

Sheridan Cowgirls Association

EVENT RULES

UPDATED APRIL 2021

Barrel racing

A. (PeeWee, Junior, Senior Divisions)

- * The barrels and start line will be permanently marked for the entire go around. Start line should be clearly visible.
- * Pattern: The standard course shall be used whenever possible. The standard distance is: maximum 90 feet between 1st and 2nd, maximum 105 feet between 1st and 3rd, and 2nd and 3rd. The front two barrels shall be a maximum 60 feet from the starting line as required by arena conditions. The arena conditions will determine the distance the barrels will be set. The barrels must be a minimum of 20 feet off the fence.
- * Contestants may start either on the right or left barrel. When starting on the right barrel, there will be one right turn and two left turns around the barrels. When starting on the left barrel, there will be one left turn and two right turns. Not following the cloverleaf pattern will result in a no time.
- * Time will begin as soon as the horse's nose crosses the score line and stop when it re-crosses the score line after completing the pattern. If a horse re-crosses the start line at any time before the pattern is completed, pattern will be considered broken and will result in a no time.
- * Touching a barrel is permitted by the horse or contestant.
- * If during a run the timers miss your time, you will be allowed a re-run.
- * Raking the arena should be done at regular intervals to be determined by the rodeo committee.
- * A five second penalty will assessed for each barrel knocked over
- * One horse cannot be ridden by more than one contestant in the same division.

B. 3D Barrel Racing

- * All above rules apply except a knocked barrel will receive a no time.
- * All horse and riders regardless of age, ability, or experience run in the same class. The three divisions are then decided by one second intervals based on the times actually run. With the 3D format, the overall fastest placing time of a class is used to set the one second time brackets for

the three divisions. For example if the fast time is a 18.00 the divisions are as follows-1D 18.00-18.99, 2D 19.00-19.99 & 3D 20.00+.

*Each division receives their own set of points. Year end membership awards will be given in the division the horse has the most points in. If multiple horses are ran, they must be ran in draw order. For all around purposes, the member will be awarded all around points on only one horse, this will be determined by which horse earns the most points in designated division. For example, horse A has earned their most points in the 2D , 20 pts.) and horse B has 10 points in the 3D, only the 20 points from horse A will be counted towards all around.

Pole bending

* The poles and start line will be permanently marked for the entire go around. Start line should be clearly visible.

* Pattern: The pole bending pattern is to be run around six poles. The distance from the starting line to the first pole shall be twenty-one feet. The distance between each pole shall be twenty-one feet. End poles must be at least twenty feet from fence. Poles must be in a straight line.

* Poles should be constructed on one solid piece, (not including the base).

* A horse may start either to the right or left side of the poles and run the remainder of the course accordingly. Not following the pattern will result in a no time.

* A five second penalty will assessed for each pole knocked over.

* Touching a pole is permitted by the horse or contestant.

* Time starts when horse's nose crosses the start line and ends when its nose re-crosses the start line after completing the pattern. If a horse re-crosses the start line at any time before the pattern is completed, pattern will be considered broken and will result in a no time. Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.

* If during a run the timer misses your time, you will be allowed a re-run.

* In the 2D pole bending, the divisions will be divided by a two second interval from the fastest placing time. (i.e. 20.00 wins the 1D a 22.00 would win the 2D). If more than one horse is ridden same rules apply for all around as the 3D barrels, see above.

* Raking the arena should be done at regular intervals to be determined by the rodeo committee.

* One horse cannot be ridden by more than one contestant in the same division.

Goat tying

1. There is no set distance from the starting line to the goat, but a minimum of 50 yards is desirable. The goat stake must be a minimum of 50 feet from the back fence. The goat should be tied to a stake with a 1/2" to 1" hard twist cotton rope, 10 feet in length. Stake should be pounded completely into ground. The contestant must be mounted and ride from the starting line to the goat. Dismount from the horse, throw the goat by hand and cross and tie any 3 legs together with leather, nylon or cotton string.

2. If the goat is down when the contestant reaches it the goat must be cleared off the ground before the tie is made. If the contestant's hand is on the goat when it falls, the goat is considered thrown by hand.

3. Contestant must stand back at least three feet from the goat before the judge will start the six second time limit on the tie for the goat's legs to remain crossed and tied.

4. Should the horse run over or contact the goat or rope at any time the contestant will be assessed a 10-second penalty. If the goat should break away because of any foul of the horse, the contestant will be disqualified. If the goat breaks away any other time it will be left to the field judge's discretion whether they will get a re-run.

5. Once a contestant has signaled their tie as complete, they may not touch the tie again.

6. The goat must be held by the collar at the end of the rope in vertical position from the start line until time begins.

Goat tail tying

* A single overhand knot is acceptable. Ribbon will be furnished by rodeo committee. Knot must not be tied in ribbon before contestant reaches the goat.

* Same rules apply as outlined in goat tying for the staking of the goat and as outlined in section 1., 5. &6. of the above goat tying rules.

* In the pee-wee division the parents are allowed to assist the contestant to the goat and hold the horse while the rider dismounts.

* In the pee-wee division the goat will be held by the goat holder in vertical position from the start line until the contestant completes their tie. There is no time limit.

* Horse sharing **IS** permitted for this event.

Steer Breakaway

- * One loop will be permitted and open catch pen rules apply.
- * Ropes are tied to the saddle horn with string provided by the committee. White colored cloth with a measurement of at least 6" x 6" must be attached to the end of the rope.
- * Legal catches are as follows:
 1. Around both horns (slick horns).
 2. Around the neck.
 3. Half a Head.
- * The field judge will flag the contestant when the rope breaks away from the saddle horn.
- * The contestant will receive a no time should they break the rope from the horn by hand or by touching the rope or string after the catch is completed.
- * A broken barrier will be assessed a 10-second penalty.
- * Horse sharing **IS** permitted for this event.

Steer stopping

- * One loop will be permitted and open catch pen rules apply.
- * The only legal head catch is **slick** around both horns.
- * The field judge will flag the contestant when a legal head catch is made, the roper makes a complete dally and brings the steer to a complete stop in a straight line facing the mounted roper, and both the steer and the horse must have their front feet on the ground.
- * A broken barrier will be assessed a 10-second penalty.

Women's Team roping

*Contestants are allowed to enter two times on each end. It must be with a different partner each time or if entering with the same partner, they must switch ends. Membership award points are taken as a team, for example Jane and Jessica would earn points as a team, not as an individual. Year end awards are given to the team with the highest points. All around points come from your team with the highest amount of points.

*Senior division contestants may rope with an adult, Senior's points earned in this event does not count towards all around in their division, may qualify for event year end awards.

* Time will be taken when steer is roped, both horses are facing the steer in line with ropes dallied. Horse's front feet must be on the ground and ropers must be mounted, steer must be standing when roped by head or heels.

*Each contestant will be allowed only one loop and open catch pen rules apply.

- Legal head catches are as follows:

1. around both horns
2. around the neck
3. Half a Head

* Heelers will be allowed to tie on hard and fast if they desire (Adults only).

* If heeler ropes a front foot or feet in the heel loop and the header calls for time the catch is illegal.

* One hind foot caught by heeler will be assessed a five second penalty.

* Broken rope or dropped rope will be considered a no time.

* A broken barrier will be assessed a 10-second penalty.

Barrier conditions (these rules apply to all roping events)

*There shall be two or more timekeepers, a field judge and a line judge.

*A barrier shall be used at all times unless one is not available. In this case a barrel line may be used (meaning a barrel is set out 10-15 feet from the roping chute; time will start when the steer's nose crosses in front of the barrel flagger). A 10-second penalty will be assessed if the barrier is broken or if the roper throws his/her rope prior to the steer's nose crossing in front of the barrel.

*If in the opinion of the line judge, contestant is fouled at the chute, the roper will get stock back, providing contestant declares their self by pulling up immediately.

*Roping an animal without releasing the loop from the hand is not permitted.

*If a contestant feels their livestock was “unfair” i.e. sets up or ducks left hard they may ask the flagger for new steer. It is completely up to the flagger and arena judge if you will be awarded another steer.

Mixed team roping: Same rules for the team roping apply except as follows:

*Must enter at least 3 of the rodeos to be eligible for year-end awards.

*Awards are given by money won, not by points. Mixed roping does not count for all-around in any division.

*One partner must be a SCA member or have family membership. Each contestant may enter three times on each end.

*Teams may consist of a women and man, man and child(15 & under), or child and woman.

Dummy Roping

*Starting line is 12 feet from the dummy.

*Pee wee roping line is to be 5 feet from the back of the dummy.

*Junior line is 8 feet from back of dummy.

*Roper's time begins once he/she crosses over the starting line.

*At least one complete swing must be taken after crossing the starting line and before releasing the loop. Failing to do so will be considered a miss/illegal catch.

*There is a two minute time limit, they can rebuild as many time as necessary to catch within this time limit.

*3 legal head catches only. Slick horns, half head, and neck.

*Time ends when head is caught and /or slack is pulled or two minute time is up.

*If the contestant needs to build their loop during the two minute allotment, they must do so without any assistance.

EXHIBITIONING

*The following is meant to be a guideline to allow contestants to exhibition their horses to give them exposure to arena conditions without the pressure of competing. It is meant to be a training ground for horses.

1. All pole bending and barrel racing exhibitions will be run before the regular rodeo.
2. Fee: \$5.00/run cash at the gate. Contestants can exhibition a horse more than once provided they pay for each run.
3. In the interest of time a forward motion must be kept and no circling the barrel or pole will be allowed.
4. In the interest of time, the exhibition event may be cancelled if the weather is looking like a storm is imminent.
5. The Arena Director reserves the right to excuse contestant and horse from the arena if they deem necessary.