

YADKIN VALLEY YOUTH RODEO ASSOCIATION 2013 RULEBOOK

This Handbook is for parents and contestant information and is considered as binding as the Event Rules. By the act of entering and competing in an YVY rodeo you are agreeing to abide by this Handbook and the event rulebook. All decisions of the YVY Rodeo Board, Judges, Arena Directors, Timers, and other rodeo officials are final.

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Ground Rules

Rules maybe added, deleted, or amended at a rodeo due to weather, arena conditions, stock issues, or other reasons at the discretion of the Judges, Arena Director, and/or Board of Directors at any time. Unless you have been directed otherwise you should follow the handbook and event rule book as printed. If you have a rule or directive question please contact a board member.

Events Offered

Mutton Bustin - Pee Wee

Bareback – All divisions

Calf Riding

Chute Dogging – Jr. & Sr.

Goat Tying – All divisions

Dummy Roping – Pee Wee

Calf Roping

Break-a-way Roping – All divisions

Poles – All divisions

Barrel Racing – All divisions

Team Roping Member/Member

Junior Bulls

Bull Riding

Goat Doggin

Ribbon Ropin

Mini Ponies

Slack (as required)

PURPOSE AND GOALS

1. Strive to produce the highest quality youth rodeo in our local community. Promote the sport of rodeo, western heritage, and cowboy values to the contestants and families. The Board expects and requires the contestants and families to uphold the highest of values and conduct will at an YVY Rodeo event.
2. We will strive to be honest and trustworthy in all we do with our contestants, rodeo families, stock contractors, sponsors, spectators, and the community.
3. We will work in a way that promotes the health and safety of all individuals, animals involved.

Dues and Fees

A MINIMUM OF \$25.00 WILL BE FINED FOR ANY "INSUFFICIENT FUND" OR RETURNED CHECK!

1. Contestant association registration fee are \$50.00 per contestant per rodeo year.
2. All association registration fees expire after the last performance of the Finals Rodeo. Fee entitles only one family member and contestant free admission to the rodeo in which contestant is entered unless otherwise approved by the Board. Any contestant can be denied or revoked at the discretion of the Board.

Entry Fees

Pee Wee Mutton Bustin	\$20.00
Pee Wee timed events	\$20.00
All other age timed events	\$30.00
Calf Riding	\$30.00
Junior Bulls	\$35.00
Senior Bulls	\$40.00
Bucking Ponies	\$30.00
Jr. & Sr. Bareback	\$35.00

3. All entry fees must be paid 1 hour prior to the start of the rodeo performance. Fees will be accepted up to 15 mins prior to show. Time after that a \$10.00 late fee will apply.
4. If a contestant calls in for themselves they are responsible for all the fees even if they are a no-show.
5. All fines, old fees, and penalties shall be paid before a contestant can enter or compete in another event.
6. All entry fees due to the association shall be paid in cash. No checks will be accepted.
7. The Rodeo Secretary will sign entry fees receipts if filled out by the contestant.

AGE DIVISIONS

Pee Wee 6 & under as of March 1st

Wrangler 7 - 10 as of March 1st

Junior 11-14 as of March 1st

Senior 15-18 as of March 1st

A copy of the child's birth certificate as proof of age, social security number a complete application, and a notarized waiver of liability by a parent or guardian are required for registration. NO PARTICIPATION ALLOWED WITHOUT SIGNED WAIVER.

EXHIBITIONS

1. All exhibitions will be at the discretion of the stock contractor and the rodeo personnel.

2. Members MUST call-in for exhibition competition.

3. Exhibitions will not count towards prize money or point standings.

4. Exhibitions prices are as follows:

- Junior Bulls \$30.00 members and \$35.00 non-members
- Senior Bulls \$35.00 members and \$45.00 non-members
- Bronc and Bareback \$30.00 members and \$35.00 non-member
- All other timed events \$10.00 members and \$20.00 non-members

5. NO PARTICIPATION ALLOWED WITHOUT SIGNED LIABILITY WAIVER.

6. No Exhibitions at the finals rodeo.

PERMITS

1. All permit holders shall abide by all YVY rules and handbook.

2. Acceptance of permits is optional: subject to the association's decision for each rodeo and each event.

3. Permit points will not count towards championship points.

4. Permits cannot be transferred.

5. Permit fee is \$15.00 per rodeo. Permit fees paid will not apply to registration fees.

6. Rodeos entered on permits will not count towards finals rodeo.

FINES

1. All Fines, outstanding fees, penalties, and/or any unpaid monies due the association shall be paid in full before a contestant can enter another rodeo or rodeo event or register for the next rodeo year.
2. Fines will be a minimum of \$10.00. Fines maybe appealed to the Board within seven days of the event. It will be addressed at the next Board meeting.
3. Minimum fines for fighting on rodeo ground shall be \$5.00 with a maximum fine of \$500.00, or disqualification and /or denial to compete or permanent disqualification from competing at the Boards discretion.
4. Turn out fees shall be the entry fee plus \$10.00 per event. All fines shall be paid before another call-in will be allowed.

PAY-OUTS

1. After completion of rodeo, the secretary and/or treasurer will make payment of winning to each contestant as earned. Entry fees and added money will be totaled and paid out as follows:

1-3 entries	1 place paid at 100%
4-5 entries	2 places paid at 60% and 40%
6-9 entries	3 places paid at 50%, 30%, & 20%
10-19 entries	4 places paid at 40%, 30%, 20%, & 10%
20-39 entries	6 places paid at 32%, 24%, 18%, 13%, 9%, & 4%
40 and over	8 places paid at 22%, 19%, 16%, 14%, 11%, 8%, 6%, & 4%

2. Team Roping pay off will be determined by the number of teams.
3. Any pay-off envelope found on rodeo grounds with your name on it will result in a \$10.00 fine.
4. Contestants must compete on every head of stock, or qualify every run to qualify for average placing. Average pay off goes to the contestant with the most qualified rides/runs in the finals rodeo. Then reducing in number for finals average pay out at the finals rodeo.

NO GROUND MONEY WILL BE PAID IN ANY RODEO!

CONDUCT AT RODEOS / EVENTS

1. All contestants, parents, spectators, rodeo personnel, and anyone else will be held accountable for the conduct while at a rodeo or event. Conduct un-becoming or undesirable at a youth and/or family event will not be allowed. They can be disqualified, and/ or asked to leave the rodeo or event at the discretion of the rodeo personnel or Board. Foul language, alcohol, illegal drugs, fighting, threatening someone or other bad conduct will not be tolerated.

2. IF A CONTESTANT, PARENT, LEGAL GUARDIAN, OR AN ACCOMPANYING ADULT OF A CONTESTANT IS CAUGHT USING PROFANITY, OR DISPLAYING BAD CONDUCT THEY MAY BE FINED A MINIMUM OF \$25.00, BUT UP TO A MAXIMUM OF \$300.00, OR BE SUBJECT TO DISQUALIFICATION OR DENIAL OF COMPETING PRIVILEGES AT THE DISCRETION OF THE BOARD. ANY FINES MUST BE PAID BEFORE CONTESTANT CAN ENTER ANY FUTURE COMPETITION.

DRESS CODE

1. In an effort to promote rodeo as a sport and spectator event, rodeo dress code is required on the rodeo grounds. One hour before the rodeo and during the rodeo performance contestants are required to wear rodeo style hat/helmet, western boots, long sleeved shirt button down shirts, with cuffs and collar tucked into jeans. Tennis shoe boots are not acceptable. Cowboy hats must be worn.

2. Anyone, parents included, in the arena or arenas will be required to wear rodeo attire. A \$10.00 fine may be levied on contestants for failure to comply with the dress code.

3. Relaxed dress code is defined as western short sleeve button down shirts with collar, (does not include sleeveless shirts), jeans, western boots, and cowboy hat. Relaxed dress code will be announced by rodeo officials and Board.

4. Dress code will be enforced by the officials and Board members. Violators will be given one warning and then fined.

POINT SYSTEM

1. The event standing is based on a point system not cash won. Pay-outs will remain as stated but event standings will be as follows:

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

2. The point system will apply to qualifying rodeos, finals rodeo, and average.

3. Year end awards will be based on contestants total points earned thru the finals. If contestant does not compete in the finals no awards can be awarded.

APPEALS / PROTEST

1. **Neither contestants nor anyone on their behalf can appeal to the Judge or Secretary table!** Go to the Events Director, Arena Director then the Grievance Director. At the appropriate time they will inform the Judge about your request.
2. The Judge has the right to amend his decision, award a re-run, or let the call stand. This is entirely the Judge's call. His decision is final. The Board can review the call with the Judge if they feel he did not understand the YVY rule book. In either case the Judge has the final call. A Judge can be removed from the approved status for the association at the pleasure of the Board.
3. A contestant can appeal fines to the Board. They will render a decision at the next Board meeting or the Chair can call a meeting if he chooses to hear an appeal at the rodeo.
4. The YVY is a private association and the Board's decision is final on all matters.

SAFETY EQUIPMENT

1. In all rough stock events a mouth piece and Safety vest are mandatory. Except in the Mutton Bustin and a mouth piece is required for this event.
2. In the chute dogging event a mouth piece is mandatory.
3. Safety equipment and/or animal welfare rules can change during the year as required by the Board.

CALL-IN INFORMATION

1. Call-in will be from 7:00 – 10:00 PM the Monday prior to rodeo (unless otherwise stated) to the rodeo secretary.
2. To draw-out of a performance you must call the rodeo secretary within 48 hrs of call-in.
3. Late call-ins accepted 24 hours past call-in time and date. A late fee of \$10.00 per event/per call-in will be assessed. NO OTHER LATE CALL-IN WILL BE ACCEPTED. NO EXCEPTIONS!
4. If contestants are riding the same horse, they must notify the secretary at call-in.
5. **No one can call in for you except a legal guardian. Contestants are responsible for their own call-in no exceptions. One contestant cannot call in for multiple contestants.**

Turn-outs/Doctor releases/Late arrivals/Injuries

1. Turn out fines are to be paid at the time of collection of entry fees. If you do not have the money to pay the fine at the time the fees are due a second turn out fee will assessed.
2. Contestants with a doctor's release, vet excuse, or death in the family will not be responsible for entry fees or turnout fees providing they furnish the rodeo office a copy of the release before the next entry will be allowed. Otherwise contestant will be responsible for entry fees before competing in another rodeo. Other emergencies will be handled on an individual basis and determined by the Board.

3. Three doctors' and/or vet releases and/or late arrivals will be allowed for the competition year (three total). Additional turnouts will be charged regular fees and fines.
4. Turn out fee does not apply to a team roper whose partner does not show up for a performance. Entry fees are paid regardless. If no partner is found team roper who did not show will pay double turn out fines.
5. If a partner is found, the "no show" is liable for their fees plus a \$10.00 fine.
6. A contestant may vet/med out of one event and still compete in other entered events.
7. To compete in an event fees must be paid and contestant ready to compete before your drawn run/ride. Contestant cannot run out of order.
8. If a contestant is injured during the show, entry fees will be refunded for remaining events left to compete for the remainder of the show, and not for the event he/she was competing in at the time of the injury.

FUND RAISING RESPONSIBILITY

FINALS RODEO AND AWARDS

1. We will award our contestants success by having year end awards and banquet.

To qualify for the Finals Rodeo you must have competed in at least 6 rodeos per event, or 50% of all rodeos per event (whichever is less) as a card holder. Exhibitions will not be counted towards finals qualifications.

2. There will be a call-in for the year end Finals Rodeo.
3. Contestants must call in. Failure to do so will result in the elimination of the contestant from the Finals Rodeo.
4. Calling in for the Finals Rodeo and then drawing out without proper turnout (see Turn outs/Doctor releases/Injuries), will result in the contestant being liable for their entry fees.
5. Contestant must compete in all performances except for in the case of injury or vet release. You must compete in all go-rounds to be eligible for the average. Exceptions may be made due to injury or vet release.
6. The Board will approve the Finals Rodeo officials. (Judges, bullfighters, timers, announcer, etc). Judges must work two rodeos to qualify for the finals.
7. Team roping finalist, in descending order, will pick their partners from members meeting finals requirements.
8. Finals entry fees may differ from qualifying rodeo fees.
9. All association approved stock contractors will be given the option to provide stock for the finals.

10. To be eligible for all-around awards a contestant must win money in two or more events.
11. In regards to all-around points and team ropers entering the event twice, 100% of the top place team roping points and 50% of the points from any second time placing will count.
12. You must compete in an event at least six times to qualify for year-end awards.
13. Contestant must compete in the Finals Rodeo to be eligible for year-end awards.
14. Anyone who has qualified in any finals rodeo event and chooses not to compete in the Finals rodeo forfeits their standings in that event, and the Finals points and is no longer qualified to receive any kind of an award in that event.

GENERAL RULES

1. Points will start accruing with the first rodeo of the season.
2. The rodeo sponsors sanctioned stock contractors, rodeo officials, or Board will not be held responsible for any accidents/incidents prior, during or after a rodeo or event..
3. If a contestant moves up a division (Pee-Wee to Wrangler, Wrangler to Junior, Junior to Senior) during the rodeo season, any points earned in the lower division are forfeited.
4. If a contestant is entered in two events and does not show up for the first, he/she must pay entry fees for both events before competing in the second event.
5. There is a 20 second time limit placed on all contestants in all events to be ready to compete when called upon. Contestant will be turned out and /or disqualified at the discretion of the judge.
6. In each event if you are called three times and do not show, contestant will be turned out or disqualified.
7. Contestants are responsible for knowing their animal. If they mount the wrong animal or run the wrong animal they will not get a re-ride unless officials have verbally misinformed contestant.
8. Any deliberate mistreatment of animals (determined by the judge) will result in disqualification and/or fined by the Board.
9. Contestants or parents shall not use any devices such as "hot shots" , etc. to make stock run faster or buck harder. The use of these devices will be at the discretion of stock contractor and shall only be used by stock contractor or employees.
10. No person shall be allowed in the arena unless entered in that event, an official, or worker.
11. At the discretion of the Arena Director or Judge contestants maybe asked to move off the fence, box, or chute for the good of officials, spectators, and or safety for everyone.
12. No one may talk to a timer, secretary, or the judge. Contestants must take their issues to the Event Director, then the Arena Director, and the Grievance Director. A minimum of a \$10.00 will be issued for this offense.

13. All times and scores announced by the rodeo announcer are unofficial. The times and scores on the official score/time sheets are the official ones used for the rodeo.
14. If a rodeo is incomplete and it has already started when called shall be conducted as a jack pot rodeo and no points will be awarded for the rodeo.
15. Association may re-schedule a rain-out to be held the next week, giving the option of drawing out. Contestant is required to verify entry or draw-out. All other rules shall apply. Any rainout held after on week will have a second call-in, the date to be announced.
16. Any person entering the arena or rodeo grounds under the influence of alcohol or drugs will result in disqualification and asked to leave the rodeo grounds.
17. Contestant is responsible for keeping campsite on rodeo grounds clean.
18. A transport unit or first responders unit must be on the grounds at all times during rodeo including slack.
19. A medical team is required to remain on grounds until relieved.
20. Contestants will be disqualified if found with alcohol or drugs on the rodeo grounds (arena, parking lot, etc).
21. A Board member, judge, or rodeo official may stop the performance/slack of the rodeo to declare an unsafe condition or action in regards to a contestant, a contestant's animal, stock, official, or worker. A contestant may be held up until the condition is corrected.
22. There may be an unlimited number of entries in timed (non-stock) events.
23. If raining/weather conditions are bad enough and a parent/contestant feels their safety or their animal's safety is an issue they may draw out of the rodeo without a draw out/turn out fine. However entry fees will not be re-funded.
24. There will be no exception to any rule. The Board can revise rules as required when voted on by the Board.
25. There may be an unlimited number of entries in timed events.
26. Tie-down calf roping, team roping, ribbon roping events are considered one event for all age divisions.
27. Board members and event staff will not pay at the gate.

JUDGES AND TIMERS

1. All judges and timers will be approved by the Board.
2. Judges must have access to a copy of the rulebook during rodeo: performance and slack.

3. Neither timers nor judges shall be changed during a rodeo except for emergencies, sickness or unpreventable events. Different timers and judges can be used during a rodeo for different events but must be the same for show and slack.
4. ANY COMPETITION BASED DECISION OF THE JUDGE WILL BE FINAL, SO LONG AS IT WAS MADE IN ACCORDANCE WITH THE RULEBOOK AS DETERMINED BY THE BOARD OF DIRECTORS. WHEN VYVRA RULEBOOK DOES NOT COVER A SITUATION, JUDGES SHOULD APPLY RULES OF RECOGNIZED PROFESSIONAL RODEO ASSOCIATIONS. NO BOARD MEMBER OR ANY OTHER OFFICIAL WILL OVERTURN THE DECISION OF A JUDGE.
5. All indiscretions are to be directed to the Event/Arena/Grievance director, not the judge or Secretaries! The arena director will then act on your behalf.
6. The flag judge will make arena decisions and calls. The line judge will barrier decisions and calls.
7. Judges are required to mark on their sheets anyone turning out stock, any re-mounts, or penalties for rough stock and timed events.
8. Judges need to keep their sheets with them at all times. There should be a notation on their sheets for any occurrence outside of a normal run: goat getting up, calf not staying tied, barrel knocked over, pole knocked over, broken barrier, missed mark-out, etc.
9. Rider and animal are to be marked separately in rough stock events.
10. Judges are to measure and record all barrier lengths, barrel stakes, timer stakes, etc. In case of any problem with size, location, etc. judge will measure again and correct problems. Judges should use new sheet for barrel placement and measurements each and every rodeo. If there is no compliance, no money will be paid. If using a permanently staked arena this data may be obtained from the arena management personnel.
11. Judges will carry stop watches. The official judge will be "latch" side judge. If that judge for any reason did not get the time the hinge side judge's stopwatch shall be used.
12. All association-sanctioned rodeos shall have two timers and two stop watches to record each run or ride. If required to be used the two times shall be averaged and the average time shall be the official time. One timer shall be so designated as the official timer and one the back-up timer. The official timer shall keep the official "rodeo time sheet". All times and averages shall be recorded on this sheet along with penalties, no-time, DQ's, and any other anomalies.
13. Electronic timers and eyes shall be used whenever possible. If they fail for any reason to record a proper time for a run the manual timers shall be used for the entire division of that event; show and slack.
14. Also see event rules for judge and timer guidelines if included.

RODEO SECRETARIES

1. The rodeo Secretary is responsible for pay-off. If pay-off has a mistake, then the association shall cover any monies needed to correct the mistake but the points will be adjusted accordingly and will be posted at the next rodeo and all parties involved will be notified.
2. Rodeo secretaries will show back up times to contestant upon request at an appropriate time.
3. The contestant's money cannot be given to another person unless previous arrangements have been made with the rodeo secretary before winner leaves the rodeo grounds, with the exception of legal guardian or parent.
4. The association's Secretary must give special receipts, to be provided by the office, to everyone buying a card or permit at a rodeo, or paying a fine.

STOCK CONTRACTOR

1. Stock contractors are responsible for the conduct of their help and are subject to fines.
2. All Stock maybe identified with permanent factory numbers, ear tags, hot or cold iron brands, waterproof markings, or by unusual distinctive natural markings. No duplicate numbers are permitted. All trailered stock on rodeo grounds must be locked.
3. See also stock contractor and stock rule in other places here in.

TIMED EVENT GENERAL RULES

1. All timed event stock shall be run through the event chutes and through the arena prior to the start of the contest if they have never used in a rodeo arena before.
2. Barriers will be used at the discretion of the board and judges.
3. Barrier judge shall keep a record of the barrier length trip rope for each rodeo to ensure the same start for each contestant show or slack. If the barrier fails, the show will continue and the remainder of the event will be run after the show when the barrier has been properly repaired.
4. A ten second penalty will be added to the time for breaking or beating a barrier.
5. Height of the barrier shall be 32" to 36" measured at the center of the box. The knot behind the pulley is required on all barriers and shall be touching the pulley when set.
6. The team roping and tie down roping barrier shall be a minimum of 7 feet, at the discretion of the judges and arena director, measured from the front of the closed chute to the end of the loop when tied.
7. The barrier will not be considered broken if the ring drops over ten feet into the arena.

8. If the automatic barrier fails to work, contestant or team gets the stock back, whether they caught or not regardless of time if caught.
9. If, in the option of the line judge, the contestant is fouled at the barrier, the contestant will get the stock over provided they immediately declare themselves by pulling up their horse. If the barrier is broken then they will carry the penalty with the re-run.
10. Re-runs will not be given if not fouled by the barrier or neck rope. No re-run will be awarded for fouling on gate, chute, bow help, hung loop, etc.
11. An electric barrier may be used.
12. The flag judge makes the decisions on re-runs after the neck rope is broken. The flag judge and the barrier judge may confer on decisions.
13. When contestant commits to the arena the arena is theirs as is at that point.
14. It is the contestant's responsibility to come to the secretary's table and read the board to see if any ground rules are posted or in effect for that rodeo and where/when they are to compete. If a contestant runs out of order it is the contestants fault and they will not be given a re-run and will be DQ'ed for that event. If a BR, GT, or PB contestant is having trouble getting their horse into the arena an ample amount of time will be allowed. If the contestant cannot get their horse into the arena in the correct order then the contestant will be skipped over. They will not be allowed a re-run. The judge and arena director will have the discretion on this call.
15. All stock timed events will be drawn for. All non-stock events shall draw for position.

ROUGH STOCK GENERAL RULES

1. All rough stock will be drawn for. Re-ride stock shall be drawn for and posted with the draw.
2. Scores cannot be contested.
3. The contestant can be given their score before making their decision on a re-ride.
4. Any failure or malfunction to a contestant's equipment or gear is not a basis for a re-ride and shall not be awarded.
5. Contestants will be given two warnings from a judge if they are taking too long in the chute. After two warning they contestant can be DQ'ed by the judge.
6. Contestants MUST be ready to compete when called. They must be over their animal when the previous animal exists the arena. They must have the gear and equipment ready at that time. No time will be allowed at that time for preparing gear or equipment.
7. Mouth pieces are mandatory for all rough stock events and must be properly in the mouth before a gate can be called for.

8. Protective vest are mandatory for rough stock events.
9. Helmets are strongly recommended for rough stock events.

TIMED EVENTS

Pee Wee, Wrangler, Junior and Senior Barrel Racing

1. There will be two judges in the barrel racing event; one to flag the line and the other to record the penalties and disqualifications. The flag judge may not move his flagging position during the course of this event.
2. The start/finish line and the barrels must remain same throughout the rodeo.
3. Contestant may either run to the right or left barrel first. A qualifying run will consist of making one turn around each barrel of the three barrels in the cloverleaf pattern.
4. The standard cloverleaf pattern will consist of one right and two left, or one left and two right turns. Additional turns will result in a broken pattern.
5. A contestant will be disqualified for any of the following:
 - Turning before the barrel instead of around it
 - Failure to turn all three barrels.
 - Breaking the time line before correctly completing the pattern.
 - Breaking the pattern.
 - Once the time line is crossed the run is considered started.
 - All motion must be in the forward direction, no backward step can be taken.
6. There will be no refund or re-runs if the horse falls.
7. A standard barrel pattern will be used when possible. Arena conditions permitting, pattern sizes may vary depending on the size of the arena.
8. Standard pattern is:
 - A minimum of 20 feet from the time line to the 1st and 2nd barrel.
 - A minimum of 35 feet from the time line to the end of the arena.
 - All barrels will be set at a minimum of 20 feet from the arena. **
 - The distance between the 1st and 3rd barrel will be the same distance as between the 2nd and 3rd barrel.
 - Utilize the whole arena for the best barrel pattern.

9. Barrels are to be set on the inside of each stake in a triangle pattern.
10. Judges are responsible for measuring and staking the barrels and the time line before the beginning of the rodeo. These measurements and dimensions are to be recoded. Each performance and slack for the rodeo will use the same pattern measured with a tape measure for compliance.
11. When used, electric timers will be staked and the same stake used for show and slack. Judges will be responsible for setting up the electric timers.
12. In the event electronic timers fail or are not available, the time on the manual stop watches will be used.
13. There will be a 5 second assessed to the run for every barrel knocked over. The penalty is additive to the run time.
14. A contestant can touch or tip a barrel as long as it is standing when the run is complete it shall not be a penalty.
15. There will no talking to timekeepers or judges during the event.
16. If a barrel is knocked over or moved during a run, a judge (not the line judge) will reset the barrel in its proper position. Arena director may appoint responsible people to set the barrels during the event.
17. Barrels used shall be standard 55 gallon metal or plastic barrel size. No pads, tires, or bumpers maybe used on or around barrels.
18. If a re-run is given for any reason, the contestant will have the option to wait until the end of the event or the end of the rodeo.
19. After the barrels have been staked, no practice runs will be permitted for the duration of the rodeo, either around stakes or within 15 feet of the stake or barrels. A contestant may be disqualified for violating this rule at the judge's discretion.

Pee Wee, Wrangler, Junior, and Senior Pole Bending

1. Pole bending is run with six poles spaced 21 feet apart and 21 feet from the time line. The flag judge and electric eyes (if available) will be used to time the run.
2. Time will start when the horse crosses the time line.
3. Touching or tipping a pole by horse or contestant is allowed. Contestant may try to keep the pole from falling.
4. A five second penalty will be assessed to the run time for each pole knocked over.
5. A broken pattern shall be defined as:
 - passing the plane of a pole on the wrong side.

- re-crossing the time line before the run is successfully completed.
- A backward step.
- breaking the serpentine pattern.
- Passing a down pole on the wrong side.
- not making the run down by the side of the poles on the starting-down or ending run -down.

6. A qualifying pole pattern shall be:

- Start time by crossing the time line and run down either side of the poles pass the 6th pole, turn the 6th pole and run the serpentine pattern through all six poles, turn the 1st pole, run back through the six poles in the serpentine pattern, turn the 6th pole and run down the line of poles and cross the time line to stop the time. **

7. Ground rules may be made based on the size of the arena. Smaller arenas may require the use of four poles in lieu of six poles for the safety of the contestant or horse. These decisions will be made before the start of the rodeo by the arena director & judges.

8. If a re-run is given for any reason, the contestant will have the option to wait until the end of the **event or the end of the rodeo**

Goat Doggin (PeeWee and Wrangler) Distance from the start line to the goat is 20ft

1. Contestant can be boys and girls
2. A goat will be on a 6 foot line and staked in the arena
3. Mouth piece is mandatory
4. Contestant must throw goat by hands using a flanking or off legging technique.
5. All four feet of the goat must be pointing in the same direction.
6. If goat gets loose from the stake before being touched goat will be re-staked and contestant will rerun immediately. If goat gets loose after being touched time will be stopped and begin where it was stopped.

Pee Wee Goat Tying

1. A designated person shall throw the goat and hold three legs in the correct position for the contestant to tie.
2. The judge will watch the contestant dismount and provide assistance if needed.
3. Contestant must dismount and be free of contact with the horse outside the circle around the goat.

If the horse crosses the circle while the rider is mounted or in contact with the horse this will result in a disqualification of the run.

4. The contestant must make at least one complete wrap around three legs, half hitch, hooley, or knot with the goat being held in position.
5. No pre-fabricated knots or loops may be used. This will disqualify the contestants run.

6. Time will start by the line judge flagging the nose of the horse as it crosses the time line. Time will stop when the contestant throws their hands in the air. The goat tie will not have a time limit.
7. The circle shall be drawn by fully extending the goat rope and marking the circle with flour or lime.
8. Positions shall be drawn for.
9. Other applicable goat tying rules from other age brackets may apply.

Wrangler Goat Tying

1. Same rules as Pee Wee Goat Tying apply except when the tie is complete the contestant must step clear of the goat, holder will release the goat. The goat must then stay tied for four seconds to be a qualified tie.
2. It is the contestant's responsibility to tie the goat without tying the holder's fingers or hand in the tie. If the holder is tied in the tie and removes themselves from the tie and the goat does not stay tied for the time limit this will still result in a no time.
3. If the judge agrees the holder interfered with the goat tie and the goat does not meet the time limit they can award a re-run. If the contestant interferes with the holder a disqualification could result by the judge if they determine it was flagrant.
4. Other applicable goat tying rules from other age brackets may apply.

Junior and Senior Goat Tying

1. Time will begin when the contestant's horse's nose crosses the time line and will stop when the contestant throws their hands in the air. Once the contestant signals a complete run by throwing their hands up they cannot go back to the tie or touch the goat in any way.
2. No Billy goats will be used.
3. Positions will be drawn for. If contestants are using the same horse they should notify the Secretary at call in.
4. If a re-run is awarded a contestant then must take the re-run as the very next run. A 30 second wait will be allowed.
5. Contestant must throw the goat by hand and cross and tie three legs.
6. If goat is down when the contestant reaches it she must re-throw the goat. Judges discretion will be used if the contestant is caught in the rope or under the goat.
7. The holder or judge will un-tie the goat. If the contestant un-ties the goat they will be disqualified.
8. If the contestant's horse crosses over the rope, touches the rope or goat the contestant will be disqualified.
9. If the contestant slams the goat maliciously they will be warned the first time and fined the second
10. String cannot have a loop made/tied in it before entering the arena. No wire will be allowed in the string.

11. There shall be a 60 second limit, if exceeded a no-time shall be awarded.
12. If the stake comes out of the ground, or the rope breaks contestant will receive a re-run with no penalties.
13. If the line judge or the field judge misses the time or miss flags a run it will result in a re-run.
14. **No Intentional flipping off of the hat!**

Senior Chute Dogging

1. Score line will be 10 feet from front of chute and marked with flour.
2. One foot of the steer must cross the score line before right horn of the steer touches any part of the contestant's body. After any part of the steer has crossed score line, steer must be at a complete stop or change direction before being thrown. Contestants must twist steer down by holding head and horns and ending with steer flat one side with all four feet straight out in the same direction.
3. There is a 60 second time limit if this is exceeded a no time will be awarded to the run.
4. There will be a line flagger and a ground flagger.
5. Contestant shall verbally call for the gate.
6. Mouth pieces are mandatory!! Contestant without a properly installed mouth piece will not be allowed to compete. If run is made and it is seen there was no mouth piece in the mouth the run will be awarded a no time.
7. If a re-run is awarded it must be taken on the steer drawn. If that steer is in the draw more than once the re-run must be taken before other runs occur.
8. Steers cannot be "tailed out" or contestants receive any help from others once the call for the gate has occurred.

Junior Chute Dogging

1. Chute Doggers are allowed to touch the right horn before steer reaches score line.
2. All chute dogging steers will be tailed. No one else can assist the contestant in any way during the run.

Tie Down Calf Roping

1. Contestant must rope calf, dismount, go down rope, throw calf by hand, and cross & tie any three legs.
2. Catch as catch can after the rope passes over the calf's head. No top knotting allowed rope must pass over the calf's whole head.
3. If the calf is down when the roper reaches the calf the roper must stand the calf back up and throw it by his hand. Calf must be "day lighted". If the calf falls while the roper has a hand on it the calf is considered thrown.

4. Roper may not touch the calf or tie after giving the finish signal (hands up).
5. Tie must hold for 5 seconds. Time shall start when the roper has re-mounted his horse and roped is slack. The flag judge will stop the watch if the calf kicks free. If it does not stay tied for 5 seconds a no time will be awarded to the run.
6. Two loops are permitted if carried with the run. The first loop cannot be re-built.
7. Loop must be released from the hand to be a legal catch.
8. The horse must clear the box before a loop is thrown or else this will result in a no time.
9. A contestant may not enter the break-away roping event and the tie down roping event.
10. There is a 60 second time limit in this event. The contestant has 60 seconds to complete the rope & tie. A penalty can take a contestant over the 60 second time limit. The timer shall sound a audible signal to inform the judge and contestant that the 60 second time limit has expired.
11. If the calf escapes the arena, the flag judge will drop the flag stopping the time. The calf will be re-loaded into the chute lap and tap (no barrier) the existing time will be the starting time and the event can continue until a run is complete or the 60 second time limit expires. If there are any penalties in either segment of the run they shall apply to the run.
12. Contestant cannot receive any assistance after crossing the score line.
13. Contestant will be disqualified for the run for touching calf, string, rope, to train his horse after giving the finish signal (hands up) or for dragging the calf after he re-mounts his horse.
14. If contestant, calf, or horse at any time is in danger the roping staff can assist. This will result in a no time.
15. The contestant can have a helper push his calf. The helper cannot hold the calf back. Once the push is complete the helper cannot go into the arena.
16. The barrier length will be at the discretion of the judge and arena director. This shall be determined by the size of the box and arena with a minimum of 7 feet from the front of the chute with chute closed. A flagger can be used to flag the nose of the steer at the score line.
17. All calf roping horses must have a neck rope or equivalent. Contestant must adjust neck rope and reins in a manner that will prevent the horse from dragging the calf. If the horse turns to the calf after the roper has dismounted, the field judge may stop the horse. Depending on the intervention required this could disqualify the run at the discretion of the judge.
18. The flag judge must be on the left side (from roping box) of the arena, at the opposite end of the arena from the roping box.
19. Only the line judge will stand on the line and will record any breakouts. Other persons will be allowed to stand on the line at the judge's discretion.
20. If the field judge makes a mistake the run will be awarded a re-run on the same calf (If a qualified run was made). Barrier penalties will be carried on the re-run.

21. The neck rope should have one string shorter than the other side (short side towards roper), at least 6 inches shorter with a slide knot to tighten on the neck. At the horse barrier the short piece from the ring to the pin should be 10 inches or less.

22. In case of visible injury to roper the judge may start the tie time at their discretion.

23. If calf is jerked straight backwards and hits his back or on back of his head, contestant is disqualified: anything else is not considered a jerk down.

Break-A-Way Roping

1. Line judge will inspect each roper's "tie string" on the rope to horn at the box.

2. The "catch as catch can" rule shall apply after the loop has passed over the entire head. The loop must hold until the rope "breaks away" from the saddle. Top knotting or half head or half heads are not a legal catch and if roped in this manner a no time shall be awarded to the run.

3. There is a 30 seconds for this event. Penalties can be added and allowed to exceed the 30 second time limit as long as the "run time" is less than 30 seconds.

4. Rope must be attached to the saddle horn using the string provided by the association at the time of pay/check-in.

5. An easily visible flag must be used and attached to the end of the rope at the saddle horn.

6. Stock must cross the score line in front or the line judge after leaving the chute. Time will start when animal crosses the score line.

7. The judge will stop the time (drop of flag) when the flag pops loose from the saddle horn.

8. There shall be only one loop used in this event. The loop cannot be rebuilt from being used or dropped.

9. If the contestant enters the tie down roping event they may not return to the breakaway roping event.

10. If the rope becomes dallied around the saddle horn the contestant may un-dally the rope but cannot breakaway the rope by hand.

11. Loop must be released from the hand to be a legal catch.

12. If the barrier is broken, there shall be a 10 second added to the run time.

Dally Team Roping

1. Both contestants must pay the entry fee. Contestants may enter twice, roping with a different partner or changing ends at each rodeo.

2. Team is allowed two loops.

3. Steers used for team roping should be uniform in weight and size. All steers must have horn wraps when roped.

4. There shall be at least two timers, a line judge, and a field judge.
5. Contestant must hold dallies until field judge drops the time flag.
6. Time is to be stopped when ropers have roped the steer, both horses are on all fours and horses facing steer in "L" or better, with ropes tight and dallied.
7. If field judge mistakenly flags a team without a dally that time will be disregarded and the same steer will be re-run.
8. There are only 3 legal catches, 1. Slick horns, 2. Around the neck, 3. Around half head. All other catches are illegal.
9. Heeler cannot deliver loop until header until header turns the steer 90 deg. Any heel catch behind the shoulders is legal if heel rope comes on from around the heels.
10. Mistake by the field judge will result in a re-run.
11. Pay off in team roping will be determined by the number of individuals entered.
12. There will be top header and heeler Buckle awarded in this event.
13. A barrier will be used if arena is equipped.
14. Disqualifications:
 - Animals not on their feet when roped by either end.
 - Failure to head and change the direction of a steer by 90 deg. before heeling. (cross firing)
 - Unnecessary rough treatment of steers.
 - Illegal head catches.
 - Lost or broken rope.
 - If the contestant intentionally dismounts during the run.
 - Figure 8 around the horn.
 - If rope is dropped or dally lost.
 - Header must rope as header and heeler as a heeler as called in, no switching up in the run.
15. There will be a 5 second penalty assessed for roping only one heel.
16. Both ropers must complete catch, dally, and face up during the 60 second time limit.
17. Stock must cross score line in front of line judge after leaving the chute.
18. Time will start when animal crosses the score line.
19. No re-runs will be given due to the hanging on horn or horns in chute.
20. Fouls: any time a contestant is fouled at the chute they must declare themselves immediately or take their time.

21. Header must start from right box if facing the box, heeler from the left box.
22. Roping the front foot in the loop will be a foul catch. If the front foot is in the loop and the rope is around the neck but the leg comes out of the loop before the flag is dropped then the time is legal.
23. If the field judge makes a mistake, contestants must run the same steer again, if a qualified run is made. Barrier penalties are carried into the re-run.
24. Once header calls for steer, it is the teams steer. No re-runs for broken horn or steers jerked down. Re-run maybe given on steers not jerked down, or steer falling. Gate may not be shut until steer clears chute.
25. If the animal is roped on either end with the animal not on foot it will result in disqualifying the run.
26. If header does not break out and steer sets up, contestants will get a re-run. Contestant must not throw their loop and must declare themselves. A new steer will be given.
27. Barrier judge will stand on the score line. Barrier judge will record any breakout. Other persons may stand on the score line at the discretion of the judge.
28. In the case of a barrier malfunction, team ropers will get a re-run if a qualified run is made or if they declare themselves.
29. If a team roper's partner fails to notify secretary of a turn out and does not appear, the man entered with them may choose another partner from any contestant entered in the rodeo or they may draw out. It cannot be a partner already entered in the team roping twice.
30. The contestant replacing a partner who has turned out, notified or not, will be required to pay an entry fee. The contestant who turned out is then not liable for turn out fees. The replacement roper also eligible for points and money won in this position if they are a cardholder.
31. A team roper whose partner draws out upon a doctor's excuse may also draw out without fines or entry fees.
32. Any "No Shows" entries will result in paying a turn out fine.

ROUGH STOCK EVENTS

Bronc/Bareback Riding

1. All bucking horses and ponies shall have halters.
2. Time starts when 2 hooves break the plain of the chute.
3. Contestant will have the right to call judges to pass whether or not the horse was properly flanked.
4. Wrangler rides will be miniature ponies, 4 seconds and no mark-out rule, and Junior on standard ponies, 6 seconds, Senior riders will be on bucking horses, 8 seconds.
5. A protective safety vest and use of a mouthpiece is mandatory.

6. In bareback riding:

- A rigging shall not be more than 10 inches wide at the handhold and not over 6 inches at the D rings. There may be no fiberglass or metal in the rigging or the handhold. Cinches on rigging shall be 8 inches wide at the center. There must be a pad under the rigging no smaller than 15 inches wide and no larger than 25 inches wide and thickness must be adequate to protect the horse.
- The rider's glove must be a plain glove with no flaps, wedges, or any other gimmicks.
- One hand rigging is to be used in bareback riding. Riders may use their own riggings. Stock contractors will have the right to furnish pads (pads to be no thicker than standard hair pad, not larger than 25 inches). Riders may use dry rosin or tape on hand hold or glove. Not finishing the ride with the hand in the handhold will result in disqualification.
- To qualify, rider must have rowels over or above the break of the horse's shoulders, and touching the horse when the front feet horse touches the ground outside the chute. If a rider is fouled in the chute, or if the horse stalls in the chute, or comes out backwards the mark out rule is waived, at the discretion of the judge.
- Re-rides must be declared before contestant exits the arena.
- Any of these offenses will disqualify the rider:
 - Riders with rowels too sharp, in the option of the judges.
 - Locking rowels or rowels that lock during the ride.
 - Being bucked off.
- Touching himself or the horse with the free hand or assisting himself with the free arm by touching the animal before the completion of the ride.
- Judge will disqualify any rider who has been informed that he is next and is not above the animal with his glove on. There is a 20 second time limit for the rider to be ready once the previous horse has left the arena. This will be at the discretion of the judges.

7. If a bucking horse comes in contact with a pick up horse, the contestant will have the option of a re-ride, if he declares himself immediately. He will be given the same horse at the discretion of the stock contractor.

8. A rider will receive a re-ride at the judges' discretion if he is fouled on the chute or if the horse falls flat on its side. The rider must declare himself within three jumps. If the flank comes off or if the animal doesn't buck, the contestant is entitled to a re-ride, provided they make a qualified ride. The same animal will be used at the discretion of the stock contractor.

9. The judges will only waive the mark out rule on a horse stalling in the chute, coming out backwards, or fouling the rider in the chute.

10. The bucking horses must not have shoes on.

11. The flank must be fleece lined and free of gimmicks.

Pee Wee Mutton Busting

1. 4 seconds are required for a qualified ride.
2. No re-rides will be given unless the animal falls flat on its side. Re-rides must be declared before leaving the arena by the contestant.
3. The contestant has the option of using 1 or 2 hands in the riding rope. If riding with one hand the contestant may not touch the animal with the free hand. Contestant riding with one hand will be scored higher than one riding with two hands.
4. No assistance allowed for a qualified ride.
5. A contestant may not enter the pee wee bulls and then return to the mutton busting.
6. The use of a mouthpiece is mandatory. A vest and helmet is recommended.
7. The judge has the option of turning out contestant if the contestant is unwilling to compete.
8. Sheep will weigh no less than 70 pounds.
9. Any type of sheep may be used. If animal has horns they must be tipped.
10. Sheep will be drawn. See also all other bull riding events.

Wrangler Calf Riding

1. 4 seconds are required for a qualified ride.
2. Contestant must ride with one hand.
3. No assistance is allowed for a qualified ride.
4. A rider may not re-enter the mutton busting after moving up to Wrangler calf riding.
5. Fouls: If contestant is fouled at the chute gate, he must declare himself within 3 jumps or take that ride.
6. The use of a mouthpiece and vest is mandatory. A helmet is recommended.
7. See other bull riding events also.

Bareback Pony

****The Bucking Pony Event will be open to Pee Wee and Wrangler**

1. One hand in rigging is to be used. Mouth piece and vest required. Dry rosin or tape may be used on hand hold or glove
2. The rider does not have to mark the horse out to get a qualified ride. Meaning the rider does not have to have spurs over or above the break of the horse's shoulders when the front feet of the horse touch the ground out of the chute.
3. The horse must be ridden for 4 seconds.

4. A rider will receive a no score or a disqualification for any of the following reason:
 - Not riding for a qualified 4 seconds
 - Riding with spur rowels that are too sharp or locked.
 - Touching animal, equipment or persons with free hand.
 - Rigging coming off the horse
 - Hand coming out of the handhold.
 - Faulty or defected equipment.
5. Re-rides will be by the decision of the judges
6. Time starts when horses inside front shoulder passes the plane of the chute
7. If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen, knee is not considered fallen

Senior Bull Riding

1. The bull must be covered for 8 seconds to be a qualified ride.
2. Time begins when the animals front feet breaks the plane of the bucking chute.
3. Riding to be done with one hand in bull rope with or without a handhold. No knot or hitches to prevent rope from coming off of the bull when rider leaves the bull will be allowed. Rope must have bell when bull leaves the chute. No bell, no marking of ride. Bell must be under the belly of the bull. Only the rider and one person may pull rider's rope. The gate man, spotter, or flanker may assist.
4. Ropes that have knots, wire4s, or other aides for the purpose of placing spurs are not allowed and will result in disqualification.
5. Bull having dangerous horns, in the option of the arena director, and/or judges must be de-horned, tipped or taken out of the draw.
6. If a rider makes a qualified ride with any part of the bull rope in his hand, provided he has not touched the ground or fouled the animal with his free hand, is to be marked.
7. Riders may use dry rosin only on rope and glove.
8. Riders will be disqualified for any of the following reasons:
 - Being bucked off.
 - Using excessively sharp spurs.
 - Touching the animal or himself with free hand.
 - Assisting himself with free hand arm by touching animal, fence, panels, etc.
 - Riders may not take any kind of finger tuck or finger wrap. Violation will mean disqualification and a fine of \$50.00.
9. All rodeos will have an approved bullfighter in the arena during the bull riding event in all performances and slack.

10. There will be no other objects other than a barrel or dummy in a dummy in a contract act during the bull riding, with the exception of an approved horse and rider.
11. The use of a mouthpiece and vest is mandatory.
12. A helmet is recommended.
13. A rider will receive a re-ride at the judge's discretion if he was fouled at the gate or if the bull falls. The rider must declare himself within 3 jumps. If the bull falls at the judge's discretion will receive the same bull. After the first re-ride, rider will have option of having a different bull or same bull.
14. Flank rope coming off during the ride will entitle the rider to a re-ride, provided they make a qualified ride first. Re-ride will be on the same bull.
15. A re-ride will be awarded if bull hangs horns in gate or fouls rider on gate, only latch side, the judge has the judgment call for a re-ride. The judge shall have the judgment call for a re-ride in a "failure to buck to ability" call.
16. Fouls are at the bucking chutes only.
17. All re-rides must be declared by the contestant before exiting the arena.
18. Bulls will be drawn for.
19. See other bull riding events.

