at a point from the start line and held at the point furthest away from the starting line, facing the starting line and far enough away from fences or walls that there is room to reasonably compete.
6. The goat will be held by a goat handler facing the starting point until the Start Line Flagger flags the start of the time. He/she will then release the goat and step back out of the way. The Board of Directors, along with the Goat Helper should have another individual to help catch contestant's horse. Keeping safety of the contestant is a number 1 priority.
7. Time runs from the time the Start Line Flagger drops his/her flag starting the time until the Judge drops his/her flag as the contestant crosses finish line.
8. If parent/helper crosses start line with contestant, contestant is considered Lead Line. If contestant is helped off the horse, contestant is considered a Lead Line.

C. Disqualifications in addition to those in Event Rules, Article 1

1. Undue roughness in handling the goat.
2. If horse runs over goat or goat tether, the contestant will be disqualified.
3. Crossing the finish line without the ribbon in hand.
4. If parent/helper helps a contestant off the horse and advances the contestant to the goat, the contestant will be Lead Line.

### Section 3 Hellomatic Breakaway Roping

- A. Objective - To rope a calf from the back of a horse, and have the rope, which is tied at the end of the rope to the saddle horn with a piece of string, break away from the saddle horn, and do so in the least amount of time possible.

B. Rules:

1. Time Limit - 60 second time limit will be in effect.
2. Flagger at 5' beyond front of chute will be used to start time. Time will start with the nose of the Hellomatic dummy cross the start line. Contestant must be mounted on a horse. A lead line can be used, no assistance to rope calf from lead line holder may be used. Rope must have a flag at end of rope for flagger to see for time. Rope will be tied with supplied string or rubber band. This string can be split in half! Small rubber bands can be used as well. Field flagger will flag for time when rope breaks away from saddle horn. A legal head catch is same as jr/sr breakaway, anything passing over the nose is considered a legal catch.
3. Contestant cannot rope the calf before the nose of the calf passes the start line this will be considered 10 second penalty.
4. Note: if rope passes over head and hooks any part of drag pulling calf and comes tight to breakaway, it

is considered a catch. If and when a contestant ropes calf and has a legal catch and calf comes off of sled, flag will drop and be considered a legal catch.

5. Any malfunction of 4-wheeler and calf or sled during the run shall result in a re-run. All re-runs will be determined by flagger.
6. One loops will be permitted.
7. Should the roper miss with his one loop, he must retire, and no time will be recorded.

#### Section 4 – Flag Race (FR)

- A. Objective – To race through the course mounted horseback, deposit a flag in the 1<sup>st</sup> bucket; retrieve a flag from the 2<sup>nd</sup> bucket and cross the finish line.
- B. Rules:
  1. Time Limit – there is no time limit for this event.
  2. Equipment – two (2) five (5) gallon buckets, set on 55-gallon barrels. Whole oats must be used to fill the buckets. No other substance permitted. The oats must be approximately 6 or more inches deep. The flag must be at least 16 inches long. On the retrieving bucket, the top of the flag must protrude above the rim of the bucket a minimum of five (5) inches.
  3. Barrels with buckets on top should be set to size of arena.
  4. The contestant may run the course either direction, from left to right or right to left.
  5. In either case, the bucket on the 1<sup>st</sup> barrel he/she comes to shall not have a flag in it. The bucket on the 2<sup>nd</sup> barrel he/she comes to shall have a flag set in the bucket of oats.
  6. The contestant is given a flag just prior to or when he/she enters the arena. He/she then races across the start/finish line toward the 1<sup>st</sup> barrel. As he/she turns around the 1<sup>st</sup> barrel, he/she places the flag into the oats in the 1<sup>st</sup> bucket. He/she then crosses over to the 2<sup>nd</sup> barrel and takes the flag out of the oats in the 2<sup>nd</sup> bucket and races back across the start/finish line.
  7. The contestant may circle the barrel, if they choose to do so, without penalty.
  8. He/she must carry the flag in his/her hand. Carrying the flag any other place but in the hand carries a two (2) second penalty.
- C. Disqualifications in addition to those in Event Rules, Article 1
  1. Knocking over a barrel or turning a bucket over.
  2. Failure to keep the flag in the 1<sup>st</sup> bucket.
  3. Crossing the finish line without the flag from the 2<sup>nd</sup> bucket.
  4. Using the flag as a whip on the horse.

#### Section 5 – Pole Bending - (PB)

Same rules apply as Senior Division Pole Bending, with the exception of:

1. There is no time limit.
2. A contestant may be led through pattern but will be considered Lead Line (see Article 2, Section 7).

#### Section 6 – Barrel Racing (BR)

Same rules apply as Senior Division Barrel Racing, with the exception of:

1. There is no time limit.
2. A contestant may be led through pattern but will be considered Lead Line (see Article 2, Section 7).

#### Section 7 – Sled Dummy Steer Stopping

A. Objective – To rope a sled dummy steer from the back of a horse, dally and stop, and do so in the least amount of time possible.

B. Rules

1. Time Limit - 60 second time limit will be in effect.
2. Flagger at 5' beyond front of chute will be used to start time. Time will start with the nose of the Sled dummy cross the start line. Contestant must be mounted on a horse. A lead line can be used, no assistance to rope calf from lead line holder may be used. Rope must have a Breakaway Hondo. A legal head catch is same as Jr/Sr Steer Stopping. Three legal head catches are: both horns, around the neck or "half head" around the neck.
3. Contestant cannot rope the sled dummy before the nose of the passes the start line this will be considered 10 second penalty.
4. Any malfunction of 4-wheeler and calf or sled during the run shall result in a re-run. All re-runs will be determined by flagger.
5. One loops will be permitted.
6. Should the roper miss with his one loop, he must retire, and no time will be recorded.