

Top Hand Youth Rodeo Association
Rules 2026

Mission Statement:

The Top Hand Youth Rodeo Association strives to bring an opportunity for youth, ages 18 and younger, to participate in rodeo events. The association will work to provide a positive environment that will encourage and allow the opportunity for kids to grow and learn. The Top Hand Youth Rodeo Association hopes to benefit the families, the saddle club, and the community that it includes.

General Rules:

The Top Hand Youth Rodeo Association expects its contestants, volunteers and spectators to exhibit sportsmanlike, fair and kind conduct at all times during rodeo events as they represent themselves, their families, the Top Hand Youth Rodeo Association, and its sponsors and community.

ANY unusual, and/or unnecessary and/or inhumane treatment of the livestock or horses in any event or on the rodeo grounds will result in the Top Hand Youth Rodeo Association judge and/or board members taking action.

ANY verbal or physical abuse toward any Top Hand Youth Rodeo Association rodeo judge, official, stock contractor or other personnel, will NOT be tolerated and will result in the Top Hand Youth Rodeo Association judge and/or board members taking action.

There will be no tolerance of the consumption of alcohol beverages, narcotics, or other non-medical drugs while in the arena or grandstands during an approved Top Hand Youth Rodeo Association event.

Contestants may not be secured to saddle. Example - Velcro or Straps

Electric timers will be used for barrels, poles & goats, with #1 timer being designated as the official time. #2 timer being designated as the backup time. If timer #1 malfunctions on more than 3 runs all backup times will be used.

Announced times are UNOFFICIAL

Any and all discrepancies will be referred to the National High School Rodeo Association rule book.

Families will be asked to help in picking up the rodeo grounds and arena, keeping clean of trash. Families are encouraged to help run gates, set barrels and poles and various rodeo duties.

Dress Code:

All contestants must wear western attire, long sleeves, collared shirts, boots and jeans - during all events they compete in and while in the arena. Contestant helpers and parents are welcomed in the arena, however flip flops or shorts will not be permitted while inside the arena. This does NOT apply to the bucking chutes (chute dogging), back pens, holding pens, stripping chutes or roping chutes. Cowboy hats or riding helmets are allowed. No ball caps will be allowed while competing. (Rule = Cowboy Hat/Helmet or No Hat)

Membership Fees:

Single Child - \$50
Two Children - \$75
Three or More Children - \$100

Non-Members: Contestants that wish not to accumulate points and/or purchase a membership may still enter Top Hand Youth Rodeos. Non-members will pay a \$15 non-member fee per rodeo in addition to the association fee and normal entry fees. They must present a copy of legal proof of age (ex. birth certificate). Non-Members will not be eligible for year-end awards or be allowed to compete in the Finals Weekend Rodeos. Non-members must submit a release form signed by parent or legal guardian.

Points do not begin accumulating until membership fees have been paid. No rodeos/points will be dropped prior to finals.

Points:

1st place = 10 points, 2nd place = 9 points, 3rd place = 8 points, 4th place = 7, 5th place = 6, 6th place = 5, 7th place = 4, 8th place = 3, 9th place = 2, 10th place = 1 point.

Every contestant will receive one point for participation for completing an event. This point will be added to the places they earn. If a contestant is lead in their event, they will ONLY receive a participation point.

If a non-member places, the points will not be given to the member that places the next highest. Members will receive points for the placing they earned. (example "Bud" is a non-member but wins second in the chute dogging, Bud receives second place money, no points. "Brett" is a member & wins third place in the chute dogging, Brett receives third place money & third place points.

Team Roping Header and Heeler are considered separate events, therefore the points for each event will be kept separately.

All placing ties will be added together and divided equally. (Ex. If two contestants tie for 1st and 2nd – the points 10 + 9 = 19 points – each contestant will receive 9.5 points.)

Payout:

1-4 entries.....	1 money.....	100%
5-9 entries.....	2 monies.....	60%, 40%
10-14 entries....	3 monies.....	50%, 30%, 20%
15-19 entries....	4 monies.....	40%, 30%, 20%, 10%
20+ entries.....	5 monies.....	30%, 25%, 20%, 15%, 10%

70% of the entry fee (excluding the stock fee) in each event is paid back to the winning contestants.

If there is a qualified time, all prize money will be paid. If there is not a qualified time, all of the money will remain in the Top Hand Youth Rodeo Association fund.

All prize money will be paid after the performance of the rodeo.

Refunds/Draw Outs

Draw outs must be reported to the Rodeo Secretary no later than noon of the Friday prior to the rodeo. Failure to draw out correctly will result in a \$25 penalty that must be paid before entering the next rodeo.

Late Entry

Late entries will be accepted with a \$15 late fee. If draw has already been completed late entries will be the first to go in roughstock, roping, chute dogging, steer wrestling, team roping, & goats. Late entries will be the last to run in barrels & poles.

Gate Call:

Three gate calls will be made - If not present or mounted, the contestant will be disqualified. **A time limit of one-minute starts when the second gate call is made by the announcer.** The judge's decision will be final.

Exhibition Runs:

Exhibition runs will be allowed in Barrel Racing and Pole Bending during Saturday regular season rodeos ONLY for \$10/run. A contestant may not run both an exhibition run and competitive run. All exhibition runs will go at the end of the age division in the event they wish to enter.

Finals Eligibility:

A Finals Rodeo will be held at the end of the season and will consist of two days. To be eligible to compete in the Top Hands Youth Rodeo Finals, contestants must:

- Be in good standing with the association
- Membership fee paid according to family size
- Participation waiver and birth certificate on file
- Raise \$250 in raffle tickets and/or sponsorship per contestant.. Money must be turned into the Top Hand Youth Rodeo Association by the third rodeo weekend (July 5, 2026).
- Attend and compete in at least half (4 rodeos) of the regular season
- Families need to help run gates, set barrels, poles and help with various rodeo duties.
- Compete in at least one of the finals days.

Finals will be two go rounds. Finals contestant order will be drawn for the first day and run in the reverse order for the second day.

Non-members will not be allowed to compete in the Finals Rodeo Weekend..

Finals points will be awarded to the Top 10 places in each round and the Top 10 places in the Average. The Average is calculated by adding the times from Round One and Round Two together. These points will go towards year end awards.

Members must qualify in each event they plan to compete in at Finals. If they do not compete in an event in at least four of the regular season rodeos, they may not compete in the event at Finals. Contestants may enter in an older age group event at Finals if they so wish, as long as they have competed in at least four regular season rodeos. However, they will only accumulate points in the age group they designate for All Around. They will be eligible to win the Finals Weekend Average Buckle. for all age groups that they enter in for Finals Weekend.

Year End Tie Breakers will be made by referring back to the most number of first places for the year. If that does not break the tie, it will refer back to the most number of second places for the season. This includes the Finals placings AND average.

Age Divisions/Events Offered/Entries:

Top Hand Youth Rodeo Association contestants must be 18 years or younger with the age as of January 1st of the current rodeo year. A copy of legal proof of age (ex. birth certificate) will be required and must be turned into the rodeo secretary by the second rodeo entered.

A contestant may enter in an older age group if they so wish, but they may only be allowed to compete and acquire points in the age group they designate at the beginning of the rodeo season. This age group, if different from their current age group, must be designated before entering their first rodeo.

All entry fees must be paid one hour before the contestant competes for the weekend. Checks will be cashed the Monday after the rodeo the check is intended for. Insufficient funds will result in a \$25/collection fee per check. This fee will need to be paid before accepting further entries. Repeated offenders will be required to pay in cash only.

Injury of Members/Contestants/Spectators:

Top Hand Youth Rodeo Association assumes no responsibility for injury or damage to person, property or stock of any owner, contestant, assistant, or spectator. Each participant, by the act of paying membership dues and/or entry fees, waive all claims against the association directors, stock contractors and the association for injuries he or she or their property may sustain at the rodeo or on the road to and from the rodeo. All spectators and contestant assistants by the act of their attendance waive all claims against the association directors, stock contractors and the association for injuries he or she or their property may sustain at the rodeo or on the road to and from the rodeo.

EVENT RULES:

Barrel Racing and Pole Bending

Pee Wee Boys/Girls (Ages 6 & Under) – No Time Limit

Junior Girls (Ages 7-10) – 60 Second Time Limit

Intermediate/Senior Girls (11-14 & 15-18 years old) – 45 Second Time Limit

- All contestants must be mounted when entering the arena.
- No two contestants may compete on the same horse in the same age division in barrels and poles.
- The arena will be drug at the beginning of the event and after every 7 runs and between each age group except in the PeeWee age division. Adjustments to the drag scheduled will be made as needed.
- No one is allowed to assist a contestant beyond the timeline or the contestant will receive a no time.
- Failure to complete the pattern correctly will result in a no time.
- There will be a 5 second penalty for each barrel and/or pole that is knocked over
- Breaking the pattern is defined as losing forward motion or breaking the plane. (6 & Under and 7-10 age groups will be allowed to correct their pattern without penalty)
- Any contestant crossing the finish line before the pattern is completed correctly will receive a no time.
- The arena gate must be closed immediately after the contestant enters the arena. It will remain closed until the pattern is completed and the contestant has their horse under control.
- Intermediate and Senior barrel racers and pole benders will need to exit the arena if they break a pattern.
- In barrel racing the contestant may start with either the right or left barrel. They must complete a "standard" barrel pattern.
- In Pole Bending, the pattern is to be run around six poles, placed 21 feet apart. The first pole is to be 21 feet from the start/finish line.
- Any and all discrepancies will be referred to the National High School Rodeo Association rule book.

Goat Tail UnTying

PeeWee Boys/Girls (Ages 6 & Under) – No Time Limit

- All contestants must enter the arena mounted. Only one contestant is allowed in the arena during the run.
- No one is allowed to assist a contestant beyond the timeline or the contestant will receive a no time
- The goat is to be held by a goat holder until the contestant crosses the starting line.
- The contestant must ride their horse across the start line to where the goat is tethered. They will need to dismount, catch the goat, remove the ribbon from the goat's tail and run back across the chalk line for time to stop.
- The time begins when the contestant crosses the starting line and ends when the contestant runs across the finish line and the judge drops the flag.
- If the ribbon falls off the goat before the contestant dismounts horse, the contestant will be offered a rerun. If the ribbon falls off after the contestant has dismounted their horse, they can pick up the ribbon and run across the finish line.
- The contestant will receive a ten second penalty time if their horse runs over rope or the goat.
- Contestants must cross the finish line with the ribbon.
- We are most concerned about the safety of the contestants. A designated helper will be stationed near to help catch the contestant's horse. They also may assist in helping "rescue" a child whose safety is at risk when dismounting. If this happens, the contestant may continue to the goat and remove the ribbon when safely on the ground.

Goat Tying

Junior Boys/Girls (Ages 7-10) – 60 second Time Limit

Intermediate Boys & Girls/Senior Girls (Ages 11-14, 15-18) – 45 second Time Limit

- All contestants must enter the arena mounted. Only one contestant is allowed in the arena during the run.
- Goats will be drawn for before each performance. All goats will be drawn & swapped out every three runs.
- The goat is to be held until the contestant crosses the starting line.
- The goat must be thrown by hand. If the goat is down when contestant reaches it, they must lift the goat to its feet and throw it. If the contestant's hand is on the goat when it falls, it is considered thrown by hand.
- Contestant must cross and tie any three legs
 - o Boys will string and tie the goat the same as a calf. Boys' must use a piggin' string. No other material permitted. See Tie Down rules
 - o Girls must use a rope, piggin' string or leather thong. No other materials will be allowed. They must have one or more wraps and a ½ hitch, hooley or knot.
- After tying the goat, the contestant will need to stand back at least three feet from the goat before the judge will begin time for 6 seconds.
- The goat must stay tied for 6 seconds.
- A 10 second penalty will be given if the contestant's horse runs over the rope or goat.
- The contestant receives no time if they touch the goat or strip after calling for time.

Dummy Roping

PeeWee Boys/Girls (Ages 6 & Under)

- Top Hand Youth Rodeo will use two ribbons and a board to mark the distance from the dummy. Area within the ribbons is considered the timeline/arena. Once the contestant enters the area between the ribbons, no more physical assistance may be given. Verbal assistance is allowed. Parents may build the loop, but it must be done outside the designated area. Only the contestant is allowed in the area between the ribbons. If the contestant is assisted, they will receive a no time.
- Each contestant will receive one practice throw.
- Contestants will rope until they miss.
- Contestants must rope from behind the calf/steer head.
- Board will be moved 1 foot after each round.
- Girls will rope a calf head. Boys will rope a steer head.
- Fishing will be allowed with a 5 second time limit.
- Roper will be disqualified if any part of the body goes across the line at any time.
- The last contestant left roping will win the event. Remaining contestants will split points. (Ex. if three contestants missed at 3 feet and a 4th contestant missed at 4 feet – they will win the event and 10 points and the three contestants before will split 2nd, 3rd and 4th place.)
- Girls have one legal catch – collar catch around neck only. If the contestant ropes the entire bale they must be able to flip their slack back up to make clear that a legal catch has been made.
- Boys have three legal catches (see Team Roping rules)
- Dummy Roping Average will be determined by the number of catches per rodeo and added together. (Ex. Day 1 Contestant catches 10 times, on Day 2 Contestant catches 2 times = 12 catches for average).

Mounted Dummy Roping

Junior Boys/Girls (Ages 7-10 years old) - 60 second time limit

- Time will begin when contestant crosses the starting line signaled by Line Judge and will be stopped by the barrier judge once the slack is pulled.
- The contestant must tie the end of the rope to the saddle horn with a breakaway string provided by THYRA in a manner similar to Breakaway roping.
- Each rider will be allowed two loops. If the rider intends to use two loops, they must carry two ropes and have the second rope tied in a manner similar to breakaway. If the second loop or coils falls from the saddle and touches the ground, the loop may not be used.
- There will be a 10 second penalty for breaking the barrier line. (barrier line is located 6' from highest peak of the calf's head).
- The event will consist of two bales being laid flat, set on top of each other with a calf head positioned in the bale at 45 degree angle.
- The timeline (starting line) will measure 24' from the back of the bale of hay. There will be a judge standing at each line to signal start and finish.
- A parent can build the loop and settle the horse prior to the designated start line. However, once the contestant moves the horse forward past the start line, the parent can no longer assist the contestant.
- The contestant's rope must be thrown prior to the plane of the saddle horn crossing the rear of the bale. Otherwise if the contestant's saddle horn is past the rear of the bale when their loop is thrown, they will receive a no time.
- Only one contestant is allowed to be in the arena at a time.
- Time will stop when the contestant has slack in the rope and has made a motion to tighten the slack.
- A horse may be repositioned by contestant, but is not allowed to cross over the starting line or circle around the bale. If this does occur, the contestant will receive a no time.
- Contestants will be given 60 seconds after crossing the starting line to "catch the calf" with two loops if needed.
- No points will be accumulated for weekend or year end awards.
- Contestants may enter both Mounted Dummy Roping and Breakaway Roping, points will be given in Breakaway only.

Chute Dogging

Intermediate Boys (11-14 years old) – 45 second time limit

Senior Boys (15-18 year old) - 45 second time limit

- Chalk line in front of the chute will be 10 feet or the end of the chute gate. Judges decision. When the nose of the steer crosses this line, the time will start.
- If the contestant moves into a throwing position or touches either horns or ears before the steers nose crosses the starting line, a 10 second penalty will be added to the time.
- If a steer falls or stumbles, a rerun will be determined by the judges.
- Contestants must bring steer to a stop or have a change of direction before steer can be thrown. If steer is accidentally knocked down or thrown down before being brought to a stop, or if it thrown down by a wrestler putting steer's horns into the ground, the steer must be let up on all four legs and thrown again.
- A steer will only be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight, going in the same direction.
- A steer falling in the opposite direction the chute dogger is attempting to throw him, the contestant may choose to turn the steers head to go with the leg position to make it a legal fall.
- A tailer is optional, but they must let go of the tail when steer breaks the plane of the chute

Roping Events – General Rules

Junior Boys/Girls (7-10 years old)

Intermediate Boys/Girls (11-14 years old)

Senior Boys/Girls (15-18 years old)

- Breaking the barrier will result in a 10 second penalty.
- The horse must break the plane of the barrier box before the roper may rope the animal. Roping the animal without releasing the loop from the hand is not permitted.
- If the barrier equipment fails or fouls the contestant or their horse, the contestant must call it immediately by pulling up
- If the animal leaves the arena, the flagman will stop time. The roper will get the calf back lap and tap with the time added which was taken when the calf left the arena.
- The calf pusher cannot push the animal past the end of the chute.
- Once the contestant calls for their calf, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the calf. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.
- Closed gate for all roping events in all age groups.
- Panels may be used to haze cattle in roping events.

Breakaway Roping

Junior/Intermediate Boys/Girls (11-14, 7-10 years old) – 45 second time limit

Senior Girls (15-18 years old) – 30 second time limit

- Must use string provided by Top Hand Youth Rodeo Association. It will be available at the roping box prior to the event.
- The rope needs to be tied to the saddle horn at the end of the rope with a visible (bright colored) flag or cloth at the end of the rope
- The barrier must be used. A 10 second penalty will be added for breaking the barrier.
- Calf must look through loop with rope falling over the head then catch as catch can.
- Calf must break string, no time if the contestant breaks the string.
- Contestants will receive a no time if they break the rope from the saddle horn by hand. If the rope should dally around the horn, the contestant may ride forward to un-dally the rope, and then stop horse to make the rope break away from the saddle horn.
- Ages 7-10 years old may carry an extra rope and/or rebuild for a second loop. 11-14 & 15-18 years old may carry a second loop, they can not rebuild. If at any time a rope drops to the ground, this is considered a dead rope & contestant will receive a no time.
- Time will be flagged when rope breaks from saddle horn

Steer Breakaway

Junior Boys (7-10 years old) – 45 second time limit

- A breakaway honda will be used in this event. There is no specific brand requirement.
- The contestant will rope from the heading box.
- The barrier must be used and the rope must break free from the steers neck before the rope goes around the steers horns/and or neck. A 10 second penalty will be added for breaking the barrier.
- A hazer is needed for this event. Please find your own or ask the office for help finding a volunteer to haze.
- One loop limit, three legal head catches:
 - o Both horns
 - o Half head, includes one horn & nose
 - o Around the neck
- Illegal catches that result in a no time are:
 - o If the loop crosses itself in the head catch
 - o If Hondo passes over one horn and the loop is over the other.
 - o A front leg in the head loop
- Once the contestant ropes the steer with a legal head catch, the contestant must make a full dally wrap around the saddle horn forcing the honda to break the rope away from the steer to receive a qualified time.
- Only one loop is allowed.
- Time will be flagged when the contestant has dallied and the rope breaks away from the steer.

Tie Down Roping

Intermediate/Senior Boys (11-14, 15-18) – 45 second time limit

- Contestant may carry a second loop. If at any time a rope drops to the ground, this is considered a dead rope & contestant will receive a no time.
- Horse must have a neck rope to prevent abuse to livestock
- Rope must be tied hard and fast
- Catch as catch can. Rope must stay on calf until the roper gets a hand on the calf.
- Contestant must rope, dismount and cross and tie any three legs.
- Legal tie is one or more wraps and ½ hitch or hooley.
- Intermediate Boys (11-14) do not have to daylight calf.
- Senior Boys (15-18) must daylight the calf.
- The tie must hold for six seconds after the roper mounts and gives slack.
- The roper must not touch the calf, rope, or go back to his tie after calling for time. This will result in a no time.
- Closed gate

Team Roping

Junior/Intermediate/Senior Boys/Girls (7-10,11-14 & 15-18 years old) – 45 second time limit

- A contestant can enter the team roping two times per rodeo. (Once as a header and once as a heeler)
- Header and Heeler must enter the box as they entered in the rodeo. Points will be awarded according to the way the contestant entered.
- Three loops allowed. Three legal head catches:
 - o Both horns, half head, includes one horn and nose, or around the neck
- Any heel catch behind the front shoulders is a legal heel catch.
- Illegal catches are:
 - o If loop crosses itself in the head catch, if hondo passes over one horn and loop is over the other or if a front leg is in the head loop.
- Cross fires will result in a no time. Once the steer has made one turn - the crossfire rule expires.
- Once the head has been caught and the steer has been turned once and the steer is “in tow”, any legal heel loop is acceptable. If heeler catches one hind foot, a 5 second penalty will be added to time
- Time will be taken when both ropers are dallied around the saddle horn and horses face each other in a line with ropes tight and horses front feet are on the ground. Make sure the judge has dropped his flag before undallying.
- Girls (contestants and parent) may tie on, heel end only.
- Parents, contestants or other helpers are allowed to rope with contestant.
- Girls and boys are competing against each other for day money. Awarded points will transfer to weekend and year end all around points to count for girl all around and boy all around.

Ribbon Roping

Intermediate Boy/Girl (11-14 years old) - 30 second time limit

-
- This is a mixed event only, one boy and one girl. Either can be the roper or runner.
- The finish line will be marked 30 feet in front of the roping box. The flag judge will stand on this line.
- The time is to be taken between the two flags.
- There will not be an open catch gate in this event.
- A neck rope must be used.
- Catch as catch can - any catch that holds the calf is legal.
- The rope must be tied on.
- The runner can stand anywhere they choose in the arena, on the opposite side of the 30 foot finish line from the roping box.
- Roper must rope the calf, dismount and be in contact with the calf when the Runner removes the ribbon or the team will receive a no time. The calf does not have to be flanked.
- The Runner must cross the finish line to get a time.
- Flag judge will flag time when runner crosses finish line with ribbon in hand and give to judge or team will receive a no time
- The ribbon itself must be fastened to the top of the tail with a rubber band. The runner removes the ribbon and runs across the finish line in either direction for time. Ribbon must be removed by runner. Any part of the ribbon is legal
- The rope must hold the calf until the Roper touches the calf.
-

RoughStock Events - General Rules

Pee Wee Boys/Girls (6 & Under) - 5 second qualified ride

Junior and Intermediate Boys (7-10, 11-14 years old) - 6 second qualified ride

Senior Boys (15-18 years old) - 8 second qualified ride

- A protective vest, helmet & mouthpiece are required.
- Stock will be drawn
- Time begins when the animals inside front shoulder passes the plane of the chute. The ride is completed when the rider has ridden for 5 seconds (sheep), 6 seconds (calf, steer) or 8 seconds (bull)
- If a rider has assistance inside the chute, the helper cannot pass the plane of the chute or the contestant will receive no time.
- Helmet, protective vest and a mouthpiece must be worn.

Sheep Riding

PeeWee Boys/Girls (6 & Under)

Qualified Time = 5 seconds

**** Scores will be given for all rides****

- A protective vest, helmet & mouthpiece are required.
- Riders can use one or two hands and can ride with a loose rope. A protective vest, helmet & mouthpiece are required.
- Chute run
- If a rider begins the ride with two hands, they must complete the ride with two hands. If a rider begins the ride with only one hand and then touches the sheep with the second hand, the rider will be disqualified.
- Spurring and one hand rides will increase the score.
- Scoring will be as follows:
 - One hand qualified ride (rides all five seconds) = minimum 70 points
 - Two hand qualified ride (rides all five seconds) = maximum 69 points
 - All other rides will receive a score based on the time that they ride the sheep.
 - Scoring Examples = 72, 70, 69, 5.2, 3.6, 2.1
 - Times scored cannot beat a qualified ride.
- The contestant cannot be tied on to the sheep. They must ride with a wrap similar to rough stock events, but it is not required to have a wrap.
- A parent/guardian must be behind the chutes with rider at ALL times.
- Re-rides will only be given for sheep fouling at the gate.
- The sheep riding event will be run together for boys and girls for day money. However, points will be counted separately. Ex., if Boy A wins first place, Girl B wins second place, and Boy D wins third place, then points will be distributed the following way - Boy A will receive 10 points + 1 point for participation, Girl B will also receive 10 points + 1 point for participation, Boy D will receive 9 points + 1 point for participation.

Calf Riding

Junior Boys (7-10 years old)

Qualified Time = 6 seconds

- A protective vest, helmet & mouthpiece are required
- The contestant must ride with one hand with a loose rope, with or without a handhold. If the contestant touches the calf with their free hand, they will be disqualified.
- The calf rope must have a bell, or the rider will not be scored.
- Knots or hitches that are made to prevent the rope from falling off the calf when the rider leaves the animal are prohibited.
- Ropes with knots, wire or other devices used for the purpose of placing spurs therein, will be considered illegal equipment and the rider will be disqualified.
- Only approved adhesive material may be used on the calf rope and gloves.
- Only dull rowels may be used.
- If the calf falls or the rider is fouled at the chute, a re-ride may be granted at the judges discretion.
- Only qualified rides will receive a score. If there is not a qualified ride, money will not be paid out. All riders will receive a participation point for leaving the chute area.
- Spurring while maintaining a controlled riding form will increase the score.
- A flank rope is optional at the contractor, judges and Top Hand Youth Rodeo personnel discretion.
- Re-rides will be at the sole discretion of the judge. If a qualified ride was completed, the contestant will be given a score and have the option of a re-ride or taking the score for the ride completed.

Steer Riding

Intermediate Boys (11-14 years old)

Qualified Time = 6 seconds

- Only qualified rides (complete six seconds) will receive a score and points. All riders will receive a participation point for leaving the chute area.
- Contestants will be responsible for all equipment used and all equipment must comply with the event rules in the NHSRA rulebook.
- 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.
- The ride will be marked according to how much the contestant spurs the animal and maintains control during the ride and how hard the animal bucks.
- All steers will be flanked.
- Re-rides will be at the sole discretion of the judge. If a qualified ride was completed, the contestant will be given a score and have the option of a re-ride or taking the score for the ride completed.
- The mark out rule can also be waived at the judge's discretion if the animal stalls at leaving the chute.
- The contestant must ride with one hand with a loose rope, with or without a handhold. If the contestant touches the steer with their free hand, they will be disqualified.
- Knots or hitches that are made to prevent the rope from falling off the calf when the rider leaves the animal are prohibited.
- Ropes with knots, wire or other devices used for the purpose of placing spurs therein, will be considered illegal equipment and the rider will be disqualified.
- The steer rope must have a bell, or the rider will not be scored.

Bull Riding

Senior Boys (15-18 years old)

Qualified Time = 8 seconds

- A protective vest, helmet & mouthpiece are required
- Only qualified rides (complete eight seconds) will receive a score and points. All riders will receive a participation point for leaving the chute area.
- All bulls will be flanked.
- Contestants will be responsible for all equipment used and all equipment must comply with the event rules in the NHSRA rulebook.
- The ride will be marked according to how much the contestant spurs the animal and maintains control during the ride and how hard the animal bucks.
- Re-rides will be at the sole discretion of the judge. If a qualified ride was completed, the contestant will be given a score and have the option of a re-ride or taking the score for the ride completed.
- The contestant must ride with one hand with a bull rope, with or without a handhold. If the contestant touches the bull with their free hand, they will be disqualified.
- Knots or hitches that are made to prevent the rope from falling off the calf when the rider leaves the animal are prohibited.
- Ropes with knots, wire or other devices used for the purpose of placing spurs therein, will be considered illegal equipment and the rider will be disqualified.
- The bull rope must have a bell, or the rider will not be scored.