

**Southern Alberta Riding and Roping Circuit
2023-2024 Executive and Directors**

**President
Treasurer**

**Vicki Cahoon
Kaylynn Nunn**

Barrel Racing Directors:

Cheyenne Smith
Rae Nish

Pole Bending Directors:

Cheyenne Smith
Rae Nish

Breakaway Director:

Natalie Bevans

Calf Roping Director:

Brad Sommerfeldt

Team Roping Directors:

Roger Lewis
Frank Bevans

Goat Tying Directors:

Carly Nunn
Austin Nunn

Prize Coordinator:

Traci Aipperspach

Raffle Coordinators:

Charly Reeder
Tacee Shaw

EVENT ORDER & ENTRY FEES

Tiny Mite Goat Tail Untying	\$10
Tiny Mite Barrels	\$10
Tiny Mite Pole Bending	\$10
Jr. Pole Bending	\$15
Open Pole Bending	\$20
Jr. 3-D Barrel Racing	\$15
Open 3-D Barrel Racing	\$25
Boys Goat Tying	\$15
Jr. Goat Tying	\$15
Open Goat Tying	\$20
Jr. Breakaway Roping	\$30
Open Calf Roping	\$55
Open Breakaway Roping	\$30
Amateur Calf Roping	\$45
Steer Wrestling (if applic)	\$45
#12 Team Roping	\$45/man
#8 Team Roping	\$35/man

Stock Charges

Calf Roping	\$17.00 / Entry
Team Roping	\$24.00 / Team Entry
Breakaway Roping	\$12.00 / Entry
Goat Tying	\$5.00 / Entry

Additional Fees

Year-End Prizes	\$1.00 / Entry All Events
Arena Fee	\$1.00 / Entry Tiny Mite & Junior
Arena Fee	\$2.00 / Entry Open
Tractor Fee	\$1.00 / Entry Junior Poles & Barrels
Tractor Fee	\$3.00 / Entry Open Poles & Barrels

MEMBERSHIPS

\$20 Tiny Mites
\$30 Juniors
\$40 Open

AGE LIMITS

Tiny Mites – 10 years of age and under as of October 1 of the current SARRC year.

Juniors – 11 to 15 years of age as of October 1 of the current SARRC year.

PAYOUT

PAYOUT FOR 3-D BARRELS

TOTAL ENTRIES	PLACINGS PER DIVISION	PERCENTAGES
Under 10	1	100%
11 - 20	2	60% - 40%
21 - 30	3	40% - 35% - 25%
31 - 49	4	37% - 28% - 20% - 15%
50 & over	5	30% - 25% - 20% - 15% - 10%

The divisions will be divided by the following percentages: 1-D = 45% of the total pot, 2-D = 35% of the total pot, and 3-D = 20% of the total pot. The payout follows the rules of the BRND rule book with the exception that there are only 3 divisions instead of 4 divisions. The rules of the ABRA will be followed except where amended in this book. There will be no points awarded to 5th place.

ALL OTHER EVENT PAYOUTS

4 entries and under	1 st – 100%
5 – 8 entries	1 st – 60%
	2 nd – 40%
Over 8 but under 16	1 st – 50%
	2 nd – 30%
	3 rd – 20%
16 entries and over	1 st – 40%
	2 nd – 30%
	3 rd – 20%
	4 th – 10%

Fast time: 10% of the payout will go to the fastest overall time in each event excluding Tiny Mite Events, Barrel Racing and Pole Bending. The remainder to be split as indicated above.

Fast time in the Calf Roping and Team Roping will be calculated before the times are equalized.

If there is only one winner in an event, the winner will receive 100% of the payout

If there are no qualified times in any event, the Host Club will receive the payout for that event.

Payouts will be done as jackpots. Only paid entrants money will be used for payout. Entry fees must be paid prior to your second go or you will be disqualified.

DUTIES OF THE DIRECTORS

1. Directors of each event are to determine that circuit rules are being followed and to find volunteers to help with their event. If a director isn't able to be at a timed-event rodeo, they are to appoint someone to find volunteers.
2. In the event of a disagreement, the Directors shall report to the President, who may rule or call an executive meeting.
3. Directors are responsible for obtaining donors for their events. In the case of complication, Directors should contact the president.
4. The terms are for two (2) years and shall be alternated so that the entire board is not up for election on the same year.

GENERAL MEETING

1. To elect President, Vice-President, and Secretary-Treasurer.
2. To elect Directors in calf roping, team roping, barrel racing, pole bending, goat tying, and steer wrestling.
3. To discuss motions from the floor.

MEMBERSHIPS

1. S.A.R.R.C. dues are \$40.00 yearly for seniors, \$30.00 yearly for juniors and \$20.00 yearly for Tiny Mites.
2. Cowboys and cowgirls can come to one rodeo without buying a membership and paying a \$5 entrance fee. They cannot enter a second rodeo during the year without a paid membership.
3. Contestants who enter the rodeo do so at their own risk. S.A.R.R.C. nor the facility or liable for any injury or loss of tack.
4. C.P.R.A. members will be allowed to enter the Open Calf Roping at the prescribed entry fee, and will be eligible for the money and year-end awards.
5. New members who have not been members of the S.A.R.R.C. can join any time during the current year and pay regular fees as noted in #1 above and be eligible for year-end awards.
6. Clubs holding S.A.R.R.C. timed-event rodeos shall not charge admission.

AWARDS

1. All trophies and year-end awards will be awarded according to the total number of points accumulated during the year. Ties will be broken by the total amount of money won by a contestant in the respective event.
2. Award winners or an appointed representative must be present at the Awards Banquet to receive their award. In the event of absenteeism, awards will be given to the next qualifying member present.
3. Award winners and the S.A.R.R.C. are required to send thank-you letters to the respective donors.
4. You must compete in at least 60% of the timed-event rodeos to qualify for year-end awards (round up to the next whole number).

GENERAL RULES

1. Rules of the High School Rodeo Association are to be used for all the timed-event rodeos except for fines and where amended in this book. The eligibility rules will not be considered. Current rule book cancels and supersedes all previous printings.
 - a. The SARRC will add a disciplinary clause of its own. There will be a disqualification and/or fine for the abuse of an animal in any of the rodeo events. The severity of the punishment will depend upon the severity and type of abuse. The decision as to the punishment will be made by the flag man, the event directors, and the president or vice-president.
2. A member will enter the events the day of the timed-event rodeo. There will be no entries taken ahead of time.
3. All timed-event rodeos are to start at 10:00 a.m.
4. In the first go-round, contestants must take their stock and/or barrels in order of the draw. Contestants will be allowed to trade-out in the second go-round. There will be no Setups in any events.
5. All events go on points instead of money won.
6. All cattle, flag persons, timers, etc. are to be supplied by the Host Club. The people MUST be qualified in their responsibilities.
7. The Host Club shall announce before their show starts if they want the catch pen gate open or closed.
8. Each club must have all events on their circuit day(s).

9. All cattle are to be chute run and all cattle are to be brought back from the catch pen unless injured or sick. The same cattle are to be used for all roping events.
10. There will be NO CHEQUES accepted in any event for entry fees. Contestants are encouraged to bring exact change. All payouts will be made in cash.
11. Entry fees must be paid before the second go-around begins or the contestant will be disqualified.
12. Contestants are to wear proper western attire. This means long-sleeved shirts, jeans, and western boots. Cowboy hats are optional. No wind pants or sweat pants. Contestants will be DISQUALIFIED from the go-round if proper attire is not worn.
13. All timed-event rodeos are to be held on Saturdays or holiday Mondays, or any other statutory holidays.
14. Any Professional member will not qualify to run in Tiny Mite, Junior, or Amateur events.
15. Sponsors are to be announced at each roping.
16. If there is a high number of entries in an event, each contestant will only take one run with the following limits:
 - Tiny Mite Poles, Barrels & Goat Tail Untying = 20 or over only one run

BREAKAWAY ROPING RULES

1. Rules of the High School Rodeo Association will be followed except the S.A.R.R.C. will have an open gate policy.
2. Thirty second (30) time limit. One loop will be allowed.
3. The rope must be attached to the horn in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope. If the rope happens to dally home, or if the rope is broken free from the horn by the contestant, or if the rope does not break free when the calf hits the end of the rope, the contestant will receive NO TIME. Ropes must be tied to the horn and may not be run through the bridle, tie down, neck rope or any device. A CLOTH OR FLAG must be attached to the rope at the saddle horn so the judge can tell when the rope breaks free.
4. For Junior Breakaway, the “catch as catch can” rule shall apply after the loop has passed over the calf’s head. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena. The calf must be run a complete and clean rerun before he is used by another contestant.

For Open Breakaway, the catch must be a bell collar catch. The contestant will receive a no time if the catch is not clean around the neck.

5. String or electronic barriers must be used at all timed-event rodeos.
6. Junior Breakaway is open to boys and girls 15 years of age and under as of October 1 of the current year. Open Breakaway is open to girls of any age and to any male contestant 65 years of age or older as of October 1 of the current year.
7. Contestants must use STRING supplied by the circuit director.
8. Stock for the breakaway must not have horns longer than 2 inches.
9. Points will be calculated in Junior and Sr. division. Payout will be for each event.
10. Contestants in Open Breakaway can enter up to twice per day. The points will count on the person not the horse. Contestants can use the same horse or different horses if they enter twice.

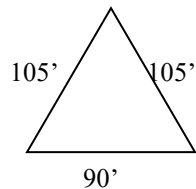
BARREL RACING RULES

1. The 3-D system using A.B.R.A. rules will be adopted to replace Amateur, Novice, and Open Barrels. The points go to the horse and rider combination, except for the Tiny Mite division. A contestant may ride more than one horse in the Open 3-D barrel racing.
2. There are no exhibition runs in the S.A.R.R.C. A barrel racer may not go through the electric eye except at the beginning and the end of a run.
3. The junior and open barrel racing will be run as a 3-D with a .7 (7 tenths) second split between each division. These events will be paid using the BRN4D payout rules. The total pot will be divided as follows: 45% to 1-D, 35% to 2-D, and 20% to 3-D. Each division will still be paid by the ABRA percentages based on the number of contestants.
4. Junior 3-D barrel racing is for girls and boys 11-15 years of age as of October 1 of the current S.A.R.R.C. year. A junior barrel racer may only enter the event once and the same horse must be used in the second go-round unless disabled.
5. Tiny Mite barrel racing is for girls and boys 10 years of age and under as of October 1 of the current S.A.R.R.C. year. The Tiny Mite barrel racing will be paid on the FASTEST TIME instead of an average. Points will be given to the contestant instead of the horse and rider combination.
6. If a contestant takes her second run in the Junior 3-D or Open 3-D barrel racing, she will forfeit her first-run time.
7. Barrels are not to be moved once the event starts. Barrels must be 45 gallon size and of light-weight construction.
8. Either barrel may be taken first.
9. A five (5) second penalty will be assessed for each barrel knocked down.

10. The arena must be cleared 10 minutes prior to starting to enable the Host Club to measure and set up the barrels. A.B.R.A. rules are to be used.

- a. Ninety feet (90') between barrel one (1) and barrel two (2);
One hundred and five feet (105') between barrel one (1) and barrel three (3)
and between barrel two (2) and barrel three (3);
with a sixty foot (60') maximum and a thirty-five foot (35') minimum from barrels
one (1) and two (2) to the score line.
- b. In smaller arenas, barrel three (3) should be no closer than twenty-one feet
(21') to the end of the arena. Barrel one (1) and barrel two (2) should be set
no less than fifteen feet (15') from the sides of the arena.
- c. In smaller arenas, as a guide line, add fifteen feet (15') to the distance from
barrel one (1) to barrel two (2) to get the measurement for the arc to barrel
three (3).

Example:



105' (arc)
90' (width)
40' (score)
235' total distance

11. An electronic eye is to be used, if the Host Club can acquire one. The time for standings purposes shall be recorded at the electronic eye. In the event of an electronic eye failure, then a flagger and stopwatch may be used.

12. For year-end prizes, a Barrel Racer may win in more than one of the divisions listed in #15. A Barrel Racer must ride the same horse at 50% of the timed-event rodeos to be eligible to win year-end prizes, with the exception of the Tiny Mites.

13. The pace will be set by the fastest time without penalties.

14. A knocked down barrel will be treated as a "no-time" in the Junior and Open 3-D barrel racing.

15. If it should occur that no horses fall into one particular division, then the payout for that division should be divided equally amongst the remaining two divisions. Divisions being 1-D, 2-D, and 3-D.

16. If it is brought to the attention of the directors that any barrel racer has held up their horse to qualify for a payout in a lower division, that barrel racer may be disqualified at the discretion of the directors.

CALF ROPING RULES

1. The jerk-down rule is off unless announced “ON” by the Host Club before the roping starts.
2. String or electronic barriers must be used.
3. A roper may only carry one loop.
4. There will be a 30 second time limit.
5. Stampeding horses that drag calves will be barred from all S.A.R.R.C. timed-event rodeos at the discretion of the directors.
6. Neck ropes must be used.
7. The Amateur Calf Roping is open to anyone who is deemed an amateur roper by the Calf Roping directors, the President, or the Vice-President. A contestant may be asked to move to a different event level at the discretion of the Calf Roping board which consists of the Calf Roping director and the S.A.R.R.C. President or Vice-President. A decision cannot be made without both directors.
8. If an individual wins the Amateur event, they must move up to the Open event and cannot move back with the exception of being 60 years of age and over, and any contestant who competes in High School Rodeo during the current S.A.R.R.C. season.
9. The Open Calf Roping event is open to any member who wishes to declare themselves an open roper. An amateur calf roper may enter in the Open Calf Roping event.
10. A C.P.R.A. roper may rope in the open event for prizes and money, with a 1.5 second penalty per run, unless he is 50 years of age or older, in which case, the time in the field will stand.
11. *Any contestant who is 68+ years of age will have 1.5 seconds subtracted from each run. Fast time will be calculated on the straight time.*
12. FAST TIME will be calculated without the penalty.
13. A contestant may enter twice. Points will be awarded on the person not on the horse in the open calf roping. In the amateur calf roping, points will only be given to the highest place if the contestant enters twice and places twice. The contestant can use the same horse or different horses if they enter twice.
14. The Open Calf Roping will be a 2-head roping.
15. High school rules shall apply except where amended in this book.

TEAM ROPING RULES

1. Rules of the High School Rodeo Association are to be followed except where amended in this book.
2. The categories shall be as follows:
 - a. The #8 team roping is capped at #8. The times in the #8 will not be equalized. Same payout, 2 head average, can enter up to 3 times as a header and/or heeler.
 - b. The #12 team roping is equalized above 12 only. 0.5 seconds per team number per run will be added to the field time. Same payout, 2 head average, can enter up to 3 times as a header and/or heeler.
3. Winners will be determined for the year-end prizes by points.
4. Only 2 loops will be allowed in both categories.
5. Headers and heelers points will be kept separate.
6. String or electronic barriers must be used.
7. FAST TIME for the #12 team roping WILL be calculated before the field time is equalized.
8. The numbering system of Team Roping Canada will be used by the S.A.R.R.C. Any team roper without a Team Roping Canada card will be numbered by the S.A.R.R.C. team roping directors. All team roping numbers are subject to change at any time at the discretion of the S.A.R.R.C. team roping directors. The criteria for numbering headers and heelers can be found at the end of this book.
 - If a contestant does not have a current card to produce to the secretary at entry time, that contestant will automatically be entered as a #4 until directors can watch them rope and make a ruling. The directors reserve the right to change a roper's number after they watch them rope.
9. Girls are allowed to tie-on in the #8 and #12 team roping events.

GOAT TYING RULES

Contestants shall be eligible to compete in the Goat Tying in the following categories:

- a. Jr. Goats----Females 15 years of age or under on Oct. 1 of the current year.
- b. Boys Goats----Males 15 years of age or under on Oct. 1 of the current year.
- c. Sr. Goats----Females of any age.
- d. Tiny Mite Goat Tail Untying--- 10 and under as of Oct.1. Contestant cannot enter the Jr. Goats if they enter the Tiny Mite

1. There will be a 30 second time limit for junior goats, boys goats and open goats.
2. There should be at least a 15 yard (45') starting line.
3. The stake will be approximately 2/3 of the way down the arena.
4. The goat shall be tied to a stake with a rope ten feet (10') in length.
5. The stake should be completely under the ground.
6. The contestant must be mounted on a horse, and ride from the starting line to the goat, dismount from the horse and throw the goat by hand.
7. If the goat is down when the contestant reaches it, the goat must be stood up and re-thrown. The contestant must then cross and tie any 3 legs together with a leather thong or pigging string, and then stand clear of the goat.
8. The goat's legs must remain crossed and secure for 6 seconds after completion of the tie.
9. To qualify as a legal tie, there must be one or more wraps, a half hitch, hooley, or knot.
10. Time for each run starts when the contestant crosses the starting line.
11. Time will stop when he/she signals the completion of the tie.
12. Contestant is mounted until both feet reach the ground.
13. The S.A.R.R.C. will follow High School Rodeo Rules.
14. The goat must be changed after 3 contestants. The Host Club shall supply sufficient goats.

POLE BENDING

Eligibility:

Tiny Mite (age 10 years of age and under as of October 1 of the current year)

Junior (age 15 years of age and under as of October 1 of the current year)

Senior (over age 15)

1. The distance from the starting line to the first pole shall be two hundred twelve feet (212') and spacing between the poles shall be twenty-one feet (21'). Each pole must be at least twenty feet (20') from the fence.
2. The pole bending pattern is to be run around six (6) poles.

3. Poles must be in a straight line.
4. Touching poles is permitted by horse or contestant.
5. A horse may start either to the right or the left of the first pole, then run the remainder of the pattern accordingly.
6. A five (5) second penalty is assessed to a contestant for each pole that is knocked down.
7. If the pole bending pattern is not correctly followed, the contestant will receive a NO TIME.
8. The winner is the fast time overall. There will NOT be an average on two runs.
9. In both the Jr. and Sr. pole bending, if a contestant takes her second run, she will forfeit her first-run time.

STEER WRESTLING

1. Entry fees will be \$40.00 per man.
2. Stock charge will be \$20.00 per run.
3. The event will not be held if there are less than 5 contestants.
4. High School Rodeo Association rules will be used except where amended in this book.
5. String or electronic barrier must be used.

CRITERIA FOR TEAM ROPING CANADA

HEADER

1. True beginner: very limited riding skills, only learning to handle a rope.
2. Beginner roper. Has limited skills, but is able to ride a horse, build a loop and swing a rope.
3. Roper is aware of team roping rules and has knowledge of what makes a good run. Before nodding, he/she is aware of arena being clear, steer standing properly and horse standing in position in box. Inconsistent catching and handling.
4. Roper can ride horse into position, swing rope and dally while keeping an eye on the steer. Roper is attempting to handle cattle smoothly. Roper turns majority of steers in the last 1/3 of the arena.
5. Roper has all basic roping skills, is aware of how horse starts in the box and is conscious of scoring steers. Roper turns majority of steers and handles them smoothly but focus is on catching more than on speed of the run.
6. Roper has an aggressive attitude, scores safely and can catch cleanly. Sets cattle on a tight rope and gets them hopping for a good heel shot. Roper can adjust the speed of steer and react to situations during the run. Reads end of run and faces up quickly.
7. Roper is able to adjust steer on set, maintain momentum of the run and help heeler adjust to the corner. Can score tight to the line and sets up quick runs.
8. Roper is comfortable roping at any level to match the challenge of the competition and handles all heading skills consistently. Roper is able to reach and dictate the speed of the run.

CRITERIA FOR TEAM ROPING CANADA

HEELER

1. True beginner: very limited riding skills, only learning to handle a rope.
2. A beginner roper. Has limited skills but is able to ride a horse, build a loop, and swing a rope. Very low percentage of catches.
3. Roper is aware of team roping rules and has knowledge of what makes a good run. However, horsemanship skills and roper skills are inconsistent.
4. Roper can swing rope and is able to start with steer. Roper is beginning to understand position, timing and delivery.
5. Roper has all basic roping skills, including handling slack and dallying. Roper is able to attack run more aggressively. Roper is more aware of position and timing.
6. Roper is able to read steers during the run and adapt to different situations in the arena. Consistently ropes two feet on the fourth or fifth hop. Focus is on catching more than making up time in the run.
7. Roper is able to catch a high percentage of cattle by two feet. Roper is able to dally on a short rope and come tight quickly. Is in full control of horse during the run and can handle pressure.
8. Roper is able to ride an aggressive corner looking for the first available shot. Consistently ropes two feet and is beginning to dictate speed of the run.
9. Roper rides aggressive position through the entire run and is able to consistently catch two feet on the first or second hop. Dictates the speed of the run.