

## **Bareback Riding Ponies**

### **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 rigging 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 up to 550 (youth) and 600 - 900 lbs. (junior) should be used for this event.

### **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 handhold. 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. 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 Long sleeve shirts, boots, spurs, chaps, neck roll, vest, and mouth piece are required. Helmet may be worn at contestant discretion, all contestants wearing a helmet be advised of potential neck injuries.
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.

(Junior and Youth Division)

## **Saddle Bronc Riding Ponies**

### 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 up to 550 (youth) and 600 - 900 lbs. (junior) should be used for this event.

### 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. Saddles must properly fit ponies.
6. Flank cinch belongs to rider and is to be buckled around livestock's hind quarters below tail.
7. Contestant will connect rein to 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. Long sleeve shirts, boots, spurs, chaps, neck roll, vest, bronc rope and mouth piece are required. Helmet may be worn at contestant discretion, all contestants wearing a helmet should be advised of potential neck injuries.
5. 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.