

**REVISED 06/01/2024**

**Hells Canyon Junior Rodeo (HCJR) GENERAL RULES:**

The HCJR provides its own rules for rodeo events and contestants, and will insist that the rodeo contestants, management, and volunteers adhere to them.

Any contestant member of the HCJR or said member's parent who does not observe the above rules is liable to disqualified from points, or awards.

Anything not covered in this rulebook shall be referred to:

First: The Central Oregon Pee Wee Rodeo rulebook

Second: The Oregon JR High School Rodeo rulebook

Third: The National High School Rodeo Association rulebook

**Eligibility to Compete:**

1. HCJR are open to all children ages 18 years old and younger, as of January 1st of the current year, however no leadline entries are allowed. Contestants must be able to ride and control their mount without help.
2. All contestants are required to provide proof of age (birth certificate, state issued ID, passport, or birth hospital record) and have a signed waiver provided by check-in prior to the beginning of first day's rodeo. Any contestant who has not presented age verification at the rodeo office before the beginning of the 1<sup>st</sup> day rodeo will be scratched, and no refunds will be given.
3. Any contestant entered in the wrong age division by a parent, without prior arrangement with rodeo secretary (see age division exception 2 and 3 below), and they compete in the wrong age division, will be disqualified, and not receive points or awards.
4. It is important to check the draws and make any changes by the Monday prior to the start of the rodeo weekend.

**Age Divisions:** (Ages as of January 1st of the current calendar year)

Mini-Mites: Ages 5 years and under riding on their own-no lead line allowed

Pee Wee: Ages 6-9 years old

Junior: Ages 10-13 years old

Senior: Ages 14-18 years old

1. Contestants must ride in their actual age division. If a contestant is entered in the wrong age division and/or they compete in that wrong age division, they will be disqualified – no exceptions unless note below in 2 or 3.
2. Exception: Advanced rodeo contestants may select to move into the next higher age group if they are competing in that age group/events in another verifiable sanctioned Pee Wee or Youth rodeo event (this must be prearranged with and approved by our rodeo secretary), but they may not participate in both their current age and the next age group up, regardless of ability, parents' permission, or any other reason unless done as noted in exception rule 3 that follows. If an advanced contestant is bumped into the next age group, they are eligible to compete for points and awards.
3. Exception: A contestant may enter as an exhibition-only rider in the next age group above their own, in the event(s) that are not offered in their current age division. They must still pay the entry fee to enter, however, no points, no awards, and no payouts will be given. It is strictly an exhibition-only entry ride.

### Waivers and Liability:

All contestants MUST have the signature of a parent or legal guardian on file with the HCJR release of liability each year. The HCJR assumes no liability or responsibility for injury or damage to the personal property or stock of participants, owners or assistants. Each participant by act of his/her entry and signature of their parent or guardian allowing him/her to compete in HCJR rodeos waives all claims against the HCJR or it's board members for injuries or damage which he/she may sustain.

### Entries and Fees:

1. All contestant entries are to be made online and must be submitted prior to the posted close of entry day. All fees are due and payable online at the time of entry. Any contestant fees that are unpaid will be scratched. Absolutely no late entries will be accepted, no exceptions.
2. Bad checks returned for insufficient funds will be assessed an **additional \$40 fee**, and member will be placed on an online card payment only status.
3. **All entries must be prepaid.** Non-payment of all entry fees by the posted entry deadline will result in being scratched from all events. No payments will be accepted at check-ins, no exceptions. **A late fee of \$25.00 will be assessed to all unpaid entry fees at time of entry close.**
4. Each contestant will be charged a \$10 office fee per child.
5. Each contestant will receive one (1) companion pass which allows for accompanying the contestant on the track, to the arena, and behind the chutes. All other family members must watch the rodeo from the grandstand side.

### Drawing Out:

Entry fees will only be refunded upon receipt of a medical or vet statement due to injury or illness, or under extenuating circumstances at the approval of president and 2 other board members. Voluntary withdrawal may be permitted by any member; however, no refunds of entry fees will be allowed. **TURNOUT FEES MAY BE ASSESSED FOR THE GOOD OF THE RODEO!**

### Alcohol/Drugs:

Absolutely no alcohol or drugs will be allowed in or around the arena, track, vendors, food common areas, in the grandstands or during the performances at any time! Alcohol stays in the designated camping & parking areas only, no exceptions. No warnings will be given, and removal will occur for any signs of intoxication of contestant, parents or guardians, or volunteers.

### Required Equipment and Attire During Rodeos:

1. Participants must wear the following western attire: cowboy hat (or helmet); long sleeve shirt with a collar, tucked in, sleeves rolled down; western boots; western pants. Penalty for improper attire resulting in possible disqualification from the event. This dress code of western attire is required for all contestants.
2. Western saddles and equipment are required to compete in timed events.
3. Rough Stock Riders: Contestants must wear and furnish their own riding equipment, saddles, vests, and helmets. HCJR does provide some loaner helmets, vests, and stock ropes for Pee Wee and Mini-Mite contestants only. Parents use these at their own discretion and risk.

### Awards/Payouts:

For contestants to be eligible for any awards they must participate in both days of rodeo.

1. Points are accumulated during each rodeo event and then are combined to establish high point and average winners in each event division. Points will be awarded to top ten (10) qualifying contestants as follows:

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

2. Buckles awarded to event average winners in Boy and Girl Mini-Mites, Boy and Girl Pee Wees, Boy and Girl Juniors, and Boy and Girl Senior divisions. Junior & Senior team roping is a combined roping of boys and girls and 1 pair of buckles will be awarded as Senior Team Roping Header and Heeler and 1 pair to Junior Team Roping Header and Heeler.

3. Breast collars are awarded to high point winners of each age division Boy and Girl Mini-Mite, Boy and Girl Pee Wee, Boy and Girl Junior, Boy and Girl Senior divisions.

4. Two (2) All-Around saddles will be awarded to one overall high-point Junior or Senior Boy and one overall high-point Junior or Senior Girl. Pee Wee and Mini-Mite contestants are not eligible for all-around saddle points. The All-Around winner is the contestant earning the most total points won on the best 5 events during the 2-day rodeo (adding points earned in each event together). If no contestant wins points in 5 events, the All-Around honors will go to the contestant entered in four events but winning the most points in a single event. If no contestant entered in four or more events wins any points, the All-Around award will go to that contestant winning the most points in three events.

5. **The Wild Pony Race is a payout only event.** No points will be awarded to count towards high point or all-around and no buckles will be awarded.

6. In the event there are no qualified times or rides in any event the payout fees will be returned to the HCJR association. In the event of no qualified livestock rides, the longest time will be used for buckle awards only.

7. Payouts are 75% of entry fees received and will be given out based on a scale of the number of qualified contestants entered per event division. If there are qualified contestants with no points, they will not receive awards.

Payouts are as follows:

| <u># of contestants</u> | <u>Places paid</u> | <u>Splits</u>              |
|-------------------------|--------------------|----------------------------|
| 1-4                     | 2                  | 60%, 40%                   |
| 5-10                    | 3                  | 50%, 30%, 20%              |
| 11-15                   | 4                  | 40%, 30%, 20%, 10%         |
| 16-25                   | 5                  | 34%, 27%, 20%, 13%, 6%     |
| 26 or more              | 6                  | 29%, 24%, 19%, 14%, 9%, 5% |

### Arena or Track Personnel:

1. During a performance, only designated personnel are permitted in the arena, on the track, or behind the bucking chutes. These include the stock contractor, chute help, arena personnel and rodeo officials. Contestants are allowed in the arena only to compete in their event.

2. **All volunteer help must be pre-approved and will be clearly indicated by a volunteer wrist band.**

3. Judges, timers and flaggers must be people of experience. HCJR reserves the right to replace any of the above judged to be performing unsatisfactorily. HCJR reserves the right to replace any personnel working at the rodeo who, judged by a committee of three officials, is endangering the safety of any participant for any reason or any volunteer or official who is not following the rules as noted in the rulebook.

4. The stock contractor will designate qualified pick-up men for each rodeo, to be in the arena during the rough stock events. These will be the only two people allowed horseback in the arena during these events, unless otherwise approved by the board and stock contractor.

**Disqualification and/or Loss of Points:**

1. A contestant may be disqualified from competition in any or all events of a rodeo by HCJR officials for violation of rules stated herein, or for any of the following: Mistreatment of stock, including his/her own; Quarreling with

judges or officials, or board member; Failure to give assistance when requested by official.

2. A contestant may lose accumulated points, or be suspended permanently or temporarily from competition for any of the following: a) Fighting in arena or on rodeo grounds; b) attempting to influence, harass or coerce judges or board members (by contestant or their parent/guardian); c) Foul language, conduct or speech detrimental to the sport of rodeo (by contestant or parent/guardian); and d) Being under the influence of alcohol or drugs (by contestant or their parent/guardian).

**Language/Behavior:**

At any HCJR functions, any physical or verbal abuse by anyone to anyone will not be tolerated. Any infraction may result in immediate removal from the rodeo premises, an appearance before the Board, possibly resulting in the notification of authorities and/or expulsion from HCJR. It is the responsibility of the contestant and parent(s) to be familiar with the rules governing the HCJR rodeos as stated in this book.

**Protests:**

The decision of the judges, flagmen, timers and rodeo officials is final. If protest or conflict occurs, a quorum of board or directors or officers will be called, and the problem will be dealt with immediately. Protests may be lodged with a rodeo official by the contestant; the decision of a protest committee of not less than three HCJR officers, rodeo officials and/or Board Members is final. Video evidence will not be used to review a run in any circumstance.

**Shared horses:**

No two contestants may ride the same horse in the same age division. There is only one EXCEPTION to this rule, and that is in Pee Wee and Mini-Mites, a horse can only be shared by immediate family (siblings only) and there must be at least five (5) riders entered between family contestant runs as long as entries allow. It is your responsibility to notify the rodeo secretary of a shared horse in the same division when draws are announced and before they are finalized the Monday before any rodeo.

## **Rough Stock Events:**

1. Rodeo Stock: All animals used in bucking events will have been tried at least once before being put into the draw, with the exception of steers, cows and calves. Stock Contractors are to provide at least 1 over more stock than number of contestants.
2. Drawing of stock: chutes will be drawn for each contestant before the event starts in the order that the contestant is listed on the day sheet in all divisions. Any attempt to trade or influence the draw of stock will result in contestant being disqualified from that event. One designated person is to flank ALL rough stock. ALL stock will be flanked with exception of being an option in Junior Calf Riding. If a contestant elects not to ride the animal once it is loaded in the chute, he/she must formally scratch with the chute boss.
3. Length of Rough Stock Rides: All rough stock rides will be six (6) second for Mini-Mites and Pee Wees and eight (8) seconds for Junior and Seniors
4. Equipment and Riggings: All rough stock event contestants must wear an approved safety helmet and a protective vest and a belt or rope around the waist. Contestants must provide their own protective vest. All bareback riggings and bull/calf ropes must be approved by the stock contractor and if a rigging/rope is made to ride one-handed contestant must ride one handed, and if a rigging/rope is made to ride two-handed contestant must ride with two hands in the rigging/rope.  
Bareback rigging protective pads are required. When a contestant uses their own bareback rigging, they are required to provide a protective pad. No sharp or locked rowels are to be worn, except in calf riding in which locked rowels will be permitted provided there is at least a 1/4 turn (applies to all divisions). No wraps or handholds that interfere with free and easy release from the animal are allowed. Contestants may pull riggings from either side. Mouthpieces are mandatory in all rough stock events in all age divisions.
5. Judges and Scoring: All rough stock events are timed and a score is awarded. Time begins when animal's shoulders cross the gate line of the chute into the arena. A signal at the end of the time shall be provided for the judges. Judges are instructed to use the full point spread, as follows: ride and animal to be judged separately - up to 25 points for the rider based on spurring, control, and general quality of the ride; up to 25 points for the animal's performance. Judges must time each ride that does not make the 6 or 8 second whistle and record the time for the ride.
6. Re-rides are automatically granted if equipment of the stock contractor is faulty or breaks, or if the flank comes off and a qualified ride has been completed.
7. No kids, unless it is their turn to compete, will be allowed in arena during any rough stock event.
8. Riding is to be done with one or two hands at the choice of the contestant. If a contestant starts a rough stock ride with two hands, he must complete the ride with two hands. If contestant starts with one handed they must finish with one hand.

### **Re-rides:**

1. The matter of re-rides shall be decided by the judges.
2. Contestants shall not influence the judges by asking for a re-ride at any time.
3. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.
4. Contestant may refuse re-ride and take his marking.
5. Contestant must make his decision immediately.
6. No re-ride will be given due to faulty or broken equipment furnished by contestant in any event.

7. If an animal that is drawn for a re-ride 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 re-ride.
8. If animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride 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 re-rides.
10. Re-rides 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 re-ride drawn for.
12. Contestants who are fouled at chute and declare will be entitled to re-ride 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 re-ride 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 re-ride 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 re-rides.
17. If the pickup man or horse comes in contact with bucking horse before qualified time has elapsed, re-ride 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 re-ride drawn if requested. If stock contractor is not willing, re-ride will be drawn.
18. A contestant will only have the option of a re-ride 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.

### **Senior Bull Riding: (8 second ride)**

#### **Equipment**

1. Rope must have bell. Bell must be in good shape, cannot be broken. No bell, no marking.
2. Hooks or posts shall not be used on bull ropes.
3. Quick release buckle is optional on bull rope on the off-side.
4. All contestants must wear helmets approved for rodeo events
5. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouthpiece 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 Bull Riding. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.

#### **Event Rules:**

1. Time to start when the animal's inside front shoulder passes the plane of the chute.
2. Bell must be under belly of bull.
3. Riding is to be done with one hand and loose rope, with or without handhold.
4. No split finger wrap, no knots or hitches to prevent rope from falling off bull when rider leaves him.
5. No more than two men may be on the chute to pull contestant's rope.

6. The judge on the latch side of the chute gate shall serve as a backup timer in the bull 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:**

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. No bell – no marking.
5. If contestant makes qualified ride with any part of rope in riding hand, he 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. Judges may disqualify a bull rider who has been advised he is next to go if he is not above the animal with his glove on when the previous bull leaves the arena.

**Junior Mini Bull Riding: (6 seconds)**

**Event Rules:**

Refer to Senior bull riding rules above

1. No more than two assistants may be on the chute to pull contestant's rope.
2. If contestant makes a qualified ride with any part of the rope in riding hand, he is to be scored.

**Equipment:**

1. Contestants are responsible to supply their own equipment.
2. Bell must be under belly of bull
3. No bell = no score.
4. No finger wraps, no knots or hitches to prevent rope from falling off bull when rider leaves him.
5. Hooks or posts shall not be used on bull ropes.
6. Quick release buckle is optional on bull rope on the offside.

**Scoring:**

1. Time begins when the bulls front shoulder passes the plane of the chute.
2. Rider and bull to be scored separately.
3. Mark the ride according to how much the contestant spurs the bull
4. Contestant will receive no score for any of the following offenses:
  - a) Being bucked off
  - b) Touching animal, equipment or person with the free hand
  - c) Using sharp spurs
  - d) Placing spurs or chaps under the rope when the rope is being tightened.

### **Senior Stock Saddle Bronc Riding: (8 second ride)**

1. Time begins when the horse's front shoulder passes the plane of the chute.
2. Rider may start one or two handed.
3. Spurs must be same as Bronc riders, 5-star, free rolling.
4. Standard saddle or slick fork with or without bucking rolls.
5. No hobbling or binding of stirrups in anyway.
6. Horses maybe throat latched at the contractor's discretion.
7. Rein must be attached to halter.
8. No chapping a horse at the gate. (Throwing or slapping chaps or raincoat at horse.)
9. Same rein must remain on rein and must maintain control for the duration of the ride.
10. No spur out/mark out required (if they do it should be rewarded).
11. Fanning of hat is allowed but no quirts or whips.
12. Loss of stirrups is allowed but points maybe deducted for doing so.
13. If horse goes down to knee, belly, hip, or shoulder the rider must ride them down and ride them up. (May take away points for how long the horse is down.)
14. If the horse goes down and touches both hip and shoulder on ground (lying flat) the rider must declare to receive a re-ride.
15. Riders will be rewarded points for control, aggressiveness, exposure, length of spur stroke and drag time. The wildest, yet controlled ride should win.
16. Re-rides will be given according to rule Judging re-rides

### **Junior and Senior Wild Pony Race: (Ride minimum of 3 jumps)**

#### **3-man team: Jackpot event only, no points or awards**

1. Horse is haltered with long rope (provided by the rodeo company).
2. Kids must lead the horse out of the bucking chutes and into the arena.
3. The team must then stop the horse with a mugger.
4. The shanker holds the lead rope so the horse doesn't run away.
5. The rider must then mount and ride the horse 3 jumps.
6. Quickest time to complete wins.

### **Senior Bareback Riding: (8 second ride)**

1. Time begins when the horse's front shoulder passes the plane of the chute.
2. Must use a one-handed rigging.
3. One arm must be free at all times.
4. To qualify, the rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground on its initial move out the chute.
5. Contestant is not to use sharp spurs.
6. Fall – If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
7. No contestant will ride two head in the same event during a performance except for re-rides.
8. Contestants may pull riggings from either side.
9. 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.

#### **Scoring:**

1. Rider and horse to be scored separately. Mark the ride according to how much the contestant spurs the animal.
2. Figures used in making the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.



3. If a horse stalls coming out of the chute, either judge may tell contestant to take his feet out of the horse's neck and first jump qualification will then be waived.
4. Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
5. If the rigging comes off horse, touching anything with free hand or if contestant is bucked off, contestant will receive a no score.
6. 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.
7. Contestant will be disqualified for taking any kind of finger tuck, or finger wrap.
8. 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 horse leaves the arena.

**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 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. See photo in

the back of OHSRA rulebook.

11. A palm piece may be used in glove which will be at least one inch wide and three inches long and will be glued in.
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 horses or saddle broncs. Spur rowels must have five or more points

### **Junior Pony Broncs: (6 second ride)**

1. Contestants must make an attempt to mark their horses out. An attempt will be the judge's decision. Judge's decision will be final.
2. To qualify, the rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground on its initial move out the chute.
3. Rigging must lie flat on horse'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 horse's back.
5. Judges may require contestant to take his hand out of the rigging after a horse is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request to take such action.
6. Only NON-binding rigging shall be used. This will be enforced by the Rough Stock Directors and/or judge(s).
  - o) Contestant will be disqualified for taking any kind of finger tuck, or finger wrap.
  - p) 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 horse leaves the arena.

### **Scoring:**

1. Saddle bronc riding must ride for eight (8) seconds.
2. Time begins when the horse's front shoulder passes the plane of the chute.
3. Rider and horse to be scored separately.
4. Mark the ride according to how much the contestant spurs the animal.
5. Contestant's ride and the animal are to be marked separately.
6. Figures used in marking the riding events shall range from one to twenty-five on both the bucking animal and the contestant and use the full spread.
7. If a horse stalls coming out of the chute, either judge may tell contestant to take his feet out of the horse's neck and first jump qualification will then be waived.
8. Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
9. If the rigging comes off horse, touching anything with free hand or if contestant is bucked off, contestant will receive a no score.
10. 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.

### **Equipment:**

1. Contestants are responsible to supply their own equipment.
2. Riding to be done with a plain halter, one rope-rein and an association saddle.
3. Standard halter must be used unless agreement is made by both contestant and stock contractor.
4. Stock contractors may furnish their own halters and Contestants may use them. If contestant borrows halter, he accepts the equipment as his own.
5. Dry resin may be used on chaps and saddle.
6. All contestants must wear a vest designed to protect the chest and back while contesting in the Bronc Riding. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.

#### **Pee Wee Steer Riding: (6 second ride)**

Refer to Mini Bull riding rules above.

1. Each contestant must be between 6 and 9 years only.
2. Time to start when the animal's inside front shoulder passes the plane of the chute.
3. A contestant may be disqualified from riding if their weight is deemed it could cause stress or harm to the animal.
4. Contestants must wear protective head equipment and a protective vest, either by providing their own or using ones provided by HCJR at their parent's own discretion and risk.
5. Each contestant must stay mounted for 6 seconds in order to receive a qualifying score and points, otherwise a timed score will be used to place after all qualified time rides.
6. Qualifying rides will be scored based on form, difficulty, speed, and quality of ride. Decisions of the judges are absolutely final.

#### **Mini-Mites Mutton Busting: (6 second ride)**

1. Each contestant must be 5 years or under of age and NOT EXCEED 60 pounds.
2. Contestants must wear protective head equipment and a protective vest, either their own or use ones provided by HCJR at the parent's own discretion and risk.
3. Each contestant must stay mounted for 6 seconds in order to receive a qualifying score and points, otherwise a timed score will be used after all qualified time rides.
4. Qualifying rides will be scored based on form, difficulty, speed, and quality of ride. Decisions of the judges are absolutely final.

#### **Senior Boy Chute Dogging: (30 second time limit)**

##### **General Rules:**

1. To commence from bucking chute with one judge positioned at a line 10 (ten) feet (clearly marked) in front of the chute.
2. Time starts when nose of steer crosses the line. Contestant cannot hook or touch outside horn before crossing the line.
3. Steer belongs to contestant when he calls for it, 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 used to complete the qualifying run.
  - b. In cases 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.
4. In the event only large steers are available an official tailer can be used. Tailer will be the same adult whose duty is to tail all steers for each contestant entered in the event. Tailer may only come in contact with the tail of the steer and may not assist in throwing the steer until the nose is hooked.

**Event Rules:**

1. With steers loaded in 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, right arm cannot be under the steer's neck at any time until the steer crosses the score line. If dogger moves into throwing position or touches either horn(s), or ear(s), 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.
2. Chute Dogger must allow steer to maintain forward motion to the score line. Chute Dogger may not choke steer.
3. It is the contestant's responsibility to check for broken horns.
4. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plane of the chute gate.
5. Contestant is considered working the steer when the steer leaves the chute.
6. Contestant may not lose contact with the steer.
7. After crossing the start line, wrestler must bring it to a stop or change its direction and twist it down.
8. If steer is accidentally knocked down or thrown 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.
9. 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.
10. Wrestler must have hand on steer when flagged.
11. Contestant is required to turn steer's head so that he can get up.
12. 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.

**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. Contestant will be disqualified for any abusive treatment of steer.
5. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.
7. Dogger will be disqualified if animal is thrown before start line.
8. If steer falls on its own before nose crosses line, steer must be let up and not thrown until steer's nose crosses line.
9. There will be a 10 second penalty added if dogger moves right arm to the right horn (throwing position) before start line. This will be referred to as breaking the barrier.

**Timed Event Rules:**

1. Judging: All events shall have a field judge. If timed from the arena, there will be two timers, if timed from the announcer's stand; there will be a flagger in the field in addition to the two timers.
2. On the track for Pee Wee and Mini-Mites events there will 2 stop watches ran, one as an official timer and one as a backup timer.
3. Contestant will be disqualified for not being ready to enter the starting gate within 30 seconds of being called by the gate keeper or announcer. In the Timed Events each contestant is responsible for their own equipment and failure of that equipment will not result in the option for a rerun.
4. Competitor's Horse: No sharing of horse is allowed. If one or more contestants use the same horse in the same event, they must be immediate family members (siblings) only. The contestant is required to notify the rodeo secretary on their entry form that they are sharing a horse, and in which events the horse will be shared (see General Rule 13 for specific rules on sharing horses). When sorting the order of the event, the HCJR secretary will separate the contestants which use the same horse by at least three (5) contestants if enough entries allow.
5. Any help beyond the eye in the mini-mite or pee wee events will be considered an assist and those contestants will be placed below all other contestants that have no assistance. When parents are in the arena and cross to the other side of the eye (even if they don't break the eye, they go behind it) it is considered help (assisting). No leading of a contestant is allowed.
6. In the Barrel Racing, Pole Bending and Goat Tying there is no running from outside of the gate or through the gate. Rider's must have control of horse while entering through the gate. If the contestant runs their horse through the gate, they will be disqualified.

**Goat Tying Rules: (JR & SR 30 second time limit/Pee Wee 60 second time limit)**

1. Starting line will be 100 feet from stake. A clearly visible starting line shall be provided. The stake and the starting line will be permanently marked for the entire go-round.
2. Gate must be closed immediately after the contestant enters the arena and be kept closed.
3. Run time limit shall **be thirty (30) seconds for JR & SR and 60 second for Pee Wee**. Timing will start when the contestant's horse's nose crosses the starting line and will stop when the contestant signals the completion of the tie.
4. All goats are to be tied down three (3) times before the Rodeo. If goats have been used at a previous rodeo, they do not have to be tied down before the rodeo.
5. Goats need to be as close to the same size and weight as possible in each age division with snug collars.
6. The goat should be tied to a stake with a 10-foot rope. The stake should be completely underground so that no part of the stake is visible.
7. All goats will be tied a maximum of three (3) runs before switching to another goat.
8. Goat handler must stand directly behind the goat. Judges and directors will position themselves so that they have a clear view of the goat rope and the horse. Flaggers to stand in the same place for each contestant. Goat holders will release the goat when the starting flag drops as the horse crosses the timer line, and then proceed quickly to a position behind the flagger. For **Pee Wee** contestant's the goat handler will hold the animal until the contestant has dismounted and placed hands on the goat then move immediately out of the way.
9. All contestants will be mounted on a horse and must ride from the starting line to the goat, dismount from the horse, flank the goat by hand, cross, wrap and tie by hand at least 3 feet of the goat together with a goat string, be it leather or rope or a pigging string. No wire is allowed.

10. If animal is down when contestant reaches it, the animal must be re-stood on at least three feet, (goat must be elevated by contestant so that at least 3 legs must be dangling straight underneath animal) and animal must be re-thrown.

11. Once the tie is complete contestants will stand clear of the animal. Legs must remain crossed and secure for 6 seconds after the completion of the tie. While judge is performing 6 second time limit, the contestant may not touch, motion, or make any noise to attempt to distract the goat.

12. **Girls will use a leather thong or goat string. Boys will use a pigging string** and will tie as they would in calf tying or tie down roping.

13. A legal tie is at least one complete wrap around 3 legs with a half hitch, hooey or knot.

14. The contestant will be flagged a no time for touching the goat or string again after giving the finish signal of completion.

15. Arena help will not catch the contestant's horse, within 50 feet of the goat/calf stake, until the flag has dropped signaling the completion of the tie.

16. A 10 second penalty will be assessed for a contestant's horse crossing the goat rope or coming into contact with the goat or goat rope. If the animal should break away or become injured because of the fault of the horse, he/she will receive no time. It will be judge's discretion if the contestant will get a rerun if the goat breaks away from the rope at any time during the run.

17. Any help beyond the eye in the **pee wee** events will be considered an assist and those contestants will be placed below all other contestants that have no assistance. When parents are in the arena and cross to the other side of the eye (even if they don't break the eye, they go behind it) it is considered help (assisting). No leading of a contestant is allowed at any time.

#### **Mini-Mites Goat Tail Untying: (30 second time limit)**

**Refer to goat tying rules with the exception that there is no flanking or tying of legs, and the animal will also be held for entire run.**

1. The contestant will ride down on horse to a staked goat being held by a handler, dismount, and remove/pull the ribbon from tail of the goat and throw their hands in the air signaling for time to stop.

2. No one is allowed to help/assist the contestant with pulling the ribbon off at any time.

3. HCJR will provide a ribbon/tape of the same length (14") to all contestants.

4. Any help beyond the eye will be considered an assist, and those contestants will be placed below all other contestants that received no assistance. When parents are on the track and cross to the other side of the eye (even if they don't break the eye, they go behind it) it is considered help (assisting). This includes assisting the rider with dismounting their horse. No leading of a contestant is allowed at any time.

5. At the end of the run, a helper may assist contestants with remounting in order to move the event along.

#### **Junior Boys Tied Calf Tying: (30 second time limit)**

1. Boys will be required to tie a calf with a piggin' string only.

2. A calf will be anchored to a post in the pen with the same length rope; contestants will be drawn in order of go for cattle.

3. Cattle will be changed out after every 3rd tie.

4. A contestant's time starts when their hand leaves the corner post.
5. The contestant must run down the rope, flank the calf by hand, string the front leg, and then cross and tie any 3 legs with two wraps and a half hitch or hooey to count as a qualified tie. There must be at least one wrap around all three legs and finished with a half hitch or hooey for a qualified tie. A hooey is a half hitch with a loop, the tail of the string may be partly, or all the way pulled through.
6. In the event that only large steers are available, and the judge deems contestants cannot independently flank, an official can be used. The official will be the same adult whose only duty is to flank each contestant's calf. They may only come in contact with the calf to flank once the contestant reaches the head of the calf and may only assist in the flank, then must immediately step away once the contestant moves to the body to begin their tie.

### **Barrel Racing Rules:**

1. Three barrels will be set in a standard outdoor arena configuration of 40-90-105 feet in a triangle, with the starting line set 40 feet from the front barrels, 90ft between the 1st and 2nd barrels and 105ft between the 1st and 3rd and 2nd and 3rd barrels.
2. A running start may be used once inside the gate, with the flagger signaling start of time when contestant crosses start line.
3. A cloverleaf pattern will be run around the barrels, either to the right or to the left, meaning one right turn followed by two left turns or one left turn followed by two right turns.
4. Rakes will occur after every 10th barrel run. It is director's discretion to rake sooner based on ground conditions. Except there will be no raking during the Mini-Mite barrel racing.
5. Time will be stopped when contestant recrosses the start line.
6. Contestants may set up or touch bumped barrels without penalty. A penalty of 5 seconds will be added to the contestant's time for each barrel knocked over.
7. Disqualification will result from crossing back over the starting line before completing run, or from allowing the horses shoulder to pass a barrel on the wrong side for a broken pattern. A broken pattern shall be defined as breaking their forward motion to retrace their tracks, backing up to pick up the pattern after passing a barrel, or turning a barrel around the wrong way, or circling the barrel more than once.
8. **Mini-Mite** barrel racers can correct the pattern if they do so before crossing back through the eye.
9. Judge's discretion or ruling will be final.

### **Pole Bending Rules:**

1. Six poles will be set in a straight line, 21 feet apart, with the start line being 21 feet from the first pole.
2. A running start may be used once inside the gate, with flagger signaling start of time when contestant crosses start line.
3. Contestant races to last pole, pivots around it and bends back through poles, pivots around the first pole and then bends back to last pole. She then pivots around it and races back across the start line, at which point time will be stopped.
4. Rake will occur every 7 pole benders, it is director's discretion to rake sooner based on ground conditions.

5. Run may be started on either side of the poles. Contestants may set up or touch bumped poles without penalty. A penalty of 5 seconds will be added to the contestant's time for each pole knocked over.
6. Disqualification will result from crossing back over the starting line before completing run, or from allowing the horses shoulder to pass a pole on the wrong side for a broken pattern. The judge's discretion and ruling will be final.
7. 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, backing up to pick up the pattern after passing a pole, or bending a pole on the wrong 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 broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.
8. Judge's discretion or ruling will be final.

#### **Mini Mite Idaho Figure 8 Race:**

Refer to Pole Bending rules with the exception of 2 poles are used placed 80 ft apart. Starting line is 21 feet from first pole

1. Contestant races down crossing the starting line (either on the left or the right) to the furthest pole, turns around the pole, then weaves (crosses) to the opposite side and turns around the 1st pole, the weaves (crosses) across to the opposite side, turns the furthest poles again, and then races back home.
2. Time begins when the nose of the horse crosses the starting line.
3. A Five (5) second penalty is added if the pole is knocked over.
4. A no time will be given if the rider recrosses the starting line before completing their pattern.
5. A Mini Mite can correct the pattern if they do so before crossing back through the eye.

#### **General Roping Rules:**

1. Lap and tap barrier will be used in all roping events. Lap & tap definition: No barrier is used.
2. Barrier judge is used to flag the start. Judge shall flag the animal when animal's nose crosses the starting line.
3. It is always the decision of the barrier judge whether the barrier is broken.
4. No re-runs will be given due to faulty or broken equipment furnished by the contestant.
5. Roping calf without releasing loop from hand will disqualify catch.
6. When contestant calls for the calf, nor further assistance can take place.

#### **Breakaway Roping Rules: (30 second time limit)**

**A lap and tap barrier will be used for all roping.**

1. Calf will be released, and contestant will be allowed 30 seconds to rope, or two loops thrown. Contestants must carry 2 (two) ropes if a 2nd loop is to be thrown, and no loops may be rebuilt. Loop must be tied with string to saddle horn and must be released from hand when calf is roped. The loop must go over the calf's head and catch as catch can. Time will stop when string breaks from horn. Calf must break the rope away from the horn.
2. Contestants will receive a no time should they break the rope from the horn or if the flagger/field judge can determine if the rope was not tied on.



3. If animal escapes from the arena during 30 second run, flag will be dropped, and the roper gets the calf back lap and tap with the time added which was taken when the calf left the arena. Officials present during breakaway roping will be as follows: field flagger/field judge, a deadline referee, and an experienced roper on horseback. Judge's discretion and ruling will be final.
4. A 10 (ten) second penalty will be added to the contestant's time if the barrier judge deems the barrier was broke by the contestant's horse before calf is released from the chute.
5. Breakaway ropers must start out of the right box.
7. If any other discrepancies occur at the roping chute, the decision will be made by the Arena Director and/or the flagger.

### **Senior Boy Tie down Roping Rules: (30 second time limit)**

#### **A lap and tap barrier will be used for all roping.**

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. Two loops will be permitted. If roper intends to use two loops, he must carry two ropes.
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. Rope must hold calf until roper gets hand on calf.
10. To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, and a half hitch or hooley (A hooley is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).
11. The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the judge. Six second time will start when roper has remounted and his horse has taken one step forward.
12. 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. Rope will not be removed, and rope must remain slack until field judge has passed on tie.
13. 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 any barrier penalties. Contestant only gets to use remaining loop.

### **Junior and Senior Team Roping: (60 second time limit)**

#### **A lap and tap barrier will be used for all roping.**

1. Boys and/or girls combined roping with same age group
2. Full points will be given to header and heeler. (See Awards section of these rules for specifications on buckles awarded in this event.) A dally team roper can only enter once per rodeo as either a header or heeler, no switching ends.

3. Header will start behind barrier coming out of the left box and must throw the first loop at head. Heeler will come out of the right box starting behind the barrier line. There will be a ten second penalty assessed for breaking the barrier. Steer belongs to roper when he/she calls for him, regardless of what happens, with these exceptions: if the steer gets out of the arena or mechanical failure, flag will be dropped, and the roper gets the steer back lap and tap with the time added which was taken when the steer left the arena.
4. Each contestant will be allowed to carry one rope. Roping steers without throwing the loop will be considered no catch. Roper must dally to stop steer. No tied ropes allowed. Senior and Intermediate ropers will have a total of 2 throws.
5. Time will be taken when steer is roped, both horses facing steer in line, with ropes dallied and tight. Steer must be standing up when roped by head or heels.
6. All changes in lists of roping order to split horses, must be made before any stock for that event is loaded in chute. After stock is loaded ropers must rope in order listed
7. Steer must not be handled roughly at any time; the ropers may be disqualified if in the opinion of the field judge they have intentionally done so.
8. If header accidentally jerks steer off of his feet or steer trips or falls, header must not drag steer over eight feet before steer regains his feet or the team will be disqualified.
9. A broken rope or dropped rope will be considered no time. No foul catches can be removed by hand.
10. If any other discrepancies occur at the roping chute, the decision will be made by the Arena Director and/or the flagger.
11. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his hands.
12. 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 flag judge drops his flag, time will be counted. 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.
13. There shall be a timer, a barrier judge, and a field flag judge. Time to be taken between two flags. Arena conditions will determine score, length of score to be set by arena director and time event director or spokesman.
14. Any question on catches will be decided by the judges.
15. Animals used for this event should be inspected and objectionable ones eliminated.
16. Any horse that enters a loop with their legs or feet will be a no time.
18. If a team roper is disqualified or injured, that team will be eliminated from that event.
19. There will be no flip flopping or change ends in the Team Roping. Once you leave the box as either a Header or Heeler you must stay a Header or Heeler, or you will be disqualified.
21. If hondo passes over one horn the loop over the other catch is illegal.
22. Any heel catch behind both shoulders is legal if rope goes up heels.
23. One hind foot receives 5 second penalty.
24. If loop crosses itself in head catch it is illegal. This does not include heel catches.
25. The steer's body must change directions and be moving forward before the heel loop can be thrown. However, if the steer stops, he must only be in forward tow for the heel loop to be legal. Any heel loop thrown in the switch will be considered a Crossfire. A crossfire is illegal and crossfire catches will receive a no-time.
26. **LEGAL CATCHES FOR DALLY TEAM ROPING:** There will be only 3 legal head catches:
  - 1) Head or Both Horns, 2) Half a Head 3) Around the Neck

27. Placings will be done as the event as a whole; placings happen based fastest times of headers and heelers combined. Buckle awards will be awarded to highest point header and highest point heeler in each Junior or Senior Team Roping, combined boys and girls. Their team roping points count towards the all-around.

### **Pee Wee Breakaway Sled Roping**

**A lap and tap barrier will be used for all roping.**

The breakaway sled event for pee wees is designed to be a safe, controlled preliminary step towards roping live cattle.

1. Contestants will be allowed two loops in this event. They may either tie a second loop onto the saddle, or contestants may recoil up to build a 2nd loop.
2. The end of the rope will be tied to the saddle horn with either a piece of string or marking tape. The string will be provided by HCJR and will be available by the roping boxes.
3. The time for the event will start when the contestant's horse breaks the plane of the roping box, and the time will be stopped when the contestant catches and the rope breaks from the saddle horn.
4. The sled will be started at least 10 feet from front of roping chute and put in motion when the contestant nods their head. The breakaway dummy will be pulled by a four-wheeler.
5. Contestant's horse must start from the back corner of the roping box.
6. If a contestant misses on his or her first try, the breakaway sled will be stopped while the contestant produces a new loop. When the contestant is ready, he/she will need to nod, signaling that the sled should be put back in motion.
7. The contestant must throw their loop from a position behind the breakaway sled. Riding up beside the sled and "hooking" the dummy or "laying" a loop on the sled is unacceptable. The rope must be fully swung and then thrown and released.
8. In Sled Roping, it must be a clean neck catch to be a qualified time, catching the entire body will result in a no time.
9. The time limit for the event is whatever happens first: 60 seconds or when the sled reaches the opposite end of the arena.

### **Mini-Mites Dummy Roping:**

There will be a designated box (draw in the dirt or PVC pipe lying flat as a box on the ground) that will be 12" behind the dummy. Contestant will step into the box, swing the rope, and throw their loop to rope the dummy. Once in the box their time will start after they pull their slack; their time will stop. Contestant will step back outside box and rebuild their loop before they rope again, and time begins again when they step into the box each time. Each contestant gets 3 loops. While contestants are outside of box, they may have assistance building loop, while inside the box there are not allowed to have any assistance. If they are assisted while inside the box, the contestant will be disqualified. The winner will be determined by points for catches, and in the case of a tie the highest points with fastest time over all 3 loops will determine the winner.

2. Points will be as follows:
  - a. 2 Horns (Slick horns): 3 points
  - b. 1 horn w/head (half head): 2 points
  - c. Neck (whole head): 1 point

d. Entire Body: 0 points

e. The only legal head catches are slick horns, half head, and whole head.

3. A steer head with horns will be used.

4. Standing to the side to hook the dummy, tossing loop overhand onto the dummy, or setting the loop on the dummy without releasing loop from hand will disqualify catch. All loops must be swung and released in order to qualify as a catch.