

4 Him Cowboy Church Youth Rodeo RuleBook

General Information

4 Him Cowboy Church Youth Rodeos purpose is to support the sport of rodeo in our children and young adults, while glorifying God. We are nonprofit and all proceeds are paid back in prizes-both at each rodeo and at the end of the year awards banquet. Books are open for viewing to anyone who is a paid member (or legal guardian) of the association. Our goal is to foster sportsmanship, friendships, support, and competition among our young cowboys and cowgirls. The sport of rodeo boasts some of the closest bonds of "family" among its competitors. We encourage our kids to support, root for, and help each other in every aspect of this competition, and we find that they are building lifelong friendships. These kids are our future, and we want to offer activities to mold them into strong adults.

To become a member, a completed and registration form, and a copy of either a birth certificate, immunization record or driver's license (of the participant), must be completed annually, and annual membership fees paid as follows:

Membership Fees:

Individual: \$50.00

2 Children: \$75.00

3 Children +: \$100.00

For example-1 child \$50, 2 children \$75, 3 children \$100, 4+children \$100

Fees for each event are posted on the website: www.4himyouthrodeo.com

All fees must be paid prior to competing in each rodeo.

Individuals interested in participating in a single rodeo, but who do not desire membership in the association, may pay a day pass fee of \$25, in addition to the event fees for desired classes. With this day pass fee, you will be eligible for winning cash prizes in events entered on that day, but you will not accrue year-end points for prizes.

Add-ons for anything after the call-in this year will also be an additional \$25.00!!

Late fees will be strictly enforced this year call in is always the Monday prior to each rodeo from

6-9PM anything after that will be charged a late fee of \$25.00.

ABSOLUTELY NO PROFANITY OR ALCOHOL TOLERATED AT ANY TIMES YOU WILL BE ASKED TO LEAVE. NO EXCEPTIONS!!!!

Each event has a 60% payback. 30% goes back to the rodeo for the end of year awards and banquet. Remember...this is non-profit!!!

General Rules

Ages and divisions for rodeos: Ages are based on age as of January 1st of each season (year). To be able to participate, contestants must be 19 years old or under before January 1 of the competing year.

Reruns are only given by the judge and will be completed before the event is over.

Participants (**this includes leaders for lead line events**), must wear rodeo attire to **enter** the arena: Western hat or helmet and boots, long sleeved cuffed shirt with sleeves rolled down and buttoned and long pants. This goes for Grand Entry as well!! Parents that Lead Line are required as well.

HAT RULE

In order to keep the events running We have to keep the Hat Rule in place.

We understand this is a burden to the parents and participants but we have not had enough parents volunteer to retrieve hats that would allow us to eliminate this rule. With careful consideration to our volunteers and participants we have made an adjustment that will allow a buy back.

Committee members opted to add this rule 4 years ago when the number of hats falling off added 1-2 hours to an already long day. We would love to eliminate this rule altogether but the time it adds on to the show having to stop and reset timers once someone has gone into the arena to retrieve the hat is something we hope to keep at a minimum by having a Hat Rule. We hope by allowing an option for taking the 5 second penalty or buy back fine will benefit everyone.

Participants must enter the arena with Cowboy Hat or protective Helmet.

***If prior to passing the timer the hat falls to the ground there is a no time.**

***If after passing the timer the hat falls to the ground there will be a 5 second penalty added to time.**

ADDING

If participants hat falls to the ground after passing the starting timer they have the option to pay a \$10 penalty and keep the time without the 5 second penalty. However (NO EXCEPTIONS) Someone must come to the announcer booth and pay the penalty before the division is closed and times are entered and posted.

(EXAMPLE: If you are in a Jr Girl Division and wish to buy back you must come straight up to announcer stand before Jr Girls Division ends!!) (NO EXCEPTIONS)

WE CANNOT GO BACK AND CHANGE TIMES PLACINGS OR PAYOUT once they have been entered and posted.

A contestant will be disqualified from any event for failure to have a western hat or helmet on his/her head when:

- 1. Crossing the in-gate line.**
- 2. Roping events; failure to have hat on when calling for stock.**
- 3. Failure to have a hat on head unless wearing protective headgear.**
- 4. Intentionally knocking the hat off either by hand or by shaking head WILL result in a disqualification.**

Each child must compete in their age group if an event is offered in that group. If an event is not offered for their age group, then a child may compete in the next group up, but points will still be calculated for that age group (and child will not accrue points for the all-around in their group in events not offered). EXAMPLE: a wrangler who wishes to team rope may rope in the junior team roping, but points will be calculated all as juniors and the wrangler will not accrue all-around points for the team roping.

For all events, the contestants must be willing to participate. (This includes mutton busting.) 4Him Rodeo seeks to be a positive, fun learning experience for our children. Any child crying, kicking, or screaming will not be allowed to participate in that class.

4 Him keeps up with points and is based on an 8-point system. EXAMPLE: 1st place in an event will be awarded 8 points, 2nd place will receive 7 points. The All Around and event prizes will be awarded at the end of the year from these points.

In order to qualify for year end awards, each contestant **MUST** participate in one more than half of all held **Point eligible** rodeos in that class.

2025 Points Eligible Rodeos: March , May, June, July, Aug & Sept

Addendum: Due to cancellation of May 2025 rodeo members voted in September to allow October's rodeo to count for points only. (This does not add another rodeo to make a participant or an event meet the 1 more than ½ held rodeos rule) But will allow points to be calculated for end of year awards.

Season Finale/Awards will be held in October and **will not** be a point Qualifying Rodeo. This Rodeo will be for members only. 60% Payback and Day prizes. This allows us to have awards and point standings Prior to the Season Finale and awards banquet In order to qualify for the ALL Around Award, contestants **MUST** participate in a minimum of 3 different events in their eligible Age Division (***Events that do not have at least 3 participants entered in 1 more than half the held rodeos for the season; those points will not be calculated toward All Around. The event is still eligible for Day \$ and the year end award will be based on participation.***) in their own age group, and **must** participate in one more than half of all held rodeos. You must enter the event in one more than half the held rodeos for the points in that event

to count toward your all around. (you cannot enter the event 1 time during the season and points go toward the all around)

(Same as last year, but this is for clarification.)

Boys and girls points are calculated per event. Boy/Girl Combined event(s) the points for all around will follow the participant if it is in their Class. (Moving up in a Class to participate in an event is not eligible to receive points toward all around)

We will need to have fundraisers and gain sponsors, to help with the year-end awards. We do not require each child to come up with a certain amount at this time and help with this is greatly encouraged.

Call ins will be the Monday before (6-9pm) a rodeo and will be strictly enforced. This helps us with having the paperwork ready so the rodeos can begin on time. This also allows us to plan our stock requirements for each rodeo. If there is some type of an emergency, and you will not be able to call in before a rodeo, please send us a message on the 4 Him CCYR Facebook page and we will try to work it out. *There will be a \$25.00 charge for late call in.*

Age Groups and Events

Rustlers 6 & under: Events offered for this age group are Mutton Bustin, Dummy Roping, Goat Tail Untying, Barrel Racing, and Pole Bending, Arena Race.

This age group is the only age group in which lead line is allowed. Year-end awards are given with paid membership.
New 2026 Stick horse Race

Wrangler Girls 7-10: Events offered flag race, goat tying, barrel race, pole bending and chute roping.

Wrangler Boys 7-10: Events offered flag race, Barrel race, pole Bending, Goat tying, Chute Roping

Wrangler Boy/Girl Combined 7-10: Events offered Breakaway, Calf Riding

Junior Girls 11-14: Events offered flag race, goat tying, barrel race, pole bending, breakaway roping, Cowgirl Triathlon

Junior Boys 11-14: Events offered flag race, goat tying, barrel race, pole bending, Steer Stopping, Cowboy Triathlon

Junior Boy/Girl Combined 11-14: Events offered Team Roping, Steer Riding, Chute Dogging

Senior Girl 15-19: Events offered flag race, Barrels, Poles, Goat Tying, Breakaway Roping, Cowgirl

Triathlon

Senior Boys 15-19 Events: offered flag race, Barrels, Poles, Goat tying, Tie Down Calf Roping, Cowboy Triathlon.

Senior Boy/Girl Combined 15-19: Team Roping, Chute Dogging, Saddle Ranch Bronc, Bull-Riding

Leadline Events: (Barrels and Pole bending) Leaders MUST be at least 15 years old. The leader must hold onto the leadline at all times. Letting go at any time during the event , will result in a disqualification. (Same as last year. This is for clarification.) Western Attire Required or will result in disqualification.

Event rules and descriptions

Flag Race: Objective— To race through the course mounted horseback. Deposit a flag in the first bucket, retrieve a flag from the second bucket and cross the finish line. Contestants MUST run a continuous forward motion "horseshoe" pattern only. They may NOT circle back. This will be considered a broken pattern resulting in No Time. Disqualification: A contestant will be disqualified for any of the following: 1. Knocking over a barrel or turning the bucket over. 2. Failure to keep the flag in the first bucket. A dropped flag (on the ground) or a missed flag in a bucket is a "no time". 3. Crossing the finish line without the flag from the second bucket.

Arena Race: Objective- Rider rides into the arena around a set barrel and back out. Time starts when the rider crosses the start line and starts the timer. The time is stopped when the rider crosses the line and the timer stops.

Pattern will be set to fit the arena, with one barrel used to run at. Barrel may not be closer than 15' from any fence. Riders may run left or right. Horse/pony must go around the barrel. Riders may touch the barrel in an attempt to prevent it from falling over. Barrel must stay in the same place for the entire class, or the entire class must be rerun, including original no times. Disqualifications: Contestant is disqualified for not continuing forward motion, knocking barrel over, breaking pattern or separation of rider and horse/pony during the timing period.

Stick Horse Race (New in 2026)

The Horse: Each rider must compete on a stick horse (wooden or plastic dowel with a plush or sculpted head). 4Him will provide equipment. But we encourage you to purchase and allow the participant to make it their own. Dress it up and get creative. The stick must be held between the rider's legs at all times during the run. A standard cloverleaf pattern using three miniature barrels.

The Start/Finish: A clear line must be marked. Timing starts when the horse's nose crosses the line and stops when the horse returns across it. **Proper Turn:** Riders must pass the first and second barrels on opposite sides (one left turn and two right turns, or vice versa) and circle the third barrel before heading home. **Hands on Reins:** At least one hand must remain on the stick horse or its reins during the entire run. **Course Correction:** If a child "breaks the pattern" (misses a barrel), they may be gently redirected by a judge or parent to finish correctly without disqualification but the clock keeps running. **Fastest Time:** The winner is the rider with the fastest recorded time. **The "Toppled Barrel" Penalty:** A 5-second penalty is added to the final time for every barrel knocked over. **Dismounting:** If a rider drops their horse or it comes out from between their legs, they must stop, "remount," and continue. No penalty is added, but the clock keeps running! This will be a point Qualifying event for Rustlers only. As with each age division we want to have events that allow participants to compete while teaching the basics that prepares them to step up. Rustlers have had the option to do lead Line Barrels or Barrels but for the Rustlers that are not quite ready for riding we don't want to leave them out so offering the Stick horse Barrel Race. Rustlers have the option of choosing Stick Horse, Lead line or Barrels. They cannot compete in more than 1 option.

Barrel Racing: Objective—The contestant shall race his/her horse through a cloverleaf barrel pattern and do so in the quickest time possible. Knocking over a barrel will result in a (five) 5-second penalty being assessed. The contestant may reach down and touch a barrel in order to keep it from falling over, if he/she chooses to, and is able to do so. If a barrel falls after the contestant crosses the finish line, it will be considered a qualified run and no penalty will be assessed.

Pole Bending: Objective—The contestant must run a horse through the pole bending pattern in the shortest time possible. Penalties—The rider will be assessed a (five) 5-second penalty for each pole he/she knocks down. The contestant may touch the pole by hand to keep it from falling if he/she chooses to and is able to do so and no penalty will be assessed for touching the poles.

Goat Tying: 60 SEC TIME LIMIT: Objective--For the contestant to ride horseback across the start line, run to where a goat is tethered, dismount, catch, throw, and tie any three legs and do this in the shortest amount of time possible 60 sec. Contestant must ride his/her horse across the start line, race to where the goat is tethered, dismount, catch the goat, throw, and tie any three legs together and signal the tie is complete by raising their hands in the air and stepping away from the goat (Must be cleared from the goat). Penalties: A (five) 5-second penalty if the horse crosses the tether (where the goat is tied) before time ends.

Breakaway Roping: 45 SEC TIME LIMIT: Objective—The contestant must rope a calf from the back of a horse, and have the rope, which is tied to the saddle horn with a piece of string, break away from the saddle horn and do this in the fastest time possible 45 sec. The roper must use a standard catch rope with a white flag or other approved material by staff members (of a color and size that can be seen when popped off the

saddle horn). There is a one loop limit and once the rope hits the ground it is considered a "dead" rope and cannot be used. The loop must fall over the nose and head of the calf before it is considered a catch, then it is catch as catch can (as long as the rope falls over the nose, a leg is considered a legal catch).

Tie-Down Roping: 60 SEC TIME LIMIT: Objective—To rope a calf from the back of a horse, dismount, throw the calf to the ground and tie any (three) 3 legs together and to do this in the least amount of time possible 60 sec. There is a one loop limit and once the rope hits the ground it is considered a "dead" rope and cannot be used. The loop must fall over the nose and head of the calf before it is considered a catch, then it is catch as catch can (as long as the rope falls over the nose, a leg is considered a legal catch). The calf must be standing before it can be tied, if the calf is on the ground it must be stood up first before being thrown and tied.

Team Roping: 60 SEC TIME LIMIT: Objective—This is a (two) 2 member team event, the object of which is for (one) 1 team member to rope a steer by the head, from the back of a horse, and for the other team member to rope that steer by the back legs from the back of a horse and then to stretch the steer between them and to do this in the shortest amount of time possible. Legal head catches are: around the horns, around the neck or "half head". Legal heel catches: (two) 2 hind legs even if rope is crossed in figure-eight (clean) or a(one) 1 hind leg catch receives a (five) 5- second penalty. Only three loops (two for header and one for heeler) and once the rope hits the ground it is considered a "dead" rope and cannot be used. For this event you can either switch ends or switch partners.

Chute Roping: Objective—The contestant must rope a calf from a saddle mounted on the chute with a rope that has a breakaway hondo, that is attached to the saddle and do this in the fastest time possible. The loop must fall over the nose and head of the calf before it is considered a catch, then it is catch as catch can (as long as the rope falls over the nose, a leg is considered a legal catch)

Mutton Bustin: Objective— Must be under 50lbs. Contestants will be weighed at sign in. The contestant must ride for 3 seconds, with hands in a loose rope. There must not be any knots or hitches in the rope to prevent the rope from falling off the animal when the contestant gets off. Contestants may not take any wrap around their hand. 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

NEW THIS YEAR. Since Mutton Busting has a weight limit it excludes a lot of the kids from being able to participate and gives them a disadvantage earning all around points. Mutton Busting will have year End awards but the points will not go toward All Around. This gives every Child in the age division a fair opportunity.

Dummy Roping: Objective—The contestant must rope the dummy from behind the designated line. There will be (three)3 attempts and once the rope hits the ground it is considered a miss. Parents may assist the participants with gathering ropes and forming loops only. **Participants must swing and throw the loop unaided.**

CHUTE DOGGING: 45 SEC TIME LIMIT:

Time to be taken between two flags.

1. Event held at the bucking chutes. A left delivery chute will be used and all chute dogging runs will be made from the same chute.
2. Prior to starting this event the Judge will swing one of the bucking chute gates open so that it is perpendicular to the chutes. A mark will be made in the dirt at the arena end of this open gate. This mark will indicate the distance the "start of timeline" will be set from the bucking chutes. After closing the chute gate, a line will be set in the dirt running parallel to the chutes using the mark previously mentioned as a start guide. This line should be set by the Judge(s). The "start line" is now set.
3. Time starts when the steer's nose breaks the plane of the "start line" after leaving the opened chute. One of the judges will drop a flag to indicate when this has happened.
4. Contestants cannot "lock up" steer or move into a throwing position until the plane of the "start line" has been broken and the judge has dropped his flag. The judge dropping the flag to start the time will verbally cue the dogger when he is clear to lock up the steer.
5. Contestant is free to throw the steer any time after the contestant has been given the verbal cue to "bulldog" or "go" by the judge. If a dogger moves into a throwing position before the steer's nose crosses the "start line" there will be a ten (10) second penalty added to time. This will be referred to as breaking the barrier. If a steer is thrown before crossing the start line the dogger will be disqualified.
6. After crossing the start line, the dogger must change direction to steer and twist it down.
7. 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. The judge in the field will drop his flag to stop the time when this point has been reached by the Contestant. re-rides shall be decided by the judge

STEER STOPPING: 45 SEC TIME LIMIT: Objective: Roper must dally to stop steer or change steers direction. One loop only. Dally means one complete turn around the horn. No tied ropes allowed. Roping steer without turning loose of the loop will be considered no catch. Steer must be standing when roped. If a steer is roped by horn or any foul catch, roper is not allowed to ride up and put rope over horn or head with his hands. (45) second time limit. Time is taken between two flags.

legal head catches: both horns, half head, or around the neck.

Time is taken between two flags. The judge will decide any questions regarding catches. Time stops when the steer and horse face each other with 8 feet on the ground.

Rough Stock.

We want to make sure that every contestant has an opportunity behind the Chutes to stretch , get ready, PRAY, and be encouraged, However to keep the event rolling There will be a judge with a stopwatch that once animal is in chute and ready you will have at the most 5 minutes before the gate is pulled. So be ready! Don't wait till your name is called to start getting ready.

CALF RIDING: 6 Sec Time Limit: Contestant must furnish Required helmet, vest, Spurs are optional but cannot be sharp (Same Rules apply)

STEER RIDING: 6 Sec Time Limit: Contestant must furnish Required bull/steer rope helmet, vest, Spurs (No sharp spurs can be used)

Objective: Ride steer for 6 seconds

Re-rides shall be decided by the judge

Fall - If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not

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

Event Rules:

One arm must be free at all times.

The judge on the latch side of the chute gate shall serve as a back-up timer in the 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

**Fall - If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.*

Calf Riding/Steer Riding Score: Animal must be ridden 6 seconds • Time/scoring will start when the animal breaks the plane of the gate • Rider and animal will be marked separately • Each judge will mark 0-25 score on rider & 0-25 score on animal 31 • Judges will use stopwatches to verify the buzzer/whistle at the end of the ride. • The Head Judge's stopwatch is official and will sign all final score sheets.

Saddle Ranch Bronc Riding: 8 SECONDS

A. Safety protective vests specifically designed for rodeo events and mouth pieces are mandatory in all rough stock events.

B. The object is to ride a saddled bucking horse for eight (8) seconds and score the highest amount of points possible.

C. Rules:

1. Equipment. a. Saddle and cinch—Must have own equipment. The saddle and cinch must meet the specifications as set forth in the rule book. Leather or nylon latigos are permitted. b. Halter and buck rein—only a standard halter and buck rein may be used. c. The only adhesive material allowed is dry rosin.
2. The contestant must start from the bucking chute and when he is on the animal and ready to start, he must nod or audibly communicate with the gate help that he is ready to have the gate opened. 72
3. When the horse's inside shoulder crosses the plane of the chute gate, an eight (8) second time period begins; this time to be flagged by a rodeo official designated for this purpose. During the eight (8) second time period, the judges will judge both the horse and the rider. The horse to be judged on how well it bucks and the rider on how well he rides and spurs the horse. The latch side judge will carry a stop watch and will be the official time for the ride. At any point the rider disqualifies, either judge will stop the watch and the time indicated on the watch will determine if a qualified ride has been made. The timer and buzzer operated by the timers in the booth are not official but are simply for a gauge to assist the contestant, pick-up man and arena help in determining the ride is over and they can then do their jobs.
4. The horse is to be judged on a scale from 1 to 25 by each judge on how well that judge feels the animal bucks. The contestant is to be judged on a point scale of 1 to 25 by each judge on how well that judge feels the contestant rides and spurs the horse. Each judge's score will be added together to give the contestant a final score. The spurring motion to be judged in the saddle bronc riding is a front to back spurring motion from the point of the shoulders to the cantle of the saddle.
5. The riding hand and rein must be on the same side of the horse.

D. Disqualifications not covered in Article I

1. Being bucked off prior to the end of (eight) 8-second ride.

2. Changing hands on rein or wrapping rein around hand.
3. Using sharpened rowels. 73

EXPLANATIONS OF RIDING EVENT TERMINOLOGY

1. Length of Spurring Stroke BAREBACK: Feet are as far forward as possible and as high in the neck as you can, then pulling your feet in a straight line to the front of the bareback rigging. SADDLE BRONC: Extension of the legs as far forward in the neck of the horse, then in a sweeping motion back toward the cantle.
2. Exposure Willingness to go beyond standard spurring motion. Extending oneself beyond secure control. SADDLE BRONC: Willingness to extend the forward stroke beyond the normal secure position of the spurring motion in the neck.
3. Aggressiveness Speed of the rider's feet when repositioning on forward stroke. Positive, forward, forceful movement of spurring motion.
4. Timing The position of your spurring motion in relation to animals bucking efforts coordinate efforts in rhythm with each other on each jump.
5. Control In balance (not out of control). Control of keeping your body in balance with bucking efforts of the animal while exhibiting all the requirements of the ride. Sitting squarely in the middle of the animal with balance. 74
6. Drag Continuous spur rowel pressure with the animal through the length of the spur stroke.
7. Spur Position Rowel against the animal with the toes turned out.

Characteristics and Explanation of Bucking Horse Action

1. Front-end Moves and Ducks Horse is changing leads and directions from side to side as if dodging imaginary obstacles. The horse will hit the ground, one foot at a time, causing direct change in the shoulder movement, which creates a sideward rocking action in the rigging or swells of the saddle.
2. How High the Horse Gets in the Air How much distance between the ground and horses front feet. Also, how high the animal kicks. Front-end height alone is not enough.
3. Front-end Drop Vertical drop which has no, or very little, forward motion. It would seem as though the animal is sucking backwards underneath you with a strong effort to throw you over the front of your saddle or rigging. The timing of the delayed kick creates a downward power (centrifugal force) on the swells and rigging, which is seen in the drop of the rigging or swells of the saddle.
4. Direction Change or Spin Unexpected change of direction or tight circle.
5. Kicks Hard kicks, sidekicks, uneven kicks, fully extended even kicks, both feet together, high, delayed. Creates power, drop, rhythm, timing, rocking, and any combination of the above.
6. Timing: Regularity of the speed, kicking efforts and pattern of the horse's bucking efforts.
7. Rhythm (much the same as timing) 75 GOOD RHYTHM: Smooth, even, consistent bucking efforts. NO RHYTHM: Changing up jumps, uncoordinated kicks, drop and movements of the horse.
8. Power Mainly a combination of drop and kick creating stress on the rigging or saddle and jerk on the contestant.

The overall image of the degree of intensity the horse puts into his bucking efforts. It is harder for a rider to maintain his body control and spurring action on an animal that has a unique bucking pattern. Horses without timing or rhythm with front end moves and ducks are hard to ride and very difficult to spur. A horse that drops in front and does not float out of the air throws much more power at the rider. The power and strength of the animal's bucking efforts depends on how hard he kicks, lunges, and hits the ground. Speed and quickness of the animal creates much more action within the eight-second period. When marking the bucking horses, remember that a horse that ducks and dives is hard to ride and hard to stay in time with, and should be marked high even though he does not look sensational in action. When you see one that jumps high, kicks high, and has speed and power, Don't hesitate to give a high marking, right up to the 25. The high jumping, floating type of horse that is easy to ride is a good draw only because a great ride can be made on him. He is usually just a fair horse. The really hard-to-ride horse is entitled to a high marking even though it is tough to make a good ride on him, and the poor ride marking will take care of it. Then if a man makes an outstanding ride on a rank, hard to ride horse, he is entitled to win, not be penalized because he didn't draw one of the cream puffs. Remember, horse and rider 76 are to be marked separately, from zero to 25, using the full spread. 9. Speed and Quickness Rapidness of bucking efforts. More speed, the more jumps and actions in eight seconds (hard to keep up with).

FOR 2025 THIS EVENT IS PENDING. WE ARE WORKING ON STOCK CONTRACTOR AND BULL FIGHTERS WILL BE UPDATING SOON

Bull Riding: 8 SECONDS

A. Safety protective vests specifically designed for rodeo events and mouth pieces are mandatory in all rough stock events. MUST HAVE OWN EQUIPMENT & PROTECTIVE HELMET DESIGNED FOR RODEO.

B. Objective is to ride a bull for (eight) 8 seconds and to score the highest amount of points possible during that ride.

C. Rules:

1. Equipment—The contestant is to use a standard flat braided bull rope. No metal or freak devices may be used with the bull rope. Only dry rosin will be allowed as adhesive material. There must be a bell or bells attached to the rope to pull the rope free of the bull after the ride is complete. Chaps may be used by the contestant but may not be tucked under the rope while the rope is being pulled tight around the bull's barrel.
2. Rider is to start from a bucking chute and must nod to the gate help or give audible communication when he is ready for the chute help to open the gate.
3. Time is to start when the bull's inside shoulder crosses the plane of the gate. The latch side judge will carry a stop watch and will time the ride for (eight) 8-seconds. At any time during the ride if either judge sees a disqualification, he is to stop the watch and time elapsed on the watch will determine if a qualified ride has been made. The judge's watch will be the official time.
4. The contestant may ride with only one hand in the bull rope, the other hand must remain free at all times and may not touch the bull, the rope or himself during the ride.
5. It is the rider's choice whether or not to use a "bubble" or a "wrap" around his hand but the judge does have authority to disallow a dangerous hand hold. 77

6. Spur rowels must not be sharpened and must have at least turn or movement.
7. No "mark out rule" is used in bull riding and no spurring motion is required during the ride.
8. As in other rough stock events, each judge has 1 to 25 points for the rider and 1 to 25 points for the animal.

D. Disqualifications not covered in Article I:

1. Being bucked off prior to the end of the 8-second ride.
2. Touching the animal, rope or yourself with free hand.
3. Using illegal spurs or rope.
4. Failure to have a bell on the rope.

EXPLANATION OF BULL'S BUCKING EFFORTS:

When judging the bull ride, position yourself so you can see all the action clearly and still be safe. It is impossible to concentrate on the ride, and how the bull is bucking, if you are having to run for safety. You will need to maintain a similar judging position for the entire contest.

1. Spinning Continuous circling in one spot. Needs speed or other qualities to make the bull difficult to ride.
2. Jumping and Kicking with the Spin Creates power and is much harder to ride than flat spinning bull, depending upon the height of the jumps, drops and kicks of the bull.
3. Jumping and Kicking in a Straight Line or a Big Circle Depends upon how many combinations are involved (shoulder rolls, height, kick, power). Can be very difficult to ride.
4. Lunges Unexpected forward movement with little if any kick. Usually by a bull with little or no timing—not spectacular, but very difficult to ride, and should be given credit for doing so.
5. Shoulder Roll 78 Side to side body movement, could be on the ground or at the top of his jump. A bull that kicks with shoulder rolls increases the difficulty.
6. Rearing and Kicking Front end comes up abnormally high, usually accompanied by drop, trying to pull you down over his head. Usually by a bull with little rhythm and timing. Difficult to maintain control.
7. Rhythm Smooth, even, consistent bucking motion no matter what his pattern of bucking might be. Sameness throughout the entire ride with coordinated kicks.
8. Fades Refers to movement sideways, or even backwards, instead of forward. Tends to slide out from underneath you.
9. Strength and Power Front end drop, strong delayed kicking, and overall effort in bucking along with size, speed and quickness play an important role in the power of the bull.
10. Drop Vertical drop of the bull's front end as he drives his front feet into the ground creating power on the contestant by jerking downward on the bull rope (related to jumping and kicking efforts of the bull).
11. Hops or Walks on Front-end Lands on front feet and walks a step or two before his kick causing a whip to the upper body and a very uneven rhythm. Very difficult to ride.
12. Speed Rapidness of movement or lack of it

CONDUCT: We encourage anyone to come and speak to us if they feel a mistake has been made. However we cannot allow judges or timeKeepers to be distracted during the next contestant's run. If you need for a call to be reviewed DO NOT APPROACH A JUDGE OR COME UP TO THE ANNOUNCERS BOOTH. Text or call 256.874.0500 before the event is over. I will meet you underneath the announcers stand to discuss and review. If this is not followed you will cause your child to have DQ. We make mistakes and again encourage anyone to come and question a call but this is the process to handle that in order to keep the rodeo rolling.

All parents/contestants are required to read the rules carefully, particularly those relating to the events in which they enter. Failure to understand rules will not be accepted as an excuse for any issue. Affirmation Forms for the RuleBook will be required to be signed by a parent/guardian for each membership. (Single or Family)

This Affirmation form will be signed when you complete your Registration

If there is not a specific rule pertaining to an event, then it will automatically be referenced to the event NLBRA rules.

**** End of Year Awards** Eligible events :**

Events that do not have at least 3 participants entered in 1 more than half the held rodeos for the season; those points will not be calculated toward All Around. The event is still eligible for Day \$ and the year end award will be based on participation.