



Jeff Davis Riders Club Inc.  
Private Non-Profit Organization  
Est. February 2003  
[jdrcrodeo.com](http://jdrcrodeo.com)  
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# **2025 Rodeo Season**

**Jeff Davis Riders Club  
2024 Rules and Regulations**

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## 1. Governing Body

- a. The officers of the Jeff Davis Riders Club 2024 are:
  - **President** – Cathy Meche
  - **Vice-President** - Tim Cormier and Dusty Locke
  - **Secretary** – Ellen Meche
  - **Treasurer** - Katie McMillin
  - **Publicity Officers** - Erin Cormier and Tobi Leger

## 2. Club Membership

Each contestant is required to be a member.

- a. Membership Dues are to be paid the day you join. Dues are as follows:
  - 1. Family Membership- \$80.00
  - 2. Single Membership- \$60.00
- b. You must be a member to compete. A failure to pay Membership Dues means you are not a Member and all points won are forfeited until paid. Points begin accumulating once you are a Member.
- c. The Board meets several times a year to discuss club business. If a member has an issue, it can be brought to a Board Member for discussion at the next meeting.
- d. At the year-end Awards Banquet we have an open meeting where major changes are discussed and voted upon by members.
  - i. A Single Membership gets one vote on issues that are voted on.
  - ii. A Family Membership gets two votes on issues that are voted on.
  - iii. The Board reserves the right to table an issue that is deemed too complex to make a decision upon at the Banquet. Once the issue has been discussed and understood the Board will contact the membership via email, telephone, our website or JDRC Facebook page to conclude the matter with a vote.
- e. We have 3 fund raisers during the year which raise money to afford better prizes. We need help with these. Each 'family' must work at least 2 hours at one of the three fund raisers.

## 3. Sponsorship

Each contestant is required to provide a sponsor.

- a. Sponsorship monies are to be paid by the 5<sup>th</sup> rodeo. Dues are:
  - i. Family Sponsorship - \$100.00
  - ii. Single Sponsorship - \$80.00
- b. Failure to pay Sponsorship monies by the 5<sup>th</sup> rodeo will disqualify a Member from the Participation Awards.
- c. Sponsorships are typically a business but not limited to businesses.

#### 4. Participation Awards

The Jeff Davis Rider's Club is a not-for-profit organization dedicated to kids and families. Monies from entry fees, memberships, member sponsorships and fund-raising activities along with our great corporate sponsors enable us to provide the contestants with awesome awards at the end of the year.

To qualify for the Participation Awards:

- a. Each contestant must be a paid member in good standing, i.e., Membership paid, Sponsorship paid. Membership paid on the first day, Sponsorship paid by the end of the 5<sup>th</sup> rodeo.
- b. Each contestant must compete in at least 28 events over 7 rodeos. Exhibition entries do not count towards the 28 events needed to qualify. Only competition entries.
- c. Each contestant must work at least 25 events. Maximum credits needed for family memberships will be 75 work credits. (To help out our members, we suggest that a family member or friend work for the contestants.)
- d. Each contestant (or family member/friend) must work at least 2 hours in one of the Fund Raisers for the Club. i.e., 3 family members = 6 Fund Raiser credits required. For Raffle fundraisers, 100 tickets sold will equal 1 fundraiser credit per member.
- e. Senior Division awards may be limited depending on donations.

#### **NO REFUNDS ON MEMBERSHIP DUES, SPONSORSHIP DUES, OR ENTRY FEES.**

#### 5. Event Registration, Entry Fees and Event Worker sign up

- a. The Rodeo starts at 9am! Please make every effort to register early. Online pre-registration is a great tool! (Registration includes Entry Fees paid before rodeo starts.)
  - i. Mutton Bustin' Jackpot, Lead Line & Trail events registration **ends at 08:45.**
  - ii. All other event registration **ends at 10:00.**
  - iii. If you are running late and cannot make registration deadlines, call someone to register for you. This includes Entry Fees.
- b. If you are not preregistered, day-of entry sheets will be available at the sign in table the morning of the rodeo.
- c. There are no refunds for Entry Fees. If something happens and you cannot ride, let the Registration table know and, depending on circumstances, a rollover to next rodeo may be offered. If the issue persists past the next rodeo contact a Board Member for further discussion.
- d. There is no 'buying out' of rodeos. Example: For whatever reason you cannot attain 7 rodeos and 28 events before the end of the year, you cannot pay for events to reach the requirements.
- e. Each member must have 25 events worked. The Event Worker signup sheet is at the sign in table.
  - i. There are lines for the jobs in each event.
  - ii. Sign your name **and the name of the contestant's name** that you are working for. Don't forget to put the contestant's name. This happens quite often, and we don't know who to apply the credit too.
  - iii. *No one under the age of 12 will be allowed to work unless always supervised by an adult except as hat catcher. This is a safety issue.*
  - iv. One worker for each job. **It is Your responsibility to remember what you signed up to work for and be there to work the event. If you don't show up to work and we find someone else to work in your place, they will get the credit. If you do not show to work your position, your name will be taken off the worker sheet and the name of the person who actually worked will replace it.**

## Age Divisions

- f. Age as of January 1
  - i. **Midgets**- 0 to 6 years of age
    - 1. Lead Line – For the young riders who need some help
    - 2. Ride Alone – For the young riders who don't need help
  - ii. **Peanuts**- 7 to 9 years of age
  - iii. **Peewee**- 10 to 13 years of age
  - iv. **Juniors**- 14-18 years of age
  - v. **Seniors**- 19 years old and older

The age of contestants will be the age of the individual as of January 1<sup>st</sup> of the current year and shall be maintained throughout the year. **IF REQUESTED**, BE PREPARED TO PROVIDE THE CLUB WITH A COPY OF PROOF OF AGE (birth certificate or driver's license) FOR PARTICIPANT.

## 6. Dress Code- For the safety of the riders and for Rodeo/Western tradition:

- a. Boots, no tennis shoes.
- b. Jeans, no shorts.
- c. Back number.
- d. Western shirt (long or short sleeved, button or snap) or a JDRC club t-shirt (need not be a current year shirt)
- e. No sleeveless shirts. This includes rolling t-shirt sleeves up to the shoulder. A rider in an event with either of these will be given a no time.
- f. Contestants must wear either a cowboy hat or helmet when entering the arena during their run. The hat must stay on their head until the rider breaks the plane of the arena. If the hat falls back out of the arena it will be a no time. It must remain in the arena. Intentionally knocking hat off either by hand or shaking head will result in disqualification.
- g. NOTE: The Junior High and High School Rodeo Associations, as well as other Rodeo Associations, have a very prescribed and restrictive dress code. These restrictions are placed not only on the rider but the parents and helpers behind the scenes as well. If you, a contestant, or parent/guardian of a contestant, are thinking of competing in one of those other Rodeo Associations, we invite you to seek out those rules and read them. It would not hurt to start transitioning from the JDRC dress code to the more restrictive dress code.

**7. General Club Rules** – JDRC is dedicated to promoting the sport of rodeo, sportsmanship, and good conduct. These activities create family bonding time; teach animal husbandry and responsibility for the contestants. These rules are in place to provide a pleasurable experience for everyone.

- a. No swearing or profanity.
- b. No alcoholic beverages of any kind. If anyone is suspected of being intoxicated, they will be asked to leave.
- c. No abusing the animals.
- d. No fighting, rough housing, or disruptive behavior.
- e. **No arguing with the Judge. Video replay request are not allowed.**
- f. All dogs are to be kept on a leash and as far away from the Arena as possible. You must follow the rules of the arena pertaining to your animals.
- g. It is the responsibility of the Member to inform their guest of the rules and ensure that they abide by these rules.
- h. Any member in violation of the club rules will be brought before the Board of Directors. The Board will decide the severity of the infraction and the penalty applied. Penalties include probation, disqualification from an event, disqualification from a rodeo or suspension of a membership.
- i. Any member that has been suspended can apply to the Board for re-admission after one calendar year.

## **8. Horses**

- a. The stalls on the West side of the Arena and at the North end are not free. If you put a horse in a stall, you must make payment arrangements with Rice Arena staff.
- b. Free horse parking is along the rails on the East side of the Concession Stand and along the outside of the warmup arena. You are welcome to bring temporary panels to set up on the side of your horse trailer, but they cannot be connected to the arena in such a way that would impede traffic.
- c. **NO horses are to be tied up 'in or outside of the holding pens' nor 'in or anywhere near the 'alley way'.'**
- d. All horses are to have a current Coggins available upon request. Current is defined as within the last 12 months.

## 9. Points and Awards

- a. The Midget Division is divided into 2 classes, Lead Line and Ride Alone.
  - i. The Lead Line class has no points. The events are strictly for fun and to introduce the children to the sport. They are eligible for Participation Awards provided they meet the previously listed requirements.
  - ii. The Ride Alone class has the normal point system described below.
  - iii. Riders can move up from the Lead Line class to the Ride Alone class at any time during the year. The Rider will begin accumulating points once in the Ride Alone class. **A rider may not move back down to lead line after moving up and riding in an event in the ride alone class.**
- b. Points will accumulate on the Rider only. A Rider must have 28 events and cannot enter an event more than once. i.e., Ride twice at the same rodeo in the same event.
- c. For points, lead-ins in the Ride Alone division will be counted after all the ride alones are counted. Lead-ins will be timed with the backup timer. The Judge will flag the nose of the horse and not the person leading the horse.
- d. Contestants may participate only in their age group.
- e. Contestants will receive 1 point per event for each event competed in. If entered in an event but you do not participate (scratch) the point will not be given.
- f. Points are awarded as follows:
  - 1<sup>st</sup> place = 6 points = \$3.00
  - 2<sup>nd</sup> place = 5 points = \$2.00
  - 3<sup>rd</sup> place = 4 points = \$1.00
  - 4<sup>th</sup> place = 3 points
  - 5<sup>th</sup> place = 2 points
  - 6<sup>th</sup> place = 1 point
  - A tie will result in a division of the points and award.
  - 1<sup>st</sup> place tie = 5.5 points = no 2<sup>nd</sup> place
  - 2<sup>nd</sup> place tie = 4.5 points = no 3<sup>rd</sup> place
  - 3<sup>rd</sup> place tie = 3.5 points = no 4<sup>th</sup> place
  - 4<sup>th</sup> place tie = 2.5 points = no 5<sup>th</sup> place
  - 5<sup>th</sup> place tie = 1.5 points = no 6<sup>th</sup> place
  - 6<sup>th</sup> place tie = .5 points
- g. There are no cash awards for the Senior Division.

## 10. Judging and Appeals

- a. JDRC will use, when possible, a qualified Judge with experience. There will be times when a Professional Judge is not available. The Board will provide a substitute with suitable knowledge of the rules to act as judge for that rodeo. Any officer of JDRC may step up as judge if needed.
- b. The decision of the Judge is final.

- c. Only the Judge can request a rerun. A member seeking a rerun must speak to the Judge **before the end** of their Age Division.
- d. Appeals: Any dispute with the Judge's decision must be brought to a board member **before the end** of that Age Division. The Board will meet with the Judge and a final determination will be made.
- e. If the Board determines a member is abusing the appeal system, the member will forfeit all privileges, entry fees and will be subject to any other penalties that the Board of Directors may order.
- f. When JDRC rules do not cover a situation, the Judge should apply rules from recognized professional rodeo associations as long as those rules don't conflict with JDRC rules.

## 11. Dragging the Arena

- a. The Judge will determine if the ground condition warrants dragging.
- b. The Arena will be dragged between every age division.
  - i. An exception to this rule: If there are only a few contestants in a Division it will be the Judge's and ONLY the Judge's decision to drag or not between the Age Division.
- c. During an event the arena will be dragged after every 10<sup>th</sup> rider or at the Judge's discretion. If there are less than 20 riders in an age group, the arena will be dragged at the halfway mark.

## 12. General Rodeo Information- All events are based upon rules and regulations set by the Jeff Davis Riders Club (JDRC). Any contestant not complying with the event rules will be disqualified from their respective event.

- a. All exhibition rides will run before that event. Exhibition runs are limited to the following:
  - i. 1 goat exhibition
  - ii. unlimited sled roping exhibition
  - iii. 2 runs on livestock
- b. Timed Events:
  - i. Electric eyes and clock are used for primary time keeping.
  - ii. The Judge will flag for the backup time. The backup timer will start and stop time on the Judge's flag.
  - iii. If a contestant's time is missed, the backup time will be used for that contestant only, not the whole event.
  - iv. If the primary time and backup timer fail, and a rerun is granted by the Judge, any penalties incurred from either run are applied to the rerun.
- c. Age Division line up will be picked by a drawing or electronically. A pre-draw will be done consisting of the pre-registration entries prior to the day of rodeo. Any day-of entries will be added randomly to the bottom of the pre-draw.
- d. It is the responsibility of the rider to remember the pattern.
- e. It is the responsibility of the rider to be ready to ride when called by the announcer. Contestants need to be in the 'back' and ready to ride when their Division is called.



- f. The rider will have a total of 90 seconds to get into the arena. *(The Judge has discretion to shorten the time between calls)*
    - i. The announcer makes First call,
    - ii. after 30 seconds the Judge will tell the announcer to make Second Call,
    - iii. after 30 more seconds the Judge will tell the announcer to make Third and Final Call
    - iv. after 30 more seconds, with approval from the Judge, the rider is given a No Time, and the event will move on.
    - v. If the riders tack breaks/fails before the timer starts, the rider has the choice of moving to the bottom of the roster to allow time to make repairs. Rider should have the lineup sheet worker that will be near the alleyway inform the judge immediately.
  - g. Once a contestant enters the arena and the timer starts, the horse and rider must maintain forward motion at all times. A loss of forward motion will result in a No Time.
  - h. Once a contestant enters the arena and the time starts, the rider must remain on the horse, unless it is part of the event. Failure to stay 'in the saddle' will result in a No Time.
  - i. **Only contestants whose Division is up are allowed in the back-alley area. Spectators will not be allowed in the back-alley area during the speed events.**
  - j. **Only Contestants and animals being competed on are allowed in warm up area.**
- **Parents need to watch their children.** That includes in the stands, around the main arena, and the warm up arena area as well.
  - Any person who violates any of the preceding Rules will forfeit all privileges, premiums, entry fees, and will be subject to any other penalties that the Board of Directors may order.

# Event Rules

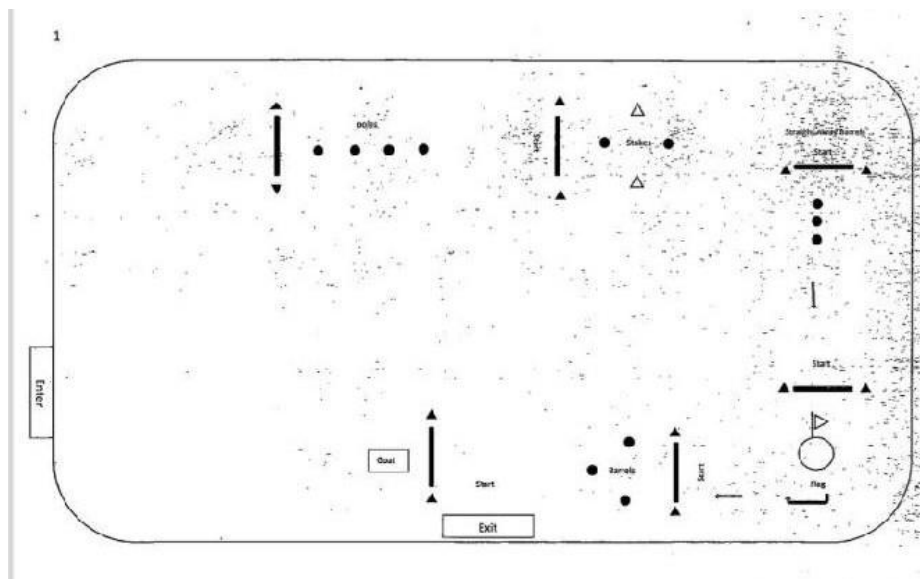
## Mutton Bustin' Jackpot

1. Contestant may hold on to sheep with 1 or 2 hands, or with rope.
2. Contestant must stay on sheep for at least 4 seconds to receive a score.
3. Time for the ride stops when any part of the contestant's body touches the ground.
4. Contestant must be 10 years of age or younger and must weigh 55 lbs. or less.
5. No safety gear is required. Parents discretion.
6. If a contestant is assisted, a lower score will be incurred.
7. If livestock comes to a complete stop or falls, judge may award contestant a re-ride.
8. Final decisions are at the judge's discretion.

## Midget Lead Line Events

### General Rules:

1. The events will include:
  - a. Poles: 4 pole pattern
  - b. Straight away barrels
  - c. Clover leaf barrel pattern
  - d. Stakes
  - e. Flag: Rider will circle the barrel and place a flag in the bucket
  - f. Goat Ribbon Pull: Rider will dismount at the starting line, race to the goat, and remove the ribbon then race back across the finish line. Rider and horse will then exit the arena.
2. All 6 events will be set up in the Arena at the same time.
3. The patterns will be smaller to accommodate the events in the Arena
4. The entry to each pattern will be marked with a cone. A worker / official at the beginning of each event will point the way.
5. When a rider completes an event, they will proceed to the next event.
6. A rider must not enter an event pattern until the previous rider has cleared the event pattern.



## Ranch Trail

In 2022 we introduced Ranch Trail event. Objective is to negotiate a series of obstacles while on horseback. Riders will open and close a gate. Put mail in a mailbox. Cross over a bridge. Back their horse between barrels and jump over a low rail, 20" high.

Event Rules:

1. There will be a 60 second time limit. Midgets will have a 180 second time limit.
2. Patterns will change with each rodeo. The pattern drawing will be posted before the event.
3. Patterns consist of a gate, a bridge, mailbox, barrels, and jump.
  - a. Gate: a gate connected to the arena wall and latched with a chain and ring. The rider will unlatch the gate, pass through then re-latch the gate using the ring. A failure to complete any part of the obstacle results in a no time. If the horse knocks down the obstacle after the gate has been re-latched a 10 second penalty is applied. If the horse knocks the obstacle down before the gate has been re-latched it will result in a No Time.
  - b. Bridge: Horse and rider cross over a roughly 4ft wide by 6ft long bridge. 3 poles are placed on either side of the bridge. Horse and rider must cross the bridge without knocking down a pole. Failing to cross the bridge results in a no time. Knocking down any or all poles results in a 10 second penalty.
  - c. Mailbox: From horseback
    - i. Open the mailbox
    - ii. Deposit the mail
    - iii. Close the mailbox.
    - iv. If the rider drops the mail, they may dismount to retrieve the mail, remount their horse, and complete the task.
    - v. Mailbox must **be closed all the way**.
    - vi. If the horse knocks down the mailbox after completion, there will be a 10 second penalty. If the horse knocks down the mailbox before completion it will result in a No Time.

- d. Backup Barrels: a pair of barrels are placed 4ft apart measuring from the barrel edges on the inside. The contestant must back their horse between the barrels and proceed to the next obstacle.
  - i. If the horse knocks over any one or all barrels there will be a 10 second penalty.
  - ii. Failure of the horse to back through the barrels is a disqualification.
- e. Jump: The rider must jump their horse over a rail without knocking it down.
  - i. The rail is approx. 20 inches high and 8ft wide. Rail is made of 1 ½" PVC pipe and fitted loosely to the jump.
  - ii. If the horse refuses to jump or runs around the jump it will result in a disqualification.
  - iii. Knocking down the rail will cause a 10 second penalty.
  - iv. **Only the Junior and Senior Divisions** compete with the jump in the trail pattern.
4. If the judge determines that there is a JDRC equipment malfunction, a re-run will be granted.

## Clover Leaf Barrel Racing (All age groups except LL.)

### Event Rules:

1. A contestant will be allowed legitimate time between entering the arena and crossing the start line. The Judge will determine what that time is.
2. Once the timer starts, the horse and rider must maintain forward motion at all times. A loss of forward motion will result in a No Time.
3. Timing shall begin as soon as the horse's nose reaches the starting line (electric eye) and will be stopped when the horse's nose passes over the finish line (electric eye).
4. If the contestant's horse breaks the time light by backing through before starting the pattern, time will be considered started.
5. The contestant may start with either the right or left barrel. The contestant is responsible for remembering the pattern.
  - a. When starting on the right barrel, there will be one right turn and two left turns around the barrels.
  - b. When starting on the left barrel, there will be one left turn and two right turns around the barrels.
  - c. The clover leaf pattern is the approved pattern for this event. Once a contestant crosses the starting line, they can make no more than 3 turns.
  - d. A broken pattern is defined as breaking forward motion to retrace their tracks to finish the pattern or the horses' nose passing the plane of the barrel on the off/wrong side.
6. Knocking over a barrel is a 5 second penalty per barrel.
  - a. Should a barrel be knocked over and stand up on its opposite end there will be a 5 second penalty.
  - b. The contestant is allowed to touch the barrel to stop it from falling over.

7. If the horse crosses the starting line at any time before the pattern is completed, the pattern will be considered broken, and the run will receive a no-time.
8. The Judge will not flag a contestant out until time is recorded. The judge is to flag time, then flag contestant out if run is not legal.
9. The arena gate must be closed immediately after barrel racer enters the arena and kept closed until pattern is complete and rider's horse is under control.

### **Reruns:**

1. Reruns are granted by the Judge.
2. No rerun will be given after the clock starts due to faulty or broken equipment furnished by the contestant.
3. The battery digital clock will be the first backup time and the digital handheld stopwatch will be the second backup time.
4. If the primary timer and backup timer fail, and a rerun is granted by the Judge, any penalties incurred from either run are applied to the rerun.

### **Pattern Setup**

1. All barrels must be 20 yards or farther apart.
2. The arena conditions will enable you to decide the distance over 20 yards that you wish to place the barrels.
3. The barrels must be at least 20 feet from the arena fence.
4. Barrel placement/spacing:
  - The front two barrels shall be 20 yards from the starting line. The maximum distance between the two front barrels shall be 30 yards; arena conditions permitting.
  - The maximum distance between the two front barrels and the back barrel shall be 35 yards; arena conditions permitting. However, if the course is too large for the available space, the pattern should be reduced five yards at a time until the pattern fits the arena.
  - Adequate space must remain between barrels and any obstacle. The distance from barrel #3 to the finish line need not be reduced five yards at a time if there is sufficient room for the horse to stop.
  - When measuring the area for the course, allow ample room for the horses to complete turns and stops at the finish. It is recommended there be at least 45 feet from the starting line to the end of the arena, at least 18 feet from barrel #1 and #2 to the fence, and 36 feet from barrel to the end of the arena.

## **Flag Racing (All age groups except LL.)**

### **Event Rules:**

1. A contestant will be allowed legitimate time between entering the arena and crossing the start line. The Judge will determine what that time is.
2. Once the timer starts, the horse and rider must always maintain forward motion. A loss of forward motion will result in a No Time.
3. Timing shall begin as soon as the horse's nose reaches the starting line (electric eye) and will be stopped when the horse's nose passes over the finish line (electric eye).

4. If the contestant's horse breaks the time light by backing through before starting the pattern, time will be considered started.
5. Two barrels will be set up in the arena on the 1<sup>st</sup> and 2<sup>nd</sup> barrel markers for the clover leaf barrel pattern. One bucket will be placed on top of each barrel and be  $\frac{3}{4}$  filled with oats.
6. The contestant must be mounted on horseback, cross the starting line with the flag, place the flag in the 1<sup>st</sup> bucket, retrieve the flag that is in the 2<sup>nd</sup> bucket, and cross the finish line. The contestant may enter the pattern from either the left or the right.
7. The contestant must maintain forward motion. They may not circle the barrel. A broken pattern is defined as breaking forward motion to retrace their tracks to finish the pattern or the horses' nose passing the plane of the barrel on the off/wrong side. A broken pattern will receive a no time.
8. A no-time will be given if the contestant knocks over the barrel or bucket or fails to put the flag in the 1<sup>st</sup> bucket or does not grab the flag out of the 2<sup>nd</sup> bucket.
9. The flag that is placed in the first bucket must be inside the bucket vertically. The flag cannot be laying across the rim of the bucket.
10. Riders are allowed to fishhook.
11. **Riders may not touch their horse with the stick (intentional or accidental)**
12. The Judge will not flag a contestant out until time is recorded. The judge is to flag time, then flag contestant out if run is not legal.
13. The arena gate must be closed immediately after the rider enters the arena and kept closed until pattern is complete and rider's horse is under control.

### **Reruns:**

1. Reruns are granted by the Judge.
2. No rerun will be given after the clock starts due to faulty or broken equipment furnished by the contestant.
3. The battery digital clock will be the first backup time and the digital handheld stopwatch will be the second backup time.
4. If the primary timer and backup timer fail, and a rerun is granted by the Judge, any penalties incurred from either run are applied to the rerun.

## **Pole Bending (All age groups except LL.)**

### **Event Rules:**

1. A contestant will be allowed legitimate time between entering the arena and crossing the start line. The Judge will determine what that time is.
2. Once the timer starts, the horse and rider must maintain forward motion at all times.
3. A loss of forward motion is declared a broken pattern. A broken pattern is defined as breaking forward motion to retrace their tracks to finish the pattern or the horses' nose passing the plane of the pole on the off/wrong side. A broken pattern will receive a no time.
4. Timing shall begin as soon as the horse's nose reaches the starting line (electric eye) and will be stopped when the horse's nose passes over the finish line (electric eye).
5. If the contestant's horse breaks the time light by backing through before starting the pattern, time will be considered started.

6. The Pattern: There are 6 poles. The contestant may start on either the left or right side of the poles. The contestant rides down to the 6<sup>th</sup> pole, turns and commences a weaving pattern back through the poles. The contestant turns at the 1<sup>st</sup> pole and runs back thru the poles in a weaving pattern. The contestant turns at the 6<sup>th</sup> pole and rides in a straight line back to the starting line.
7. Knocking a pole or poles down will add a 5 second penalty per pole to their time.
  - a. If a pole is knocked over and stands back up on its' own it is still considered knocked over and the 5 second penalty applies.
  - b. The contestant is allowed to touch the pole to stop it from falling over.
  - c. If a pole is down the rider must maintain the weave pattern around where the poles base was in the pattern.
8. If the horse crosses the starting line at any time before the pattern is completed, the pattern will be considered broken, and the run will receive a no-time.
9. The Judge will not flag a contestant out until time is recorded. The judge is to flag time, then flag contestant out if run is not legal.
10. The arena gate must be closed immediately after pole bender enters the arena, and kept closed until pattern is complete and rider's horse is under control.

### **Pattern Setup:**

1. The pole bending pattern is to be run around six poles.
2. No flags are to be used on the poles.
3. Poles are to be painted red, white, and blue by 6-inch stripes as these are the colors of the National High School Rodeo Association.
4. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be 21 feet apart. The end pole must be 20 feet, at least, from the arena fence.
5. Poles are to be set on top of the ground, 6 feet in height, and with no base larger than 14 inches and no less than 12 inches in diameter.
6. Poles must be straight in a line.

### **Reruns:**

1. Reruns are granted by the Judge.
2. No rerun will be given after the clock starts due to faulty or broken equipment furnished by the contestant.
3. The battery digital clock will be the first backup time and the digital hand held stopwatch will be the second backup time.
4. If the primary timer and backup timer fail, and a rerun is granted by the Judge, any penalties incurred from either run are applied to the rerun.

### **Goat events setup**

These setup rules are to be used for goat ribbon pull, flipping and tying.

1. The electric eyes are not used in these events. There is a starting line flagger and the Judge at the goat. Time starts when the horses' nose crosses the starting line and the flagger drops their flag. Time stops when the Judge drops their flag.
2. There is a 45 second limit for each run.

3. The goat's collar will be the same snug. Goats will be the same size and weight.
4. There should be at least a 15-yard starting line. The starting line will be 100 feet from stake. The stake should be completely under the ground so that no part of it is visible or above ground. The stake is placed at the same laser light as the 5<sup>th</sup> pole in the pole bending.
5. The goat should be tied to a stake with a rope 10 feet in length. For the Goat Ribbon Pull event, a shorter rope will be used.
6. The goat handler will hold the goat facing the starting line. When the starting line flagger signals the start of time the handler will release the goat and back away.
7. Starting line flagman stands in identical places each performance.
8. Judges, goat handlers, directors, etc. must stand behind the goat in order to give the contestant dismounting from either right or left an equal opportunity.
9. No Horse Catchers: If the goat goes under the horse or the horse goes over the rope it's a 10 sec. penalty.
10. The rider and horse will exit at the back gate.

## **Goat Ribbon Pull (Midgets only, on horseback)**

### General Rules:

1. The contestant must be mounted on a horse and must ride from the starting line to the goat.
2. The contestant will ride up to the goat, dismount, catch the goat, remove the ribbon from the goat tail then run back across the finish line with the ribbon.
  - Once time has started if the ribbon falls off the goat before the rider dismounts the rider will be issued a rerun at the Judge's discretion.
  - If the ribbon falls off after the rider dismounts the rider will pick up the ribbon and run to the finish line with the ribbon in hand.
3. The finish line will be placed 10 feet from the stake toward the start line.
4. For the Safety of our younger riders a horse catcher is allowed in this event.

## **Goat Flipping (Peanuts only)**

### General Rules:

1. The contestant must be mounted on a horse and must ride from the starting line to the goat.
2. The contestant will ride up to the goat and dismount.
  - If the goat is down when the contestant reaches it, the goat must be stood on at least three feet and then thrown.
3. The contestant will proceed to catch the goat and flip it to the tying position.
 

Tying position is defined as the goat lying on its side with the contestant straddling the goat. It is necessary to collect the legs.
4. Once the contestant is finished, they must give the all clear signal.
5. The time will stop when the Judge signals.
6. For a legal run the contestant can make only one continuous attempt at flipping the goat. If they give up attempting to flip the goat, the Judge will flag the run ended and they will be given a no time.
7. There are no size designations or specific goats used for any age group. The pick is random from the goats available.



## Goat Tying (Pee wee, Junior, & Senior)

Goat Tying competition in Pee Wee division may be male or female (Pee Wee males have option to compete in Tie Down as alternative to goat tying),

Junior and Senior division is for female only. (Junior and Senior males have option to compete in Tie Down event).

Leather string, pigging string, or rope can be used to tie goat.

Contestants in the PeeWee division can choose to tie either goats or calves. The Junior and Senior divisions girls will do Goat Tying and the boys will do calves.

### **Event Rules:**

1. The contestant must be mounted on a horse and must ride from the starting line to the goat.
2. Time will start when the contestant crosses the starting line.
3. If the goat is down when the contestant reaches it, the goat must be stood on at least three feet and then thrown.
4. The contestant must cross and tie three legs together with a leather thong, pigging string, or rope. The contestant must signal the Judge the tie is complete with a hands 'up and out' motion or a verbal signal.
5. Time will stop when the contestant signals the completion of the tie.
6. Legs must remain crossed and secure for six seconds after completion of tie.
7. To qualify as a legal tie, there will be one or more wraps, half hitch, hooley or knot.
8. **THE CONTESTANT MUST MOVE BACK 3 FEET FROM THE GOAT** before the judge will start the 6 second timer for the goat's legs to remain crossed and tied.
  - a. If the contestant gets the rope that is holding the goat wrapped around his/her leg, they may ask the judge to remove it. After getting permission from the judge, they may remove the rope and move back three feet from the goat, then the six seconds will start. Touching the tying string, goat or goat tether without the Judges permission will result in a no time.
9. The tie will be passed on by a field judge, and if it is not secure for six seconds, the contestant will receive a no time.
10. The Judge will not flag a contestant out until time is recorded.
11. The judge is to flag time and flag the contestant out if run is not legal.

### **Reruns:**

1. No rerun will be given after the clock starts due to faulty or broken equipment furnished by the contestant in any event.
2. If the goat should break away, it will be left to the judge's discretion whether the contestant will be given a rerun.
3. If the primary timer and backup timer fail, and the contestant made a qualified run on the stock, a rerun may be granted by the Judge. Any penalties incurred from either run are applied to the rerun.
4. If the judge sees they have made an error in flagging, they must declare a rerun before the contestant leaves the arena. Any penalties incurred from either run are applied to the rerun.

## **Breakaway Dummy Roping (Sled Roping) (All classes except LL)**

The following rules are the basic groundwork for the event.

### **Event Rules:**

1. Horses must start from roping box.
2. The calf dummy will be placed in front of the calf chute.
3. We use a 20ft lead/drop rope between the dummy and the barrier mechanism. A contestant can choose to not use the barrier rope but will be assessed a 10 second penalty.
4. Contestant shall not attempt to rope the dummy until the barrier flag has been dropped.
  - a. A 10 second penalty will result if the contestant 'breaks the barrier'.
  - b. Any attempt by a contestant to position his/her horse behind the barrier enabling the contestant to rope the animal without attempting to leave the box shall be disqualified.
5. Any unnecessary roughness to the horse will result in a no-time.
6. The judge at his discretion may award a rerun.
7. A run must be completed within a one-minute limit.
8. Only one loop will be permitted, no rebuild. Rope is to be tied to saddle horn by a heavy string, in such a manner as to allow the rope to be released from the horn when the dummy reaches the end of the rope. A visible cloth or flag must be attached to the end of the rope tied to the horn to make it easier for the flagger to see it break free. In no way can a breakaway hooey be used in a class event or jackpot. Hooey will only be allowed for exhibitions.
9. Catch as Catch can- The roper may catch a calf in any way as long as he turns loose the looper before throwing it at the calf. The loop must go over the calf's head and the roper must let go of the slack and the string breaks before the calf passes through the loop. Once loop passes head and nose, if any legs and/or part of sled are caught in the loop, it is a fair catch as long as the rope does not come off before breaking from horn.
10. The contestant shall receive a no-time should they break the rope from the horn by hand or touch the rope or string after the catch is made. If the rope dallies or will not break free when the dummy reaches the end of it, the contestant will receive a no-time.
11. Time will be called from the drop of the flag at the barrier and will end at the break of the rope string from the saddle horn.
12. Rope may not pass through the bridle, tie-down, neck rope, or any other device.
13. A judge may, at his discretion, use the event director, or any other person to assist as a barrier judge and to help determine any legal catches or any rule infractions.
14. It is recommended, whenever possible, that the judge be on horseback and flag the class.

## **Breakaway Roping (All classes except LL)**

The following rules are the basic groundwork for the event.

### **Event Rules:**

1. Horses must start from roping box.
2. There is no livestock draw, contestants will rope what is in the chute.

3. Contestant shall not attempt to rope the calf until the barrier flag has been dropped.
  - a. A 10 second penalty will result if the contestant 'breaks the barrier'.
  - b. Any attempt by a contestant to position his/her horse behind the barrier enabling the contestant to rope the animal without attempting to leave the box shall be disqualified.
4. Any unnecessary roughness to the horse will result in a no-time.
5. The judge at his discretion may award a rerun.
6. A run must be completed within a one-minute limit (60 seconds).
7. Only one loop will be permitted, no rebuild. Rope is to be tied to saddle horn by a heavy string, in such a manner as to allow the rope to be released from the horn when the calf reaches the end of the rope. A visible cloth or flag must be attached to the end of the rope tied to the horn to make it easier for the flagger to see it break free.
8. The contestant shall receive a no-time should they break the rope from the horn by hand or touch the rope or string after the catch is made. If the rope dallies or will not break free when the calf reaches the end of it, the contestant will receive a no-time. In no way can a breakaway hooey be used in a class event or jackpot. Hooey will only be allowed for exhibitions.
9. Time will be called from the drop of the flag at the barrier and will end at the break of the rope string from the saddle horn.
10. Rope may not pass through the bridle, tie-down, neck rope, or any other device.
11. A judge may, at his discretion, use the event director, or any other person to assist as a barrier judge and to help determine any legal catches or any rule infractions.
12. It is recommended, whenever possible, that the judge be on horseback and flag the class.
13. Catch as Catch can- The roper may catch a calf in any way as long as he turns loose the looper before throwing it at the calf. The loop must go over the calfs head and the roper must let go of the slack and the string breaks before the calf passes through the loop. Once loop passes head and nose, if any legs are caught in the loop, it is a fair catch as long as the rope does not come off before breaking from horn.

## **Tie-down Roping (PeeWee, Junior and Senior)**

Contestants in the PeeWee division can choose to tie either goats or calves. The Junior and Senior divisions girls will do Goat Tying and the boys will do calves.

The basic objective is to rope a calf from the back of a horse, dismount, throw the calf to the ground and tie any 3 legs together in the shortest amount of time possible.

### **Event Rules:**

1. There will be a 60-second time limit in this event.

2. The contestant starts from behind the barrier in the right-hand box. He must nod for the calf to be released from the chute when he is ready. The calf is given a predetermined head start. Breaking or beating the barrier will be a (ten) 10- second penalty and must be documented by the barrier judge.
3. The contestant's horse must have a neck rope or similar device with a rope run through it to keep the horse facing the calf while roper is on foot. Anything except a standard neck rope must have approval from either judge.
4. One loop. No rebuild.
5. Rope(s) must be tied to saddle horn hard and fast.
6. Roper must rope calf, catch as catch can, dismount, go down the rope, throw the calf by hand and cross and tie any three legs. When the roper is finished he must signal that he is finished by raising his hands in the air. Time runs from the time the calf releases the barrier until flagged by the Judge.
7. If the calf is down when the roper reaches it, it must be let up or lifted up to its feet and then thrown by hand.
8. If the roper's hand is on the calf when the calf goes down, he is considered "thrown by hand".
9. The catch must hold until the roper gets a hand on the calf.
10. The no jerk down rule shall be in effect at all JDRC rodeos. Jerk down shall be defined as over backwards, with calf landing on its back or head with all four feet in the air. A jerk down infraction will result in a (ten) 10-second penalty to be documented by the field judge.
11. To qualify as a legal tie, there shall be one or more wraps around all (three) 3 of the calf's legs and finished off with a half hitch or 'hooey'. The tie must hold and (three) 3 legs remained crossed until passed on by the field judge.
  - a. The field judge will pass on the tie of calves through use of a stopwatch, timing (six) 6-seconds from the time the rope horse takes his first step forward after the roper has remounted and the rope becomes slack. The rope will not be removed from calf and rope must remain slack until field judge has passed on the tie. In the event a contestant's catch rope is off the calf after the completion of the tie, the (six) 6-second time period starts when the roper clears the calf. The field judge must watch the calf during the (six) 6-second time period and will stop the watch when a calf kicks free, using the time elapsed on the watch to determine if the calf was tied long enough to qualify.
12. Arena help may not touch the calf until tie is passed on by field judge; field judge will signal arena help when time is up.
13. Disqualifications will result from:
  - a. Roping calf without releasing loop from throwing hand.
  - b. Touching calf or tie with hands after signaling completion of tie.
  - c. Tie not holding for 6-seconds.
  - d. Failure to let calf back to its feet if down when roper reaches it.
  - e. Any intentional dragging of calf.
  - f. Any dragging of calf after roper is dismounted of more than 10'. The measurement to be decided by the impression of calf on the ground and will be determined by the field judge.

## Event Worker Guidelines:

There is a lot that goes in getting ready for events and the execution of a rodeo. Below is an explanation of the jobs and the duties of each.

### Lineup Sheet:

-This is a very important job. You are the Director in the back-alley way. The announcer will call names for who's next and it's the Lineup Sheet person responsibility to make sure there is no delay in the show. You will have a lineup sheet with the order of riders in the event. Make sure the riders coming up next are in the alley-way ready to go for their turn.

-Your job also includes handing out flags and coordinating gate activity.

-Safety First! Be aware of your surroundings and the movement of people and animals. No one gets hurt. Everyone goes home safe.

-Notify the judge if a rider is having tack issues that is preventing them from entering the arena.

-You will have a walkie-talkie radio to communicate with the judge and announcer. Use it if you need anything or have questions.

### Lead line events:

-There are 6 patterns in the arena at once. A worker should be at the start line of each event. On goats we need two; one for the start line and one for the goat.

-Show the contestant where to enter the pattern and direction to go for next pattern.

-Take down the equipment for your event when the lead line is over.

### Gate 1 and 2:

-Gates open away from the arena.

-Do not open a gate for contestants **on the way into** the arena until the judge raises his flag.

-Do not open the gate for contestants **on the way out** the arena until you are sure the rider has their horse under control.

-Some riders prefer the opposite gate to the one normally used for an event. Listen for the Lineup Sheet worker to make the call.

-Safety First! Be aware of your surroundings and the movement of people and animals. No one gets hurt. Everyone goes home safe.

### Side Gate:

-During the goat events make sure the rider has their horse in control before opening the gate. Don't be afraid to 'shoo' the rider along if they are taking too much time.

### Barrel Workers:

-Setup the barrels for event. Take down and set back up for drags. There should be 3 workers, one for each barrel.

-When setting the barrel, make sure the laser light is in the middle of the barrel top. Then step back and look at the barrel from two directions to make sure it is as straight up and down as possible.

-The west side of the arena barrel worker is responsible for opening and closing the side gate for the tractor driver for drags.

-Do not stand by the barrel during the event. It could possibly spook a horse or worse you could get ran over.

-The end barrel (3<sup>rd</sup>) worker, please don't stand behind the barrel where you are in the line of sight of the rider. Move to the left or the right.

### Flags Worker:

-There should be two workers to set up the buckets and flags for and during the event.

-One worker should be at the left barrel to the east in the arena, and one on the right barrel to the west in the arena.

-When a rider completes the course, pull the flag from the bucket at the first barrel and throw to the worker at the second barrel.

-Lineup Sheet worker should inform if there is going to be a left-handed rider that will go to the west barrel first. Then the flag placing will be opposite.

-Make sure the bucket is centered on the barrel with the handle down and facing away from where the rider will be passing the barrel. The handle should face towards inside of arena. Position the flag straight up in the middle of the bucket of oats. The flag will be placed in the bucket to the east in the arena, unless the next contestant is a left-handed rider.

### Pole Workers:

-Set up the poles for event.

-Take down and set up the poles for dragging. When dragging during the pole events only the end poles are pulled in. First pole to second pole and last pole to 5<sup>th</sup> pole.

-When setting the poles, you will need to work with the judge to line them up correctly. He will let you know whether to move the base of the pole over to the left or the right, or to adjust the top of the pole due to leaning.

-When lining up the poles, the judge or person eyeing the lineup can only see down "the line" to adjust the poles side to side. You will need to check the poles to make sure they are straight and upright from the side view of the line.

### Goat Events:

-The goat holder will hold the goat (straddling the goat works best).

\*Goat Ribbon Pull: The holder will let go of the goat when the rider gets out of the saddle.

\*Ribbon Holder: The ribbon holder will manage the ribbons and tie the ribbon to the goat's tail.

\*Goat Flip and Tie: The holder will let go of the goat when the flagger at the start time flags.

\*Help the Judge change goats as necessary.

-Flagger will sit at the electric eyes that are used for other events and flag the beginning of start time.

\*Hold the flag up when the judge holds his flag up.

\*Look straight across the arena towards the opposite eye and when the horse and rider pass, drop the flag. Pick a target to start with: horse's nose, front feet, saddle, etc. Use the same target for flagging for each contestant in the event for time consistency.

-Horse Catcher:

\*Only during the Midget Goat Ribbon Pull will the horse catcher be allowed to catch a horse before the timer is stopped by the Judge for end time.

\*The horse catcher cannot catch the horse while the time is running for other classes. The only exception is if the horse is going to run over or injure the rider or someone else. In this case, you should catch the horse to prevent an accident.

\*Stand behind the Judge.

\*Help the Judge change goats as necessary. Help the Ribbon Holder as needed.

Rev#	Rev date	Revised by	Reason for changes
1	2-13-14	LaCasse, Meche	Updates for 2014. Adding Lead Line Class.
2	1-9-15	LaCasse, Meche	2015 changes: goat sizes, appeals, no buying out rodeos
3	4-8-16	LaCasse, Meche	2016/17 changes, clarifications forward motion
4	1-20-17	LaCasse, Judge, Meche	2017 clean up and clarifications
5	2-17-19	LaCasse, Judge, Meche	Stake pattern correction and broken tack change
6	12-31-19	LaCasse, Meche, Judge	Major rewrite for roping and doing away with Ground events.
7	1-20-2020	LaCasse	Minor tweaks. Added Fund Raiser time requirement.
8	2-22-2021	LaCasse, Meche, Greene, Judge	Moved Sled, Breakaway and Tie-down into the rodeo.
9	3-18-22	LaCasse, Meche	Added Mutton Busting and Trail. Took out s/a Barrels and Stakes. Other minor changes.
10	1-10-23	Suire, Meche, Greene, Meche, Locke	Change to Mutton Busting, Hat Catcher, Hat Rule, Midget Trail, Sled Roping, Break a Way
11	2-14-23	Suire, Meche, Meche	Changes to Mutton Bustin', Sled Roping, Break-away Corrected Katies name, Dummy Roping taken out
12	1-14-24	Meche	Voted changes/revisions at Officer Meeting
13	4-22-24	Meche/Meche	Clarifications on Point System, Trail Course rules and Roping rules. Deleting Barrel and Pole Exhs.
14	1-13-25	12-29-24 Officer Meeting	Updates for new 2025 season