

# West Georgia Junior Rodeo



**2020**

# Rules and Regulations

# West Georgia Junior Rodeo Rule Book 2019

Our rules are taken from IPRA, PCA, NHSRA, PRCA, High School Rodeo, and World Championship Dummy Roping rule books. These are \*rodeo\* rules.

## General Rules

- Each contestant must have their entry fees paid before they can compete in any event at each rodeo. Contestants will receive a wristband when fees are paid and release forms signed. Wristbands will be checked before competition in any event.
- Each contestant must have a waiver signed by a parent or guardian before competing at each rodeo.
- Each association member that participates in the Finals rodeo is required to sell and/or purchase a minimum of 20 raffle tickets and sell or purchase one (1) \$50.00 ad in the finals program. The raffle ticket proceeds will go towards the WGJR Finals to help with the purchase of awards.
- **Dress Code:** All contestants must be dressed in rodeo attire: **boots, pants (NO holes or rips - unless rips happen during an event or on rodeo grounds), long sleeve\wrist length, western button\snap shirt (shirt must be tucked in while on rodeo grounds), WGJR back number (MUST be current year sponsor), and cowboy hat or regulation equestrian riding helmet.** Rodeo attire is required within the established perimeter 1 hour prior to the start of the rodeo and throughout the entire rodeo regardless of whether the participants' events have been completed or not. The hat/helmet must be on when you enter the arena and stay on head until rider is past designated area by judge's consent. Sleeves must be all the way down. Shirt must be tucked in when rider enters the arena/or until rider is past designated area by judge's consent. If the rider's hat and/or shirt or other items listed above are not on rider when he/or she crosses the designated line when entering the arena at the marked cones, (at mouth of the arena), when rider is competing (regardless of where the hat lands), there will be a 5 second penalty added to the rider's time and this call will be made by qualified judge. Rodeo attire required for PeeWee, Youth, Junior, and Senior competitors inside the established and marked perimeter. Anyone assisting a child or a rodeo event inside the arena must, also, be in rodeo attire (only exception - Mutton Busting).

WGJR back numbers (**current year sponsor**) are **required** rodeo attire for ALL competitors. Sponsors pay to have their logo on each number to advertise their business. As such, there will be a **\$5 charge** for each replacement number. We highly recommend that you laminate the 2 numbers in your membership packets to help them last through the season.

- All decisions made by the rodeo judges will be final. All "gray" areas will be cleared by judges and arena director.
- The contestant will compete in the age group per their age as of January 1<sup>st</sup> of the rodeo year. Contestant may move up an age group but not down an age group. If the judges and/or board members feel the contestant that moves up is not qualified to compete in the age group after their first rodeo the contestant will be demoted to their appropriate age group. Contestants cannot carry points from one age group to the other, points stay for rider and age group competed. All events in which a contestant participates must be in the same age group.
- **Checks:** Membership fees and entries can be paid by check. **Any check that is returned will be charged a \$30.00 return check fee.** If anyone has a returned check, then they will no longer be able to write a check for fees. Payment will be on a cash/debit card/credit card basis only.
- **NO ALCOHOL OR ILLEGAL DRUGS ON PREMISES of the Heard County Covered Arena grounds.**

- All contestants, spectators, parents, and guardians must conduct themselves in a respectful manner representative of WGJR. Any spectator, guardian, or contestant may be asked to leave or be disqualified by any rodeo official for any of the following:
  1. fighting or quarreling on the grounds
  2. mistreatment of stock
  3. refusing to compete on the stock drawn for them
  4. not being ready to compete when called upon
  5. cheating
  6. abusive language or improper conduct by contestants, parents, guardians, or spectators
  7. Not wearing Back Number or not being in Rodeo Attire while on Rodeo Grounds

- **Payback:**

Payback is 50% of entry fees, paid out at the end of the rodeo, are as follows:

1. Entries between 1-4 pays back 1 place and is 100%
2. Entries between 5-7 pays back 2 places and is 60-40% splits
3. Entries between 8-10 pays back 3 places and is 50-30-20% splits
4. Entries between 11-15 pays back 4 places and is 40-30-20-10% splits
5. Entries 16 & over pays back 5 places and is 40-30-15-10-5% splits

- NO payback or points on Tiny Tots' or Special Needs' events. Participation buckles are given to each qualifying Tiny Tot and Special Needs' member at the end-of-the-year awards ceremony

- Contestants can only enter the rodeo during designated time, no late entries will be allowed. If you are not ready to enter the arena when you are called on, you will receive a no time for that event. A contestant will be called three times. After that third call, a scratch will be issued to that rider.

- **There will be no entry changing at the rodeo; contestants must compete in the events already entered in, and in the draw order given.**

- All draws are done by the judges and/or stock contractors.

- **If contestants or parents have any problems or questions you will need to talk with the Event Director immediately to have your question(s) addressed. At that time the Event Director will then speak to the Arena Director or Judge on your behalf.**

- **Age Divisions:** Age divisions are age as of January 1<sup>st</sup> of Rodeo Year:

1. Tiny Tots: 4 years & younger
2. Pee Wee: 5 -8 years
3. Youth: 9-11 years
4. Junior: 12-15 years
5. Senior 16-19 years
6. Special Needs: Any age

- **Point System:**

1. 1<sup>st</sup> place - 10 points
2. 2<sup>nd</sup> place - 9 points
3. 3<sup>rd</sup> place - 8 points
4. 4<sup>th</sup> place - 7 points
5. 5<sup>th</sup> place - 6 points
6. 6<sup>th</sup> place - 5 points
7. 7<sup>th</sup> place - 4 points
8. 8<sup>th</sup> place - 3 points
9. 9<sup>th</sup> place - 2 points
10. 10<sup>th</sup> place - 1 point

**Non-members do NOT accumulate points or Finals' qualifying rodeos. Points are not awarded or accumulated retroactively. Non-member rodeos do NOT count towards the 4-rodeo, Finals'**

- **Year-End Awards and Qualification for Finals Rodeo:** To qualify for year-end awards and the finals rodeo each contestant must be a member of the association, must compete in each qualifying event in at least 4 rodeos, sell all of their raffle tickets, and sell a finals' program ad (sponsorships do NOT count as your finals' ad).
- Year-end champions' awards will be given at the finals rodeo. Year-end awards are given to the top ten in each event per age-group (except Tiny Tots and Special Needs). Year-end event champions will be declared by the most points earned from the entire rodeo year. Ties for All-Around awards (saddles) will be determined by the contestant who has attended the most rodeos and if there is still a tie, the award goes to the one who has the most first place wins during the season. The second person in the tie breaker would then receive the reserve buckle. If there is a tie within the top 10 awards in each event/division, the kids can choose to take one of the extra prizes or have the another of the allotted prizes ordered for him/her. A coin toss will determine who gets first choice. Choice is \*final\* and cannot be changed. Finals rodeo will not have paybacks but go-round buckles and points will be awarded. Year-end prizes will be given at the awards ceremony.
- All-round champions and event champions will be awarded at the awards ceremony. To qualify, a contestant must compete in at least 3 events for 4 rodeos for all All-round and a minimum of 4 rodeos for each events to qualify for year-end awards.
- **Entry Fees:**
  - Members Entry event fee \$12, Arena Fee \$12 (once per rodeo), \$15 Stock fee per stock event or \$20 stock fee for each bronc or bull event.
  - Non-member daily participation fee \$20, Arena Fee, \$12 (once per rodeo) Stock fee is \$15 per stock event or \$20 stock fee for each bronc or bull event.
  - Special Needs and Tiny Tot event fees \$6, Arena Fee \$12 (once per rodeo), Stock Fee for mutton busting \$15
  - No Goat Fee on Tiny Tots

**Contestants must call-in or send an email to the rodeo officials on the Call-In day prior to rodeo during the designated times on the website and Facebook. If you do not call-in, \*\*\*YOU DO NOT RIDE\*\*\*! Contestants must be signed in 1 hour before rodeo time. Bull Riders must be checked in by 1:00 PM. If you are a no show at a rodeo, then your entry fees and stock fees must be paid prior to the next rodeo's entry. If you "call out" after call-in has ended, it will be considered a 'no show' and all fees will apply.**

- Call-in number is posted on the website. Call in dates are listed on the website, and call in is from 6-9pm Eastern Time on call in dates. Call in by calling 706-618-4386. Call-ins by email ([rodeo@westgajrrodeo.com](mailto:rodeo@westgajrrodeo.com)) can be sent any time beginning on the Sunday after a rodeo until 10 PM on the Saturday after Call-in. NO call-ins will be accepted after 10 PM on the Saturday before a rodeo.
- If you call in for Slack (Friday night), you must run in Slack. If you call in for Performance (Saturday), you must run Performance.
- Late fee of \$15.00 is accrued for any call-ins received due to circumstances causing late call-in after Thursday of call-in at 9 PM. Contestants must call 706-618-4386 prior to Saturday at 10 PM for these issues.
- All stock events will have the draw done prior to rodeo in the announcer's booth at least 2 hours prior to rodeo.
- All stock events will have two judges, and all running events will have one judge in the arena at all times while rodeo is in progress. All stock events will have the draw in the announcer's booth with Judge, Event Director and/or Arena Director.
- No person shall be allowed in the arena during a rodeo performance unless entered in an event or as an assistant. This rule shall be enforced by the arena director.
- If a participant receives a 'NT' or 'no time' in an event, he/she receives credit for participating, but doesn't receive a competitive time or score. If he/she receives a scratch, 'DQ' or 'disqualification', it means that the event does not count. It doesn't count toward points or towards Finals' requirements.

- All re-rides and re-runs will be at judge's discretion based on Georgia High School Rodeo Rules.
- Each contestant will be allowed one, and only one assistant in the arena and only one assistant behind the chutes when he or she is contesting. Assistant must be in complete rodeo attire. Assistant helping barrel racers and pole benders will not be allowed to go past the plane of the main arena gate when they are entering the arena. The only exceptions to this rule are mutton busting, Special Needs, and Tiny Tot division events. All assistants MUST be in rodeo attire when in arena.
- In roping, timed events, and steer wrestling, the contestant is allowed a helper in the box to assist in settling the horse and keeping the horse in the corner of the box. When the contestant calls for the animal, no further assistance can take place. No physical and/or hands-on encouragement can take place by the assistant after the contestant calls for the animal. The helper may have his hands on the horse at such time that the contestant calls for the animal, but if the helper starts the horse or holds the horse in any way that affects the contestants scoring process, the contestant will receive a no time.
- In any timed event, if an animal escapes from the arena, the flag will be dropped and watches stopped. The contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
- Any situation that arises that is not covered in this rule book shall be called by the judges based on the national high school rule book. If it is not covered in the national high school rule book it will be called by the judges based on general rodeo rules.
- It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

**The arena director, judges, and event coordinators reserve the right to address and change any situation deemed unsafe to animals, spectators, or participants in the best way determined possible at the moment. Safety of all involved is of utmost priority.**

### Events

#### **Tiny Tot and Pee-Wee Mutton Busting**

1. Contestants in Tiny Tots must ride 4 seconds, PeeWees must ride 4 seconds - **Judges' time is the official time.**
2. The time will start when the animal crosses the plane of the chute gate. A re-ride may be awarded at the judge's discretion if the contestant is fouled at the chute or the animal falls.
3. The contestant will be disqualified for any of the following: bucking off (touching the ground) before the timer, not being ready when called upon.
4. Contestants may NOT use a mutton busting rope in this event.
5. Rider weight is **not to exceed 75 pounds**. Weight will be checked before each rodeo.
6. Scoring of ride:
  - If a rider holds on by laying forward and hugging the sheep with both arms, the rider can score up to 60 points.
  - If a rider sits up and holds on with two hands just holding onto the animals hide then the rider can score up to 70 points.
  - If a rider sits up and holds on with one hand with the free arm never touching the animal or him/herself or any equipment the rider can score up to 80 points.
  - Ride points are awarded by the judges for form, difficulty, speed, and quality of the ride within the parameters set above.

## **Chute Dogging**

### **General Rules:**

1. Bucking chute shall be part of the arena during dogging events.
2. Once score line (gypsum line) has been set it will not be changed in that go.
3. Score line will be parallel to bucking chutes. It will be set at ten (10) feet in front of bucking chute. The measurement will be made with chute gate in the closed position.
4. The line (barrier) judge will flag the start when the animals' nose crosses the score line.
5. Steer belongs to contestant when he calls for it and chute opens, regardless of what happens, with the following exceptions:
  - A. In any timed event, if animal escapes from the arena, field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap and tap start. Time already accumulated will be added to time to complete the qualifying run.
  - B. In case of mechanical failure.
  - C. If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up.
6. Time shall be taken between two flags.
7. It shall be the arena directors' responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
8. This event shall not be conducted with an open catch pen gate at any rodeo.
9. A dogging chute will be used at all rodeos when possible. If a malfunction occurs or dogging chute breaks, a left delivery chute must be used. All chute dogging runs must be made from the same chute
10. Chute dogging will be done at the roping end of the arena when using a dogging box.
11. JR-SR - With steers loaded in bucking chute, dogger gets beside the steer, right hand in front of or behind right front shoulder. When dogger calls for the steer, the chute gate will be opened. Dogger must keep right hand in front of or behind shoulder until the steer's nose crosses the score line. If dogger moves into throwing position or touches either horn before steer's nose crosses score line there will be a ten (10) second penalty added to time. If steer is thrown before crossing the score line, the dogger will be disqualified.
12. Chute Dogger must allow steer to maintain forward motion to the score line. Chute Dogger may not choke steer.
13. There will be a designated helper assigned by the arena director for youth, the helper can pass the plane of the chute gate depending on strength or speed of steer.
14. Contestant is considered working the steer when the steer leaves the chute.
15. If steer gets loose, dogger may take no more than one step to catch steer.
16. After crossing the start line, the wrestler must bring it to a stop or change its direction and twist it down.
17. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by wrestler putting animal's horns into ground, it must be let up to all four feet and then thrown.
18. 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.
19. Wrestler must have hand on steer when flagged.
20. Contestant is required to turn steer's head so that he can get up.
21. If a steer is falling in the opposite direction the steer wrestler is attempting to throw him (dog fall), the contestant may choose to turn the steers head to correspond with the leg position to make this a legal fall.

21. Dogger will be disqualified if animal is thrown before start line, there will be a ten second penalty added if dogger moves right arm to right horn (throwing position) before start line. This will be referred to as breaking the barrier. (JR-SR)
22. If steer falls on its own before nose crosses line, steer must be let up and not thrown until steer's nose crosses line.
23. Gypsum, baby powder, chalk, etc. will be used to mark start line in front on bucking chutes.
24. YOUTH-Youth chute doggers can place right arm around neck of steer or under right horn and left hand on left horn (throwing position) before leaving chute.

Time Limit:

There will be a thirty (30) second time limit for junior and senior division and a (45) second time limit for youth division.

**Pee Wee and Youth Dummy Roping**

1. In the Dummy Roping fishing is allowed in the Pee Wee division and will not be allowed in the Youth division. The start line will be at the back of the dummy for the first round and then starting line will move back two (2) foot each round. No fishing is allowed if loop goes across the back and touches the ground on both sides.
2. There will be only three (3) legal head catches:
  - a. Both Horns.
  - b. Half a head.
  - c. Around the neck.
3. The contestant will compete until he\she misses.
4. The contestants that misses will have to stay around until all contestants are done roping, in order to break any ties between the ropers. The contestants that have a tie will start at the marked line in which they are tied at.
5. Points will be given on how the contestant places in the dummy roping.
6. Contestants **cannot** compete in dummy roping if they have competed in other roping events other than exhibition. This event is for those to learn how to rope and do not know how to rope off a horse. Contestants can compete in one or the other roping events but not both, and may not switch within the year.
7. The boards used as markers for the distance & roping line are considered the same as a barrier. If these boards foul the contestants rope they will be rewarded a re-rope.

**Tiny Tot Goat Tail Untying**

1. Contestant must cross the start line, race to where the goat is tethered, remove ribbon from goat's tail, and run back across the finish line.
2. Contestant must cross line with ribbon in hand.
3. Time starts from the time the contestant crosses start line, the flagger drops flag starting the time until the judge drops flag as the contestant crosses finish line.
4. There will be a sixty (60) second time limit.
5. The ribbon from the goat's tail may be kept by the contestant to be put on their hat.

**PeeWee Goat Tying**

1. Sixty (60) second time limit.
2. The contestant will cross the scoring line, race to the goat, flank the goat, cross and tie three legs, 2 back legs and 1 front leg, Contestant must go down the rope to the goat,

(if the goat is down it must be day-lighted or brought to its feet) then thrown, A pigging string or goat string may be used to tie with. Run-time will be stopped when contestant signals judge by throwing both hands in the air. Tie must hold all three feet until passed on by the judge. Contestant cannot touch the goat once they have signal the judge. If the tie comes loose or the goat gets to its feet before 4 seconds it will be ruled a no time. Any unnecessary misuse of the goat will be deemed a no time.

## **Youth, Junior, and Senior Goat Tying**

### General Rules:

1. Contestants may share horses for this event.
2. Starting lines in goat tying will be subject to ground rules.
3. A clearly visible starting line shall be provided.
4. The stake and the starting line will be permanently marked for the entire go-round.
5. A contestant may enter the arena at the speed of her\his choice.
6. Arena permitting, the gate will be in the center between the two goats allowing each contestant the same length run at the goat.
7. Time to be taken between two flags
8. Time will start when the horse's nose crosses the starting line.
9. Flagman stands in identical places each performance.
10. Goats to be tied: right, left, right and left.
11. Goat handlers must stand directly behind goat. Judges and directors will position themselves so they are able to have a clear view of the goat rope and horse.
12. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

### Time Limit:

1. There will be a thirty (30) second time limit for junior and senior division and a (45) second time limit for the youth division.

### Event Rules:

1. There should be at least a 15 yard starting line.
2. The starting line will be 100 ft from stake.
3. The goat should be tied to a stake with a rope ten feet in length.
4. Stake should be completely under the ground so that no part of it is visible or above ground.
5. The contestant must be mounted on a horse when entering the arena and must ride from the starting line to goat, dismount from his\her horse, throw the goat by hand, cross, wrap and tie by hand, at least three (3) feet together with a leather string, pigging string or rope. No wire is to be used in the goat string.
6. If the goat is down when the contestant reaches it, goat must be elevated high enough that it has the opportunity to regain its feet and then clear of the goat when the tie is finished.
7. Legs must remain crossed and secure for 6 seconds after completion of tie. While the judge is performing the 6-seconds procedure, the contestant will make no gestures, motions, or noises to distract the goat. This will be considered trying to take an unfair advantage and will result in a disqualification.



8. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a half hitch, hooley or knot. The contestant must tie the goat by hand with no pre-made wraps coils, knots, hooeys or half hitch.
9. Time will start when the horse's nose crosses the starting line.
10. Time will stop when contestant signals the completion of the tie.
11. The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time limit on the tie – for the goat's legs to remain crossed and tied. If contestant gets rope that is holding goat wrapped around his\her leg they may ask the judge to remove it, removing rope and moving back (3) feet contestant six (6) second time limit will start.
12. Qualified persons other than goat tying contestants will be used as goat holders.
13. If a goat is injured, the contestants involved with the injured goat will automatically be assigned the extra goat regardless of the possible difference in runs or ties on the goat.

#### Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. The tie will be passed on by a field judge and if it is not secure for six seconds, the contestant will receive no time.
4. Contestant will receive a no time for touching the goat or tie string after signaling they are finished.
5. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a five (5) second penalty will be assessed.
6. If the goat should break away because of the fault of the horse, the contestant will receive a no time between flags.
7. A five (5) second penalty will be assessed if the contestant enters the arena without his/her hat on his/her head.

#### **Breakaway Roping**

##### General Rules:

1. Contestants may share horses in breakaway roping.
2. Roping Box shall be part of arena during roping events.
3. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
4. Lap and Tap – No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
5. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten-second penalty. Otherwise, this will not be considered a broken barrier.

6. If automatic barrier does not work, but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
7. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a rerun without penalties.
8. If automatic barrier fails to work, and stock is brought back, contestant must take same animal.
9. If barrier equipment hangs on animal and contestant tries the animal, contestant accepts the animal, if contestant pulls up; contestant will receive the same animal back.
10. Calf belongs to contestant when contestant calls for it, regardless of what happens, with the following exceptions:
  - A. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped, Contestant will receive original animal back with a lap-and-tap start, Time already accumulated will be added to time used to complete the qualifying run, If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
  - B. In case of mechanical failure.
  - C. If, in the opinion of the judge, contestant is fouled by barrier or neck rope, contestant shall get the same calf back, providing contestant declares themselves by pulling up immediately. A contestant's rope cannot be fouled by the pull rope.
11. A contestant must be on their horse and their horse must break the plane of barrier with the draw breaking the plane of the score line before he\she is allowed to compete.
12. Time to taken between two flags.
13. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

Time limit:

There will be a thirty (30) second time limit for junior and senior division and a (45) second time limit for youth division.

Event Rules:

1. One loop will be allowed.
2. Ropes are to be tied to the saddle horn with nylon string. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A flag that is visible to the flagman or judge must be attached at the knot end of the rope.
3. Rope must be tied to the horn with a nylon string and may not be run through bridle, tie down, neck rope or any other device.
4. String will be provided and will be inspected by designated official before each contestant competes.
5. A dropped or fallen rope that must be recoiled and\or rebuilt shall be considered a thrown rope.
6. The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head.
7. Rope must be released from contestant's hand to be a legal catch.

8. In case the field flag judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back lap and tap, plus time already lapsed and any barrier penalty.
9. Ropers must be mounted when time is taken.
10. Roper will rope in order of their draw steer loaded in chute.

#### Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Times event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then contestant out if run is not legal.
4. There will be a 10-second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or contestant horse.
7. The contestant will receive no time should contestant break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop their horse to make the rope break away.
8. If any part of the pusher breaks the plain of the chute gate before the calf release the barrier, the contestant receives a no time.
9. No rattling of chute, A timed event contestant may not have someone rattle the chute for them. The contestant and/or person rattling the chute shall be disqualified.
10. When the contestant calls for the calf, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the calf. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.

#### **Team Roping**

##### General Rules:

1. Contestant may share horses in team roping.
2. Roping Box – shall be a part of the arena during team roping.
3. Lap and Tap – no barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
4. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, and barrier rope is broken and string unbroken, barrier judge may assess a 10-second fine. Otherwise, this will not be considered a broken barrier.
5. A contestant may enter the team roping two times, either one head run and one heel run or two head runs or two heel runs.
6. If automatic barrier does not work but time is recorded, team will get time, but there will be no penalty for broken barrier.
7. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore, entitling contestant to a rerun without penalties.
8. If automatic barrier fails to work, and stock is brought back, contestant must take the same animal over during or immediately after the same performance.

9. If barrier equipment hangs on animal and contestants try the animal, they accept animal. If contestants pull up, they will receive the same animal back.
10. Steer belongs to contestants when they call for it, regardless of what happens with the following exceptions:
- a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
  - b. In cases of mechanical failure.
  - c. If, in the opinion of the line judge, contestant is fouled by barrier, contestants shall get their steer back, providing they declare themselves by pulling up. A contestant's rope cannot be fouled by the pull rope.
  - d. In case the field judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back, lap and tap, plus time already lapsed and any barrier penalties, If time was not recorded, the team will receive a 10-second penalty for any loop used. Team only gets to use remaining loops.
11. A contestant must be on his\her horse and his\her horse must break the plane of the barrier with his\her draw breaking the plane of the score line before he\she allowed to compete.
12. Time to be taken between two flags.
13. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
14. This event shall not be conducted with an open catch pen at any rodeo.
15. JUNIOR & SENIOR DIVISIONS: Team Ropers must enter and call in as a team. Partners can be from any age division including Youth. The points and money will be awarded by the placing of the individual ropers. Clarification: If a Junior Header and Senior Heeler rope together, the header will be awarded points and money based on his/her standing in the Junior Division and the Senior will be awarded points and money based on his/her standing in the Senior Division. If a roper cannot find a partner, one will be drawn for them from the contestants entered in this rodeo from the Junior and Senior Divisions.
- YOUTH DIVISION: Youth Division team ropers can enter as a team with a team roper in any division. The points and money will be awarded by the placing of the individual ropers. See clarification under Junior & Senior Divisions. If they chose not to rope with another contestant Rule 16 will apply.
16. In the Youth Division a parent, non-contestant or contestant may rope the opposite end of a team roping run with a contestant. If the contestant enters twice as a header or heeler, a different parent, non-contestant or contestant must rope in each run. If the contestant swaps ends (ropes 1 head run and 1 heel run) the same parent, non-contestant or contestant may rope both runs.

Time Limit:

There will be a thirty (30) second time limit for junior and senior division and (45) second time limit for youth division.

## Event Rules:

1. All changes in lists of roping orders to split horses, etc., must be made before any stock for that event is loaded in chute.
2. Roper will rope in order of their draw steer loaded in chute.
3. Header will start behind barrier using left box, and must throw the first loop at head.
4. Time is to be taken when steer is roped by both ends in a direct line and horse is on all fours. Horses facing steer in "L" or better, with ropes tight, dallied or tied. Clarification: Direct line refers to head rope being directly from saddle to horn to head of steer, and heel rope directly from saddle horn to heels of steers.
5. Each contestant will be allowed to carry only one rope.
6. Each team allowed two throws (2 loops) in all.
7. Roping steer without turning lose of the loop will be considered a no catch.
8. Roper must dally to stop steer or change steer's direction.
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 out rope over other horn or head with his hands.
15. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from loop by hand. However, should the front foot or feet come out of the heel loop by the time the field judge drops his flag, time will be counted.
16. In case the field flag judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back lap and tap, plus time already lapsed and any barrier penalty.

## Scoring and Penalties:

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

12. Any heel catch behind both shoulders is legal if rope goes up heels.
13. One hind foot receives five-second penalty.
14. Animal must be on feet when roped by either end.
15. Steer must be completely turned and in tow before heeler may throw rope.
16. 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.
17. 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.
18. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.
19. Broken rope or dropped rope will be considered no time.
20. If the front foot is in the loop when the header dallies, turns off and changes the direction of the steer, it will be automatic no time.

### **Tie-Down Roping:**

#### General Rules:

1. Contestant may share horses in Tie-Down Roping.
2. Roping Box – shall be part of the arena during roping events.
3. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.
4. Lap and Tap – No barrier to be used. If barrier judge is used to flag that start, he shall flag the animal when animal's nose crosses the starting line.
5. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten second fine. Otherwise, this will not be considered a broken barrier.
6. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
7. 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.
8. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
9. If neck rope hangs on animal and contestant tries the animal, contestant accepts animal. If contestant pulls up, contestant will receive the small animal back.
10. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exception:
  - a. In any timed event, if animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
  - b. In cases of mechanical failure.
  - c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself by pulling up, A contestant's rope cannot be fouled by the pulled rope.

11. A contestant must be on his horse and his horse must break the plane of the barrier with his draw breaking the plane of the score line before he is allowed to compete.
12. Time to be taken between two flags.
13. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
14. This event shall not be conducted with an open catch pen gate at any rodeo.

Time Limit:

There will be a thirty (30) second time limit for junior and senior division and a (45) second time limit for youth division.

Event Rules:

1. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
2. Calves may be pushed out by contestant's assistant providing they are ready.
3. One loop will be permitted.
4. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
5. Contestant cannot receive any assistance after crossing starting line.
6. Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Must cross and tie at least three legs.
7. Any catch is legal, catch as catch can rule.
8. If calf is down when roper reaches it, calf must be stood on at least three feet. (Calf must be elevated high enough that it has the opportunity to regain its feet) and calf must be re-thrown.
9. If roper's hand is on calf when calf falls, calf is considered thrown by hand.
10. Rope must hold calf until roper gets hand on calf.
11. To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, and a half hitch or hooey (A hooey is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).
12. The tie must hold five (5) seconds, and three legs must remain crossed until passed on by the judge.
13. When the roper remounts horse and gives calf complete slack (Clarification: rope must lay on the ground, not just touch it) the run is finished. Calf must stay tied until rider remounts and complete slack is in the rope. No 5 second tie time is required after remounting horse.
14. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.
15. Rope will not be removed and rope must remain slack until field judge has passed on tie.
16. In case the field judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back, lap and tap, plus time already lapsed and barrier penalties. If time was not recorded, the contestant will receive a 10-second penalty for any loop used. Contestant to only get to use remaining loop.

## Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a 10-second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or his horse. Intentional dragging shall be defined as caused by contestant. Excessive dragging of calf will receive a no time. Excessive dragging shall be defined as moving the calf six or more feet after the contestant has called for time. However, if in the opinion of the judge, the dragging was caused by something outside of the control of the contestant, the judge may give the contestant his time. Dragging the while the contestant is tying the calf will not be considered excessive dragging.
7. Roper will be flagged no time for touching calf, string or rope after giving finish signal or by dragging calf after he remounts horse.
8. If any part of the pusher breaks the plane of the chute before the calf releases the barrier, the contestant receives a no time.
9. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
10. When the contestant calls for the calf, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the calf. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.

## **Barrel Racing:**

**PeeWees, Youth, Juniors, and Seniors may NOT share horses in this event.**

General Rules: (Taken from RODEO rules – IPRA, PCA, NHSRA, and PRCA. NBHA rules do NOT apply.)

1. Starting lines in clover-leaf barrel racing will be subjected to ground rules.
2. A clearly visible starting line shall be provided.
3. There shall be a minimum of 75 ft allowed for stopping, from starting line in barrels back to arena fence as arena conditions allow.
4. The barrels and the starting line will be permanently marked for the entire go-round.
5. The horse's nose will be timed as it crosses the starting line.
6. A barrel horse shall not be ridden by more than one contestant in the age division this event at any rodeo. However, horse maybe share by other riders in other age division only!
7. During barrel racing events, the arena will be dragged at regular intervals, to be determined by the management.
8. Following barrel racing events, the pattern will be dragged or leveled.
9. A contestant may enter the arena at the speed of their choice.
10. The arena gate must be immediately closed after she/he enters the arena, and kept closed until pattern is completed and her/his horse is completely under control.
11. The "hat line" will be the plane of the main gate of the arena. This is the gate in line with the bucking chutes. The lane outside the arena is provided as a safety precaution and will be used as the closed gate for the arena. A rider may enter the lane as they deem necessary and the gate will be closed once they have entered the lane. The helper may assist in the lane but cannot break the plane of the main gate of the arena as designated above. Once the run is completed, the horse must come to a complete stop before exiting the lane.



### Time Limit:

Contestant will be allowed legitimate time from the time they enter arena gate until contestant time starts by Field Flagger or electric eye.

### Event Rules:

1. The clover-leaf pattern is the only approved pattern in this event.
2. Touching barrel is permitted by horse or contestant.
3. The contestant may start on either the right or left barrel. When starting on the right barrel there will be one right and two left turns. When starting on left barrel there will be one left turn and two right turns.
4. Only Tiny Tots can be led through the pattern. If a pee wee is led through the pattern it will be a no time.
5. Any assistant leading a contestant through the pattern MUST be in rodeo attire. If the assistant is not in rodeo attire, the contestant will be DQed.

### Scoring and Penalties:

1. IF timed event judge does not flag contestant out time, is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a barrel is a (5) second penalty, per barrel. Should barrel be knocked over and it sets up on opposite end, the (5) second penalty will be assessed.
4. Not following the clover-leaf pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and \or passing the plane of the barrel on the off side. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Contestant must keep forward motion once they enter the arena
5. Judge will determine legitimate problem for prestart line.
6. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive a no time.
7. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.
8. A (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.
9. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
10. The contestant is allowed a running start. If the gate is centrally located. Contestant must keep forward motion through pattern. Contestant must be mounted when entering the arena.

### Equipment:

1. Western type of equipment must be used.
2. Use of a hackamore or other types of bridles is optional choice of the contestant.
3. The judge may prohibit the use of bits or equipment that he may considered severe.
4. Complete electric timer that must be backed up by flagman. One timer will record the times that appear on the electric eye controlled readout. Two timers will operate the digital watches and record the average time which is shown thereon.
5. Position on fence for flagman should be well marked. These markers and should be checked every performance along with barrel markers and restaked if pulled out.

## **Pole Bending:**

### **PeeWees, Youth, Juniors, and Seniors may NOT share horses in this event.**

#### General Rules:

1. Starting lines in pole bending will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The horse's nose will be timed as it crosses the starting line.
4. A pole horse shall not be ridden by more than one contestant in this event at any one rodeo. However, horse maybe share by other riders in other age division only!
5. The poles and the starting line will be permanently marked for the entire go-round.
6. During pole bending events, the arena will be dragged at regular intervals, to be determined by the management.
7. Following pole bending events, the pattern will dragged or leveled.
8. A contestant may enter the arena at the speed of their choice.
9. The arena gate must be closed immediately after he/she enters the arena, and kept closed until pattern is completed and his/her horse is under control.
10. The hat line will be the plane of the main gate of the arena. This is the gate in line with the bucking chutes. The lane outside the arena is provided as a safety precaution and will be used as the closed gate for the arena. A rider may enter the lane as they deem necessary and the gate will be closed once they have entered the lane. The helper may assist in the lane but cannot break the plane of the main gate of the arena as designated above. Once the run is completed, the horse must come to a complete stop before exiting the lane.

#### Time Limit:

Contestant will be allowed legitimate time from the time they enter arena gate until their time starts by field Flagger or electric eye.

#### Event Rules:

1. The pole bending pattern is to be run around six poles.
2. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be 21 feet apart.
3. Poles shall be set on top of ground, six (6) feet in height, and with no base larger than fourteen (14) or less the twelve (12) inches in diameter.
4. Poles must be straight in line.
5. Touching poles is permitted by horse or contestant.
6. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
7. Only Tiny Tots can be led through the pattern. If a Pee Wee is led through pattern it will be a no time.
8. Any assistant leading a contestant through the pattern MUST be in rodeo attire. If the assistant is not in rodeo attire, the contestant will be DQed.

### Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a pole is a five (5) second penalty, per pole.
4. Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks. This would be considered a broken pattern. Also, if a pole is knocked down, the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.
5. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
6. If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
7. A five (5) second penalty will be assessed if the contestant enters the arena without their hat on their head.
8. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
9. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion the first pole. Contestant must be mounted when entering the arena.
10. Assistant helping pole benders will not be allowed to go past the plane of the arena gate when entering the arena or the contestant will receive a no time.

### Equipment:

1. Western type equipment must be used.
2. Use of a hackamore or other types of bridles is optional choice of the contestant.
3. The judge may prohibit the use of bits or equipment that he may considered serve.
4. Complete electric timer must be backed up by the flagman. One timer will record the times that appear on the electric eye controlled readout. Two timers will operate the digital watches and record the average time which is shown thereon.
5. Position on fence for flagman should be well marked. These markers should be checked every performance along with the pole markers and restaked if pulled out.
6. Poles used for this event must have rubber bases.

### **Bull Riding:**

#### General Rules:

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

### Time Limit:

1. Youth must ride the bull for 6 seconds. Juniors and Seniors must ride for 8 seconds.

#### **Judges' time is the official time.**

2. Time to start when the animal's inside front shoulder passes the plane of the chute.

### Event Rules:

1. All bull ropes must be a minimum of 7/16 inches and no larger than 3/4 inches in diameter.

2. Bell must be under the belly of the bull.

3. Ropes cannot be used that have any knots, wires or other aids for the purpose of placing spurs therein.

4. Bulls having dangerous horns in the opinion of the event director must be dehorned, tipped, or kept out of the draw.

5. If a rider makes a qualified ride with any part of the loose rope in his riding hand, provided he has not touched the ground or has not fouled the animal with his free hand, he is to be marked.

6. Only five (5) point plain or notched spur rowels (one rowel per shank) may be used in the bull riding.

7. Riders may use dry rosin and glycerin only on glove and rope.

8. Riding is to be done with one hand in rope, with or without handhold.

9. No split finger wrap, no knots or hitches to prevent rope from falling off bull. When rider leaves him.

10. No more than two men may be on the chute to pull contestant's rope.

11. The judge's stopwatch will be the official timer. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for time verification on each ride. In any instance where the time is six\eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty.

### Scoring and Penalties:

1. Ride and animal to be marked separately.

2. Mark the ride according to how much the contestant spurs the animal.

3. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread per judge.

4. **No bell - no marking.**

5. If contestant makes qualified ride with any part of rope in riding hand, contestant is to be marked.

6. Contestant will receive no score for any of the following offenses:

a. Being bucked off.

b. Touching animal, equipment or person with free hand.

c. Using sharp spurs.

d. Placing spurs or chaps under the rope when the rope is being tightened.

7. Judge may disqualify a bull rider who has been advised they're next to go if he is not above the animal with their glove on when the previous bull leaves the arena.

8. Disqualifications: Rider will be disqualified for any of the following offenses:

a. Being bucked off.

b. Using sharp spurs.

c. Contact with animal or himself with free hand or assisting himself with free arm by touching animal.

d. Placing spurs in bull rope or bell strap before leaving the bucking chute (catching a knot).

## **Bareback Bronc Riding:**

### General Rules:

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

### Time Limit:

1. Stock must be ridden for 8 seconds. **Judges' time is the official time.**
2. Time to start when the animal's inside front shoulder passes the plane of the chute

### Event Rules:

1. To qualify, the rider must have spurs over the break of the shoulders and touching animal when animal's front feet hit the ground on its initial move out of the chute.
2. Contestants will have the right to call judges to pass on whether or not stock is properly flanked and cinched.
3. Rigging must lie flat on animal's back while rigging is being cinched.
4. Stock contractor may call on judge to pass on whether rigging is being set or cinched in a manner that might hurt stock's back.
5. Judges may require contestant to take his hand out of rigging after an animal is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request to take such action.
6. One arm must be free at all times.
7. The judge on the latch side of the chute gate shall serve as a back-up timer in the bareback riding event or a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight seconds, the judge must go with the whistle.

### Scoring and Penalties:

1. Ride and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in making the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
4. If an animal stalls coming out of the chute, either judge may tell contestant to take his feet out of the animal's neck and first jump qualification will then be waived.

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

Rerides:

1. The matter of rerides shall be decided by the judges.
2. Contestants shall not influence the judges by asking for a reride at any time.
3. If reride is given, judge shall inform the contestant immediately of his marking and an option of a reride.
4. Contestant may refuse reride and take his marking.
5. Contestant must make his decision immediately.
6. No reride will be given due to faulty or broken equipment furnished by contestant in any event.
7. If an animal that is drawn for a reride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the man who draws the animal for a reride.
8. If animal that is drawn for a reride is already drawn for another contestant in a later go-round, the contestant with the reride in the prior go-round will take the animal first.
9. When a final head is to be ridden in the riding events, at least two additional head of stock will be available for rerides.
10. Rerides may be given only when stock fails to break, stops, or fouls the rider.
11. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a reride drawn for.
12. Contestants who are fouled at chute and declare will be entitled to reride at judge's discretion, or the spurring out rule may be waived.
13. If animal falls down out of chute, contestant will be entitled to a reride at the discretion of the judges.
14. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have reride drawn.
15. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
16. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the rerides.
17. If the pickup man or horse comes in contact with bucking animal before qualified time has elapsed, reride will be given on same animal drawn. Only exception to this rule is if it is that rodeo's last day. The last day, contestant may have same animal back if stock contractor is willing, or reride drawn if requested. If stock contractor is not willing, reride will be drawn.
18. A contestant will only have the option of a reride if the flank comes off the animal and the contestant did not complete a qualified ride but was qualified up to the point of the flank coming off.

## Equipment:

1. Riding to be done with one-handed rigging and contestant must supply own rigging.
2. Rigging shall be leather and shall not be more than ten (10) inches in width at the handhold and not over six (6) inches wide at the "D" ring. Latigo cannot be blocked in the "D" ring. Riggings will use a standard "D" ring to be set to sit flat on horses back when cinched. No freaks will be allowed. Only rawhide may be used under the body of the hand-hold. There will be no rawhide restrictions with the exception of no rawhide may be within one (1) inch of the back of the rigging body excluding the "D" ring wrap which may be no more than two (2) inches up from the bottom of the body. The rigging body must also be spread nine (9) inches apart at the back of the rigging four (4) inches down from the center. The handle bars under the rigging body must be tapered down to at least one-fourth (1/4) inch at the end of the handle bar.
3. Rider may have a single layer of leather under handhold which will extend at least one inch on both sides of the center of the handhold not to be skived and shall be glued down.
4. No metal will be allowed in riggings or hand-holds. Only leather or rawhide is allowed for handhold, with a maximum of three-fourths (3/4) inch of rawhide allowed. Flat-head rivets and/or screws and "t" nuts are allowed to secure hand-hold. The only other metal allowed will be in the "D" rings.
5. Quick release buckle is optional on bareback rigging.
6. Cinches on bareback riggings shall be made of mohair or neoprene and shall be at least eight (8) inches in width at the center, but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.
7. Required bareback pads are to completely cover the underside of the riggings and are to extend a full two inches behind the rigging.
8. Pads used under riggings must be leather covered on both sides. No hair pads will be allowed. If a foam pad is used, it must be high density foam at least 3/4 of an inch thick. In addition, the pad must have leather over the bars one-eighth (1/8) inch thick extending at least one-half (1/2) inch on either side or the back of the handle bars.
9. In addition to the pad, a piece of leather a minimum of 1/8 inch thick and 4" square must be glued or sewed to the pad and centered in comparison to the total body length of the rigging. This piece of leather shall be placed so that 1/2 of it extends behind the rigging and the remaining 2" is under the rigging.
10. The rider's glove will be a plain glove with no flaps, rolls, wedges or gimmicks. An extra piece of leather may be used at the base of the little finger only. It must be on the inside of the glove and is not to extend out from the seam more than 5/8 inch and can be no more than 5/8 inch thick. On the outside of the glove, there are to be no horizontal cuts from the second knuckle back. On the inside (palm side), only vertical cuts or slits allowed on fingers only. See photo in the back of this rulebook.
11. A palm piece may be used in glove which will be at least once inch wide and three inches long and will be glued in.
12. There will be no adhesive material other than dry resin used on rigging or on rider's glove. Benzoin may be used.
13. Stock contractors will have the right to have judges pass on whether riggings are objectionable. Judges are to decide on all riggings and pads.
14. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouth piece may not be trimmed any smaller than the size required to cover all teeth.
15. All contestants must wear a vest designed to protect the chest and back while contesting in the Bareback Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.
16. No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on bareback or saddle stock. Spur rowels must have five or more points.

**Bareback Riding**

General Rules:

1. Contestant is not to use sharp spurs.
2. Contestant will have the right to call judges to pass on whether or not animal is properly flanked to buck the best of his ability.
3. Fall - If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
4. No contestant will ride two head in the same event during a performance except for rerides.
5. Contestants may pull riggings from either side.
6. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
7. Stock weighing 600 - 900 lbs. should be used for this event. Horns must be tipped to at least the size of a half dollar.

Time Limit:

1. Animal must be ridden for 6 seconds. **Judges' time is the official time.**
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

Event Rules:

1. To qualify, the rider must have spurs over the break of the shoulders and touching animal when animal's front feet hit the ground on its initial move out of the chute.
2. Contestants will have the right to call judges to pass on whether or not animal is properly flanked and cinched.
3. Rigging must lie flat on animal's back while rigging is being cinched.
4. Stock contractor may call on judge to pass on whether rigging is being set or cinched in a manner that might hurt animal's back.
5. Judges may require contestant to take his hand out of rigging after an animal is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request to take such action.
6. One arm must be free at all times.
7. The judge on the latch side of the chute gate shall serve as a back-up timer in the bareback riding event or a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is six seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty.



### Scoring and Penalties:

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

### Rerides:

1. The matter of rerides shall be decided by the judges.
2. Contestants shall not influence the judges by asking for a reride at any time.
3. If reride is given, judge shall inform the contestant immediately of his marking and an option of a reride.
4. Contestant may refuse reride and take his marking.
5. Contestant must make his decision immediately.
6. No reride will be given due to faulty or broken equipment furnished by contestant in any event.
7. If an animal that is drawn for a reride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the man who draws the animal for a reride.
8. If animal that is drawn for a reride is already drawn for another contestant in a later go-round, the contestant with the reride in the prior go-round will take the animal first.
9. When a final head is to be ridden in the riding events, at least two additional head of stock will be available for rerides.
10. Rerides may be given only when stock fails to break, stops, or fouls the rider.
11. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a reride drawn for.
12. Contestants who are fouled at chute and declare will be entitled to reride at judge's discretion, or the spurring out rule may be waived.
13. If animal falls down out of chute, contestant will be entitled to a reride at the discretion of the judges.
14. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have reride drawn.
15. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
16. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the rerides.
17. If the pickup man or horse comes in contact with bucking animal before qualified time has elapsed, reride will be given on same animal drawn. Only exception to this rule is if it is that rodeo's last day. The last day, contestant may have same animal back if stock contractor is willing, or reride drawn if requested. If stock contractor is not willing, reride will be drawn.
18. A contestant will have the option of a reride if the flank comes off the animal and the contestant has completed a qualified ride up to the point of the flank coming off.

## Equipment:

1. Riding to be done with one-handed rigging and contestant must supply own rigging.
2. Rigging shall be leather and shall not be more than ten (10) inches in width at the handhold and not over six (6) inches wide at the "D" ring. Latigo cannot be blocked in the "D" ring. Riggings will use a standard "D" ring to be set to sit flat on horses back when cinched. No freaks will be allowed. Only rawhide may be used under the body of the hand-hold. There will be no rawhide restrictions with the exception of no rawhide may be within one (1) inch of the back of the rigging body excluding the "D" ring wrap which may be no more than two (2) inches up from the bottom of the body. The rigging body must also be spread nine (9) inches apart at the back of the rigging four (4) inches down from the center. The handle bars under the rigging body must be tapered down to at least one-fourth (1/4) inch at the end of the handle bar.
3. Rider may have a single layer of leather under handhold which will extend at least one inch on both sides of the center of the handhold not to be skived and shall be glued down.
4. No metal will be allowed in riggings or hand-holds, resin handle bareback rigging to be used in the Junior High Steer riding events only. Only leather or rawhide is allowed for hand-hold, with a maximum of three-fourths (3/4) inch of rawhide allowed. Flat-head rivets and/or screws and "t" nuts are allowed to secure hand-hold. The only other metal allowed will be in the "D" rings.
5. Quick release buckle is optional on bareback rigging.
6. Cinches on bareback riggings shall be made of mohair or neoprene and shall be at least eight (8) inches in width at the center, but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.
7. Required bareback pads are to completely cover the underside of the riggings and are to extend a full two inches behind the rigging.
8. Pads used under riggings must be leather covered on both sides. No hair pads will be allowed. If a foam pad is used, it must be high density foam at least 3/4 of an inch thick. In addition, the pad must have leather over the bars one-eighth (1/8) inch thick extending at least one-half (1/2) inch on either side or the back of the handle bars.
9. In addition to the pad, a piece of leather a minimum of 1/8 inch thick and 4" square must be glued or sewed to the pad and centered in comparison to the total body length of the rigging. This piece of leather shall be placed so that 1/2 of it extends behind the rigging and the remaining 2" is under the rigging.
10. The rider's glove will be a plain glove with no flaps, rolls, wedges or gimmicks. An extra piece of leather may be used at the base of the little finger only. It must be on the inside of the glove and is not to extend out from the seam more than 5/8 inch and can be no more than 5/8 inch thick. On the outside of the glove, there are to be no horizontal cuts from the second knuckle back. On the inside (palm side), only vertical cuts or slits allowed on fingers only.
11. A palm piece may be used in glove which will be at least once inch wide and three inches long and will be glued in.
12. There will be no adhesive material other than dry resin used on rigging or on rider's glove. Benzoin may be used.
13. Stock contractors will have the right to have judges pass on whether riggings are objectionable. Judges are to decide on all riggings and pads.
14. All contestants must wear helmets approved for rodeo events.
15. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouth piece may not be trimmed any smaller than the size required to cover all teeth.
16. All contestants must wear a vest designed to protect the chest and back while contesting in the Bareback Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.
17. No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on animals. Spur rowels must have five or more points.

## Saddle Bronc Riding

### General Rules:

1. Contestant is not to use sharp spurs.
2. Contestant will have the right to call judges to pass on whether animal is properly flanked to buck the best of its ability.
3. Fall - If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
4. No contestant will ride two head in the same event during a performance except for rerides.
5. Contestants may pull riggings, and cinch saddle from either side.

### Time Limit:

1. Saddle bronc riding shall be timed for eight (8) seconds. **Judges' time is the official time.**
2. Time to start when animal's inside front shoulder passes the plane of the chute.

### Event Rules:

1. Either stock contractor or contestant has the right to call the judges to pass on whether or not animal is properly saddled and flanked to buck its best.
2. Riding rein and hand must be on the same side.
3. Horses to be saddled in chute.
4. Rider may cinch own saddle.
5. Saddles shall not be set too far ahead on horses wither.
6. Middle flank belongs to rider but contractor may have rider put flank behind curve of animal's belly.
7. Flank cinch may be hobbled.
8. To qualify, rider must have spurs over the break of the shoulders and touching animal when animal's front feet hit the ground on its initial move out of the chute.
9. One arm must be free at all times and must not touch animal with the free hand.
10. The judge on the latch side of the chute gate shall serve as a back-up timer in the saddle bronc riding event or a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty.

### Scoring and Penalties:

1. Ride and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
4. If an animal stalls coming out of the chute, either judge may tell contestant to take his feet out of the animal's neck and first jump qualification will then be waived.
5. Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.

6. A rider will be given a no score for any of the following reasons:
  - a. Being bucked off.
  - b. Changing hands on reins.
  - c. Wrapping rein around hand.
  - d. Pulling leather.
  - e. Losing stirrup.
  - f. Touching self, animal, saddle, rein, etc., with free hand.
  - g. Riding with locked rowel or rowels that will lock on spurs.
7. Anyone using any foreign substance other than dry resin on chaps and saddle shall be disqualified. The judges will examine clothing, saddle, rein and spurs and exception be made if local rules make it necessary for the covering of spur rowels.
8. Judges may disqualify bronc rider who has been advised he is next to go if he is not above the animal with his glove on, if used, when previous animal leaves arena.

Rerides:

1. The matter of rerides shall be decided by the judge.
2. Contestants shall not influence the judges by asking for a reride at any time.
3. If reride is given, judge shall inform the contestant immediately of his marking and an option of a reride.
4. Contestant may refuse reride and take his marking.
5. Contestant must make his decision immediately.
6. 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.
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-go-round, the contestant with the animal drawn will take it before the man who draws the animal for a reride.
9. If an animal that is drawn for a reride is already drawn for another contestant in a later go-round, the contestant with the reride in the prior go-round will take the animal first.
10. When a final head is to be ridden in riding events, at least two additional head of stock will be available for rerides.
11. Rerides may be given when stock fails to break, stops, or fouls the rider.
12. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a reride given.
13. Contestants who are fouled at chute and declare will be entitled to a reride at judges' discretion, or the spurring out rule may be waived.
14. If animal falls down out of chute, contestant will be entitled to a reride at the discretion of the judges.
15. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have reride drawn.
16. If rider takes same animal back, he 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, he 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 animal before qualified time has elapsed, reride will be given on the same animal drawn.
20. The last day, contestant may have same animal back if stock contractor is willing or reride drawn if requested. If stock contractor is not willing, reride will be drawn.

21. If in the opinion of the judges, a saddle bronc deliberately throws himself, the rider shall have the choice of that animal again or he may have a animal drawn for him from the rерide animals .

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

### Equipment:

1. Riding to be done with a plain halter, one rope-rein and committee saddle and contestant must supply own saddle.

2. Standard halter must be used unless agreement is made by both contestant and stock contractor.

3. Stock contractors may furnish their own halters and contestants may use them. If contestant borrows halter, he accepts the equipment as his own.

4. Dry resin may be used on chaps and saddle.

5. Contestant saddle specifications:

a. Rigging:

(1) 3/4 double-front edge of "D" ring must pull not further back than directly below center point of swell.

(2) Standard E-Z or ring type saddle "D" must be used and cannot exceed 5 3/4 inch outside width measurement.

b. Swell Undercut:

(1) No more than two inches--one inch on each side.

c. Gullett:

(1) Not less than four inches wide at center of fork of covered saddle.

d. Tree:

(1) Saddles must be built on standard tree.

(2) Specifications:

(a) Fork -- 14" wide.

(b) Height -- 9" maximum.

(c) Gullett -- 5 3/4" wide.

e. Cantle:

(1) 5" maximum height.

(2) 14" maximum width.

f. Stirrup leather must be hung over bars.

g. Saddle should conform to the above measurements with a reasonable added thickness for leather covering.

h. No freaks allowed.

i. Front cinch on bronc saddle shall be mohair or neoprene and shall be at least eight (8) inches in width at the center, but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.

6. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouth piece may not be trimmed any smaller than the size required to cover all teeth.

7. All contestants must wear a vest designed to protect the chest and back while contesting in the Saddle Bronc Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.

8. No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on bareback horses or saddle broncs. Spur rowels must have five or more points.

(Junior and Youth Division)

**Saddle Bronc Riding**

General Rules:

1. Contestant must wear single stitch, leather sole boots.
2. Contestant is not to use sharp spurs.
3. Contestant will have the right to call judges to pass on whether animal is properly flanked to buck the best of its ability.
4. Fall - If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
5. No contestant will ride two head in the same event during a performance except for rerides.
6. Contestants may pull riggings, and cinch saddle from either side.
7. Stock weighing 600 - 900 lbs. should be used for this event. Horns must be tipped to at least the size of a half dollar.

Time Limit:

1. Animal must be ridden for six (6) seconds. **Judges' time is the official time.**
2. Time to start when animal's inside front shoulder passes the plane of the chute.

Event Rules:

1. Either stock contractor or contestant has the right to call the judges to pass on whether or not animal is properly saddled and flanked to buck its best.
2. Riding rein and hand must be on the same side.
3. Animal is to be saddled in chute.
4. Rider may cinch own saddle.
5. Saddles shall not be set too far ahead on animal's shoulder.
6. Flank cinch belongs to rider and is to be buckled around livestock's hind quarters below tail.
7. Contestant has option of connecting rein to horns or neck.
8. To qualify, rider must have spurs over the break of the shoulders and touching animal when animal's front feet hit the ground on its initial move out of the chute.
9. One arm must be free at all times and must not touch animal or rein with the free hand.
10. The judge on the latch side of the chute gate shall serve as a back-up timer in the saddle bronc riding event or a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is six seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. I

Scoring and Penalties:

1. Ride and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
4. If a animal stalls coming out of the chute, either judge may tell contestant to take his feet out of the animal's neck and first jump qualification will then be waived.
5. Contestant shall receive no score for not following judges' instructions to take feet from neck of animal stalled in chute.

6. 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. Losing stirrup.
  - e. Touching self, animal, saddle, rein, etc., with free hand.
  - f. Riding with locked rowel or rowels that will lock on spurs.
7. Anyone using any foreign substance other than dry resin on chaps and saddle shall be disqualified. The judges will examine clothing, saddle, rein and spurs and exception be made if local rules make it necessary for the covering of spur rowels.
8. Judges may disqualify bronc rider who has been advised he is next to go if he is not above the animal with his glove on, if used, when previous animal leaves arena.

Rerides:

1. The matter of rerides shall be decided by the judge.
2. Contestants shall not influence the judges by asking for a reride at any time.
3. If reride is given, judge shall inform the contestant immediately of his marking and an option of a reride.
4. Contestant may refuse reride and take his marking.
5. Contestant must make his decision immediately.
6. No reride will be given due to faulty or broken equipment furnished by contestant in any event.
7. If an animal that is drawn for a reride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the man who draws the animal for a reride.
8. If an animal that is drawn for a reride is already drawn for another contestant in a later go-round, the contestant with the reride in the prior go-round will take the animal first.
9. When a final head is to be ridden in riding events, at least two additional head of stock will be available for rerides.
11. Rerides may be given when stock fails to break, stops, or fouls the rider.
12. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a reride given.
13. Contestants who are fouled at chute and declare will be entitled to a reride at judges' discretion, or the spurring out rule may be waived.
14. If animal falls down out of chute, contestant will be entitled to a reride at the discretion of the judges.
15. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have reride drawn.
16. If rider takes same animal back, he 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, he 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 animal before qualified time has elapsed, reride will be given on the same animal drawn.
20. The last day, contestant may have same animal back if stock contractor is willing or reride drawn if requested. If stock contractor is not willing, reride will be drawn.
21. If in the opinion of the judges, a saddle bronc animal deliberately throws himself, the rider shall have the choice of that animal again or he may have an animal drawn for him from the reride animals.
22. A contestant will have the option of a reride if the flank comes off the animal and the contestant has completed a qualified ride up to the point of the flank coming off.

## Equipment:

1. Riding to be done with a one bronc rein and committee saddle and contestant must supply own saddle.
2. Dry resin may be used on chaps and saddle.
3. Contestant saddle specifications:
  - a. Rigging:
    - (1) 3/4 double-front edge of "D" ring must pull not further back than directly below center point of swell.
    - (2) Standard E-Z or ring type saddle "D" must be used and cannot exceed 5 3/4 inch outside width measurement.
  - b. Swell Undercut:
    - (1) No more than two inches--one inch on each side.
  - c. Gullett:
    - (1) Not less than four inches wide at center of fork of covered saddle.
  - d. Tree:
    - (1) Saddles must be built on standard tree.
    - (2) Specifications:
      - (a) Fork -- 14" wide.
      - (b) Height -- 9" maximum.
      - (c) Gullett -- 5 3/4" wide.
  - e. Cantle:
    - (1) 5" maximum height.
    - (2) 14" maximum width.
  - f. Stirrup leather must be hung over bars.
  - g. Saddle should conform to the above measurements with a reasonable added thickness for leather covering.
  - h. No freaks allowed.
  - i. Front cinch on bronc saddle shall be mohair or neoprene and shall be at least eight (8) inches in width at the center, but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.
4. All contestants must wear helmets approved for rodeo events.
5. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouth piece may not be trimmed any smaller than the size required to cover all teeth.
6. All contestants must wear a vest designed to protect the chest and back while contesting in the Steer Saddle Bronc Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.
7. No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on animals. Spur rowels must have five or more points.



## **Calf Riding (PeeWee)**

### General Rules:

1. Contestant is not to use sharp spurs. No part of spur may have sharp edges including rowels and wire locks. ALL rowels MUST be rounded off.
2. Contestant will have the right to call judge to pass on whether or not animal is properly flanked to buck the best of its ability.
3. Fall- If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
4. No contestants will ride two head in the same event during a performance except for re-rides.
5. Contestants may pull ropes from either side.
6. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
7. This event is a "move up" from Mutton Busting. If contestant participates in Calf Riding, they may no longer participate in Mutton Busting. Once they move up to Calf Riding, they cannot move back down to Mutton Busting.
8. Mutton Busting points do NOT count towards Calf Riding events.

### Time Limit:

1. The calf will be ridden for six (6) seconds. **Judges' time is the official time.**
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

### Event Rules:

1. All ropes must be a minimum of 7/16 inches and no larger than 3/4 inches in diameter.
2. Bell must be under the belly of the bull.
3. Ropes cannot be used that have any knots, wires or other aids for the purpose of placing spurs therein.
4. Calves having dangerous horns in the opinion of the event director must be dehorned, tipped, or kept out of the draw.
5. If a rider makes a qualified ride with any part of the loose rope in his riding hand, provided he has not touched the ground or has not fouled the animal with his free hand, he is to be marked.
6. Only five (5) point plain or notched spur rowels (one rowel per shank) may be used in the calf riding.
7. Riders may use dry rosin and glycerin only on glove and rope.
8. Riding is to be done with one hand in rope, with or without handhold.
9. No split finger wrap, no knots or hitches to prevent rope from falling off calf. When rider leaves him.
10. No more than two men may be on the chute to pull contestant's rope.
11. The judge's stopwatch will be the official timer. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for time verification on each ride. In any instance where the time is six seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. I

### Scoring and Penalties:

1. Ride and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread per judge.
4. **No bell - no marking.**

5. If contestant makes qualified ride with any part of rope in riding hand, contestant is to be marked.
6. Contestant will receive no score for any of the following offenses:
  - a. Being bucked off.
  - b. Touching animal, equipment or person with free hand.
  - c. Using sharp spurs.
  - d. Placing spurs or chaps under the rope when the rope is being tightened.
7. Judge may disqualify a rider who has been advised they're next to go if he is not above the animal with their glove on when the previous animal leaves the arena.
8. Disqualifications: Rider will be disqualified for any of the following offenses:
  - a. Being bucked off.
  - b. Using sharp spurs.
  - c. Contact with animal or himself with free hand or assisting himself with free arm by touching animal.
  - d. Placing spurs in rope or bell strap before leaving the bucking chute (catching a knot).

## **Steer Wrestling:**

### General Rules:

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

11. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.
12. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
  - b. In cases of mechanical failure.
  - c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his steer back, providing contestant declares himself by pulling up.
13. Time to be taken between two flags.
14. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
15. This event shall not be conducted with an open catch pen gate at any rodeo.

## **II. Time Limit:**

There will be a thirty (30) second time limit with optional one (1) minute time limit at state/province rodeos. There will be a mandatory thirty (30) second time limit at the National High School Finals Rodeo. The judge will determine legitimate time allowed before contestant calls for animal.

## **III. Event Rules:**

1. This event should not follow Pole Bending or Barrel Racing. If it does arena must be dragged before this event.
2. Contestant must furnish own hazer and horse.
3. 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.
4. Hazer must be an WGJR member or adult. They are subject to contestant rules if acting as a hazer, a violation of rule by hazer will disqualify the contestant they are helping.
5. Hazer must not render any assistance to contestant while contestant is working with steer.
6. Contestant is considered working with steer when steer leaves the box.
7. Steer must be caught from horse.
8. If contestant jumps at steer, he accepts him as sound.
9. If steer gets loose, dogger may take no more than one step to catch steer.
10. After catching steer, wrestler must bring it to a stop or change its direction and twist it down.
11. If steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
12. 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.
13. Wrestler must have hand on steer when flagged.
14. Contestant and hazer must use the same horse they leave chute with.
15. Hazer will be allowed to catch dogger's horse.
16. If dogger misses or loses steer, flag judge must ask dogger if he wishes another jump. Dogger must reply at once.
17. Dogger is entitled to as many jumps as he wants in the thirty (30) second/one-minute time limit. At the National High School Finals Rodeo only, dagger is entitled to only one jump in the first two grounds. A jump will be considered to have taken place if the steer wrestler has dismounted his horse.
18. Contestant is required to turn steer's head so that he can get up.
19. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.

20. In case the field judge flags out a wrestler that still legally has one or more jumps coming, the judge may give the same steer back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the contestant will receive a 10-second penalty for any jump used. Contestant to only get to use remaining jump.

#### **IV. Scoring and Penalties:**

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten (10) second penalty assessed for breaking the barrier.
5. Contestant will be disqualified for any abusive treatment of steer or his horse.
6. Any violation of any rule by hazer will disqualify the contestant they are helping.
7. Hazer must not render any assistance to contestant while contestant is working with steer. Failure to observe this rule will receive no time.
8. If hazer bats steer, or contestant's horse, contestant will receive no time.
9. A ten (10) second penalty will be assessed in any case in which barrier judge rules that dogger's feet touch the ground before flag line is crossed.
10. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.
11. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
12. When the contestant calls for the steer, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the steer. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.
13. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.
14. Time should be taken with the average of two (2) times at all Rodeos.

#### **V. Re-runs:**

1. In any timed event if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. No re-run will be given due to faulty or broken equipment furnished by contestant.
3. If the judge sees he has made an error in flagging, he must declare a re-run before the contestant leaves the arena.
4. A steer must be re-run before it is used by another contestant. Fresh steers may be added to the herd after they have been bulldogged from horseback and thrown down. It is the responsibility of the steer wrestlers to throw the cattle, at a time mutually agreed upon with the stock contractor.
5. If fresh steers are missed in the steer wrestling, any steer missed in competition must be thrown down immediately following the performance or section of slack in which the steer was drawn. Such steer shall be thrown down by a person appointed by the Steer Wrestling Event Director. Each steer missed in competition is to be thrown no more than one time.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a re-run at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
7. In steer wrestling, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the steer wrestler and hazer remain behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the mis-draw procedure, at judge's discretion.

## **VI. Equipment**

1. Cattle neck ropes on steers must be tied with string, or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the steer wrestling event.
3. Adjustable slide shall be used on all cattle neck ropes in steer wrestling event.
4. The steer wrestling chute must have at least 30 inches clearance inside the chute and at the gate when in an open position.
5. 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.
6. Length of box to be measured from center of back end of box to center of barrier.
7. A mechanical barrier must be used and there must be at least a 12-foot box.

## **VII. Officials**

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. A field flag judge must ask contestant if he wants a second jump. Once a contestant has been flagged out, he will receive no stock back.
3. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
6. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
7. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
8. The fairness of catch and throw will be left to the judges, and their decision will be final.
9. Field flagger is required to watch contestant and steer until animal is turned loose.

## Queen\Princess Contest Event:

- This event has a \$25 entry fee. Fee will be returned to competitors after completion of competition if competitor followed through with commitment to compete in entire contest. If the competitor does not complete the contest, entry fee will not be returned/refunded.
- Queen and Princess contestants should wear a white, western shirt, boots, jeans, belt, and hat for horsemanship. A color statement may be added via jewelry, belt, scarf, etc.
- Required head shot should be in full rodeo attire and should include long-sleeved rodeo shirt, hat, jeans, belt and boots (if they are visible).
- Winners **must** be able to assume all duties **immediately** after crowning at Awards' Ceremony. Contestants **must** be present to win.
- Sign-up for this event will be at the September rodeo.
- Each contestant will wear a designated item during the day at the Finals' Rodeo and will be observed by the judges during the day. Their conduct will be considered as part of the scoring.
- Each contestant must be able to carry a flag in grand entry if she should win the contest.
- Queen and Princess are subject to all requirements for rodeo members, including but not limited to selling required raffle tickets and Finals' Rodeo ad.
- Contestants should contact Queen/Princess coordinator to sign up for this event.
- Members can hold an age-group title multiple times, but not in consecutive years unless no one else competes for the title the year following their reign.
- Ages (as of January 1, 2021) for each area are as follows:

Queen -16 and up  
Princess - 11 to 15  
Lil Miss - 6-10  
Tiny Miss - up to age 5

### *Queen Contest*

- Contest judging will be based on written test, horsemanship, personal interview, speech, poise, modeling, and appearance. Contestant must do queen horsemanship pattern and queen wave.
- Contest is open to all active, girl members who are in the Senior division. Junior girls moving up to the Senior division the following year can compete for Queen, as well.
- Horsemanship will include a Q&A time with judges about tack, horse, conformation, etc)
- The presentation lap in horsemanship should include a presentation wave where one hand keeps control of your horse while contestant waves with her other hand. Violation of this rule could result in being disqualified and a score of 0.
- During horsemanship, no correction for the horse should come from anyone except the rider. No verbal, audible, inaudible or other correction is allowed from spectators or coaches. Violation of this rule could result in being disqualified and a score of 0.
- Speeches will be at least 90 seconds but no longer than 3 minutes. Speech must be memorized. The subject for the speech will be announced/given out at the second August rodeo. They will be judged on eye contact, animation, and presentation.
- Queen will be receive buckle, sash, crown, chaps, and scholarship. Buckle, sash, crown should be worn at any time she is representing the organization. Buckle, sash, crown, and chaps should be worn during grand entry in each rodeo during her reign. Scholarship will be awarded at the end of her reign. All awards will be surrendered to the first runner up should the winner not be able, at any time during the year, to complete her duties.

- Duties include photos with all winners at the Finals' Award Ceremony, planning each grand entry, carrying a flag during grand entry, welcoming people at the rodeo, being available for occasions such as introducing speakers, helping with fun day, interacting with sponsors, visiting sponsors' business locations, and being available for special events, media interviews, and personal appearances. She should also be available to assist with the Awards' Ceremony the following year and to crown the next Queen.

The Queen will be the face of WGJR and must represent herself and the sport of rodeo in the best possible light. This includes her posts and presence on social media. The Queen is expected to dress and conduct herself professionally while at all rodeos, while representing WGJR as Queen, and during all WGJR rodeo hours.

#### *Princess Contest*

- Contest judging will be based on horsemanship, rule book test, personal interview, speech, poise, modeling, and appearance.
- Contest is open to all active, girl members who are between 11 and 15.
- Members cannot hold the Princess title in consecutive years (unless no one else runs the year following her reign), but can hold the Princess title multiple times.
- Princess will be receive buckle, sash, and crown. Buckle, sash, crown should be worn at any time she is representing the organization. All awards will be surrendered to the first runner up should the winner not be able, at any time during the year, to complete her duties.
- Speeches will be at least 90 seconds but no longer than 3 minutes. Note cards may be used. The subject for the speech will be announced/given out at the second August rodeo. They will be judged on eye contact, animation, and presentation.
- Duties include photos with all winners at the Finals' Award Ceremony, helping with grand entry plans, carrying a flag during grand entry, welcoming people at the rodeo, being available for occasions such as introducing speakers, helping with fun day, interacting with sponsors, visiting sponsors' business locations, and being available for special events, media interviews, and personal appearances. She should also be available to assist with the Awards' Ceremony the following year and to crown the next Princess.

#### *Lil Miss Contest*

- Contest is open to all active, [Jf`a Ya VYfg between ages 6 and 10.
- Contest judging will be based on horsemanship, personal interview, modeling, poise, and appearance. Contestant must do Lil Miss pattern and princess wave.
- Lil Miss will receive a sash and crown.
- Members cannot hold the Lil Miss title in consecutive years (unless no one else runs the year following her reign), but can hold the Lil Miss title multiple times.
- The Lil Miss will be introduced at each Grand Entry.

#### *Tiny Miss Contest*

- Contest is open to all active, [Jf`a Ya VYfg up to age 5.
- Contest judging will be based on horsemanship (may be led by an adult in rodeo attire), personal interview, modeling, poise, and appearance. Contestant must do Tiny Miss pattern and princess wave.
- Tiny Miss will receive a sash and crown.
- Members cannot hold the Tiny Miss title in consecutive years (unless no one else runs the year following her reign), but can hold the Tiny Miss title multiple times.
- The Tiny Miss will be introduced at each Grand Entry.

## **2020 Rodeo Dates**

### **Fun Day**

Feb 15 (NO Call-in needed)

### **Rodeos**

March 21 (Call- in March 12)

April 11 (Call-in April 2)

May 16 (Call-in May 7)

June 20 (Call-in June 11)

Aug 1 (Call-in July 23)

Aug 29 (Call-in August 20)

Sept 19 (Call-in September 10)

### **Finals**

October 3-4 (Call-in September 24)

## **Bible Verses - Verses for a Cupcake**

March - Philippians 2:14

April - James 1:26

May - Romans 12:16

June - Proverbs 4:23

August 1 - 1 Corinthians 16:13-14

August 29 - Romans 12:13-14

September - Ephesians 2:10

October - Galatians 6:8

Each WGJR member who says the monthly verse at the rodeo will receive a cupcake. Those members who say it for ALL 8 rodeos will receive recognition at our Finals awards. The verse must be said at any time during the day to one of the workers in registration. The member must be present at the rodeo to receive credit for saying the verse for that rodeo.

WGJR Scholarships (For our Senior Division Competitors)

\$1,000

Leadership

Sportsmanship (voted on by judges, arena directors, event directors and board - except for Joe and Melody)

\$250

Peer Scholarship - voted on by peers in Senior division

Bible Verse Scholarship - given to all in Senior division who learn and say every bible verse at every rodeo

\$500 -

Senior division High point - person with highest amount of points in Senior division

\$600 - Queen Scholarship given at the completion of reign

\$300 - Sponsor Scholarship to Senior who brings in the most sponsorship to WGJR

Scholarship votes resulting in ties will have money split between tied competitors.



# Important Information

## Exhibition Runs

1. Exhibitions will be run at the **end** of each event. (No exhibitions will be run during Finals Rodeo).
2. Exhibitions are 1/2 the event fee, but full stock fee, arena fee, and if applicable, non-member fee.
3. There will be no payouts, placements, or points awarded for exhibition runs.
4. There will be no exhibitions outside of the competitors' normal, age-group events.
5. There is a limit of (3) exhibitions allowed per person per event.

## Side Jackpots

1. Side Jackpots are run using Rodeo Rules.
2. Only eligible WGJR contestants may enter the jackpots (ages 2-19).
3. Side Jackpot cost is \$10.
4. Each contestant gets only (1) run. This counts for both the side jackpot and their WGJR competition run.
5. This will be an 80/20 jackpot.

## Prepayment

Prepayment is available for those who wish to prepay online before each rodeo. Your prepayment receipt/ email **MUST** be presented at registration. If you pay by PayPal, you **MUST** pay using Friends and Family or an additional fee will be due upon registration.

2020 Ads are due **NO** later than **August 1, 2020**. No ad will be accepted without **form and payment**. If ad information (details to be printed) is not received by August 1, 2019, the ad will not be printed in the Finals Program. Sponsorship does **NOT** count toward your Finals ad requirement.

2020 Raffle Tickets are due **NO** later than **June 20, 2020**. **No** tickets will be accepted without payment, and no payment will be accepted without tickets. Tickets should be returned with payment in provided envelope with WGJR member's name printed on the outside. WGJR member's name should be printed on each ticket stub on provided line.

When a contestant receives a disqualification or DQ or scratches in an event, it will be as though the contestant did not compete in the event. As such, that event will not count toward the requirement of events/ rodeos for Finals.

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## Finals Rodeo Qualification Requirements -

1 - Must be a member.

2 - For each event, member must compete in at least 4 rodeos (example ... to compete in Finals for Barrel Racing, member must have competed as a member in Barrel Racing in at least 4 rodeos during the season. Finals Rodeo does **NOT** count as one of the 4.

3 - Member must sell at least one \$50 (or more) ad for the Finals Program. This is due no later than the **August 1st rodeo**. Ad must come with form, ad details, and payment.

4 - Member must sell all 20 of his or her raffle tickets. Ticket stubs and payment are due at the **June 20th** rodeo. No stubs will be accepted without the payment and no payment will be accepted without the stubs.

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## WGJR Officials For 2020

Executive Directors: Joe and Melody Pratt

Rodeo Arena Co-Directors: D.J. Raines and David Paris

Board Members :

Dawn Brooks

Nicole Lujan

D.J. Raines

Stanton Williams

Shelly Holt

David Paris

Michelle Raines

Christy Hyde

Joe Pratt

Mark Sampson

Bobby Lujan

Melody Pratt

Michelle Sampson