



**SOUTH DAKOTA STATE
UNIVERSITY EXTENSION**



South Dakota 4-H Rodeo

Rules & Regulations

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South Dakota 4-H Rodeo Rules & Regulations

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General Rules

1. Any county desiring to conduct an approved county 4-H rodeo must comply with SDSU Extension policy governing 4-H project activities. This policy is the entirety of section 2 of South Dakota 4-H Policies and Procedures Handbook.
2. A county may have an approved 4-H rodeo by meeting the requirements of the policy statement governing 4-H project activities; however, this does not automatically qualify contestants from these events to the State 4-H Rodeo Finals.
3. The State 4-H Advisory Committee has adopted the 4-H rodeo rules and regulations in this guide. All counties desiring to qualify contestants for the State 4-H Rodeo Finals must operate under these rules and regulations.
4. Any county sponsoring a sanctioned 4-H rodeo that wants to delete from or add to the adopted 4-H rodeo rules and regulations must first obtain approval from the South Dakota 4-H Rodeo Lay Board. The South Dakota 4-H Rodeo Lay Board will hold its annual meeting in Pierre before the last Saturday in October. Input and participation from all is welcome.
5. Counties desiring to sponsor a sanctioned 4-H rodeo must have their entry blanks approved annually by the South Dakota 4-H Rodeo Lay Board prior to being made available to contestants. They will also be asked to complete an application form for hosting a 4-H Rodeo (Rodeo Approval Form) annually and that will need to be approved by the State 4-H Office. Entry blanks will be available on the South Dakota 4-H Rodeo Website or in SDSU Extension county offices by May 1. No 4-H rodeo may be “co-approved” with any other rodeo association.
6. All local State Finals qualifying rodeos will pay a \$500 sanctioning fee to the South Dakota 4-H Finals, Inc. A local rodeo that fails to pay \$500 by October 1 of the same calendar year as their approved rodeo will not be approved for the following year unless both the amount delinquent and the amount for the next year is paid in full by May 1. Non-qualifying rodeos should work within the rules of the South Dakota 4-H Rodeo program and utilize 4-H Rodeo Rules & Regulations, as their rule book. The difference between a State Finals qualifying rodeo and a non-qualifying rodeo is that a non-qualifying rodeo does not qualify contestants for the State Finals and is not required to pay the \$500 sanction fee to the State Finals Rodeo. Non-qualifying rodeos are able to, and are encouraged to participate in all 4-H Rodeo meetings however, non-qualifying rodeos cannot vote.
7. All sanctioned 4-H Rodeos are required to use event management software program compatible with and approved by the Finals Committee.
8. A contestant with any special needs should inform the rodeo officials on their entry form so that arrangements might be made in order for the contestant to compete. It will be the decision of the rodeo officials on what (if any) arrangements can be made. It is the contestant's responsibility to check with the rodeo officials before the start of the rodeo to know and understand what (if any)

accommodations may have been made and need to be followed by the contestant. For example, rodeo officials may make arrangements with the gate person for a hearing impaired contestant to be in a certain area so that when it is their turn to compete the gate person can alert the contestant.

9. In the riding events, use of prods and similar devices is prohibited. The only exceptions shall be in the saddle bronc riding and in the bareback riding, and only in the case of a known chute stalling animal, and only if agreed upon by the contestant, the stock contractor, and the judge before the contestant's competition begins. In this instance, the prod shall not exceed 12 inches in length. Use of a prod without the agreement of the contestant, stock contractor, and judge before the contestant's competition begins in the saddle bronc riding and the bareback riding, or use of a prod in the bull riding at any time, the contestant will receive an automatic option of a re-ride.

Official Rules and Regulations

1. There shall be a Junior and Senior Division. Senior Division shall be for those 4-H members who were 14 years of age or older as of January 1 of the current year. All other members shall be in the Junior Division.
2. Approved county 4-H rodeos must offer the minimum events listed below:

Junior Division (Age 8-13, January 1)

| Girls | Boys |
|-------------------|-----------------------|
| Barrel Racing | Cattle Riding |
| Pole Bending | Break-Away-Roping |
| Goat Tying | Goat Tying |
| Break-Away-Roping | Flag Race |
| Flag Race | Bareback Steer Riding |

Jr. Dally Team Roping – This event shall be open to both boys and girls in the Junior Division. Contestants may be both girls, both boys, or one girl and one boy.

Senior Division (Age 14-18, January 1)

| Girls | Boys |
|-------------------|-----------------------|
| Barrel Racing | Bareback Bronc Riding |
| Pole Bending | Saddle Bronc Riding |
| Goat Tying | Calf Roping |
| Ribbon Roping | Steer Wrestling |
| Break-Away Roping | Bull Riding |

Dally Team Roping – This event shall be open to both boys and girls in Senior Division. Contestants

may be both girls, both boys, or one girl and one boy.

3. In all regular events, South Dakota High School Rodeo rules—when not in conflict with 4-H Rodeo rules—will apply.
4. All 4-H rodeos are to be open to all 4-H members in the state who are currently enrolled in the 4-H program and have their 4-H records up to date. 4-H members must be in good standing, not ruled undesirable for misconduct. The following clause may be included in entry blanks for certification by the member's club leader or by the 4-H Youth Program Advisor: "I do certify that this 4-H member is in good standing in his or her project work and meets the conduct qualifications of our state 4-H association."

Signed _____
4-H Club Leader or 4-H Youth Program Advisor

5. To enter an approved 4-H rodeo at any level, contestants must be enrolled in the insurance plan approved by the State 4-H Advisory Committee, or have on file in their SDSU Extension county office a signed form verifying eligibility either for personal health coverage equal to or greater than that provided under the state plan.

The deadline date for obtaining insurance coverage under Policy #12000 or for providing proof of coverage under other insurance policies is May 1 of each year. Such information is to be on file in each respective county SDSU Extension county office by May 1.

The following insurance programs will be acceptable:

- South Dakota 4-H Rodeo Policy #12000 as written by American Income Life Insurance Company and obtainable through each SDSU Extension county office.
- An insurance policy with other insurance companies that write group youth insurance that do not exclude rodeo participation in their policies and provide benefits equal to or greater than South Dakota #12000 .
- Family insurance policies that do not exclude rodeo under special risks and whose benefits are equal to or greater than those under South Dakota #12000.

- No methods other than those above are acceptable. The State 4-H Office has developed a waiver of liability, indemnification, and medical release form that all 4-H rodeos may be required to use as part of the entry form. This must be signed and notarized.

To enter an event at the State 4-H Rodeo Finals, a contestant must have entered that event and qualified in an approved county 4-H rodeo. Every 4-H Rodeo participant must also fill out the South Dakota 4-H Rodeo Entry and 4-H Finals Entry Forms and have them turned into the State 4-H Finals Secretary by May 1st.

- Contestant Information
 - Name
 - Address
 - Phone numbers
- Parent Signatures per Event
- Waiver and Release of Liability, Indemnification and Medical Release Agreement
- Insurance Declaration Form

The State 4-H Rodeo Finals Committee shall not accept any contestant from an approved 4-H rodeo unless the officials of that rodeo certify the contestant. No out-of-state contestants are eligible unless enrolled in the South Dakota 4-H program and in the instance their state doesn't offer 4-H Rodeo as a program.

4-H rodeo contestants that won one of the first four places in any approved event at an approved South Dakota 4-H rodeo are qualified to compete at State 4-H Rodeo Finals only in those events in which they qualified. All contestants tying for fourth place are considered qualified contestants. Only one set of winners per rodeo will qualify for the State Finals regardless of go-rounds.

- An entry fee and/or stock charge may be charged each contestant in a 4-H rodeo. Entry fee is at discretion of the rodeo management.
- An all-around cowboy or cowgirl shall be chosen on points won in go-rounds, finals, and average. To be eligible for all-around, a contestant must win points in two or more events. Each rodeo may make it optional to include points from the Ambassador contest to be counted in the rodeo all-around points.

One contestant or one team constitutes an event.

Recommended South Dakota 4-H Rodeo Point System

The maximum number of points that can be earned per event at a sanctioned 4-H rodeo is 10 points and points for 10 places:

| Place | Points |
|--------------|---------------|
| 1st | 10 |
| 2nd | 9 |
| 3rd | 8 |
| 4th | 7 |
| 5th | 6 |
| 6th | 5 |
| 7th | 4 |
| 8th | 3 |
| 9th | 2 |
| 10th | 1 |

For a contestant to be eligible to receive an average award the contestant must participate in both go-rounds of that event and be present to receive the award at the State Finals Rodeo, unless excused because of personal injury, sickness, or injury to the contestant's horse.

- Each contestant in team roping will receive points earned of same value as contestants of other events. Any points earned in team roping will belong to the contestant. Each member of the team will receive points.

General Rules for Contestants

Each contestant will be allowed one, and only one, assistant in the arena when he or she is competing. All contestants shall assist in keeping the arena clear by staying out of the arena except when competing or assisting.

If a contestants meeting is held all contestants will be required to attend a meeting with the judges and arena director before the first performance to hear all ground rules explained.

Contestants must wear a cowboy hat or helmet, long-sleeved shirt, western boots, and western pants in the arena at all times, whether competing or not, and must not roll up sleeves. Violators of this rule may be disqualified upon the discretion of the judges or the arena director. The South Dakota 4-H Rodeo Lay Board Association strongly recommends the wearing of all safety equipment available for rodeo participants and

encourages the use of safety equipment. A protective vest and mouthpiece are mandatory equipment in all rough stock events. All bull and cattle riding contestants must wear helmets approved for rodeo events.

Shirt is defined as garment with wrist-length sleeves that has a convertible collar and tails long enough to be tucked in.

It is the responsibility of a 4-H rodeo contestant to know and understand the rules and regulations contained in P-00015, South Dakota 4-H Rodeo Rules and Regulations.

A contestant will be disqualified for any of the following offenses:

1. Having any association with alcoholic beverages, non-prescription drugs, narcotics, barbiturates, amphetamines, or hallucinogens while in attendance at any approved 4-H rodeo, whether at a motel, on rodeo grounds, or going to or from the rodeo or at any rodeo function.
2. Rowdiness, quarreling, or fighting in the actual domain of the arena.
3. Mistreatment of stock.
4. Refusing to compete during a performance on an animal drawn for him or her.
5. Not being ready to compete when called upon.
6. Cheating or attempting to cheat.
7. Attempting to fix, threaten, bribe, influence, harass, or coerce the judges at any time between opening and closing dates of a rodeo, in or out of the arena. Violators of this rule shall be reported to Show Management by the judge involved.
8. Conduct or speech of any kind detrimental to the best interests of a 4-H rodeo or to the sport of rodeo.
9. All contestants of a 4-H rodeo must make an honest effort when competing in the arena. If an honest effort is not made, the contestant is liable for disqualification for the year.
10. All contestants must wear their rodeo numbers while in the arena.
11. Any contestant who scratches or is turned out of any event after registration (check into Secretaries office) will be disqualified from that event for all goes, unless the Arbitration Board rules otherwise.

Contestants can be disqualified by judges, by the Executive Committee, by the arena director, or by the chute director—in the event that the chute director has

been authorized to check for illegal wraps and tucks in bareback bronc and bull riding. 4-H members who have been disqualified from further participation in a 4-H rodeo due to rule violations or infractions may file an appeal and appear before the sponsoring rodeo's arbitration board and present cases. Only contestants will be allowed to appeal. Contestants must submit the South Dakota 4-H Rodeo Contestant Packet forms before the deadline and be assigned their back number to be eligible to compete in any 4-H Rodeo.

A participant in any regional rodeo, whose fees were paid by check, that comes back to the regional rodeo as Non-Sufficient Funds (NSF), will be deemed ineligible for the finals rodeo in all events. This rule does not only cover events from the rodeo where the NSF check was received. This rule covers any rodeo where they may have qualified.

To regain eligibility to participate at finals, contestants must have all fees (original amount plus NSF fee) paid in cash to the regional rodeo secretary affected by this before they are eligible to register at the Finals rodeo. Failure to do this will deem the contestant ineligible!

This rule does not move contestants placing up at any of those rodeos where participant became ineligible.

It is the responsibility of the regional rodeo secretary to notify the finals secretary of this issue in a timely fashion to make finals draw accurate.

General Rules for Any 4-H Rodeo

The management assumes no responsibility or liability for injury or damage to the person, property, or stock of any owner, contestant, or assistant. Each participant, by the act of his entry, waives all claims against the management for any injuries he or his property may sustain.

An ambulance is required at all SD 4-H Rodeos. It may be a transport or non-transport ambulance. If the ambulance leaves the rodeo grounds, the rodeo will stop until an ambulance has returned to the rodeo grounds.

No person shall be allowed in the arena during a rodeo performance unless entered in an event. This rule shall be enforced by the arena director.

Timers or judges for the rodeo may not be changed after the event begins, except for the following reasons:

1. For sickness or injury.
2. Because of incompetence, by request of an organization official.
3. Through agreement of stock contractor, rodeo committee, and organizational official.

The timer and judge who times or judges the beginning of an event must time or judge the event for the duration of the rodeo, except as provided above.

The decision of the judges, flagmen, timers, and arbitration board who have been approved by the sponsoring rodeo board shall be final and no further protest by contestant will be allowed.

All contestants shall observe ground rules set by the sponsoring organization.

No re-ride will be given due to faulty or broken equipment furnished by contestant in any event.

No electrical devices may be used by a contestant or on his horse. No blindfolds or other “gimmicks” can be used to get horse into roping box or arena.

Time limit is to be understood to be arena time, and penalties shall be added.

The use of youth event directors is strongly encouraged at all 4-H rodeos.

No video reviews will be allowed.

At the Finals and regional rodeos, each qualified contestant in team roping may only compete once per go around. If either partner is unable to compete, the remaining partner may only pair with another qualified team roping contestant who doesn't already have a partner.

Judging and Other Information

Riding events: Ride and animal are to be marked separately. Mark the ride according to how much the rider spurs the horse. Figures to be used to mark riding events shall be 1 to 25—on both the bucking animal and the rider—using the full spread.

To qualify, a rider's spurs must be over the break of the shoulders and touching the horse when the horse's feet hit the ground its first jump out of the chute.

If a horse stalls coming out of the chute, either judge may tell the rider to take his feet out of the horse's neck. First-jump qualification will then be waived. A rider may

be disqualified for not following a judge's instructions to take his feet from the neck of a horse that is stalled in the chute.

Contestants may pull riggings, cinch saddles, and pull ropes from either side in all riding events. Middle flank belongs to the rider.

Barriers and score line: A 10-second penalty will be added for breaking or beating the barrier. In all timed events, a barrier will not be considered broken unless the ring drops within 10 feet of the post.

Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced. Should the barrier break at any point other than at designated breaking point, the decision is the barrier judge's. If a contestant obviously beats the barrier but the staples are pulled or the barrier rope is broken and the string unbroken, the barrier judge may assess a 10-second fine; otherwise, this will not be considered a broken barrier.

Animals should be flagged when crossing, start or timeline, in front of a flagman. Flag judges shall be sure that nobody can stand close enough to barrier equipment to tamper with the equipment. Once the score line has been set in timed events, it shall not be changed at that rodeo, nor can the length of box be changed.

If the automatic barrier fails to work, the stock will be rerun. The contestant will take the same livestock he or she had when the barrier failed.

Recommended formula for score in roping: Steer wrestling – length of box minus 8 feet.

Ribbon roping, breakaway, and calf roping – length of box minus 6 feet.

Team roping – length of box minus 4 feet.

The above are only recommendations and can vary with arena conditions and stock. Any deviation should be determined by judges and stock contractors.

Field flagger: In any timed event, if an animal escapes from the arena, the flag will be dropped and watches stopped. Contestants will get the animal back with lap and tap start, and time already spent will be added to the time used in qualifying. If time is not recorded, the decision of the flag judge shall be final.

If rope is on animal, the roper will get animal lap and tap with rope on it in the chute.

A field flag judge must ask the contestant if he wants a second loop or jump. Once a man has been flagged out, he will receive no stock back.

Any judges failing to comply with these instructions will be declared ineligible.

Rodeo Livestock

Stock contractors may be required to have enough stock for a go-round in each event, the amount of stock to be based on the number of contestants the previous year, plus a percent, the percent being the cut to even up the stock. Any stock declared by the sponsoring group as unsatisfactory must be replaced. If a re-ride is given for an animal 4 times in a row, that animal will automatically be declared unsatisfactory and must be replaced. Untried or green rodeo stock will not be permitted.

Each approved 4-H rodeo will obtain the highest caliber of stock available.

The following are weight recommendations for roping stock and goats:

Calf Roping & Ribbon Roping

Minimum weight – 180 lbs.

Maximum weight – 250 lbs.

Breakaway Roping

Minimum weight – 180 lbs.

Maximum weight – 340 lbs.

Goat Tying

Goats shall be uniform in size with a maximum weight limit of 70 lbs. per goat.

Horn Tipping and Safety

Jr. Bareback Steer Riding

Steers or heifers weighing 600 – 900 lbs. should be used for this event. Horns must be tipped to at least the size of a half dollar. Bulls are not to be used.

Team Roping

All team roping cattle shall be protected by horn wraps. The horns on team roping cattle must be blunted to the size of a dime or more.

Sr. Boys Bull Riding

All horned animals used in the Sr. Boys Bull Riding must have their horns blunted to at least the diameter

of a half-dollar. Judges are to inspect horns prior to competition.

Jr. Boys Cattle Riding

All horned animals used in the Jr. Boys Cattle Riding must have horns blunted to an acceptable diameter approved by the judges. Judges are to inspect horns prior to competition. All cattle riding contestants must wear helmets approved for rodeo events.

Steer Wrestling

The horns on steer wrestling cattle must be blunted to the size of a dime or more.

Goat Tying

All goats used for goat tying must be either dehorned or have horns blunted.

Judges for 4-H Rodeo

All judges and flagmen should be active or past members and in good standing with the South Dakota Rodeo Association, the Northwest Cowboys' Association, or the PRCA. Judges, timers, and flagmen must be people of experience.

If the organization does not consider the person chosen by a given rodeo to have adequate experience, it will expect cooperation from the management in replacing the unsatisfactory judges, timers, or flagmen.

No riding judge may judge over two rodeos in succession for the same stock contractor.

Judges and flagmen for each approved 4-H rodeo shall be chosen with regard to their integrity, ability, and availability.

Judges have until the end of the performance in the timed events to change a decision.

Drawing Stock

All stock in the State 4-H Finals contest must be drawn. Approved county 4-H rodeos have options of either gate cut or drawing. At least three copies will be made of the draw, one copy for each judge and one or more copies for the secretary's record.

A receptacle that contains numbers to be drawn must be shaken between each number drawn. The drawing must be conducted so that any entrant may witness the draw. In all riding events, a complete go-round must be drawn at one time.

In any final ride, contestants may draw their own animals in presence of judges if management desires.

Drawing stock and position: All stock will be numbered and drawn by number. Position must be drawn in all events. There will be no trading out of contestants in any event, except in conflicting events due to a double-arena situation. In a show where stock is drawn for the contestant, the contestant has the responsibility of checking the animal to be sure he has the animal drawn. Contestant must compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance, and only that time or score may be used. If a contestant is injured at a rodeo, he may be held back at same rodeo until later in the go-round with written consent of both judges and the stock contractor. No contestant will ride two head in the same event during a performance, except for re-rides.

Stock for re-riders will be drawn before go-round. No contestants may compete twice on the same head of stock at any one rodeo.

Re-rides may be given in all riding events.

Re-rides may be given only when stock fails to break, stops, or fouls rider. Judges shall inform the contestant that he is entitled to a re-ride. Contestants may refuse re-ride and take marking. Rider has the privilege of taking the same animal back, providing the stock contractor is willing, or rider may have re-ride drawn.

If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.

If stock contractor and contestant agree, a re-ride animal may be taken immediately before or after the performance. Contestants shall not influence the judges by asking for a re-ride at any time. After the fourth consecutive time an animal runs off, that animal must be taken out of the draw and an animal drawn for the second contestant out of the re-rides.

If a re-ride is given because an animal hits the rider in the chute or falls, it is to be brought back, except on the last day or night of the rodeo. If in the opinion of the judges a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a re-ride drawn for him. When a final head is to be ridden in riding events, at least two additional head

of stock will be available for re-riders to be drawn for in case one falls. After drawn re-rides are used up, all stock out of that go-round, except feature animals and animals already doubled back, will be put in the hat and additional re-rides for that ground drawn. No re-rides will be given if a contestant's own equipment breaks.

Posting Markings

Judges may make exact copies of each judge's book and post the copies on the bulletin board at the end of each go-round. Markings must be totaled by the judges and checked by the secretary.

At the end of each go-round, the contestant is privileged to see the records of all contestants in any event in which he takes part—at a reasonable time, so the secretary and a judge may be present.

Results

Results of an approved county or area 4-H rodeo must be submitted to the State 4-H Rodeo Finals secretary within 2 days after the event. If results are amended, the local rodeo secretary should notify both the Finals secretary and the affected contestants within a 5-day period.

Junior Division Events

Cattle Riding (6-second ride)

Same rules as in Bull Riding except that there is a 6-second time limit. Permitted hand hold: laying of loose end through the hand, around back of the hand, across the palm of the hand a second time with the loose end hanging free. Additional wraps, tucks, or gimmicks are cause for disqualification. A protective vest and mouthpiece are mandatory equipment in all rough stock events. All cattle riding contestants must wear helmets approved for rodeo events.

Jr. Bareback Steer Riding (6-second ride)

I. General Rules:

1. Contestant is not to use sharp spurs.
2. Contestant will have the right to call judges to pass on whether or not animal is properly flanked to buck the best of his ability.
3. Fall – If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
4. No contestant will ride two head in the same event during a performance except for re-rides.
5. Contestants may pull riggings from either side.
6. Contestant must compete on stock drawn for them.

In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

7. Steers or heifers weighing 600 – 900 lbs. should be used for this event. Horns must be tipped to at least the size of a half dollar. Bulls are not to be used.

II. Time Limit:

1. Animal must be ridden for 6 seconds.
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

III. Event Rules:

1. This event is open to boys only.
2. To qualify, the rider must have spurs over the break of the shoulders and touching animal when animal's front feet hit the ground on its initial move out of the chute.
3. Contestants will have the right to call judges to pass on whether or not animal is properly flanked and cinched.
4. Rigging must lie flat on animals back while rigging is being cinched.
5. Stock contractor may call on judge to pass on whether rigging is being set or cinched in a manner that might hurt animal's back.
6. Judges may require contestant to take his hand out of rigging after an animal is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request to take such action.
7. One arm must be free at all times.
8. The judge on the latch side of the chute gate shall serve as a back-up timer in the bareback riding event or a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is six seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the six seconds, the judge must go with the whistle.

IV. Scoring and Penalties:

1. Ride and animal to be marked separately.

2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in making the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
4. If an animal stalls coming out of the chute, either judge may tell contestant to take his feet out of the animal's neck and first jump qualification will then be waived.
5. Contestant shall receive no score for not following judges' instructions to take feet from neck of animal stalled in chute.
6. If the rigging comes off animal, touching anything with free hand or if contestant is bucked off, contestant will receive a no score.
7. In the opinion of the judges, if a contestant is riding with rowels too sharp or riding with locked rowels, he will receive a no score.
8. Contestant will be disqualified for taking any kind of finger tuck, or finger wrap.
9. Judges may disqualify contestant who has been advised he is next to go if he is not above the animal with his glove on when previous animal leaves the arena.

V. Re-rides:

1. The matter of re-rides shall be decided by the judges.
2. Contestants shall not influence the judges by asking for a re-ride at any time.
3. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.
4. Contestant may refuse re-ride and take his marking.
5. Contestant must make his decision immediately.
6. No re-ride will be given due to faulty or broken equipment furnished by contestant in any event.
7. If an animal that is drawn for a re-ride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the man who draws the animal for a re-ride.
8. If animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride in the prior go-round will take the animal first.
9. When a final head is to be ridden in the riding events, at least two additional head of stock will be available for re-rides.
10. Re-rides may be given only when stock fails to break, stops, or fouls the rider.

11. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a re-ride drawn for.
12. Contestants who are fouled at chute and declare will be entitled to re-ride at judge's discretion, or the spurring out rule may be waived.
13. If animal falls down out of chute, contestant will be entitled to a re-ride at the discretion of the judges.
14. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have re-ride drawn.
15. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
16. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the re-rides.
17. If the pickup man or horse comes in contact with bucking animal before qualified time has elapsed, re-ride will be given on same animal drawn. Only exception to this rule is if it is that rodeo's last day. The last day, contestant may have same animal back if stock contractor is willing, or re-ride drawn if requested. If stock contractor is not willing, re-ride will be drawn.
18. A contestant will have the option of a re-ride if the flank comes off the animal and the contestant has completed a qualified ride up to the point of the flank coming off.

VI. Equipment

1. Riding to be done with one-handed rigging and contestant must supply own rigging.
2. Rigging shall be leather and shall not be more than ten (10) inches in width at the handhold and not over six (6) inches wide at the "D" ring. Latigo cannot be blocked in the "D" ring. Riggings will use a standard "D" ring to be set to sit flat on animals back when cinched. No freaks will be allowed. Only rawhide may be used under the body of the hand-hold. There will be no rawhide restrictions with the exception of no rawhide may be within one (1) inch of the back of the rigging body excluding the "D" ring wrap which may be no more than two (2) inches up from the bottom of the body. The rigging body must also be spread nine (9) inches apart at the back of the rigging four (4) inches down from

the center. The handle bars under the rigging body must be tapered down to at least one-fourth ($\frac{1}{4}$) inch at the end of the handle bar.

3. Rider may have a single layer of leather under handhold which will extend at least one inch on both sides of the center of the handhold not to be skived and shall be glued down.
4. No metal will be allowed in riggings or hand-holds, resin handle bareback rigging to be used in the Junior Steer riding events only. Only leather or rawhide is allowed for hand-hold, with a maximum of three-fourths ($\frac{3}{4}$) inch of rawhide allowed. Flat-head rivets and/or screws and "t" nuts are allowed to secure hand-hold. The only other metal allowed will be in the "D" rings.
5. Quick release buckle is optional on bareback rigging.
6. Cinches on bareback riggings shall be made of mohair or neoprene and shall be at least five (5") inches in width at the center but may be tapered to accommodate cinch "D" or rings with no knots, tongues or pins tied or taped back. Latigos may be of leather or nylon.
7. Required bareback pads are to completely cover the underside of the riggings and are to extend a full two inches behind the rigging.
8. Pads used under riggings must be leather covered on both sides. No hair pads will be allowed. If a foam pad is used, it must be high density foam at least $\frac{3}{4}$ of an inch thick. In addition, the pad must have leather over the bars one-eighth ($\frac{1}{8}$) inch thick extending at least one-half ($\frac{1}{2}$) inch on either side or the back of the handle bars.
9. In addition to the pad, a piece of leather a minimum of $\frac{1}{8}$ inch thick and 4" square must be glued or sewed to the pad and centered in comparison to the total body length of the rigging. This piece of leather shall be placed so that $\frac{1}{2}$ of it extends behind the rigging and the remaining 2" is under the rigging.
10. The rider's glove will be a plain glove with no flaps, rolls, wedges or gimmicks. An extra piece of leather may be used at the base of the little finger only. It must be on the inside of the glove and is not to extend out from the seam more than $\frac{5}{8}$ inch and can be no more than $\frac{5}{8}$ inch thick. On the outside of the glove, there are to be no horizontal cuts from the second knuckle back. On the inside (palm side), only vertical cuts or slits allowed on fingers only.

11. A palm piece may be used in glove which will be at least one inch wide and three inches long and will be glued in.
12. There will be no adhesive material other than dry resin used on rigging or on rider's glove. Benzoin may be used.
13. Stock contractors will have the right to have judges pass on whether riggings are objectionable. Judges are to decide on all riggings and pads.
14. All contestants must wear helmets approved for rodeo events.
15. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouth piece may not be trimmed any smaller than the size required to cover all teeth.
16. All contestants must wear a vest designed to protect the chest and back while contesting in the Bareback Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.
17. No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on animals. Spur rowels must have five or more points.

Goat Tying – Girls (30-second time limit)

Same rules as in Goat Tying for Senior Girls.

Goat Tying – Boys (30-second ride)

Same rules as in Senior Girls Tying except that only a piggin string may be used to tie the three feet together. A legal tie will be one or more wraps and a half hitch.

Barrel Racing

Any two contestants riding the same horse in this event will be disqualified. A horse can only go once in each age group/division.

Knocking over a barrel will cause an automatic 5-second penalty per barrel. Failure to follow course shall cause disqualification.

Western-type equipment must be used. Use of a hackamore or other type of bridle is the choice of the contestant; however, the timer or judge may prohibit the use of bits or equipment which he considers severe.

The barrel racing and pole bending course should be raked or renovated as conditions warrant so that conditions are similar for all contestants.

A clearly visible starting line shall be provided. Two stopwatches or an electric timer with back-up watches

shall be used. If the electric eye does not work, the hand-held time will be used. If the electric eye fails for more than $\frac{1}{3}$ of the runs in a go-round, all contestants will have to take the handheld times. If there is no time recorded (either eye or hand-held) a rerun, carrying penalties forward, will be run at the end of that performance.

In the event that the eye fails to operate completely, then all hand-held times will be used. The electric eye and hand-held times will be used through the 1000s, unless the technology to do so is not available.

Instructions For Barrel Racing Course

A contestant must enter the arena with horse under control and may circle the horse once before beginning the run. The gate will be closed after entering the arena and will be kept closed until the run has been completed and the horse is under control.

The contestant is allowed a running start. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.

Failure to follow the course, or crossing over the starting line prior to completion of the pattern, shall be cause for disqualification. At a signal from the starter or timer, such as the word go or the raising of a flag, the contestant will go to barrel No. 1 and turn to the right around the barrel to complete a 360-degree turn; then to barrel No. 2 and turn left around the barrel with another turn of 360 degrees; then to barrel No. 3, turn left around the barrel, and sprint the horse to the finish line.

As soon as the turn is completed around barrel No. 3, the contestant sprints the horse to the finish line, where the timers stop their watches as soon as the horse's nose reaches the finish line.

The barrel course may also be run to the left. For example: The contestant starts to barrel No. 2 and turns left around it; proceeds to barrel No. 1 and turns right; then rides to barrel No. 3 and turns to the right again and sprints to the finish line.

The cloverleaf pattern is designed to test the speed and maneuverability of the horse. When measuring the area for the barrel course, there shall be a minimum of 20 yards from front of barrels to starting line, a minimum of 20 feet from any barrel to arena fence or wall, a

maximum of 90 feet between the two first barrels and a maximum of 105 feet from the front two barrels and the back barrel.

The course must be exactly measured. If the course is too large for the available space, the pattern shall be reduced in 5-yard increments until the pattern fits the arena.

REMEMBER TO LEAVE adequate space between barrels and any obstacle. The distance from barrel No. 3 to the finish line need not be reduced 5 yards at a time if there is sufficient room for a horse to stop.

Pole Bending

Any two contestants riding the same horse in this event will be disqualified. A horse can only go once in this event.

The pole-bending pattern is to be run around six poles. Poles are 21 feet apart. The starting line is 21 feet from the first pole.

A horse may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.

Knocking over a pole shall cause an automatic 5-second penalty per incident. Failure to follow course shall be cause for disqualification.

Contestant must enter arena with horse under control and may circle horse once before beginning the run. Gate will be closed after entering the arena and will be kept closed until the run has been completed and the horse is under control.

Pole bending is a timed event. Each contestant may begin from a running start.

A clearly visible starting line shall be provided. Two stopwatches or an electric timer with back-up watches shall be used. If the electric eye fails for more than 1/3 of the runs in a go-round, all contestants will have to take the handheld times. If there is no time recorded (either eye or hand-held), a rerun, carrying penalties forward, will be run at the end of that performance.

In the event that the eye fails to operate completely, then all hand-held times will be used. The electric eye and hand-held times will be used through the 1000s, unless the technology to do so is unavailable.

Western-type equipment must be used. Use of a hackamore or other type of bridle is the optional choice of the contestant; however, the timer or judge may prohibit the use of bits or equipment which he considers severe.

Break-Away Roping (30-second time limit)

Two loops will be allowed if two ropes are carried. The second rope must remain tied until used. The rope must be tied to the horn to allow the rope to be released from the horn when the calf hits the end of the rope. The rope must be tied to the horn not more than 2 inches from the end; a white cloth also is attached at this point. A white cloth must be tied to the end of the rope so that the judge can tell when the rope breaks from the horn. The "catch-as-catch-can" rule shall apply after the loop has passed over the calf's head. The catch pen gate should be closed while a contestant is roping. There is a 30- second time limit.

It is suggested that the barrier judge check to insure that the contestant's ropes are tied securely to the saddle horn before he enters the roping box.

Flag Race – Boys (30-second time limit)

The objective of this event is for the rider to race through the course, mounted horseback from either direction. Deposit a flag in the first bucket; retrieve a flag from the second bucket; and cross the finish line. Time starts when the rider crosses the start/finish line the first time and ends when they complete the pattern and cross the second time.

The flag race is a timed event. A clearly visible starting line shall be provided. Two stopwatches or an electric timer with back-up watches shall be used. If the electric eye does not work, the handheld time will be used. If the electric eye fails for more than 1/3 of the runs in a go-round, all contestants will have to take the hand-held times. If there is no time recorded (either eye or hand-held), a rerun, carrying penalties forward, will be run at the end of that performance.

Two 5-gallon buckets set on 55-gallon barrels will be needed. Whole oats will be used in buckets. The oats must be 4 inches from the top of both buckets.

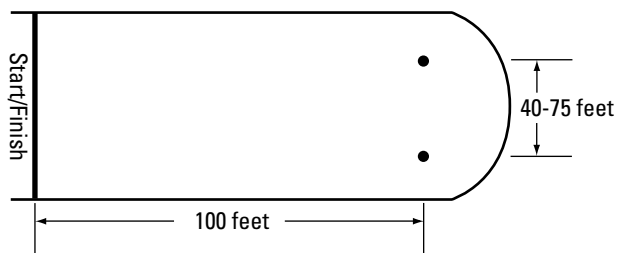
The flag must be at least 16-inches long. On the retrieving bucket, the top of the flag must protrude above the rim of the bucket a minimum of 5 inches.

Barrels with buckets on top should be set as close as

possible to the following dimensions: 100 feet from start/finish line to first barrel. Barrels should be 40- to 75-feet apart, arena permitting. There shall be a minimum of 20 feet from either barrel to arena fence or wall.

The contestant may run the course in either direction, from left to right or from right to left. In either case, the bucket on the first barrel the contestant comes to should not have a flag in it. The bucket on the second barrel the contestant comes to should have a flag in it at the start.

Flag Race Pattern



The contestant is given a flag either just prior to or as he enters the arena. He then races across the start/finish line toward the first barrel. As he turns around the first barrel, he places the flag into the oats in the first bucket. He then crosses over to the second barrel and takes the flag out of the oats and races back across the start/finish line.

The pattern is a horseshoe pattern on the outside of the barrels. Any deviation will be a no time. He must carry the flag in his hand. Carrying the flag anywhere but in his hand carries a 2-second penalty.

A contestant will be disqualified for any of the following:

1. Knocking over the barrel or tipping a bucket.
2. Dropping the flag on the ground.
3. Failure to keep the flag in first bucket.
4. Using the flag as a whip on the horse.
5. Crossing the start/finish line without the flag from the second bucket.
6. Breaking the pattern.

Any two Jr. Boys riding the same horse in this event will be disqualified. A horse can only go once in Jr. Boys Flag Race.

Flag Race – Girls (30-second time limit)

Same rules as Jr. Boys Flag Race. Any two Jr. Girls riding the same horse in this event will be disqualified. A horse can only go once in Jr. Girls Flag Race.

Jr. Dally Team Roping (45 seconds)

Same as Senior Dally Team Roping.

Senior Division Events Girls

Barrel Racing

Any two contestants riding the same horse in this event will be disqualified. Same as in Junior Division. A horse can only go once in each age group/division.

Pole Bending

Any two contestants riding the same horse in this event will be disqualified. Same as in Junior Division. A horse can only go once in each age group/division.

Break-Away Roping (30-second time limit)

Same as in Junior Division.

Goat Tying (30-second time limit)

Goats must be of uniform size. Enough goats must be supplied so that no more than seven contestants will be required to tie the same goat.

It is suggested that the roping score line be used as the starting line where arena conditions permit; if the roping score line is not used, the starting line should be at least 15 yards from the chutes. There is no set distance from the starting line to the goat, but a minimum of 50 yards is desirable; arena conditions will govern this distance. The goat should be tied to a stake with a rope at least 10-feet long. The stake should be pounded completely into the ground so that no part of it is visible or above ground.

The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from the horse, and throw the goat by hand. If the goat is down when the contestant reaches it, the goat must be stood on at least three of its feet (the goat must be elevated by the contestant so that at least three of the goat's feet are dangling straight underneath it), re-thrown, any three of its feet tied together with a leather thong or piggin string, and the goat stood clear of by the contestant.

Three legs must be crossed—i.e. two hind legs over one front leg, or one back leg between two front legs. The goat's feet must remain crossed and secure for 6 seconds. The time for staying tied will start after the contestant has signaled for time and stepped back 3 feet. The tie will be approved by a field judge. If it is not secure for 6 seconds the contestant will receive no time. An accidental touching of the goat after time

has been called that does not affect whether the goat remains tied will not result in disqualification. Timing will start when the contestant crosses the starting line and will stop when the contestant signals the completion of the tie. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, 10-second penalty will be assessed. If the goat should break away because of the fault of the horse, the contestant will receive no time. If the goat should break away any other time, it will be left to the judge's discretion whether the contestant will get a rerun. 30-second time limit.

Ribbon Roping (30-second time limit)

The decision as to which ear the ribbon should be attached is left up to the local rodeo committee.

Senior girls will be allowed two loops if two ropes are carried. If they miss with both, they will retire from arena and receive no time. Roping a calf without releasing the loop from the hand is not permitted.

A contestant must adjust rope and reins in a manner that will prevent her horse from dragging the calf, and the horse must have a neck rope (strap) or rope latch. Ribbon roping requires a regulation loop with rope tied hard and fast.

Time will start when the contestant crosses the starting line and will conclude when the contestant has removed the ribbon and signals the field judge by raising her hand above her head. If the ribbon has not been removed she will be given a no time.

A 10-second penalty will be added for breaking or beating the barrier.

All ribbons should be put on the calf's ear with a rubber band and should be as close as possible to the base of the ear. All ribbons should be identical in size. The roper must remove the ribbon from the calf's ear. The calf must be on its feet when the ribbon is removed. If the calf is knocked down accidentally, he must be allowed to get to a standing position before the ribbon is removed. After removing the ribbon from the calf's ear, the contestant must attempt to stay with the calf until arena help gets to calf—failure to do so may result in disqualification. Any outside interference or assistance while competing in the arena is a disqualification.

When stock is intentionally abused or tripped, a fine of 10 seconds will be added.

Only calves will be roped in this event.

A legal catch shall be catch-as-catch-can. There shall be a 30-second time limit.

If a field judge finds that a calf did not have a ribbon on its ear when the roper got to it, then the contestant shall be entitled to rope the same calf (i.e., the contestant must take another run at the same calf).

Senior Division Events Boys

Bareback Bronc Riding (8-second ride)

One-hand rigging is used. Riders may use their own rigging if the rigging is not over 10 inches in width at loose handhold and if the "D" ring is not over 6 inches and is not a freak. Contestants must be able to freely insert a hand into and out of the handhold.

No wedges, gimmicks, or finger tucks are allowed.

Judges are permitted to inspect the riggings. Riders who are knocked off at chute or when the horse falls out of chute will be entitled to a re-ride at the discretion of the judges. A rider will be given a re-ride, or may take his score if the flank comes off or breaks, provided the rider completed a qualified ride. Horses will be ridden 8 seconds—time to start when horse leaves chute. The matter of re-ride shall be decided by the judge. Stock contractors are required to have halters on horses.

If the rigging comes off the horse without breaking, the rider is disqualified. To qualify, the rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground its first jump out of the chute. The contestant will have the right to call judges to pass on whether or not horse is properly flanked and cinched. Any of the following offenses will disqualify a rider: being bucked off; riding with rowels too sharp in the opinion of the judges; touching animal with free hand; riding with locked rowels.

A judge may require a rider to take his hand out of the rigging after a horse is cinched. Stock contractor may request a judge to take such action.

A protective vest and mouthpiece are mandatory equipment in all rough stock events.

There will be no tape or other adhesive material or

substance other than dry resin used on rigging or on a rider's glove, which will be plain glove with no flaps, rolls, wedges, welds, or gimmicks. A rider may have a single layer of sheepskin or leather under his handhold. A rider may not take any kind of finger tuck or finger wrap. Violators shall be disqualified.

The rigging must lie flat on horses back while the rigging is being cinched. The stock contractor may call a judge to pass on whether a rigging is being set and/or cinched in a way that might hurt the horse's back. No fiberglass or metal will be used in riggings or handholds. Only leather or rawhide is allowed for handholds. Flathead rivets are allowed to secure the handhold; the only other metal allowed will be in the "D" ring. All riggings must have enough sheepskin or sponge rubber or 1-inch-thick pad underneath to cover the bars.

Judges shall disqualify a bareback rider who has been advised he is next to go if he is not above the animal with his glove on when previous horse leaves the arena.

Cinches on bareback riggings shall be made of mohair and shall be at least 5-inches wide.

Saddle Bronc Riding (8-second ride)

Horses are furnished by the producer. Riding is done with a halter, one rope rein, and a committee saddle. Each contestant is responsible for obtaining the rodeo equipment necessary to be ready to compete when called. Bronc saddle specifications are as follows: three-quarter rigging—this is determined by one-fourth the measurement from the center of the base of the horn to the inside of the top of the cantle. A standard halter must be used unless both contestant and stock contractor have made an agreement.

A protective vest and mouthpiece are mandatory equipment in all rough stock events.

The riding rein and hand must be on same side. Horses will be saddled in chute. The rider may cinch his own saddle or examine the same to determine if it is satisfactory. Either stock contractor or contestant shall have the right to call the judges to pass on whether or not horse is properly saddled and flanked to buck its best. Middle flank belongs to the bronc rider, but the contractor may have the rider put the flank behind the curve of the horse's belly. To qualify, the rider must have his spurs over the break of the shoulders and touching

the horse when the horse's front feet hit the ground its first jump out of chute. One arm must be free at all times. Saddle bronc riding shall be timed for 8 seconds.

If in the opinion of the judges a saddle bronc deliberately throws himself, the rider shall have the choice of that horse again or he may have a horse drawn for him from the re-ride horses. If the contractor's flank comes off or breaks during the ride, the rider may take the score or get a re-ride. If the flanks comes off the horse, the rider may have a re-ride, provided the rider completes a qualified ride.

Any of the following offenses shall disqualify a rider: being bucked off; changing hands on rein; wrapping rein around hand; pulling leather; losing stirrup; touching animal or saddle or rein with free hand; riding with locked rowels or rowels that will lock on spurs. (The judges will examine clothing, saddle, rein, and spurs, and exception will be made if local rules make it necessary for the covering of spur rowels.)

Calf Roping (Catch-as-catch-can) (30-second time limit)

There shall be two or more timekeepers, a tie or field judge, a barrier judge, and as many other officials as the local management finds necessary. Arena conditions will determine start and deadline. Animals used for this event should be inspected and objectionable ones eliminated.

If there must be a re-run of calves to complete a go-round, all calves must be tied down before any stock is drawn. If after one go-round has been completed a fresh calf has to be used, the calf must be roped and tied down before the drawing, but if extra calves have been tied at that rodeo, they will not be considered fresh.

Two loops will be permitted if carried; should the roper miss with both, he must retire and no time will be allowed. Roping a calf without releasing the loop from hand is not permitted. A contestant must adjust his rope and reins in a manner that will prevent his horse from dragging the calf, and the horse must have a neck rope (strap) or rope latch.

Contestants must receive no assistance of any kind.

If the horse drags the calf, the field judge may stop the horse and the flag judge can assess any penalty for such offense.

The rope must be tied hard and fast; contestants must dismount, go down the rope and throw the calf by hand, and cross and tie any three feet. If the calf is down when the roper reaches it, the calf must be brought up on at least three feet (the calf may be helped by the roper, but at least three feet must be dangling straight under the calf) and then re-thrown by hand. If the roper's hand is on the calf when the calf falls, the calf is considered thrown by hand. The rope must hold the calf until roper gets his hand on the calf. The tie must hold until passed on by the judge, and the roper must not touch the calf after he has completed his tie.

An accidental touching of the calf after time has been called that does not affect whether the calf remains tied, will not result in disqualification. If the tie comes loose or if the calf gets to his feet before the tie has been ruled fair, the roper will be marked no time. The untie man must not touch the calf until judge passes on the tie.

Inspection by the field judge: the field judge will use a stopwatch; the calf must stay tied securely for 6 seconds. The judge will start the timer after the roper has remounted and has given the calf complete slack.

Under any circumstances: a roper will be disqualified for removing the rope from a calf after signaling for time; and a 10-second penalty will be assessed for beating or breaking barrier. If a roper intends to use two loops, he must carry two ropes. There will be a 30-second time limit.

Steer Wrestling (30-second time limit)

Arena conditions will determine start and deadline. There shall be two or more timers, a barrier judge, a field judge, and as many other officials as the local management find necessary. Animals used for this contest should be closely inspected and objectionable ones eliminated. Contestants will not be required to compete on a crippled steer or on a steer with a broken horn. If the contestant jumps at steer, he accepts him as sound. A contestant will be disqualified if he in any way attempts to tamper with steers in the chute. Only one hazer is allowed.

If a steer gets loose, the dogger may pace no more than one step to catch the steer. The contestant must furnish his own hazer and horse. After catching the steer, the wrestler must bring it to a stop or change its direction and twist it down. If the steer is accidentally

knocked down or thrown down before being brought to a stop or is thrown by the wrestler and its horns put into the ground, it must be let up on all four feet and then thrown. The steer is considered down only when it is lying flat on its side, all four feet and head straight. The wrestler must have his hand on the steer when flagged. The fairness of catch and throw will be left to the judges, and their decision will be final.

The hazer must not render any assistance to the contestant after the contestant has left his horse. Failure to observe this rule will disqualify the contestant.

The contestant and the hazer must use the same two horses with which they leave the chute. The hazer will be disqualified for jumping at the steer. When a barrier is used in steer wrestling, it must be an automatic barrier and there must be at least a 12-foot box. If the box is shorter, steer wrestling must lap and tap. A 10-second penalty shall be assessed in any case in which a flag judge rules that the dogger's feet touched the ground before the flag line was crossed. If the dogger misses or loses his steer, the flagman must ask the dogger if he wishes another jump; the dogger must reply at once. There is no penalty for breaking a horn. Cattle used for steer roping, cutting, or other events shall not be used for steer wrestling.

The steer wrestling chute must have at least 30 inches clearance inside the chute and at the gate when in an open position. There shall be a 30-second time limit.

Bull Riding (8-second ride)

Head-fighting bulls or those that have bad horns must be dehorned or kept out of the drawing. Riding must be done with one hand and loose rope, with or without handhold—no knots or hitches to prevent the rope from falling off the bull when the rider leaves him. The rope must have a bell—no bell, no marking. The bull must be ridden 8 seconds—time to start when animal leaves chute. Riders who are knocked off at chute or if the bull falls are entitled to a re-ride at the discretion of judges. Riders are not to use sharp spurs.

A protective vest and mouthpiece are mandatory equipment in all rough stock events. All bull riding contestants must wear helmets approved for rodeo events.

Permitted hand hold: Laying of loose end through hand, around back of hand across the palm of the hand a

second time with loose end hanging free. Additional wraps, tucks, or gimmicks are cause for disqualification.

If the flank comes off, the rider may take either the score given or a re-ride bull, provided the rider completed a qualified ride. A rider will be disqualified for any of the following offenses: being bucked off; touching animal with free hand; using sharp spurs; or placing spurs or chaps under the rope when the rope is being tightened.

If the rider makes a qualified ride with any part of the rope in his riding hand, he is marked. The contestant will have the right to call judges to pass on whether or not bull is properly flanked to buck to the best of his ability. A bell must be under the bull's belly. The matter of re-rides shall be decided by the judges.

No more than two men may be on a chute to pull the contestant's rope.

Dally Team Roping (45-second time limit)

Contestants will start from behind a barrier. A 10-second penalty will be assessed for breaking the barrier. The steer belongs to the roper after he crosses timeline, regardless of what happens, with these exceptions: if the steer gets out of the arena, a flag will be dropped and the roper gets the steer back lap and tap with the time added that was taken when the steer left the arena or a mechanical failure. The team roper behind the barrier must throw the first loop at the head.

Each contestant will be allowed to carry just one rope. Each team is allowed three throws in all. Roping steers without turning loose the loop will be considered no catch. The roper must dally to stop the steer. No tied ropes are allowed.

Time will be taken when the steer is roped and both horses are facing the steer in line with ropes dallied and tight. The steer must be standing up when roped by head or heels.

All changes in lists of roping order to split horses and so on must be made before any stock for that event is loaded in chutes. After the stock is loaded, a roper must rope in the order listed.

A steer must not be handled roughly at any time, and ropers may be disqualified if, in the opinion of the field judge, they have done so intentionally.

A broken rope, dropped rope, or dismounting will be considered no time, regardless of whether time has been taken or not.

If steer is roped by one horn, a roper is not allowed to ride up and put a rope over the other horn or head with his hand.

If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from the loop by hand. However, should the front foot or feet come out of the heel loop by the time the field judge drops his flag, time will be counted.

In case the field judge flags out a team that legally still has one or more loops coming, the judge may give the same steer back lap and tap, and a 5-second penalty will be assessed for each loop already thrown .

There shall be two timers, a barrier judge, and a field judge, time to be taken between two flags. Arena conditions will determine score, and length of score is set by the arena director and time event director or spokesman, if present.

Animals used for this event should be inspected and objectionable ones eliminated.

Neck ropes must be tied with string. No metal snaps or hardware shall be used on neck ropes in the timed events. An adjustable slide shall be used on all neck ropes for cattle used in the timed events.

Legal Catches

There will be only three legal head catches.

1. Head or both horns.
2. Half a head.
3. Around the neck.

If the hondo passes over one horn and the loop over the other, the catch is illegal.

Any heel catch behind both shoulders is legal if the rope goes up the heels.

One hind foot receives a 5-second fine.

If the loop crosses itself in a head catch, it is illegal. This does not include heel catches.

A dally team roper can only enter once. He or she must qualify in team roping at an approved 4-H rodeo to enter the State Finals contest. He or she may pick

a partner who has qualified. At the Finals and regional rodeos, each qualified contestant may only compete once per go around. If either partner is unable to compete, the remaining partner may only pair with another qualified team roping contestant who doesn't already have a partner.

The new partner must use this as one of his or her events. The points must be doubled and divided 50-50 between header and heeler. There shall be a 45-second time limit.

Ambassador Contest

Suggested Guidelines

Each approved county 4-H rodeo is encouraged to have both a junior and a senior ambassador contest. To be eligible to enter the Ambassador contest at the regional rodeo level, each contestant must also enter at least one other rodeo event at the same rodeo in which they enter the Ambassador contest.

The State 4-H Finals Ambassador Contest will be open to senior ambassador candidates only.

Each State 4-H Finals Ambassador Contest candidate shall submit a 5" x 7" picture and bio to the State 4-H Rodeo Ambassador Committee following qualification at a county-sponsored rodeo.

If an Ambassador Contestant scratches from the contest, that contestant will not be allowed to enter the

Other events, unless the contestant is scratched prior to the entry deadline. (Other general rules regarding injury of the contestant or of the contestant's horse are applicable.)

Qualifications

A county contest shall be the qualifying event for the contestant who is to represent that county at the State Ambassador Contest.

If the chosen contestant cannot represent that county's title at the State Ambassador Contest, the county or region committee will proceed to the runner-up for an ambassador. The crown, banner, and buckle should be given to the next titleholder, and that contestant will represent that county for the remainder of the year.

Once a Junior or Senior ambassador contestant has won a county or regional title, that contestant is ineligible to compete in other county or regional Ambassador contests during that year.

Any contestants that have won the State Finals Ambassador will be ineligible to win that award a second time.

A contestant holding a current state, national, or professional Rodeo Queen/Ambassador title shall not, in the best interest of 4-H, seek the State 4-H Ambassador title.

Judging

Personality and Appearance Interview

- There shall be two judges for personality and appearance.
- 30 points (15 points per judge) shall be awarded for personality and appearance; 15 points for personality, and 15 points for appearance.

Horsemanship

- There shall be two qualified judges for horsemanship.
- 50 points (25 points per judge) will be awarded for horsemanship.
- The reigning pattern to be used during arena
- Performance shall be one of the 4-H horsemanship patterns.
- Judges may add any required movement at their discretion.
- The pattern to be used at each rodeo shall be posted by the judges at the rodeo office 24 hours prior to the judging of horsemanship.
- The reigning Ambassador must run the pattern to be used just prior to the horsemanship judging.
- The horsemanship judges must be in the arena during horsemanship judging and must explain the procedure that they wish to be used.

Extemporaneous Speech

In the Senior Division for all qualifying rodeos and the State Finals (Junior Division optional):

The topic of the speech would be given to the contestant; the contestant should have a set time to prepare for the speech, and the contestant then will present it. The next contestant should be given the same topic with the same amount of time to prepare before presentation. The contestants will not be allowed to watch the other speeches until after their own speech is delivered.

Two additional judges can be used to judge the speeches. The judges have 10 points each, for 20 additional points for the contest. The speech portion

of the contest should be open to the public and can be held at the same time as the personality and appearance interviews.

Equipment

The western saddle must fit the rider. It may be a slick or swelled fork and have a high or low cantle, but it definitely must be sized to the rider.

Horses using hackamores will be ridden only with a rawhide or leather-braided or rope bosal. Absolutely no iron will be permitted under the jaws, regardless of how padded or taped the iron may be.

When a bit is used, horses will be ridden in grazing snaffle, curb, half-breed bar, or spade bit. No wire curbs, regardless of how padded or taped, and no chin strap narrower than one-half inch are permitted.

Curb chains are permissible but must be of the standard flat variety with no twist and must meet approval of the judge. Mechanical hackamore bits, bosals, or cavesson-type nose bands, tie-downs, running martingales, and draw reins are prohibited.

A contestant may use the horse of the contestant's choice.

Attire

Ambassador contestants shall wear western hat, boots, blue jeans, and long-sleeved, white western shirts during the interview, speech, and horsemanship judging. Shirt is defined as garment with wrist-length sleeves that has a convertible collar and tails long enough to be tucked in.

Disqualification

Any contestant who scratches any rodeo event after registration will be disqualified unless an arbitration board rules otherwise due to unusual circumstances. Any contestant who is not present at all scheduled events for the Ambassador contest will be disqualified. Questionable situations will be determined by arbitration board.

Scoring

All judges will turn their scores over to the chair of the Ambassador contest immediately following the event, which they are judging.

This chair's responsibility is to turn these scores over to the rodeo secretary. The chairman and the Ambassador committee and a rodeo secretary will be responsible for compiling the total scores.

All scores will be posted immediately after the Ambassador has been announced. Each rodeo may make it optional to include points from the Ambassador contest to be counted in the rodeo all-around points.

In case of a tie score, first go back to the horsemanship scores; the contestant with the highest score is the winner. If there is still a tie, go to the personality, extemporaneous speech, and appearance scores to determine a winner. If there is still a tie, the horsemanship and personality/appearance judges should be contacted to determine a winner.

Awards

- Ambassador
- First runner-up
- Second runner-up
- Congeniality Award: Awardee will be selected by the contestants by silent ballot at their last function.
- Horsemanship: Winners shall be recognized.

This guide was assembled with the guidance and assistance of the South Dakota 4-H Rodeo Lay Board.



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