



2024 Season Rolling Hills Rodeo Association General Rule Book

“A Family Tradition”

RHRA is a non-profit an organization that is devoted to promoting western traditions, family values and personal growth through the sport of rodeo. We are focused on family, community, sportsmanship and personal growth of our members and participants, while keeping safety top of mind. While RHRA is open to all ages of participants this organization hosts a family and youth centered atmosphere where a majority of our resources are dedicated to our youth contestants.

There are many opportunities available to be focused strictly on “*competition, the win & hunting awards or prize money;*” The types of events where you can haul in, unload, lay down a run and then hit the rodeo road onto the next one – BUT – RHRA is not that association!

RHRA has a culture rooted in family values, community, and sportsmanship. This rodeo is about growth, cheering each other on, having dinner at your competitor’s trailer, lending a hand, and learning that these events aren’t produced without effort and yes, of course some friendly competition! With so much of this world becoming focused on winning at all costs & social status, RHRA works hard to foster a different culture.

We hope to foster a culture where youth and adults can bond with like-minded individuals focused on growth, forming lasting relationships, exhibiting exemplary sportsmanship and respect, and learning the true meanings of “family traditions!”

When you become a part of the “family tradition” we ask that you help to uphold this culture and camaraderie.

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Article I - Rules for Contestants

GENERAL CONTESTANT RULES:

1. Contestants may move up one age division and compete in an event only if the event is not offered in their age division. They will compete for day money and their points will count for year-end event awards, however points from that move-up event will not count toward year-end all-around awards; except for open team roping which can count toward All-Around for any age division.
2. Youth contestants (16 & under) may choose to move up an entire age category at the beginning of a season but must remain in that same age group for all future RHRA events.
3. All contestants shall assist in keeping the arena/gate area clear by staying out of way of the arena except when contesting or assisting.
4. The decision of the judges, flagman and timers who have been designated by the Association shall be final. No contestant shall speak to a judge or timer, unless to point out a discrepancy. Questions regarding a specific call shall be addressed to the judge or official no later than the end of that event.
5. All contestants are required to read the rules carefully, particularly to those relating to the contests or events in which they are entered. **Failure to understand the rules will not be accepted as an explanation for any errors, omissions, or infractions committed by a contestant.**
6. There shall be no limit to the times a horse can be ridden by different contestants in any one event.
7. If the Association furnishes numbers, contestants must wear them on the back of their shirts to be visible to the judges, timers, and spectators. The penalty for not wearing numbers may be disqualification.
8. **Contestants must wear western attire:** western hat (optional), button-up shirt with sleeves (long or short), and tucked in, western boots and western jeans in the arena during a performance or during slack.
9. A contestant may compete in an event even if they are the only one entered and receive points if they receive a qualified time. Points will go toward the event and their age group All-Around.
10. All contestants shall be ready to compete when called upon. Each contestant shall receive a maximum of three (3) calls to begin their run. Unless the contestant has made other arrangements with the Arena Director, Show Secretary or Judges PRIOR to the event they are competing in, otherwise the contestant may be disqualified by the judges.
11. Contestants must be on hand to answer the call of the Arena Director and must comply with all other rules of the Association for each contest or exhibition held under the auspices of the RHRA. When, in the opinion of the Arena Director, a sufficient number of contestants are present for an event, there will be no delay because others are not present.
12. A contestant must enter and compete in at least four (4) of the six (6) rodeos to qualify for year-end awards.
13. A contestant must compete in the same event a minimum of four times and have one registered, qualified time/score to qualify for year-end event awards. A contestant must

also “place” (1st – 6th) in a minimum of 1 rodeo and a given event for it to be included in all-around points.

14. Seven (7) & under: Horse may be led for contestant in an event if safety is a concern; however, they will not receive a qualified time for that event. Contestants needing to be lead are encouraged to consider the Lead-Line class.
15. The Association reserves the right to refuse the entry of any contestant.
16. RHRA Board reserves the right to make modifications to rules as necessary for safety or functionality, so long as the rules are applied the same to all within a given age group for that performance.
17. A Contestant who does not exhibit good sportsmanship during a contest may be disqualified at any time by the Judge or Board.

AGE GROUPS AND EVENTS:

Contest age groups shall be designated as follows, with age requirements as of January 1, applying to the full rodeo year.

1. All contestants (members & non-members) must be able to produce a copy of their government issued identification or birth certificate to verify age, if requested by the board or association.
2. RHRA age groups are not gender specific but solely age specific.

Lead-line Open to all ages:

Cal Stake
Barrel Racing
Goat Tail Untying

7 years and Under:

Cal Stake
Barrel Racing
Goad Flanking
Dummy Roping

8- to 11-year-olds:

Pole Bending
Barrel Racing
Goat Tying
Dummy Roping*
Calf Tracking*
Breakaway Roping*

*Contest may choose one of the three events above

12–16-year-olds:

Pole Bending
Barrel Racing
Goat Tying
Breakaway Roping
Steer Daubing

17–39-year-olds:

Pole Bending
Barrel Racing

Goat Tying
Breakaway Roping

40+ year olds:

Pole Bending
Barrel Racing
Goat Tying
Breakaway Roping

Open Team Roping- All ages.

Pick and Draw format.
Pick 1 draw 1 or Draw 2

MEMBERSHIPS:

1. Annual Membership fees include, but are not limited to, the eligibility to compete in regular season rodeos, voting at general membership meetings, and year-end award eligibility.
2. Membership fees must be paid in full as indicated on the current year membership forms. A late fee shall be applied to any membership form not received prior to June 1st of the current year.
 - A. Membership late fee: \$25.00
3. Annual Membership Fees are to be paid prior to the contestant's first RHRA competition to be eligible to receive points that count towards year-end awards.
4. Members may join at any time Association capacity allows.
5. There will be a 120 contestants per day limit; 120 maximum contestants will be granted entry with priority to current members. Non-members will be allowed to compete up to the 120 contestant per day maximum as space allows. Association memberships will be automatically capped at 120 competing contestants as noted on the registration form.
 - A. Priority entry will be given to members only, with entries beginning the 1st of the month to the Friday before the rodeo. Members may also enter Saturday and Sunday as space allows.
 - B. Only pre-entries will be allowed. **NO "DAY OF EVENT" ENTRIES.**
6. All contestants must have a signed and notarized release form on file with the Association Secretary for the current year. These forms will be available via the Association website, Facebook page or via email upon request.
7. It is the responsibility of the contestant to notify the Secretary of any address changes or change of information that differs from that given on the application.
8. RHRA reserves the right to limit or decline memberships or entries.

NON-MEMBER(S):

1. Non-members will only be allowed to enter the Saturday and Sunday prior to the rodeo as space allows, up to the 120 contestants per day maximum limit. Only pre-entries will be allowed, **NO "DAY OF EVENT" ENTRIES.**
 - A. Example: If 110 members enter for the June rodeo, only 10 non-members would be allowed to enter up to the maximum of 120 contestants per day.
2. An applicable daily non-member fee shall be applied to any contestant entering per the entry form.
 - A. Non-member daily entry fee per person: \$20.00.

3. All contestants must have a signed and notarized release form on file with the Association Secretary for the current year. These forms will be available from the Secretary at any time via the Association website, Facebook page or via email upon request.
4. It is the responsibility of the contestant to notify the Secretary of any address changes or change of information that differs from that given on the application.
5. RHRA reserves the right to limit or decline memberships or entries.

POINT SYSTEM & PAYOUTS

1. Points may only be earned by current “members” who have paid their current annual Membership Fee and are in good standing with the Association.
2. In the event a non-member places within the top 6 they will be eligible to receive day money payout. Points will be rolled to the next place person even if they are a further placing than 6th place. (For example: if a non-member places 6th they would be given the day money payout, but the 1 point will be given to the 7th place contestant providing they are a member)
3. Total pot money shall be paid at an 80%/20% split. For Stock events this percentage will be allocated after the stock charge is taken out.
4. In the event qualifying places are not filled, payouts will be allocated based on the number of qualified runs. Example: only three contestants qualify in a youth event but should figure payoffs for 3 places paid, etc.)
5. Cash Payouts –Number of places and percentages
 - A. **Lead-line— only day prizes will be given.**
 - B. **7 & Under Age Group:** Six places will be paid as long as six qualify in the event & the final placing payout is no less than \$1.00.
 - C. **8-11 Age Group & 12-16 Age Group:** 1 placing payout for every 5-7 contestants entered in each event. Payout discretion at that of the Treasurer/Secretary.
 - D. **All other age groups will be paid according to the number entered in each event:** 1 placing payout for every 5 contestants entered in each event.
6. In the event only one contestant qualifies in an event he/she will receive 100% of the payout *percentage*.
7. In the event there are no qualifiers in a given event, the association shall keep all monies paid into that event.
8. Contestants who qualify will receive the standard percentage/allocation for their placing and any points left over shall be considered unearned and will be forfeit.
9. Point System:

Place:	Points:
1st	6
2nd	5
3rd	4
4th	3
5th	2
6th	1
>6th	0

10. Year-end event award calculation:
 - A. Contestant must compete in 4 of the 6 rodeos in a given event yet can accumulate points from all rodeos.
 - B. Contestant must have earned points in a given event at a minimum of one rodeo within the season.
11. In the circumstance that the year-end event points yield a tie, the winner will be determined by the contestant who has the fastest average times throughout the year with priority given to the contestant with the most qualified runs.
 - i. A qualified run is defined as a run with a time.
 - ii. No times, broken patterns and non-participation will not be considered as a qualified time.
 - a. No times = NT
 - b. Broken Patterns = BP
 - c. Non-participation = NP
 - d. Disqualified = DQ
12. All-Around award calculation:
 - A. To qualify for All-Around, the contestant must have qualified for year-end standings in a minimum of 3 events.
 - B. Cumulative season points will be utilized for determining All-Around standings from all qualifying events that were contested at a minimum of four times.

YEAR END AWARDS ELIGIBILITY:

1. Only members are eligible for awards.
2. A member must enter and compete in at least four (4) of the six (6) rodeos to qualify for year-end awards.
3. A contestant must compete in the same event a minimum of four (4) times and have one registered, qualified time/score to qualify for year-end event awards. A contestant must “place” (1st – 6th) in a minimum of 1 rodeo during the season in a given/single event for it to be included in all- around points.
- 4. Contestants are required to volunteer at four of the six rodeos and/or volunteer in RHRA sponsored events to be eligible for year-end awards.**
5. Volunteer requirements shall be fulfilled before September 1st of the current year.
6. It is the contestant’s responsibility to arrange volunteer duties throughout the day and ensure the volunteer time is recorded at the end of each day.
7. Board members and volunteer committee members will have a daily list of members to sign off volunteer time at each rodeo.
8. Contestants must be in good standing for the current year. Contestants must not have been suspended or trespassed resulting in disqualification.

PROTEST

It is the Associations aim to protect its members against unfairness and to provide a uniform set of rules for all contestants. Contestants have the right to file a protest with judges and board, providing a detailed explanation of how a rule book violation occurred. A protest shall be filled *immediately* to the Arena Director or Board Members. The Arena Director or Board shall review the protest with the judge and their collective decision shall be final on all protests.

Article II - Rules for the RHRA

CONDUCT OF RHRA EVENTS

1. The Management, Association and Board Members assumes no responsibility or liability for injury or damage to the person, property, and stock of any owner, contestant, or assistant. Each participant, by the act of his or her entry or participation, waives all claims against the Management for any injuries their property may sustain.
2. Any conflicting rules between facility and association rules, the Management will hold a general meeting in the grandstand or in the center of the arena to inform all contestants before the start of the event. Arena Director and Judges shall be present during this meeting to clarify any questions contestants may have.
3. Management reserves the right to make rule adjustments in the event unforeseen circumstances occur. All contestants will be notified by board prior to the start of age group/event. Arena Director and Judges shall be present during this meeting to clarify any questions contestants may have.
4. **Judges, Directors, and Board Members reserve the right to make special calls in all events and situations.**

DRAWING OUT AND ENTRY FEE REFUNDS:

1. The Association shall not be responsible for returning a contestant's entry fee.
2. Requests for withdrawal from any contest or event, will result in the forfeit of any entry fees.
3. The Rodeo Secretary and office must be notified of a withdrawal.
4. If in the opinion of the Judges or Board Members, that a contestant should not compete due to injury of person or horse the contestant may withdrawal. This does not necessarily prevent the contestant or horse from competing in other events in which they are entered.
5. All entry fees must be paid in advance as directed by the association. Failure to pay entry fees before deadline will result automatic draw out for events unpaid.

CONDUCT OF CONTESTANTS, PARENTS/GUARDIANS, IMMEDIATE AND EXTENDED FAMILY MEMBERS, FRIENDS/SUPPORTERS AND ASSOCIATES OF CONTESTANTS:

1. No contestant, who in the opinion of the Judge, Arena Director or Board, shall be under the influence of / impaired by alcohol, marijuana or drugs while in the arena.
2. No person, who in the opinion of the Judge, Arena Director, or Board, who is under the influence of / impaired due to alcohol, marijuana, or drugs may assist a contestant in the arena.
3. For any contestant in violation of sections A through L below, whether in whole or in part, the discretion of the Association or RHRA Board and judges, may withdraw their name and entry, disbar the contestant from any and all events, and withhold any money &/or prizes due, forfeit points, be suspended or disqualified, and/or expelled from an event and be subject to expulsion from future events and/or the Association.
 - A. Violating the governing rules of the Association.
 - B. Nonpayment of entry fees; Including returned payments, insufficient funds, closed accounts, etc.

- C. Violating the western dress rule.
 - D. Not being ready to compete when called upon.
 - E. Using illegal substances, including performance enhancing substances or being under the influence of liquor or drugs.
 - F. Quarreling with the judges or officials.
 - G. Mistreatment of stock.
 - H. Physical or verbal altercation with other contestants, directors, or grounds help.
 - I. Failure to give assistance when requested to do so by the Arena Director, or for any reason deemed sufficient by the Association.
 - J. Practicing patterns
 - K. Cheating or attempting to cheat.
 - L. Conduct or speech of any kind at the discretion of the board determined to be detrimental to the best interest of the Association.
 - M. Theft of any kind.
 - G. Unsportsmanlike conduct; at the discretion of the board.
 - H. Refusing to compete in position drawn by the Rodeo Secretary unless other arrangements have been made with said Secretary.
 - I. Physical or verbal altercation with other contestants, directors, or grounds help. Failure to give assistance when requested to do so by the Arena Director, or for any reason deemed sufficient by the Association.
 - J. Verbal abuse, intimidation or threats, physical abuse, intimidation or threats towards any other contestant, parent/guardian, immediate or extended family or friends/supporters and associates of a contestant or any spectator or member of the public, or Association member or official.
 - K. Engaging in physical or verbal confrontations in the arena or on the grounds of the RHRA event.
 - I. Any illegal activity.
 - J. Failure to abide by or disobedience of Articles and Rules of this Association.
 - K. Failure to abide by the dress code during performance or slack.
 - L. **For any rules not covered above, the Board of Directors will be called in to make the final decision.**
4. Any parent/guardian, immediate or extended family member, friend/supporter or associate of a contestant in violation of sections A through L above, whether in whole or in part may be expelled from an event and be subject to expulsion from future events and/or the Association.

Article III - Rules for Officials

SELECTION OF JUDGES AND TIMERS:

1. All Judges and timers shall be chosen for each RHRA by the Board.
2. When possible, parents may not judge or time events in which their own child is participating.

ARENA DIRECTOR:

1. The purpose of the Arena Director is to ensure that the rodeo is run in the smoothest possible manner in accordance with rulebook guidelines.
2. It shall be the Arena Director's responsibility to decide if a rodeo should be called off, delayed, or resumed when bad weather occurs.
3. It shall be the Arena Director's responsibility to see that a contestant competes in the position or on the stock drawn for them.
4. It shall be the Arena Director's responsibility to help determine appropriate resolution of any protests and to ensure the rule book is followed in accordance with how it is written.
5. In the event an Arena Director is not present or selected then the decisions will be made collectively by the Board Members.

TIMERS:

1. Timers for the event (based on age group) may not be changed after the first contestant enters the arena. Exceptions include but not limited to sickness, injury, or incompetence at the discretion of the Board.
2. Timers must work from the same position for all contestants within a given age group.
3. Timers should have prior experience and be positioned at a place that facilitates good communication with the Arena Director, Judges and Announcer.
4. Timers shall be responsible for keeping a timer's sheet and recording times, including all penalties added on, which is provided for them by the Rodeo Secretary.
5. All RHRA Rodeos will utilize the preferred method of electronic eyes/timers plus one manual back up timer. In the event an electronic eye is unavailable, there shall be two (2) manual timers for all events and the times shall be averaged to give the official time.

RODEO SECRETARY:

1. Rodeo Secretary's name contact information shall be posted publicly.
2. Rodeo Secretary will post all entry information on RHRA website and appropriate social media.
3. Positions must be drawn in all events for the first go-round & re-drawn for any subsequent go rounds. Contestants using the same horse may be split.
4. Contestants are privileged to see the records of all contestants in any event of which they take part, at the end of each go-round.
5. Performance results will be posted for public view as quickly as reasonably possible by the office help. Priority will be given to keeping an accurate record of what is happening with contending contestants over posting results.
6. Secretary shall make a minimum of two copies of all timed event score sheets, one master sheet and one timer sheet. Timer's sheet shall be checked with master to ensure all times and penalties are accurate and kept with final records.
7. Master score sheets will not be removed from the office through duration of event.
8. The Rodeo Secretary must audit rodeo results, following each rodeo to check for errors and perform payout.

9. Secretary must be notified within 14 calendar days following the rodeo of error on posted results or payout otherwise results will become final and stand as-is.
10. Secretary will notify any contestant affected by the error by private email.

JUDGE(S):

1. Judge(s) must read the RHRA rulebook to familiarize themselves with all rules and disqualifications.
2. Timed event Judge(s) will not flag contestant out until time is recorded. Judge is to flag time, then flag contestant out if time is not legal.
3. Judge(s) must remain available to Rodeo Secretary for a short time after the rodeo ends in case any questions arise.

FIELD FLAGGER:

1. In any timed event, if an animal escapes from the arena, flag will be dropped, and watches stopped. Contestant will get animal back with lap and tap start. Time already spent will be added to time used in qualifying. If time is not recorded, the decision of the Flag Judge shall be final concerning reruns. Roping box is part of the arena.
 - A. If rope is on animal, roper will get animal lap and tap with rope on it in the chute.
 - B. A Field Judge must ask contestant if they want a second loop. Once a contestant has been flagged out, he or she will receive no stock back.
2. Timers, Barrier Judge nor Field Judge shall not be changed after the first contestant enters the arena. Exceptions include but not limited to sickness, injury, or incompetence at the discretion of the Board.
3. The decision of any Judges, Timers or Flagman will be final. A protest by contestant will be permitted when a violation of the rule book is believed to have occurred through the Judge, Arena Director or Board Members.

Article IV - General Rules for Events

RULES FOR TIMED EVENTS:

1. If contestant's horse breaks the timer eye or starting line by backing through before starting their pattern, time will be considered started. If horse re-crosses the starting line at any time before the pattern is completed, pattern will be considered broken, and the run will receive a "no time."
2. A contestant must remain mounted for duration of pattern to receive a qualifying time.
3. There will be a one-minute time limit beginning once the contestant has crossed the plane of the timer. (Lead line contestants exempt).
4. Contestants may circle their horse no more than one time after entering the arena and prior to their run otherwise the contestant shall be disqualified.
5. A contestant may enter the arena at the speed of their choice. **It is the responsibility of contestant and bystander(s) to ensure the gate is clear before entering arena.**
6. Arena gate must be closed immediately after contestant enters the arena and to remain closed until contestant has completed the pattern and contestant's horse is under control.
7. Contestants **MUST** do their best to walk their horse out of the arena gate when

- completed with their run for the safety of all contestants and spectators.
8. An electric eye shall be used at RHRA rodeos.
 9. When a line flagger or Judge is used, time is to start when the horse's nose crosses the line.
 10. Time will end when Judge or Flagger drop the flag.
 11. The starting line (flagging position) and barrel and pole locations must be marked permanently for the entire rodeo.

RULES FOR TIMED EVENTS USING BARRIER/BARREL Barrier:

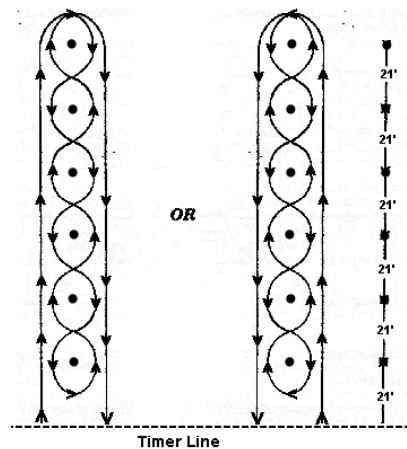
1. A contestant must remain mounted for duration of pattern to receive a qualifying time.
2. There will be a one-minute time limit beginning once the contestant has crossed the plane of the timer.
3. For all events in which a barrier is used there will be a ten (10) second penalty will be added for breaking or beating the barrier.
4. Barrier equipment shall be inspected by the Judge or Arena Director before the event begins.
5. Judge(s), Arena Director, and Board Members shall be sure nobody tampers with the barrier or barrier equipment.
6. Once a barrier line has been set in timed events it shall not be changed, nor the length of the box changed.
7. The types of barriers that are permitted are electronic eye or a barrel.
8. When using an electronic eye barrier, the time will begin when the calf or steer crosses the timer eye, and the time will stop upon the flagger dropping the flag.
9. Where a malfunction of the electronic eye barrier occurs but a time is recorded, the contestant will receive the time recorded without the penalty of a broken barrier.
10. When using a barrel barrier, the animal is not to be contested before its nose breaks the plane of the barrel, also known as the score line, and the judge drops their flag. If the animal is contested prior to this point, there will be a ten (10) second penalty assessed to a completed time.
11. **Contestants are not to enter the box until called upon and the previous contestants time has been announced, otherwise contestant may face disqualification.**

Article V - Specific Rules for Each Event:

POLE BENDING:

1. There will be a one-minute time limit beginning once the contestant has crossed the plane of the timer.
2. Contestants may circle their horse no more than one time after entering the arena and prior to their run otherwise the contestant shall be disqualified.
3. A contestant may enter the arena at the speed of her/his choice. **It is the responsibility of contestant and bystander(s) to ensure the gate is clear before entering arena.**
4. Arena gate must be closed immediately after contestant enters the arena and to remain closed until contestant has completed the pattern and contestant's horse is under control.
5. Contestants **MUST** do their best to walk their horse out of the arena gate when completed with their run for the safety of all contestants and spectators.
6. The pole bending pattern is to be run around six (6) poles.

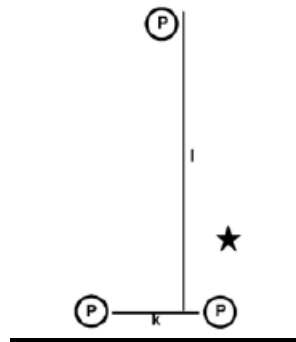
7. Poles lane(s) will be set up in the arena centered off of the entrance gate.
8. Each pole is to be twenty-one (21) feet apart and the first pole is to be twenty-one (21) feet from the starting line.
9. Poles shall be set on top of the ground, six (6) feet in height, with no base more than fourteen (14) inches in diameter.
10. Poles must be straight, both in structure and in line.
11. Contestants may start either to the right or left of the first pole, ride down to the last pole, weave back and forth between poles to the first pole, turn around first pole, weave back and forth between poles to last pole, turn around it and race back to the finish line.
12. Knocking over a pole is a five (5) second penalty per pole, and not following the pattern correctly will receive a "no time".
13. The starting line and the location of poles must be permanently marked for the duration of the rodeo.
14. A clearly visible starting line shall be provided.
15. If starting poles are used, they shall be set the same distance apart as marked for barrel racing.



CALIFORNIA (CAL) STAKE RACE:

1. There will be a one-minute time limit beginning once the contestant has crossed the plane of the timer. (Lead line contestants exempt).
2. Contestants may circle their horse no more than one time after entering the arena and prior to their run otherwise the contestant shall be disqualified.
3. A contestant may enter the arena at the speed of her/his choice. **It is the responsibility of contestant and bystander(s) to ensure the gate is clear before entering arena.**
4. Arena gate must be closed immediately after contestant enters the arena and to remain closed until contestant has completed the pattern and contestant's horse is under control.
5. Contestants **MUST** do their best to walk their horse out of the arena gate when completed with their run for the safety of all contestants and spectators.
6. A standard course should be set whenever possible where one pole is placed 105 feet from the start / finish line otherwise the 5th pole from a standard Pole pattern may be used.

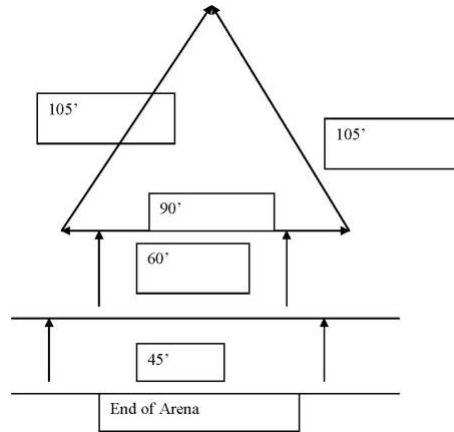
7. Riders circle the pole making either one (1) right or left turn and then return across the finish line.
8. The starting line and the location of poles must be permanently marked for the entire rodeo.
9. A clearly visible starting line shall be provided.
10. If starting poles are used, they shall be set the same distance apart as marked for barrel racing.
11. A knocked over pole will result in a five (5) second penalty.



CLOVERLEAF BARRELS:

1. There will be a one-minute time limit beginning once the contestant has crossed the plane of the timer. (Lead line contestants exempt).
2. Contestants may circle their horse no more than one time after entering the arena and prior to their run otherwise the contestant shall be disqualified.
3. A contestant may enter the arena at the speed of her/his choice. **It is the responsibility of contestant and bystander(s) to ensure the gate is clear before entering arena.**
4. Arena gate must be closed immediately after contestant enters the arena and to remain closed until contestant has completed the pattern and contestant's horse is under control.
5. Contestants **MUST** do their best to walk their horse out of the arena gate when completed with their run for the safety of all contestants and spectators.
6. A standard course should be set whenever possible. Lead line course will be shortened at Arena Directors discretion.
 - A. 90 feet between barrels 1 and 2, with barrels 20 feet from arena fence.
 - B. 105 feet between barrels 1 and 3 and barrels 2 and 3.
 - C. 60 feet from the score line to barrels 1 and 2.
 - D. Score line should be at least 45 feet from the end of the arena.

**For unusually large or small arenas, the pattern size shall be determined by the arena director with barrels being placed at least 15 feet from the arena fence for the safety of contestants.
7. The contestant may start on either the right or left barrel, but must make 1 right and 2 left turns, or 1 left and 2 right turns.
8. Knocking over a barrel is a five (5) second penalty per barrel, and not following the cloverleaf pattern will receive a "no time".
9. The barrels and starting line will be permanently marked for the entire rodeo.
10. A clearly visible starting line shall be provided.



GOAT TAIL UNTYING:

1. Goats may be changed out as determined by the Arena Director or in case of injury.
2. Goats will be tied to a stake and a handler will hold the goat in the same position for each contestant.
3. The contestant must be mounted on a horse and must ride from the starting line to the goat.
4. The horse may be led by another person, and when needed or applicable, the rider may be assisted (without penalty) during the dismount from the horse.
5. In Goat Tail Untying if Contestant's horse is not being led, there must be a helper waiting at the point of dismount to assist in making sure the horse is stopped and the rider can safely dismount the horse.
6. It is legal for the helper to assist the child in dismounting the horse.
7. Helpers may accompany Contestant in physically approaching the goat. If after allowing the Contestant to try to remove the ribbon on their own assistance may be provided in removing the ribbon.
8. No penalty will be assessed for the amount of assistance given by the helper to the Contestant.
9. The Association will provide the ribbon or light rope (the same for each contestant).
10. If the animal should breakaway because of the fault of the horse, the contestant will receive a "No Time". Should the goat break free with no fault of the horse, the contestant may be given a re-run at the judge's discretion.

GOAT FLANKING:

1. There will be a one-minute time limit beginning once the contestant has crossed the plane of the timer.
2. Contestants may circle their horse no more than one time after entering the arena and prior to their run otherwise the contestant shall be disqualified.
3. A contestant may enter the arena at the speed of her/his choice. **It is the responsibility of contestant and bystander(s) to ensure the gate is clear before entering arena.**
4. Arena gate must be closed immediately after contestant enters the arena and to remain closed until contestant has completed the pattern and contestant's horse is under control.
5. Contestants **MUST** do their best to walk their horse out of the arena gate when completed

- with their run for the safety of all contestants and spectators.
6. The stake must be set at least fifty (50) feet from the back fence and or use the third barrel. Arena size will govern the distance from the starting line to the goat.
 7. The goat should be tied to a stake with rope ideally ten (10) feet in length.
 8. Stake and start line to be permanently marked for entire length of rodeo.
 9. Contestants can use the same horse.
 10. Contestant must be mounted and ride from the start line to the goat, dismount and flank the goat.
 11. The goat must be held for and release at the same time for each contestant in a given age group. The goat is allowed to be held onto by a goat handler until contestant has dismounted.
 12. When a rider may require assistance dismounting due to a safety concern, no additional penalty shall be applied.
 13. Stake should be completely under the ground so that no part is visible.
 14. Contestant must reach over the goat's back to grab and flank goat towards themselves to the ground.
 15. Time stops when the goat is on the ground, all four legs are showing away from the contestant, contestant's knees are on the goat and hands are clear.
 16. Goat must be standing when contestant crosses start line.
 17. Goat handlers must be physically capable and competent in goat flanking rules.
 18. Goats shall typically be changed after it is flanked five (5) times or at the determination of the arena director and/or judge. It is the responsibility of the Arena director and Goat contractor to manage this.
 19. If the contestant's horse comes in contact with the rope, or goat at any time, a ten (10) second penalty will be assessed the contestant between flags.
 20. If the goat should break away because of fault of the horse, contestant shall receive a no time. To state this more clearly, if the contestant's horse runs between the goat and stake and in the process snares the rope thereby pulling stake from the ground, breaking the rope, or the collar off the goat, contestant will receive a no time.
 21. If the goat should break away because of an equipment failure such as the ground clasp breaking, the stake pulling from the ground, or knot coming undone and it is not the fault of the contestant's horse, contestant will be awarded a re-run.
 22. No re-runs will be given for faulty or broken equipment furnished by the contestant.

GOAT TYING:

1. There will be a one-minute time limit beginning once the contestant has crossed the plane of the timer.
2. Contestants may circle their horse no more than one time after entering the arena and prior to their run otherwise the contestant shall be disqualified.
3. A contestant may enter the arena at the speed of her/his choice. **It is the responsibility of contestant and bystander(s) to ensure the gate is clear before entering arena.**
4. Arena gate must be closed immediately after contestant enters the arena and to remain closed until contestant has completed the pattern and contestant's horse is under control.
5. Contestants **MUST** do their best to walk their horse out of the arena gate when completed with their run for the safety of all contestants and spectators.

6. Goats will be changed every fifth tie or as determined by the Goat contractor and arena director.
7. The stake must be set at least fifty (50) feet from the back fence and or use the 5th pole or third barrel. Arena size will govern the distance from the starting line to the goat.
8. The goat should be tied to a stake with rope ideally ten (10) feet in length.
9. The goat will be held by the collar at the end of the rope, in a vertical position facing the starting line, in front of the stake.
10. Goat will remain held until flagger drops his flag to start the time.
11. Stake should be completely under the ground so that no part is visible.
12. The contestant must be mounted on a horse and must ride from the startling line to the goat, dismount from the horse, throw the goat by hand, cross, wrap, and tie any three legs with a dry thong or pigging' string.
13. If the goat is down when contestant reaches it, goat must be picked up in order to clear the ground during the flanking process before a tie is made.
14. If contestant's hand is on the goat when he goes down, he is considered thrown by hand.
15. Once the contestant has signaled the tie is complete, by throwing both hands in the air, contestant must stand clear of the goat, touching either the goat or the tie again.
16. The tie will be assessed by the field judge and if it is not secure for six (6) seconds, the contestant will receive "no time".
17. To qualify as a legal tie, there will be one or more wraps and a half hitch, hooey or knot.
18. If the contestant's horse comes in contact with the rope, or goat at any time, a ten (10) second penalty will be assessed the contestant between flags.
19. If the animal should breakaway because of the fault of the horse, the contestant will receive a "no time." Should the goat break free with no fault of the horse, the contestant may be given a re-run at the judge's discretion.

DUMMY ROPING:

1. At the beginning of the contest there will be one practice round. Each Contestant is allowed two practice throws from any distance during this round. No score will be kept. The dummy cannot be moved during practice round.
2. The winner of this event is the Contestant who successfully qualifies with a legal head catch from the longest distance.
3. Distance is the ultimate determining factor in the dummy roping. Points are only kept as a means of determining the placement of contestants that go out in the same round.
4. The Judges do not have to be the Judges that are working the arena at the rodeo. This contest may be judged by a representative of the RHRA, or an appointed individual.
5. The Contestants may receive assistance from a helper in building their loops.
6. A Contestant who has started their swing, but not delivered their rope may stop their swing and readjust their loop size, spoke, etc. and then continue.
7. The RHRA will provide the committee with official scoring sheets for this event. The scoring sheets will be posted along with all other score sheets for that rodeo.
8. The contest starts with a line placed on the ground one (1) foot behind the dummy. This line is the roping line. The Contestants cannot cross this line with any part of their foot while throwing their rope at the dummy.
9. Each Contestant will be allowed two (2) tries from the first distance and every distance thereafter to make a legal head catch. If the Contestant misses their first try, they are to

- go to the back of the line and circulate through to the front for their second chance. If the Contestant misses their second try, they are out of the roping.
10. Contestants must stay in line in the same order the Judge places them for the duration of the contest until they are eliminated, at which time they will leave the line.
 11. Contestants must remain in line and be quiet and orderly during instruction and the competition.
 12. The Contestant who is roping is to be given as much room as they need to swing and deliver their rope. If during the throw, a Contestant is accidentally fouled by virtue of their rope hitting a spectator or another Contestant, the Contestant who was fouled will be allowed another try. This will be the call of the designated Judge(s).
 13. At the end of each round up through the ninth (9th) round, the roping distance will be increased by one foot. From the tenth (10th) round on, the roping distance will be increased by two (2) feet.
 14. There will be three legal head catches in the dummy roping. Each catch will be worth points as follows: 3 Points for slick horn/clean catch, 2 Points for half head & 1 point for a neck catch.
 15. A loop that goes over the dummy head and encircles the entire dummy or bale will be considered a missed throw.
 16. If a Contestant crosses the roping line with any part of their foot on their first try, the throw will be considered a miss and the Contestant goes to the end of the line to wait their second chance. If a contestant crosses the roping line with any part of their foot on their second chance, the throw will be considered a miss and the contestant is out of the competition. The Judge's decision is final.
 17. Contestant must not remove their rope from the dummy until given the OK to do so by the Judge.
 18. The contest goes until all Contestants have been eliminated.
 19. The winner is the individual that qualifies from the greatest distance. Points determine the placement after that. If there is still a tie after the application of points, the next deciding factor will be a rope off between tied contestants.

CALF TRACKING:

1. There will be a one-minute time limit beginning once the contestant has crossed the plane of the timer.
2. There will be two attempts/go-rounds.
3. The contestant will start in the box with a reasonable attempt to corner the contestant's horse into the back of the box.
4. The end of the contestant's rope will not be attached to anything.
5. The calf tracker will be positioned in front of the chute as a starting point.
6. Roper will nod for the calf tracker to start.
7. Tracker will be pulled at a walk unless a different gait/pace is requested by the rider.
8. Time will start when the nose of the contestant's horse breaks the plane of the starting line, the judge shall drop flag to end time, and the flag is dropped following a catch and slack pulled.
9. Roper cannot rope the tracker before the time is started.
10. For backup timing, and manual timing when applicable, a line flagger will be used, and time will begin when the horse crosses the starting line.

11. IF the contestant's loop(s) falls and touches the ground, after the contestant's time has started, it may not be rebuilt.
12. The chest of the contestant's horse shall not cross the plane of the back of the tracker (no riding up on the tracker).
13. The contestant's rope must drop over the plane of the nose and rope the whole head. It may also include a foot (runner) or tail (back part of the tracker).
14. Time will stop when the contestant has pulled their slack.
15. Winners will be determined by their two-run average; the most catches with the fastest average time followed by fastest single catches.

BREAKAWAY ROPING

1. There will be a one-minute time limit beginning once the contestant has crossed the plane of the timer.
2. There will be a one loop limit.
3. The rope must be attached to the saddle horn in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope.
4. No loops are to be rebuilt.
5. If rope is broken free by the contestant or will not break free when calf hits the end of rope, the contestant will receive a "no time".
6. **A colored cloth or ribbon (must be easily visible to the field judge) must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the saddle horn.**
7. The catch-as-catch can rule shall apply after the loop passes over the plain of the calf's nose.
8. Rope must be released from contestant's hand to be a legal catch.
9. A third official (arena director) may be used to help determine legal catches or any infractions of the rules. This official need not be mounted on horseback.
10. Flag judge will make the final decision.
11. Association approved breakaway string will be furnished for use by all breakaway contestants. Use of any other string will result in possible disqualification.
12. The length and type of association approved string will be determined by the Arena Director. Every contestant is responsible to check their tie by the arena director or judge (as available) to insure it is tied securely.

STEER DAUBING

1. There will be a one-minute time limit beginning once the contestant has crossed the plane of the timer.
2. Contestant must start run from the back of the box. Failure to do so will result in a no time.
3. A barrier may be used at the determination of the event director or board of directors.
4. IF a barrier is not used, the contestant cannot make a try at the daub until steer's body has cleared the end of the open release gate. The line judge has the responsibility to make this call if needed.
5. Time will start when the steer breaks the electronic eye or the imaginary plane of the closed release chute if manually timed.
6. Dauber works out of the heading box; hazer works out of the heeling box.

7. Hazer may be an adult or another RHRA member.
8. This event will be run with an open catch pen and there will be a pre-determined, and announced, stopping point to ensure safety.
9. Daubing lance should be 30 inches long and have a tip fashioned from a tennis ball. It should be no more than one and one half (1 ½) inches round. A wooden dowel or section of plastic pipe is preferred material for the body of the lance so as not to make the lance overly heavy for the contestant to wield.
10. Steers used in this event will have a circle painted with mustard or other means on the animals left side behind the front shoulder on the rib cage or hip. The circle is to be painted in such a way so as to give the dauber a clear and best chance with all steers being marked in the same place. The job of marking the steers is the responsibility of the director and his/her crew.
11. Mustard should be used as the marking agent in which the tip of the daubing baton is to be dipped prior to the contestant making their run.
12. Dauber is allowed a single stab with the daubing lance to make their mark within the circle on the steer's side. If the daub is touching the line, to be considered good it must be inside 50% of the circle. Field judge will flag the contestant out if they make more than one attempt to make the daub.
13. Field judge will flag the contestant out if the contestant attempts to smear the daub instead of making a clean jab with the baton.
14. The contestant must raise the daubing lance after making their daub to signal the judge their try is complete. Failure to raise the lance will result in a no time.
15. If a steer is used more than once in this event, the Arena director and his crew will make sure any existing daub marks from previous runs are wiped clean. If a steer is released with a daubing mark from a previous run, a rerun will be given.

OPEN TEAM ROPING--PICK AND DRAW OR DRAW 2

1. There will be a one-minute time limit beginning once the contestant has crossed the plane of the timer.
2. There will be a ten (10) second penalty for breaking or beating the barrier.
3. The team roping is a pick one, draw one OR a draw 2 format.
4. For the pick partners, each roper entered may only have one (1) pick partner and that pick partner must not already have another pick partner.
5. In the event there is an uneven number of headers and heelers are entered in a performance this will be solved by randomly drawing one of the other contestants entered for a "courtesy run." This roper will have the right to refuse the courtesy run, in which another courtesy partner will be randomly drawn. The courtesy roper will not incur a charge and will not receive any points or payout for the run.
6. The arena belongs to the contestants in an "as-is" status when the contestants call for the steer: except in cases of mechanical failure of barrier equipment.
7. Each contestant is allowed to carry only one rope.
8. Each team is allowed two throws in all.
9. Roping steers without turning loose of the loop will be considered a no catch.
10. Heeler must dally to stop the steer with at least one complete turnaround the saddle horn.
11. Men 50 years and older and women 40 years and older may tie hard and fast (tie on) when heeling and only if a quick release is used.

12. Time will stop when the heeler's rope is dallied & tight. Rope shall not be running/still sliding.
13. Steer must not be handled roughly at any time and ropers may be disqualified, if in the opinion of the judges or arena director, they have intentionally done so.
14. If the header accidentally jerks the steer of its feet or the steer trips or falls, the header must not drag the steer over eight (8) feet before the steer regains its feet otherwise the contestant shall be disqualified.
15. A broken rope will be considered a "no time."
16. A completely dropped rope will be considered a "no time."
17. A dropped loop or spoke, after a contestant has "attempted" the animal will be considered a "no time."
18. No foul/illegal catches can be removed by hand.
19. If a steer is roped by one horn, a contestant is not allowed to ride up and pull the loop of the rope over the other horn or head with their hands.
20. The judge will decide any questions as to legal catches in this contest.
21. Legal Head Catches:
 1. Slick horns (both horns)
 2. Half head (head and one horn)
 3. Neck catch (around the neck)
22. Legal Heel Catches:
 1. Two hind feet/legs
 2. Any heel catch that goes up the hip and is behind the shoulders.
 3. One hind foot; but incurs a five (5) second penalty.
23. Illegal catches include but are not limited to: head loops that cross themselves, head catches where the hondo passes over one horn and then loops over the other.
24. All ropers must go with their stock to the catch pen to ensure a clear arena for the next run and to remove ropes.
25. All changes to the roping order must be made before stock is loaded in the chutes. Once stock is loaded, ropers must rope in the order listed.

**ANY CLARIFICATIONS OR CONCERNS SHOULD BE ADDRESSED BY THE
RHRA BOARD OF DIRECTORS.**

Addendum A

ROLLING HILLS RODEO ASSOCIATION (R.H.R.A) OPERATING BYLAWS

Article I: Identity

Section 1:

The name of this organization shall be the Rolling Hills Rodeo Association or RHRA.

Section 2:

The chief place of business of this organization shall be at the presiding President or Secretary's address.

Article II: Purpose

The purpose of this organization is to promote western traditions and values through educating youth and families in the sport of rodeo, with an emphasis on safety, personal growth and development as well as community responsibility.

Article III: Membership

Memberships are available to all youth and families without discrimination. Membership donations in the form of membership dues will be required annually as determined by the board of directors. Membership dues will be used to produce events for the growth benefit of the members. Members will be subject to follow the current year's rulebook and are subject to following the included Code of Conduct. Members who do not follow rules are subject to consequences, including termination and a ban from the organization, or as otherwise decided by the board of directors. All official members, as indicated by paid membership dues, will receive one vote on any general membership matters during any general membership meeting. Rulebook and Code of Conduct is in a separate document and publicly available to all members.

Article IV: Officers

The officers of the Rolling Hills Rodeo Association (RHRA) shall be President, Vice President, Treasurer, Secretary and Points Secretary and Arena Director.

Section 1: Duties of Officers:

President:

1. Shall preside at all meetings of the organization.
2. Shall prepare agendas, in collaboration with the board members and requests by the general membership, as agreed upon by the board.
3. The President shall be a 2-year team with elections being held in accordance with new terms and years of service happening on EVEN years. (Example:2014, 2016, 2018, 2020, 2022)

Vice President:

1. Shall preside at all meetings in the absence of the President.

2. Shall assist the President in any duties so assigned and as parliamentary procedure dictates.
3. Shall become President of the Rolling Hills Rodeo Association in the event the president is unable to fulfill the duties of the office.
4. Shall support and facilitate all sub committees and events.
5. The Vice President shall be a 2-year team with elections being held in accordance with new terms and years of service happening on odd years. (Example: 2019, 2021, 2023)

Treasurer:

1. Shall keep an accurate account of all monies received and expended in the various funds of the Rolling Hills Rodeo Association.
2. Shall render a financial report at each regular meeting.
3. The Treasurer shall be a 2-year team with elections being held in accordance with new terms and years of service happening on odd years. (Example:2017, 2019, 2021, 2023)

Secretary:

1. Shall keep an accurate and complete record of the meetings. A copy of these records shall be made available to the board and members, as requested, within 10 days after each meeting, to be reproduced and made available upon future request.
2. Shall maintain the current year's history of meeting minutes, available at each meeting, and turned over to their successor.
3. Shall handle all correspondence addressed to the Rolling Hills Rodeo Association.
4. Shall preside at all meetings in the absence of the President or Vice President until the immediate election of a chairman pro tempore.
5. The Secretary shall be a 2-year team with elections being held in accordance with new terms and years of service happening on EVEN years. (Example: 2014, 2016, 2018, 2020, 2022)

Arena Director:

1. Shall ensure that during the course of events the rule book is followed.
2. Shall be the contact, along with the board, to address and decide on any grievances filed during the course of an event.
3. Shall coordinate and direct all rodeo and arena events.
4. This position shall be appointed by the other standard duly elected officers.

Section 2: Eligibility and Term of Office

1. Nominated and Elected officers shall be at least eighteen (18) years or older.
2. The Treasurer shall not have ever been convicted of a financial crime.
3. Officers shall be elected at an annual meeting. Nominations may be taken from the floor with the consent of the nominee or may be submitted in writing prior to the election. If the nominee is not present the intention to accept nomination shall be in writing.
4. New officers shall assume office at the start of the new annual year or begin transition immediately following the meeting in which the elections are conducted and shall be concluded within 30 days.

Section 3: Non-Performance of Duties or Vacancies

In the event an officer is unable to complete their term and/or duties a written resignation would be accepted. In the event an officer does not submit or is unwilling to submit a resignation the board and/or its members can vote to impeach said officer for the remaining term. Vacancies can be voted on by the board to leave the remaining term vacant or can appoint, by a majority board vote, a person to fulfill the remaining tenure of that position until the next general election.

Article V: Meetings

At least one general business meeting is to be held annually to include the general election of officers and to update any rules, bylaws or business matters. Board meetings shall be held at least quarterly or more often as needed.

Article VI: Voting & Quorum

Section 1: Election, roles, and terms of board members and officers

The officers of the Rolling Hills Rodeo Association (RHRA) shall be President, Vice President, Treasurer, Secretary and Points Secretary and Arena Director.

Section 2: Termination, Impeachment, Resignation

Resignation:

1. Upon the instance in which an elected officer wishes to resign a written resignation letter must be received with an effective date and given to the President or another current board member.
2. Once a resignation is received in writing the board can elect an "acting" or temporary person to fill the newly opened board position until the next election in which the position would need to be nominated and re-elected.

III. Membership issues (categories, responsibilities)

Membership conduct will be governed by the Rolling Hills Rodeo Association rulebook and Code of Conduct in conjunction with the board of directors with consideration from the general membership. Membership donations in the form of membership dues will be required annually. Membership dues will be used to produce events for the growth benefit of the members. All official members, as indicated by paid membership dues, will receive one vote on any general membership matters. Rulebook and code of conduct is in a separate document and publicly available to all members.

IV. Meeting guidelines (frequency, quorum)

All meetings will be conducted under the advice and guidelines of Robert's Rules of Order. Board meetings must have a quorum of 4 of the 6 positions (including the Arena Director) to conduct any business. General member/business meetings must have 1/3 of the members present to conduct business. If a general membership quorum is not present or available then the business matter at hand will be conducted and decided upon by a quorum of the board.

V. Board structure (size, standing committees, if any)

A board shall not consist of less than three board members and no more than a maximum of 6.

Business shall be allowed to be conducted by the board or by committees approved by the board. Emergency board meetings may be held by phone, email or video conferences; Furthermore, decisions may also be made via text message communications.

VI. Compensation and indemnification of board members

The board member positions of this organization are duly-elected, volunteer positions and receive no compensation outside of the waiver of their annual (personal or family) dues. This includes, but is not limited to: no salary, wages, deferred compensation, retirement benefits or other fringe benefits or bonuses.

VII. Conflict of interest policy

In the event a conflict of interest is discovered or brought to the board's attention the board will hold an emergency meeting to address the concern and provide resolution via a majority vote.

VIII. Amendment of bylaws

Amendments to these bylaws shall be allowed via a majority vote at a regularly scheduled board meeting.

IX. Dissolution of the organization

In the event of a dissolution of this organization the assets will be donated to another similar non-profit organization to be determined by the existing board of directors.