

# 21<sup>st</sup> Annual Texas FFA Association Rodeo Rule Book 2022-2023

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## **Texas FFA Association Finals Rodeo Mission Statement**

To promote the sport of rodeo and expose its positive image to the general public while offering FFA members an opportunity for furthering their education and maintain the highest regard for livestock.

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President / Arena Director	Stacey Cosby
Vice – President	Kelly Doster
Secretary	Becky Maass
Assistant secretary	Lochi Darling

## **GENERAL RULES**

1. To be eligible to participate in the Texas FFA Association Finals Rodeo, the contestant must be enrolled in an agricultural science course at the time of the event or have completed an agricultural science course during the current academic year and have an Active Texas FFA membership (8<sup>th</sup> -12<sup>th</sup> grade) ; NOT a junior FFA member, and in good standings in their respective FFA Chapter. A high school graduate is eligible for competition immediately following their graduation. FFA members may not exercise more than 5 years of eligibility. The following events are to be held at each Texas FFA Association Finals Rodeo. One (1) Contestant constitutes an event. A contestant can enter an event one time.

2. Texas FFA Association Finals Rodeo events include:

Boy's Events:

- Calf Roping
- Bareback Bronc Riding
- Steer Wrestling
- Bull Riding
- Saddle Bronc Riding
- Team Roping (male or female)

Girl's Events:

- Breakaway Calf Roping

Goat Tying  
Barrel Racing  
Team Roping (male or female)

3. All entries must have all required paper work postmarked by **June 17<sup>th</sup>** . **NO Late entries will be accepted.**

4. Entry fees are \$170 per contestant per event, with \$100 of the entry going back towards pay-out and the other \$70 going towards insurance, stock contractor, facilities use, etc. **Cashier Check, School check, or Money order ONLY. NO PERSONAL CHECKS.**

5. A **10-point system** will be used to determine FFA Chapter Banners, with points awarded in the following manner:

1 <sup>st</sup> place = 10pts.	6 <sup>th</sup> place = 5pts.
2 <sup>nd</sup> place = 9pts.	7 <sup>th</sup> place = 4pts.
3 <sup>rd</sup> place = 8pts.	8 <sup>th</sup> place = 3pts.
4 <sup>th</sup> place = 7pts.	9 <sup>th</sup> place = 2pts.
5 <sup>th</sup> place = 6pts.	10 <sup>th</sup> place = 1pt.

Team Ropers will receive separate points for header and heeler. In the event of a tie, points will be combined and split evenly amongst the number of contestants who tied. Points will be awarded in all rounds and the average. Timed events will have 2 go rounds, with the top ten averages advancing to the short go. Rough stock will have a long go and a short go with a maximum of ten. If ten contestants don't cover in the long round, they are still invited back to win short round money, but are not eligible for the average \$1000 scholarship. In the timed events, the average is figured on 2 head and the top 10 are invited back. So the average is defined as "fastest time on 2 or 3 head or total average head."

6. Points will be added in all of these rounds for members in the same FFA Chapter to determine the 10 FFA Chapter Banner winners. All ties in determining FFA Chapter Banners will be determined by the team placing in two or more events over a team who places in one event. Flip of the coin will be used as a last resort.

7. Only the scholarship event winners and Top ten Chapters will be recognized. They will be recognized and awarded their scholarship in the final/short go round on Tuesday evening with the FFA convention sending over a production crew to film the highlights. This will be played during the convention later in the week. (They do not need to be on the stage at the state FFA convention on Thursday night as it has been in previous years.)

8. Pay-out percentages will be as follows:

Rough-stock will pay-out 33% in the long go, 33% in the short go, 34% in the average.

Timed-events will pay-out 25% in the first and second go, 15% in the short-go, and 35% in the average.

Will pay up to 3 in short round in the timed events and the pay out in the average will be the same number of places as in the 2 long rounds.

Pay-out for all events will be 1 to every increment of 5 contestants entered, with the max of 8 checks per round. For example: 1-5 contestants entered, you pay 1 money, 6-10 you pay 2 monies, 11-15 you pay 3; up to 8 places. In the event of a tie, placing money will be combined and split evenly amongst the number of contestants who tied.

PAYOUT %

- 1 100%
- 2 60/40

- 3 50/30/20
- 4 40/30/20/10
- 5 30/25/20/15/10
- 6 29/24/19/14/9/5
- 7 28/23/18/13/9/6/3
- 8 27/22/18/13/10/5/3/2

9. Scholarships are awarded to event winners. It is mandatory that all event winners be present to accept their \$1,000 scholarship after the short go/finals Tuesday evening. If the winner does not attend the award ceremony, their scholarship will be forfeited. Scholarships will expire twelve months from the recipient's graduation date. \*In the event of a tie for the Scholarship, the money will be divided equally among the winning contestants.

10. Entry in the Texas FFA Association Finals Rodeo by the student hereby grants permission to use the student's name, photograph, picture, likeness, and physical depiction to be used by such persons, firms, or corporations as may be approved and selected by the Texas FFA Association and will abide by the terms and conditions of any agreement between the Texas FFA Association and such persons, firms or corporations regarding advertising and promotional issues.

11. All contestants are required to check in upon arrival on the grounds of the Texas FFA Association Finals Rodeo or the contestant will be viewed as a no-show and will be removed from the draw prior to the first performance/slack.

12. All contestants shall observe ground rules set by the Texas FFA Association and FFA Finals Rodeo Board of Directors.

13. Only contestants will be allowed to register complaints. Complaints must be placed first through the respective Event Director, then Arena Director and Rodeo Board if necessary, before the end of the performance or slack in which the question arose.

14. All contestants and their helpers will leave the arena immediately after competing or assisting.

15. The decision of any judges, flagmen or timers will be final, and no protest by contestant will be permitted (See rule #11). No contestant may talk to a judge or timer in any way while an event is going on. Questions may be addressed to the judge no sooner than at the end of the event for that performance. Any contestant violating this regulation may be disqualified.

16. All contestants are required to read the rules carefully, particularly those relating to the contests or events in which they enter.

17. Failure to understand rules will not be accepted as an excuse.

18. Contestants will not be allowed in the arenas between performances after the start of the first go-round.

19. Dress Code: *Western Shirt*—wrist length, sleeved shirt, with collar and cuffs. Shirts or vests with the school name on them are recommended, but not required. Sponsorship and signage should follow the National High School Rodeo Association (NHSRA) Rules that apply to sponsorship and signage. No sweat shirts, T-shirts, or pullovers allowed in the arena. *Western boots* must be worn; sneaker type "sport shoes" are not acceptable footwear. *Cowboy Hat*—2 1/2 inch minimum brim; five (5) inch minimum crown. Helmets may be worn in lieu of western hats while in competition. (Roughstock events have additional dress code/equipment. See "Equipment #1." for specific pieces) Any violation of the dress code will result in disqualification.

20. No electrical devices may be used by a contestant or on his/her horse.

21. In rodeo events a complete go-round must be finished before any contestant can compete on his next head of stock or timed event. No contestant may compete on the same head of stock twice at any one rodeo in the same event, except for re-rides or reruns.
22. Rodeo Judges, Arena Directors and/or National Directors may inspect any contestant's equipment before, during or after a rodeo performance for safety and rule infractions.
23. There will be no refunds for draw outs, vet releases or doctor releases. All entry fees are nonrefundable.
24. There will be no position or draw trades except with pre-approved Texas FFA Convention conflicting events. Attention to this matter should be made known to the respective event director as soon as possible.
25. Contestant's will be disqualified for being in a pen with rodeo livestock at any time except when accompanied by stock contractor or Texas FFA Association Finals Rodeo staff.
26. Mistreatment of any person, Rodeo Stock or mistreatment of contestant's horse will result in immediate disqualification.
27. It is the contestant's responsibility to identify their stock when loaded and draw position. If a contestant competes on the wrong stock or out of order, no time will be assessed.
28. All stock will be drawn by at least one judge, the rodeo secretary and at least one rodeo director present.
29. Not being ready to compete when called upon will result in disqualification.
30. The management assumes no responsibility or liability for injury or damage to the person, property, or stock of any owner, contestant, or assistant. Each participant by the act of his entry waives all claims against the management for any injuries he or his property may sustain.
31. Positions must be drawn in all events for the first go-round.
32. Order to be reversed for Second Go, and for the finals worked from the last qualifying position down to the first position. With the exception that positions will be drawn for in Barrel Racing and goats will be drawn for contestants in Goat-Tying in the short round.
33. The Texas FFA Association Finals Rodeo Board of Directors will check the condition of the stock upon arrival and has the right to declare any stock unsatisfactory, and any stock so declared will be taken from the draw. At any time throughout the rodeo, if the Directors believe an animal's condition is questionable, they have the right to pull them from the draw. All rough stock and timed event cattle must be run through and shown the exit gate prior to the rodeo. Uniformity of stock will be considered for each event. All stock must be numbered by hot-iron, ear tag or back tag. All stock will be drawn for by these numbers.
34. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be re-penned by itself. Decisions will be made by the arena director about when stock is re-penned.
35. If an animal is turned out it will be considered a run.
36. Electric eyes will be placed on a permanent marker throughout the entire rodeo.

37. If electronic timers fail - the average of the 2 hand-held timers will be used.
38. Events with 30 second/one minute time limit may have penalties which will exceed the 30 second/one minute time limit.
39. Lap and Tap – No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal's nose crosses the starting line.
40. No pens of stock may be drawn for more than one go-round in advance.
41. Drawing Timed Event Stock:
- a. All stock is to be numbered and drawn for by number.
  - b. All stock in contest events must be drawn by number by a judge.
  - c. There must always be as many as four exact copies made of the draw, one to be posted, one copy for each judge and one or more copies for the Secretary's records.
  - d. Receptacle containing numbers to be drawn must be held above the drawing judge's head and numbers shaken between each number drawn.
  - e. Drawing must be conducted so that any Event Director may witness the draw.
  - f. In case stock is sick, crippled or already shipped, replacement will be drawn from rerun animals. The contractor must have the consent of judges and Arena Directors to remove any stock from the grounds. If an animal drawn in a pen in a timed event becomes sick or crippled before it is out that time, a judge must pass on the animal's inability to be used before it can be shipped or replaced in the draw.
  - g. No pens of stock may be drawn for more than one performance in advance.
  - h. Pens of stock shall be drawn by the judge and secretary shall provide judge with an exact copy of the draw.
  - i. Stock will be drawn for a contestant until he has actually been disqualified or turned stock out.
  - j. All stock used in the finals at all rodeos must be approved by the Directors
  - k. In timed events, no drawn stock can be held over from one performance to the next or overnight.
  - l. When calves are not fresh, reruns will always be drawn from the whole herd used in the draw, not from those calves that are missed.
  - m. When calves are fresh, reruns shall be drawn from missed calves when reruns amount to less than ten percent of the contestants entered at the rodeo. These reruns will be drawn from calves which are missed for that go-round up to the performance that ends the go-round, provided there are enough of these calves.
  - n. If there are not enough calves which are missed in that go-round up to the performance that ends the go-round, the reruns will be drawn from all calves being used except for any drawn for the performance that ends the go-round.
  - o. All cattle in the draw will be run one time before any cattle will be run twice. When due to a split performance this procedure becomes impossible, the draw will include cattle remaining that have been run the least number of times. Immediately after a split performance the draw will then revert to the cattle that have been run the least number of times. In Case of reruns all cattle in the draw will be run one time before being run twice. Any animal drawn and not competed on shall be considered run and if there are no reruns, animal shall be used for first extra.
  - p. Stock drawn for final go-round will be drawn from the first qualifying position to last qualifying position.
42. Drawing Stock - Misdraws
- a. In case of crippled stock that are in after the draw is made, stock will be redrawn from the position of the crippled stock on down the list. This is the case of no extra cattle being available.
  - b. If more than three head are misdraws, use the following procedure.
  - c. All stock shall be put back in the draw box and all redrawn.
  - d. If three head or less are misdrawn, first draw positions for misdrawn stock 1 through 3. Then place all stock numbers back in the draw box. Then draw stock for the first contestants on the list

that had a misdraw. He keeps that number. The contestant who had that number takes first number of stock on the misdraw stock position list and so on until all first draws are corrected.

e. In case the number of stock is not equal to the number of contestants up in that draw, stock will be moved up to match number of contestants and shall go in that order.

f. In case a misdraw is discovered after the start of a performance:

- i) If an extra(s) is available, the contestant involved will automatically be assigned the extra, regardless of a possible difference in runs on the cattle.
- ii) If no extra is available, the contestant involved will not compete as scheduled, but later in the performance or immediately after. A replacement animal will be drawn from all animals left in the run.

43. Order of events may change at anytime to speed up the performance.

44. Roughstock short round procedure:

There will be a maximum of 10 contestants in the short round unless tie at 10<sup>th</sup>.

Rider must have competed in the Long go to make it to the short go.

If there are less than 10 entered in the roughstock event, We will take all to the Short go contestants to fill the performance. If more than 10 we will fill by score then by time.

Rider must have covered and received a score in the long go to qualify for the average and scholarship. If rider qualifies for the short go on time not a score, rider is only competing for the short round money and no average money or scholarship.

If no one has a qualified ride in the long go ground money will be paid.

If less riders have qualified rides than the amount of holes paid the round money and average money will be divided between these riders. NO ground money.

In Bull Riding if twenty or less are entered take all to the short round to fill the performance.

## **ANIMAL WELFARE**

1. No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on bareback horses or saddle broncs. Spur rowels must have five or more points.

2. A neck rope must be used on a horse. If horse stops and calf hits the end of rope in such a manner that calf busts himself, roper will not be responsible. Contestant must adjust rope and reins in such a manner that will prevent horse from dragging calf. Rope to be removed from calf's body as soon as possible after "tie" is completed. Roping calves shall weight at least 180 pounds each, and be strong and healthy.

3. All chain, metal and wire tie-downs, nosebands and bosals must be completely covered where it comes into contact with the horse's skin.

4. The placing of fingers in eyes, lips, or nose of steers while wrestling same is forbidden.

5. Animals for all events will be inspected before the draw, and no sore, lame, sick, or injured animal, or animals with defective eyesight shall be permitted in the draw at any time. Should an animal become sick or be injured between the time it is drawn and the time it is scheduled to be used in competition, that animal shall not be used in competition and another animal drawn for the contestant.

6. No animal shall be beaten, mutilated, or cruelly prodded. Standard cattle prods shall be used as little as possible. In the rough stock events, once an animal is in the chute, no cattle prods will be allowed except in the case of a bareback riding or saddle bronc horse that stalls and only with the agreement of the contestant, stock contractor and judge. Cattle prod will only be used when the horse turns head out of the chute and then it can only be used on the hip or shoulder area. Prods will not be used on bulls once they are in the chute.

7. A conveyance must be available and used, if possible, to remove animals from the arena in case of injury. Animals removed from the arena pursuant to this section shall be placed in a situation as isolated and comfortable as possible to reduce stress.
8. No sharp or cutting object in cinch, saddle girth, or flank straps shall be permitted. Only sheepskin-lined flanking straps shall be used on bucking horses and shall be of the quick-release type. Sheepskin-lined flank straps shall be placed on the animal so the sheepskin covered portion is over both flanks, and the belly of the animal. No bull tails will be allowed under flank straps.
9. No "loose ropes" allowed in bareback bronc riding.
10. No stimulants or hypnotics to be used, or given to any animal used for contest purposes.
11. Chutes must be constructed as to prevent injury to stock. Maintenance men and equipment shall be stationed at chutes to assist in removal of any animal should it become caught. The arena shall be free of rocks, holes and obstacles.
12. Clowns are not to abuse stock in any fashion.
13. No small animal or pets allowed in arena where restraint is necessary, or subject to injury or attack by another animal.
14. Livestock to be removed from arena after completion of entry in contest.
15. Use of fireworks to fight animals prohibited.
16. Contestant will be disqualified for any mistreatment of Stock.
17. No stock should be confined in vehicles beyond a period of 28 hours without being unloaded, properly fed, and watered. When animals are carried in conveyances in which they do have proper food, water, space, and opportunity to rest, the provisions for unloading shall not apply.
18. Any animal that becomes excessively excited so that it gets down in the chute repeatedly, or tries repeatedly to jump out of the chute, or in any way appears to be in danger of injuring itself, should be released.

## **EQUIPMENT**

### I. Boy's Events:

#### A. Calf Roping

1. Pigging String - a piece of rope used for securing animals.
2. Cattle neck ropes on calves must be tied with string, or rubber bands.
3. No metal snaps or hardware shall be used on cattle neck ropes in the calf roping event.
4. Adjustable slide shall be used on all cattle neck ropes for cattle used in calf roping event.
5. A mechanical barrier must be used.

#### B. Bareback Riding

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

The handle bars under the rigging body must be tapered down to at least one-fourth (1/4) inch at the end of the handle bar.

3. Rider may have a single layer of leather under handhold which will extend at least one inch on both sides of the center of the handhold not to be skived and shall be glued down.
4. No fiberglass or metal will be allowed in riggings or hand-holds. Only leather or rawhide is allowed for hand-hold, with a maximum of three-fourths (3/4) inch of rawhide allowed. Flat-head rivets and/or screws and "t" nuts are allowed to secure hand-hold. The only other metal allowed will be in the "D" rings.
5. Quick release buckle is optional on bareback rigging.
6. Cinches on bareback riggings shall be made of mohair and shall be at least eight (8) inches in width at the center, but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.
7. Required bareback pads are to completely cover the underside of the riggings and are to extend a full two inches behind the rigging.
8. Pads used under riggings must be leather covered on both sides. No hair pads will be allowed. If a foam pad is used, it must be high density foam at least 3/4 of an inch thick. In addition, the pad must have leather over the bars one-eighth (1/8) inch thick extending at least one-half (1/2) inch on either side and the back of the handle bars.
9. In addition to the pad, a piece of leather a minimum of 1/8 inch thick and 4" square must be glued or sewed to the pad and centered in comparison to the total body length of the rigging. This piece of leather shall be placed so that 1/2 of it extends behind the rigging and the remaining 2" is under the rigging.
10. The rider's glove will be a plain glove with no flaps, rolls, wedges or gimmicks. An extra piece of leather may be used at the base of the little finger only. It must be on the inside of the glove and is not to extend out from the seam more than 5/8 inch and can be no more than 5/8 inch thick.
11. A palm piece may be used in glove which will be at least once inch wide and three inches long and will be glued in.
12. There will be no adhesive material other than dry resin used on rigging or on rider's glove. Benzoin may be used.
13. Stock contractors will have the right to have judges pass on whether riggings are objectionable. Judges are to decide on all riggings and pads.
14. All contestants must wear an Athletic Protective Mouth Piece while competing. Mouth piece may not be trimmed any smaller than the size required to cover all teeth.
15. All contestants must wear a vest designed to protect the chest and back while competing in the Bareback Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.

#### C. Steer Wrestling

1. Cattle neck ropes on steers must be tied with string, or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the steer wrestling event.
3. Adjustable slide shall be used on all cattle neck ropes in steer wrestling event.
4. The steer wrestling chute must have at least 30 inches clearance inside the chute and at the gate when in an open position.
5. In steer wrestling the score may be no longer than the length of the steer wrestling box, minus six feet, unless other arrangements are approved by the arena director.
6. Length of box to be measured from center of back end of box to center of barrier.
7. A mechanical barrier must be used and there must be at least a 12-foot box.

#### D. Bull Riding

1. Rope must have bell. Bell must be in good shape, cannot be broken. No bell, no marking.
2. Hooks or posts shall not be used on bull ropes.
3. Quick release buckle is optional on bull rope on the off-side.



4. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouthpiece may not be trimmed any smaller than the size required to cover all teeth.
5. All contestants must wear a vest designed to protect the chest and back while contesting in the Bull Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.
6. All contestants are also required to wear a protective helmet.

#### E. Saddle Bronc Riding

1. Riding to be done with a plain halter, one rope-rein and committee saddle and contestant must supply own saddle.
2. Standard halter must be used unless agreement is made by both contestant and stock contractor.
3. Stock contractors may furnish their own halters and contestants may use them. If contestant borrows halter, he accepts the equipment as his own.
4. Dry resin may be used on chaps and saddle.
5. Contestant saddle specifications:
  - a. Rigging:
    - (1) 3/4 double-front edge of "D" ring must pull not further back than directly below center point of swell.
    - (2) Standard E-Z or ring type saddle "D" must be used and cannot exceed 5 3/4 inch outside width measurement.
  - b. Swell Undercut:
    - (1) No more than two inches—one inch on each side.
  - c. Gullett:
    - (1) Not less than four inches wide at center of fork of covered saddle.
  - d. Tree:
    - (1) Saddles must be built on standard tree.
    - (2) Specifications:
      - (a) Fork — 14" wide.
      - (b) Height — 9" maximum.
      - (c) Gullett — 5 3/4" wide.
  - e. Cantle:
    - (1) 5" maximum height
    - (2) 14" maximum width.
  - f. Stirrup leather must be hung over bars.
  - g. Saddle should conform to the above measurements with a reasonable added thickness for leather covering.
  - h. No freaks allowed.
  - i. Front cinch on bronc saddle shall be mohair and shall be at least eight (8) inches in width at the center, but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.
6. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouth piece may not be trimmed any smaller than the size required to cover all teeth.
7. All contestants must wear a vest designed to protect the chest and back while contesting in the Saddle Bronc Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.

## II. Girl's Events:

### A. Barrel Racing

1. Western type equipment must be used.
2. Use of a hackamore or other types of bridles is the optional choice of the contestant.
3. Judge may prohibit the use of bits or equipment that he may consider severe.
4. Equipment necessary: Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) hand held battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time. (Optional at State level).
5. Complete electric timer must be backed up by a flagman. One timer will record the times that appear on the electric eye controlled readout. Two timers will operate the digital watches and record the average time which is shown thereon. These two timers will operate from the flagman's signals.
6. Permanent markers should be put in the ground for the electric eyes. Electric eyes should be placed on the starting line no closer together than the width of the first two barrels and for the electric eyes to be centered on pattern for each performance.
7. Position on fence for flagman should be well marked. These markers should be checked every performance along with the barrel markers and restaked if pulled out. A record of these measurements shall be kept.
8. Set timer beforehand in the same height and position and lock the legs.
9. Barrels are not to be used as stands for the electric timer devices.
10. Both ends of barrels to be intact.

### B. Breakaway Roping

1. Cattle neck ropes on calves must be tied with string or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the breakaway roping event.
3. Adjustable slide shall be used on all cattle neck ropes for cattle used in breakaway roping event.
4. Western type equipment must be used.
5. A mechanical barrier must be used.

### C. Goat Tying

1. Leather thong, pigging string or rope. (Pigging string—a piece of rope used for securing animals).
2. Western type equipment must be used.

## III. Boy's and/or Girl's Events:

### A. Team Roping

1. Cattle neck ropes on steers must be tied with string, or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the team roping event.
3. Adjustable slide shall be used on all cattle neck ropes for cattle used in team roping event.
4. A mechanical barrier must be used.

## **EVENT RULES**

### **BOYS' EVENTS**

#### **CALF ROPING**

I. Time Limit: There will be a thirty (30) second time limit.

#### **II. General Rules**

1. Contestant may change horses in calf roping.
2. Roping Box — shall be part of the arena during roping events.
3. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.
4. Lap and Tap — No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
5. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating-the-barrier penalty.
6. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten second fine. Otherwise, this will not be considered a broken barrier.
7. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
8. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, entitling contestant to a rerun without penalties.
9. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
10. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.
11. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
  - b. In cases of mechanical failure.
  - c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself by pulling up.
13. In calf roping a horse must clear the box before a loop is thrown.
14. Time to be taken between two flags.
15. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
16. This event shall not be conducted with an open catch pen gate at any rodeo.

#### **III. Event Rules:**

1. This event is open to boys only.
2. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
3. Calves may be pushed out by contestant's assistant providing they are ready. If not, arena director will have worker to push calves.

4. One loop will be permitted in the first and second round, two loops if carried in the short round.
5. If second loop falls from saddle or contestants hand before used, it cannot be rebuilt.
6. Contestant cannot receive any assistance after crossing starting line.
7. Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Must cross and tie at least three legs.
8. Any catch is legal, catch as catch can rule.
9. If calf is down when roper reaches it, calf must be stood on at least three feet. (Calf must be elevated high enough that it has the opportunity to regain its feet) and calf must be re-thrown.
10. If roper's hand is on calf when calf falls, calf is considered thrown by hand.
11. Rope must hold calf until roper gets hand on calf.
12. To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, and a half hitch or hooley (A hooley is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).
13. The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the judge.
14. Six second time will start when roper has remounted and his horse has taken one step forward.
15. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.
16. Rope will not be removed and rope must remain slack until field judge has passed on tie.

#### IV. Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten-second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or his horse.
7. Any intentional dragging of calf regardless of distance will result in a no time. Intentional dragging shall be defined as caused by contestant. Excessive dragging of calf will receive a no time. Excessive dragging shall be defined as moving the calf six or more feet after the contestant has called for time. However, if in the opinion of the judge, the dragging was caused by something outside of the control of the contestant, the judge may give the contestant his time. Dragging the calf while the contestant is tying the calf will not be considered excessive dragging.
8. Roper will be flagged no time for touching calf, or string or by touching rope to train his horse after giving finish signal, or by dragging calf after he remounts horse.
9. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.
10. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
11. Time should be taken with the average of two (2) times at all Rodeos.

#### V. Reruns:

1. In any timed event if animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. If rope is on animal, contestant will get animal lap and tap with rope on it in chute.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
5. A calf must be rerun before it is used by another contestant.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
7. If there must be a rerun of calves to complete a go-round, all calves must be tied down before any stock is drawn.

8. In calf roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the calf roper remains behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

#### VI. Officials:

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. A field flag judge must ask contestants if they want a second loop. Once a contestant has been flagged out, he will receive no stock back.
3. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of the next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
6. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
7. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
8. Flagger must watch calf during the six second period.
9. Judge will start six (6) second time when roper remounts and his horse has taken one step forward. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.
10. Rope will not be removed and rope must remain slack until field judge has passed on tie.
11. Start watch, then watch calf, counting to six seconds.
12. If the horse excessively drags the calf after roper has dismounted, field judge may stop horse.
13. If a calf kicks loose, the judge will stop watch and check time to determine if tie was legal.

#### BAREBACK RIDING

##### I. Time Limit:

1. Horses must be ridden for 8 seconds.
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

##### II. General Rules:

1. Contestant is not to use sharp spurs.
2. Contestant will have the right to call judges to pass on whether or not animal is properly flanked to buck the best of his ability.
3. Fall—If any part of rider contacts ground, animal has fallen.
4. No contestant will ride two head in the same event during a performance except for rerides.
5. Contestants may pull riggings from either side.
6. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

##### III. Event Rules:

1. This event is open to boys only.
2. To qualify, the rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground on it's initial move out of the chute.
3. Contestants will have the right to call judges to pass on whether or not horse is properly flanked and cinched.
4. Rigging must lie flat on horse's back while rigging is being cinched.
5. Stock contractor may call on judge to pass on whether rigging is being set or cinched in a manner that might hurt horse's back.
6. Judges may require contestant to take his hand out of rigging after a horse is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request to take such action.

7. One arm must be free at all times.

8. The judge on the latch side of the chute gate shall serve as a back-up timer in the bareback riding event. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question.

The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for time verification on each ride. In any instance where the time is eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight seconds, the judge must go with the whistle.

#### IV. Scoring and Penalties:

1. Ride and animal to be marked separately.

2. Mark the ride according to how much the contestant spurs the animal.

3. Figures used in making the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.

4. If a horse stalls coming out of the chute, either judge may tell contestant to take his feet out of the horse's neck and first jump qualification will then be waived.

5. Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.

6. If the rigging comes off horse, touching anything with free hand or if contestant is bucked off, contestant will receive a no score.

7. In the opinion of the judges, if a contestant is riding with rowels too sharp or riding with locked rowels, he will receive a no score.

8. Contestant will be disqualified for taking any kind of finger tuck, or finger wrap.

9. Judges may disqualify contestant who has been advised he is next to go if he is not above the animal with his glove on when previous horse leaves the arena.

#### V. Rerides:

1. The matter of rerides shall be decided by the judges.

2. Contestants shall not influence the judges by asking for a reride at any time.

3. If reride is given, judge shall inform the contestant immediately of his marking and an option of a reride.

4. Contestant may refuse reride and take his marking.

5. Contestant must make his decision immediately.

6. No reride will be given due to faulty or broken equipment furnished by contestant in any event.

7. If an animal that is drawn for a reride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the man who draws the animal for a reride.

8. If animal that is drawn for a reride is already drawn for another contestant in a later go-round, the contestant with the reride in the prior go-round will take the animal first.

9. When a final head is to be ridden in the riding events, at least two additional head of stock will be available for rerides.

10. Rerides may be given only when stock fails to break, stops, or fouls the rider.

11. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a reride drawn for.

12. Contestants who are fouled at chute and declare will be entitled to reride at judges discretion, or the spurring out rule may be waived.

13. If animal falls down out of chute, contestant will be entitled to a reride at the discretion of the judges.

14. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have reride drawn.

15. Contestant may be given reride if flank comes off or breaks, provided the contestant completed a qualified ride.

17. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
18. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the rerides.
19. If the pickup man or horse comes in contact with bucking horse before qualified time has elapsed, reride will be given on same animal drawn. Only exception to this rule is if it is that rodeo's last day. The last day, contestant may have same animal back if stock contractor is willing, or reride drawn if requested. If stock contractor is not willing, reride will be drawn.

## STEER WRESTLING

I. Time Limit: There will be a thirty (30) second time.

### II. General Rules

1. Contestant may change horses between Go's in Steer Wrestling.
2. Dogging Box—shall be part of the arena during dogging events.
3. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.
4. Lap and Tap - No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
5. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating-the-barrier penalty.
6. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten-second fine. Otherwise this will not be considered a broken barrier.
7. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
8. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a rerun without penalties.
9. If automatic barrier fails to work and stock is brought back, contestant must take same animal over during or immediately after the same performance.
10. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.
11. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
  - b. In cases of mechanical failure.
  - c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his steer back, providing contestant declares himself by pulling up.
12. Time to be taken between two flags.
13. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
14. This event shall not be conducted with an open catch pen gate at any rodeo.
15. Contestant may NOT have a second attempt at catching his steer after he rides his horse past the horns of the steer. A "ride by" is when the horse and rider combination rides past the horns.

This is to be considered an attempt and the rider will not be allowed to track the steer again to have a second attempt at getting off to catch the steer.

### III. Event Rules:

1. This event is open to boys only.
2. Contestant must furnish own hazer and horse.
3. Anyone jumping from the off side in the steer wrestling must notify the rodeo secretary when entering, and if possible, the barrier should be arranged on the off side for such contestants.
4. The hazer is subject to contestant rules if acting as a hazer, a violation of rule by hazer will disqualify the contestant they are helping.
5. Hazer must not render any assistance to contestant while contestant is working with steer.
6. Contestant is considered working with steer when steer leaves the box.
7. Steer must be caught from horse.
8. If contestant jumps at steer, he accepts him as sound.
9. If steer gets loose, dogger may take no more than one step to catch steer.
10. After catching steer, wrestler must bring it to a stop or change its direction and twist it down.
11. If steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
12. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.
13. Wrestler must have hand on steer when flagged.
14. Contestant and hazer must use the same horse they leave chute with.
15. Hazer will be allowed to catch dogger's horse.
16. Dogger is entitled to one jump within the thirty (30) second time limit.
17. Contestant is required to turn steer's head so that he can get up.
18. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.

### IV. Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten second penalty assessed for breaking the barrier.
5. Contestant will be disqualified for any abusive treatment of steer or his horse.
6. Any violation of any rule by hazer will disqualify the contestant they are helping.
7. Hazer must not render any assistance to contestant while contestant is working with steer. Failure to observe this rule will receive no time.
8. If hazer bats steer, or contestant's horse, contestant will receive no time.
9. A ten second penalty will be assessed in any case in which barrier judge rules that dogger's feet touch the ground before flag line is crossed.
10. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.
11. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
12. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.
13. Time should be taken with the average of two (2) times at all Rodeos.

### V. Reruns:

1. In any timed event if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. No rerun will be given due to faulty or broken equipment furnished by contestant.



3. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
4. A steer must be rerun before it is used by another contestant. Fresh steers may be added to the herd after they have been bulldogged from horseback and thrown down. It is the responsibility of the steer wrestlers to throw the cattle, at a time mutually agreed upon with the stock contractor.
5. If fresh steers are missed in the steer wrestling, any steer missed in competition must be thrown down immediately following the performance or section of slack in which the steer was drawn. Such steer shall be thrown down by a person appointed by the Steer Wrestling Event Director. Each steer missed in competition is to be thrown no more than one time.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
7. In steer wrestling, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant.  
However, if time is started by the animal and the steer wrestler and hazer remain behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

#### VI. Officials:

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. A field flag judge must ask contestant if he wants a second jump. Once a contestant has been flagged out, he will receive no stock back.
3. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
6. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
7. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
8. The fairness of catch and throw will be left to the judges, and their decision will be final.
9. Field flagger is required to watch contestant and steer until animal is turned loose.

#### BULLRIDING

##### I. Time Limit:

1. Bull will be ridden eight seconds.
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

##### II. General Rules:

1. Contestant is not to use sharp spurs. No part of spur may have sharp edges including rowels and wire locks.
2. Contestant will have the right to call judge to pass on whether or not animal is properly flanked to buck the best of its ability.
3. Fall—if any part of rider contacts ground, animal has fallen.
4. No contestant will ride two head in the same event during a performance except for re-rides.
5. Contestants may pull ropes from either side.
6. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

##### III. Event Rules:

1. This event is open to boys only.
2. Bell must be under belly of bull.
3. Riding is to be done with one hand and loose rope, with or without hand-hold.
4. No finger wraps, no knots or hitches to prevent rope from falling off bull when rider leaves him.

5. No more than two men may be on the chute to pull contestant's rope.
6. The judge on the latch side of the chute gate shall serve as a back-up timer in the bull riding event. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for time verification on each ride. In any instance where the time is eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight seconds, the judge must go with the whistle.

#### IV. Scoring and Penalties:

1. Ride and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
4. No bell—no marking.
5. If contestant makes qualified ride with any part of rope in riding hand, he is to be marked.
6. Contestant will receive no score for any of the following offenses.
  - a. Being bucked off.
  - b. Touching animal, equipment or person with free hand.
  - c. Using sharp spurs.
  - d. Placing spurs or chaps under the rope when the rope is being tightened.
7. Judges may disqualify a bull rider who has been advised he is next to go if he is not above the animal with his glove on when the previous bull leaves the arena.

#### V. Rerides:

1. The matter of the rerides shall be decided by the judges.
2. Contestants shall not influence the judges by asking for a reride at any time.
3. If reride is given, judge shall inform the contestant immediately of his marking and an option of a reride.
4. Contestant may refuse reride and take his marking.
5. Contestant must make his decision immediately.
6. No reride will be given due to faulty or broken equipment furnished by contestant in any event.
7. If animal that is drawn for a reride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the man who draws the animal for a reride.
8. If an animal that is drawn for a reride is already drawn for another contestant in a later go-round, the contestant with the reride in the prior go-round will take the animal first.
9. When a final head is to be ridden in riding events, at least two additional head of stock will be available for rerides.
10. Rerides may be given only when stock fails to break, stops, or fouls the rider.
11. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a reride drawn for.
12. Contestants who are fouled at chute and declare will be entitled to a reride at judges' discretion.
13. If animal falls down out of chute contestant will be entitled to a reride at the discretion of the judges.
14. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have reride drawn.
15. Contestant may be given a reride if flank comes off or breaks, providing the contestant completed a qualified ride.
16. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
17. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the rerides.
18. If the pickup man or horse comes in contact with bull before qualified time has elapsed, reride will be given on the same animal drawn. Only exception to this rule is if it is that rodeo's last day.

The last day, contestant may have same animal back if stock contractor is willing, or reride drawn if requested. If stock contractor is not willing, reride will be drawn.

## SADDLE BRONC RIDING

### I. Time Limit:

1. Saddle bronc riding shall be timed for eight (8) seconds.
2. Time to start when animal's inside front shoulder passes the plane of the chute.

### II. General Rules:

1. Contestant is not to use sharp spurs.
2. Contestant will have the right to call judges to pass on whether animal is properly flanked to buck the best of its ability.
3. Fall—If any part of rider contacts ground, animal has fallen.
4. No contestant will ride two head in the same event during a performance except for rerides.
5. Contestants may pull riggings, and cinch saddle from either side.

### III. Event Rules:

1. This event is open to boys only.
2. Either stock contractor or contestant has the right to call the judges to pass on whether or not horse is properly saddled and flanked to buck its best.
3. Riding rein and hand must be on the same side.
4. Horses to be saddled in chute.
5. Rider may cinch own saddle.
6. Saddles shall not be set too far ahead on horse's wither.
7. Middle flank belongs to rider but contractor may have rider put flank behind curve of horse's belly.
8. Flank cinch may be hobbled.
9. To qualify, rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground on it's initial move out of the chute.
10. One arm must be free at all times and must not touch animal with the free hand.
11. The judge on the latch side of the chute gate shall serve as a back-up timer in the saddle bronc riding event. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for time verification on each ride. In any instance where the time is eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight seconds, the judge must go with the whistle.

### IV. Scoring and Penalties:

1. Ride and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
4. If a horse stalls coming out of the chute, either judge may tell contestant to take his feet out of the horse's neck and first jump qualification will then be waived.
5. Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
6. A rider will be given a no score for any of the following reasons:
  - a. Being bucked off.
  - b. Changing hands on reins.
  - c. Wrapping rein around hand.
  - d. Pulling leather.
  - e. Losing stirrup.
  - f. Touching self, animal, saddle, rein, etc., with free hand.

- g. Riding with locked rowel or rowels that will lock on spurs.
7. Anyone using any foreign substance other than dry resin on chaps and saddle shall be disqualified. The judges will examine clothing, saddle, rein and spurs and exception be made if local rules make it necessary for the covering of spur rowels.
8. Judges may disqualify bronc rider who has been advised he is next to go if he is not above the animal with his glove on, if used, when previous horse leaves arena.

#### V. Rerides:

1. The matter of rerides shall be decided by the judge.
2. Contestants shall not influence the judges by asking for a reride at any time.
3. If reride is given, judge shall inform the contestant immediately of his marking and an option of a reride.
4. Contestant may refuse reride and take his marking.
5. Contestant must make his decision immediately.
6. If halter comes off, rider must have reride providing contestant has made a qualified ride up to the time the halter comes off. Rider must reride or take no score for that ride.
7. No reride will be given due to faulty or broken equipment furnished by contestant in any event.
8. If an animal that is drawn for a reride is already drawn for another contestant in the same-go-round, the contestant with the animal drawn will take it before the man who draws the animal for a reride.
9. If an animal that is drawn for a reride is already drawn for another contestant in a later go-round, the contestant with the reride in the prior go-round will take the animal first.
10. When a final head is to be ridden in riding events, at least two additional head of stock will be available for rerides.
11. Rerides may be given when stock fails to break, stops, or fouls the rider.
12. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a reride given.
13. Contestants who are fouled at chute and declare will be entitled to a reride at judges' discretion, or the spurring out rule may be waived.
14. If animal falls down out of chute, contestant will be entitled to a reride at the discretion of the judges.
15. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have reride drawn.
16. Contestant may be given reride if flank comes off or breaks, providing the contestant completed a qualified ride.
17. If rider takes same animal back, he must take that marking given on reride.
18. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
19. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the rerides.
20. If the pickup man or horse comes in contact with bucking horse before qualified time has elapsed, reride will be given on the same animal drawn.
21. The last day, contestant may have same animal back if stock contractor is willing or reride drawn if requested. If stock contractor is not willing, reride will be drawn.
22. If in the opinion of the judges, a saddle bronc deliberately throws himself, the rider shall have the choice of that horse again or he may have a horse drawn for him from the reride horses.

#### GIRLS' EVENTS

##### BARREL RACING

- I. Time Limit: Contestant will be allowed legitimate time from the time she enters arena gate until her time starts by Field Flagger or electric eye.

##### II. General Rules:

1. Starting lines in clover-leaf barrel racing will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. There shall be a minimum of 75' allowed for stopping, from starting line in barrels back to arena fence.
4. The barrels and the starting line will be permanently marked for the entire go-round.
5. The horse's nose will be timed as it crosses the starting line.
6. During barrel racing events, the arena will be dragged at regular intervals, to be determined by the management. Turnouts and releases must be included in the count.
7. Following barrel racing events, the pattern will be dragged or leveled.
8. A contestant may enter the arena at the speed of her choice.
9. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the first barrel/pole. If a side or corner gate is used, a single spin or pivot is acceptable in either direction or by the Arena Director's approval.
10. Contestant may change horses in this event.

### III. Event Rules:

1. This event is open to girls only.
2. The barrels must be twenty (20) feet, at least, from the arena fence.
3. The arena conditions will enable you to determine the distance that the barrels can be apart, provided they are at least 20 feet from the fence.
4. The clover-leaf pattern is the only approved pattern in this event.
5. Touching barrel is permitted by horse or contestant.
6. The front two barrels shall be twenty (20) yards (60 feet) from the starting line.
  - a. The maximum distance between the two front barrels shall be thirty (30) yards (90 feet) arena conditions permitting. The maximum distance between the two front barrels and the back barrel shall be 35 yards (105 feet) arena conditions permitting.
  - b. The contestant may start on either the right or left barrel.
    - (1) When starting on the right barrel there will be one right turn and two left around the barrels.
    - (2) When starting on the left side, there will be one left and two right turns around the barrels.

### IV. Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a barrel is a five (5) second penalty, per barrel. Should barrel be knocked over and it sets up on opposite end, the five (5) second penalty will be assessed.
4. Not following the clover-leaf pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the off side.

Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.
5. Contestant will be allowed legitimate time from the time she enters arena gate until her time starts by Field Flagger or electric eye.
6. Judge will determine legitimate problem for prestart time.
7. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
8. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.
10. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
11. Assistant helping barrel racers will not be allowed to go past the plane of the main arena gate when they are entering the arena or the contestant will be disqualified.

## V. Reruns:

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
2. The battery digital clock will be the first backup time and digital hand-held watches to be second backup time. When both the digital clocks malfunction and no time was recorded from digital watches, contestant will be given a rerun at a time designated by the Judges and Arena Director, plus any penalties.

## VI. Optional Rules:

Equipment necessary: Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) hand held battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time.

## BREAKAWAY ROPING

I. Time Limit: There will be a thirty (30) second time limit.

## II. General Rules:

1. Contestant may change horses in breakaway roping.
2. Roping Box—shall be part of arena during roping events.
3. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
4. Lap and Tap - No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
5. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating-the-barrier penalty.
6. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten-second fine. Otherwise, this will not be considered a broken barrier.
7. If automatic barrier does not work, but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
8. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a rerun without penalties.
9. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
10. If barrier equipment hangs on animal and contestant tries the animal, she accepts the animal. If contestant pulls up, she will receive the same animal back.
11. Calf belongs to contestant when she calls for it, regardless of what happens, with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
  - b. In case of mechanical failure.
  - c. If, in the opinion of the line judge, contestant is fouled by barrier, contestant shall get her calf back, providing contestant declares herself by pulling up.
13. In breakaway, a horse must clear the box before a loop is thrown.
14. Time to be taken between two flags.

15. It shall be the arena director's responsibility to see that contestant competes on the stock drawn for her. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

16. This event shall not be conducted with an open catch pen gate at any rodeo.

### III. Event Rules:

1. This event is open to girls only.
2. Two loops will be allowed in the short-go only, if two ropes are carried.
3. Ropes are to be tied to the saddle horn with nylon string. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A flag that is visible to the flagman or judge must be attached at the knot end of the rope.
4. Rope must be tied to the horn with a nylon string and may not be run through bridle, tie down, neck rope or any other device.
5. String will be provided and will be inspected by designated official before each contestant competes.
6. The second rope must remain tied until used and must not be broken away from the saddle horn.
7. A contestant can carry only one loop in the first two go-rounds.
8. Should the contestant miss with the first loop and her second loop becomes uncoiled or loose and touches the ground, she will receive a no time.
9. A cloth must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
10. The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head.
11. Rope must be released from contestant's hand to be a legal catch.
12. In case the field flag judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back lap and tap, plus time already lapsed and any barrier penalty.
13. Ropers must be mounted when time is taken.

### IV. Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten-second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or her horse.
7. The contestant will receive no time should she break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop her horse to make the rope break away.
8. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.
9. No rattling of chute. A timed event contestant may not have someone rattle the chute for her. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
10. Time should be taken with the average of two (2) times at all Rodeos.

### V. Reruns:

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be repenned by itself. Decisions will be made by the arena director about when stock is repenned.

3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
5. A calf must be rerun before it is used by another contestant.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
7. In breakaway roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant.  
However, if time is started by the animal and the breakaway roper remains behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

#### VI. Officials:

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. A third official may be used to help determine legal catches or any infractions of the rules. This official need not be mounted.
3. Flag judge will make final decision.
4. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
5. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
6. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
7. Barrier Judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
8. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.

#### GOAT TYING

I. Time Limit: There will be a thirty (30) second time limit.

#### II. General Rules:

1. Starting lines in goat tying will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The stake and the starting line will be permanently marked for the entire go-round.
4. A contestant may change horses in this event.
5. A contestant may enter the arena at the speed of her choice.
7. Arena gate must be closed immediately after she enters the arena and kept closed.
8. Time to be taken between two flags.
9. Time will start when the horse's nose crosses the starting line.
11. Have collars the same and snug. Ropes the same length. Goats the same size and weight.
12. Flagmen stand in identical places each performance.
13. Goats will be drawn. All goats used in the draw to be tied a maximum of five (5) runs before another run on the goats can begin.
14. During Goat Tying, the arena will be dragged at regular intervals, to be determined by the Arena Director.
15. Goat handlers must stand directly behind goat. Judges and directors will position themselves so they are able to have a clear view of the goat rope and horse.

#### III. Event Rules:

1. This event is open to girls only.
2. There should be at least a 15-yard starting line.
3. Starting line will be 100 feet from stake.
4. The goat should be tied to a stake with a rope ten feet in length.
5. Stake should be completely under the ground so that no part of it is visible or above ground.



6. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from her horse, throw the goat by hand.
7. If the goat is down when the contestant reaches it, goat must be elevated high enough that it has the opportunity to regain its feet and then cross and tie at least three legs together with a leather thong, pigging string, or rope and stand clear of the goat.
8. Legs must remain crossed and secure for 6 seconds after completion of tie. While the judge is performing the 6-second procedure, the contestant will make no gestures, motions or noises to distract the goat. This will be considered trying to take an unfair advantage and will result in a disqualification.
9. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and half hitch, hooley or knot.
10. Time will start when the horse's nose crosses the starting line.
11. Time will stop when she signals the completion of the tie.
12. The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time limit on the tie - for the goat's legs to remain crossed and tied. If contestant gets rope that is holding goat wrapped around her leg, she may ask the judge if she can remove it. After getting permission from judge, removing rope and moving back three (3) feet her six (6) second time limit will start.
13. Qualified persons other than goat tying contestants will be used as goat holders.

#### IV. Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. The tie will be passed on by a field judge and if it is not secure for six seconds, the contestant will receive no time.
4. Contestant will receive a no time for touching the goat or tie string after signaling she is finished.
5. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
6. If the goat should break away because of the fault of the horse, the contestant will receive no time between flags.

#### V. Reruns:

1. No run will be given due to faulty or broken equipment furnished by contestant in any event.
2. If the goat should break away, it will be left to the judges' discretion whether she will get a rerun.
3. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any penalties.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

## TEAM ROPING

I. Time Limit: There will be a thirty (30) second time limit.

#### II. General Rules:

1. Contestant may change horses in team roping.
2. Roping Box — shall be a part of the arena during team roping.
3. Once score line has been set in timed events, it will not be changed in that go nor can length of box be changed.
4. Lap and Tap - no barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
5. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously

beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating-the-barrier penalty.

6. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten-second fine. Otherwise, this will not be considered a broken barrier.

7. If automatic barrier does not work but time is recorded, team will get time, but there will be no penalty for broken barrier.

8. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore, entitling contestant to a rerun without penalties.

9. If automatic barrier fails to work, and stock is brought back, contestants must take the same animal over during or immediately after the same performance.

10. If barrier equipment hangs on animal and contestants try the animal, they accept animal. If contestants pull up, they will receive the same animal back.

11. Steer belongs to contestants when they call for it, regardless of what happens with the following exceptions:

a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.

b. In cases of mechanical failure.

c. If, in the opinion of the line judge, contestant is fouled by barrier, contestants shall get their steer back, providing they declare themselves by pulling up.

12. In team roping, a horse must clear the box before a loop is thrown.

13. Time to be taken between two flags.

14. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

15. This event shall not be conducted with an open catch pen gate at any rodeo.

### III. Event Rules:

1. This event is to be one event only. It may be entered as 2 boys, 2 girls, or 1 boy and 1 girl on a team.

2. A team roper can only enter once.

3. All changes in lists of roping order to split horses, etc., must be made before any stock for that event is loaded in chute.

4. After stock is loaded, ropers must rope in order listed.

5. Header will start behind barrier using either box, and must throw the first loop at head.

6. Heeler must start from behind barrier line.

7. Time will be taken when steer is roped, both horses facing steer in line with ropes dallyed and tight, horse's front feet must be on the ground.

8. Each contestant will be allowed to carry only one rope.

11. A team can carry only two loops in the first two go-rounds; three loops will be allowed in the short round.

12. Roping steer without turning lose of the loop will be considered a no catch.

13. Roper must dally to stop steer or change steer's direction.

14. No tied ropes allowed.

15. The word "dally" means one complete turn around the horn.

16. Ropers must be mounted when time is taken.

17. Steer must be standing up when roped by head or heels.

18. No foul catches can be removed by hand.

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

20. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch.

Neither contestant may remove the front foot or feet from loop by hand.

However, should the front foot or feet come out of the heel loop by the time the field judge drops his flag, time will be counted.

21. In case the field flag judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back lap and tap, plus time already lapsed and any barrier penalty.

#### IV. Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestants out until time is recorded.
3. Judge is to flag time, then flag contestants out if run is not legal.
4. There will be a ten-second penalty assessed for breaking the barrier.
5. Roping steer without releasing loop from hand will disqualify catch.
6. Contestants will be disqualified for any abusive treatment of steer or their horses.
7. There will be only three (3) legal head catches:
  - a. Both horns.
  - b. Half a head.
  - c. Around the neck.
8. If hondo passes over one horn, the loop over the other, the catch is illegal.
9. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
10. No rattling of chute. A timed event contestant may not have someone rattle the chute for him/her. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
10. Any heel catch behind both shoulders is legal if rope goes up heels.
11. One hind foot receives five-second penalty.
12. The steer's entire body must be turned and moving forward in tow before the heel loop can be thrown. However, if the steer stops it must only be in tow for the heel loop to be legal. Any heel loop thrown in the switch is considered a crossfire and is illegal and will receive a no time.
13. Steer must not be handled roughly at any time, and ropers may be disqualified if, in the opinion of the field judge, they have intentionally done so.
14. In the event a team roper is disqualified or injured, that team will be eliminated from that event.
15. If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight feet before steer regains his feet or team will receive no score.
16. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.
17. Broken rope or dropped rope will be considered no time.
18. If the front foot is in the loop when the header dallies, turns off and changes the direction of the steer, it will be an automatic no time.

#### V. Reruns:

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. If rope is on animal, contestants will get animal Lap and Tap with rope on it in chute.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestants leave the arena.
5. A steer must be rerun before it is used by another contestant.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
7. If artificial horns are jerked off, contestants will receive rerun on same steer, with no penalties other than barrier penalties.
8. In team roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the header and heeler remain behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

VI. Officials:

1. There shall be two or more timers, a field flag judge and a barrier judge.
2. A field flag judge must ask contestants if they want a second loop. Once contestants have been flagged out, they will receive no stock back.
3. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants, each performance.
5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
6. If barrier flagman is used, the animal is to be flagged when crossing starting or deadline, in front of flagman.
7. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
8. A tape must be on hand for the barrier judge to measure score line.
9. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
10. Adjusting length of barrier trip rope will be accomplished only by tying knots in the rope on either end.
11. Any questions as to catches in this event will be decided by the judges.

*This Rule Book was compiled for a purpose. It is mandatory for all to follow. Use it, but don't abuse it. It will only be as good as you let it be!*

*This book was compiled by the Rodeo Committee – September 2006. Edited and revised each year thereafter.*