



2024-2025

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LITTLE BRITCHES OF WISCONSIN, LTD. RULE BOOK

Purpose and Aims

1. To promote the highest type of conduct and sportsmanship at the various rodeos by setting up standards to be met to reach this end.

2. To promote the sport of rodeo for the 5 year & older age groups on a state scale and work toward this by bringing state recognition to this activity for students.

3. To prepare contestants for High School Rodeo by following similar standards set up by the corporation.

4. To promote closer relationships among the people interested in this activity and the organizations they represent.

5. To keep their interest and work in cooperation with the High School Rodeo Association, the Intercollegiate Rodeo Association, and the Professional Rodeo Cowboys Association.

6. In the event of dissolution of this organization, any assets belonging to the Little Britches of Wisconsin, Ltd will go to a nonprofit charitable organization designated by this corporation.

I. Officers

Executive Committee. This committee will be made up of the president, the vice president, the secretary and the treasurer. All terms are one year with the exception of the Treasurer who will serve through the tax preparation process the year following his/her term. These positions will be elected at the annual meeting.

Adult Board of Directors. There will be six members on this board, one-third to be elected each year for a three year term. These will also be elected at the annual meeting.

Student Board of Directors. There will be six members on this board- All of them to be elected each year. These will also be elected by the students at the annual meeting.

Student Event Directors. There will be one student per event selected before the beginning of the rodeo performance. If a problem arises pertaining to their event, they will meet with the Student Board to answer it. Students may serve on both the Student Board and be a Student Event Director.

Duties of Officers

A. President. The President shall be the Chairman of the Board of Directors, the Adult Board and the Student Board. The following year he/she shall serve on the Executive Committee in an advisory position.

B. Vice President. In the absence of the president, the vice-president shall assume the duties of the president, or in the event of a vacancy occurring in the office of president until the next annual election of officers.

C. Secretary. The secretary shall keep complete minutes of all meetings of the corporation and of the Board of Directors meeting. The secretary shall preserve all documents of the corporation. The Secretary shall compute and post points earned per event at each rodeo and compile year-end point tallies. The following year he/she shall serve on the Executive Committee in an advisory position.

D. Treasurer. The treasurer shall collect, receive and have charge of all funds of the corporation, and shall deposit such funds in the bank designated by the Board of Directors. A complete list of all members should be on file at all times. If the treasurer so desires a membership chairman, he or she (with the boards' approval) can appoint a person to be such and he/she would be directly responsible to the treasurer. All fund raising personnel, complete with records will also be directly responsible to the treasurer.

II. Contestants

1. All contestants must be checked in by the designated time. Check-in time may be different for each rodeo. Failure to check in will be a disqualification.

2. All contestants & one parent will be required to attend a contestant meeting at the designated time prior to the rodeo.

3. Only contestants will be allowed to register complaints and these must be taken to the event director.

4. All contestants shall assist in keeping the arena clear by staying out of the arena except when contesting or assisting.

5. The decision of any judges, flagmen or timers will be final. If there is a question/protest, it shall be made by the contestant only through the Student Event Director before the contestant leaves the arena. If the judge agrees that an erroneous ruling was made, the judge will change the ruling. Any contestant violating this regulation may be disqualified by the judges or the arena director.

6. All contestants are required to read the rules carefully, particularly those relating to the contests or events in which they enter. Failure to understand the rules will not be accepted as an excuse.

7. Proper dress will be required for all contestants for the entirety of rodeo

- Western shirt - wrist length sleeve/shirt with collar & cuffs. Shirt must be tucked in.

- Western boots must be worn, sneaker type "sport boots" or "Twisted X" shoes are not acceptable footwear.

- Sweatshirts, T-shirts, or pullovers allowed over/under buttoned western shirt with back-tag visible on outer layer of clothing.

- Jeans

- Western Hat

- Shirt sleeves must be rolled down. The only exception of this rule will be in Bareback Riding and Bull Riding. A rider may roll up their sleeve two rolls, not to exceed the elbow on riding arm only, when competing.

- A hat landing outside the arena will result in a five (5) second penalty will be applied.

8. The dress code applies to the following times:

- From the beginning of the contestant meeting on Saturday until after the performance

- From the beginning of the contestant meeting on Sunday until after the awards are presented

- Back tags must be worn at all times even if contestant is not checked in. Contestants will follow this rule whether they compete that day or not. **Dance Guideline:** Western attire **OR** sleeved shirt, long pants & footwear required. Western boots and hat are optional. Contestant is required to wear back tag.

9. Divisions: Age 5 (as of rodeo date to participate in) thru 4th grade(PeeWee); 5th-8th grade (Junior); 9th-12th-under age of 20 (Senior). Grade level is the grade the contestant is entering at the beginning of the rodeo season (Aug/Sept).

10. All contestants are requested to ride in the grand entry in proper western attire.

11. No contestants shall use a stallion to participate in any rodeo event or grand entry.

12. Helmets may be worn in lieu of western hats while in competition.

13. While on horseback, at any time, a headstall (hackamore or bridle) must be used.

14. Contest must meet fundraising requirement(s) set by LBW in order to receive their year-end award(s), or compete in the State Finals Rodeo.

15. A contestant may choose to compete in an event in the age group above his or her grade (example: a junior boy wants to compete in tie-down roping). Once the contestant competes in the higher grade group event, he/she cannot move back down to the lower grade group event during that rodeo season. If a contestant chooses to roll up to tie-down calf roping he will not be allowed to compete in breakaway, but he will be eligible to compete in Jr Boys Goat.

III. Contestant Conduct

1. PM Curfew

- a. If no dance: 12:30am
- b. If there is a dance: Contestants must be back to their campsite 1/2 hour after the dance is done.
- c. Penalty for non-compliance of rule: Cannot compete in that rodeo, and if they have already competed, any points earned will be pulled.

2. Drinking, Drugs & Tobacco Rules

No contestant is allowed to drink alcohol, use any tobacco products, E-cigarettes, vaping products, or any illegal substances.

Consequences:

- 1st Offense: 3 rodeo suspension
- 2nd Offense: A one year suspension from the time of second infraction
- 3rd Offense: Kicked out of LBW for life. Contestant must comply with all LBW & sponsoring town curfew, or See #3 for disqualifications.

IV. Contestant Disqualifications.

1. Having any association with alcoholic beverages, tobacco or illegal substances while in attendance at any approved Little Britches Rodeo, whether on the grounds or at any rodeo function Friday through the Sunday awards presentation.

2. Contestant will be disqualified for being in a pen with the livestock at any time except when accompanied by stock contractor, arena director, or a judge, or when assigned to work in those pens.

3. Disorderly conduct, unruly behavior, quarreling, fighting, or abusive language anytime on rodeo grounds.

4. Mistreatment of rodeo stock or contestant's horse.

5. Refusing to contest during a performance on an animal drawn for him.

6. Not being ready to compete when called upon. In the timed events, a contestant will be called three times, then disqualified. In the rough stock, if the contestant is not above the animal with his glove on when the previous rider leaves the arena, he will be disqualified.

7. Contestants causing any property damage must report it to the Board of Directors or be disqualified from Little Britches Rodeos permanently. This will include vandalism at any time or place.

8. Contestant must wear back tags at all times during the rodeo performances, on the rodeo grounds, or at any rodeo function.

9. For failure to follow instructions on the grand entry in and out of the arena.

10. Any and all disputes will be brought to the adult and student board members at the earliest convenience.

V. General Rules

1. Each sanctioned Little Britches Rodeo must be approved by the corporation.

2. Each Little Britches Rodeo shall have the following approved by LBW: at least two qualified pickup men, qualified bull fighters, qualified judges, and stop watches for all events. Each sponsoring organization must provide their own first aid station with ambulance facilities. There will be a \$500.00 non-refundable security binder to Little Britches Ltd.

3. Automatic timers may be used with two back-up stopwatches.

4. LBW will not provide bareback rigging, pad, bull rope, gloves, saddles, spurs or any other equipment necessary to compete.

5. A general monthly meeting will be held.

6. Membership dues are payable by the year at current prices and only paid up members are eligible to vote. Contestants accumulate year end points from day membership is paid. All entries must be paid online and memberships must be paid with personal check, certified check or money order.

7. Arena preference will be decided at the draw by the judges and LBW President and announced at the contestants meeting at each rodeo.

8. Add on to Reruns to be ran at the earliest time even if that is at the next rodeo.

9. Attire while performing:

- Western shirt - wrist length sleeve/shirt with collar & cuffs. Shirt must be tucked in.

8. Dress code requirements for contestants:

-Western shirt - wrist length sleeve/shirt with collar & cuffs.

Shirt must be tucked in for the duration of rodeo.

-Western boots must be worn, sneaker type "sport boots" or

"Twisted X" shoes of any kind are NOT acceptable footwear.

-Sweatshirts, T-shirts, or pullovers allowed over/under buttoned western shirt with back-tag visible on outer layer of clothing.

- If it is raining, and contestant has on a rain coat, the back tag does NOT need to be visible.

- Jeans

- Western Hat

Contestants, parents, adults, helpers and assistants must wear western attire, long pants at all times during the performance while in the following areas:

- All arenas

- Chute areas

- Stock working areas.

- No contestant should be in or around the arena out of dress code.

9. "For safety reasons" it is up to the Arena Director and Judge if the arenas should be worked before or during the performance.

10. If the contestant moves up to a higher grade level event after the season begins, he/she cannot go back down to the lower grade level event during that rodeo season. Any points earned in the lower division will count toward all around standings in the lower division, but not towards year-end standing for the lower division.

11. Open Break-Away and Team Roping points will count towards PeeWee All- Around. Points earned from any roll ups will count toward All- Around.

12. ALL Non contestant arena volunteer help Dress Code: Relaxed dress code for non-contestants. Jeans, button down collared shirt (long or short sleeve), closed toed shoes and hat of some kind.

13. Parents/Guardians must maintain a good sportsmanship code of conduct with all LBW board members, judges, contestants and parents at all times. Failure to do so may result in disqualification of their contestant. They should not approach any official.

14. If a contestant is up to compete in roping, he/she can be moved of running order at the Arena Director's discretion, to compete his/her run. This is for all roping events as well as all peewee events.

VI. Rodeo Officials and Their Responsibilities.

rodeo officials (chute or pen boss, announcer, timers, arena directors, event director, one for posting, etc.)

6. Official timers score sheets will be turned in to the LBW secretary and results will be posted after each performance.

7. All scores, times, and points are unofficial until after a final audit of results has been completed. Results may be changed after audit, if an error is found.

Arena Directors

1. Purpose is to assure that the rodeo is conducted in accordance with the Little Britches Rule Book to the best interest of the contestants.

2. Management of the arena before and during the rodeo and seeing that the assigned workers are in their designated positions.

Timers

1. Timers must work from the same position in all performances.

2. Management must provide a place for official timers and announcers to work without obstruction or interference.

3. Management must position timers at a place that will facilitate for good communications with the arena director, judges and announcers.

4. Two stop watches shall be used with the average used as official time if no automatic timer is used; or if automatic timer malfunctions three runs, back up watches will be used for the balance of the event in that performance. Add zero to make hundredths.

V. Judges

1. Score sheets will be checked and turned in after each performance and will not be changed except for an obvious mathematical error, and judges only will make these changes.

2. May go over ground rules with contestants at the contestant meeting.

3. Meet with arena directors before the rodeo and discuss their respective events and judging procedures.

4. It is their responsibility to draw for the stock not less than two hours before the performance. Stock list must be approved by LBW president.

5. Judges must remain available at all times.

6. The barrier judge must make known all barrier penalties to the official timer immediately.

7. Judges must read the entire Little Britches Rule Book before judges meeting with arena directors and officials.

8. Events with one minute time limit, may have penalties which will exceed the one minute time limit.

9. Timed event judge will not flag contestant out until time is recorded. Judge is to flag time, then flag contestant out if run is not legal.

10. Judges must check all equipment two hours prior to the first rodeo performance in his respective arena.

11. In riding events, ride and animal to be marked separately. Figures shall range from one to twenty five on both bucking animal and rider and use the full spread. To qualify, rider must have spurs over the break of the shoulders and touching horse when horses front feet hit the ground, first jump out of the chute. If a horse stalls coming out of the chute, either judge may tell rider to take his feet out of horses neck and first jump qualification will then be waived.

12. Judges and arena director have option for safety of contestant to put the boy on lesser stock or scratch contestant.

VII. Drawing

1. All stock is to be numbered and drawn for.

2. These must be drawn by a judge and posted by the rodeo secretary.

3. All stock must be ridden as drawn. In case stock is sick or crippled, replacement will be drawn from re-ride animals.

VIII. Re-rides.

1. Re-rides may be given only when stock fails to break, stops, fouls the rider or loses flank. If rider has a

re-ride, the score from the re-ride will be used to determine placing.

2. Re-rides will not be awarded if the contestant, in the opinion of the judge, is not trying to get the most out of his animal.

3. Contestant shall not influence the judges by asking for a re-ride at any time. The matter of the re-ride shall be decided by the judges.

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

5. No re-ride will be given if a contestant's own equipment breaks. If using corporation equipment and it breaks the contestant must take a re-ride or no score.

IX. Scoring

1. Point system for the Little Britches shall be 1-20. All-Around who places in two or more events will have precedence over one who places in one event for all-around. In the event no one places in two events, high point will be all-around.

2. In case of ties-award is given on the flip of a coin. Points added and divided equal. Team ropers both receive points.

3. Awards 1-4 places, Points 1-20 places.

4. Year-end awards, in case of a tie, the contestant in the highest place going into the Short Go will win the tie breaker.

IX. LBW State Finals

1. Top 20 point earners in each event will be invited to the Short Go, if they have met all their fundraising requirements.

2. If any contestant in the top 20 chooses not to participate in the Short Go, we will roll up first eligible contestants to fill all 20 slots in the Short Go.

3. Contestants must compete in the Short Go to be eligible for any Short Go awards. Exceptions will be made for injury, family emergency, or graduated seniors who are away at college. All exceptions must be approved by the Board.

4. To be eligible for the Short Go, Rough Stock Riders must have had at least one qualified ride during the regular season.

set by arena director and timed event spokesperson.

4. Once score line has been set in timed events, it will not be changed in that go nor can length of box be changed.

5. Lap and tap - no barrier to be used. Flagger to flag time when animals' nose clears the gate.

6. In all timed events, a barrier will not be considered broken unless string drops within ten feet of the post.

XI. Pee Wee Division

1. Contestants aged 5 -4th grade can choose to compete in either the Pee Wee division OR the Junior Division per event.

a. Pee Wee Poles OR Junior Poles

b. PeeWee Barrels OR Junior Barrels

c. PeeWee Goat Undecorating OR Junior Goat Tying

d. PeeWee Boys Bareback OR Junior Boys Bareback

e. PeeWee Boys Bulls OR Junior Boys Bulls

2. Same age group roll-up rules apply as seen in #15 (Section II. Contestants)

3. All event patterns may be modified to a smaller pattern.

4. No two PeeWee contestants may ride the same horse while competing in barrels or poles.

5. There will be year-end awards for PeeWee Boys and Girls All-Around.

BOY'S EVENTS **CALF ROPING** **SR BOYS ONLY**

Time Limit

There will be a 60 second time limit. If the calf is caught in 30 seconds, the contestant will get the additional 30 second for tying.

II. Equipment

1. Piggig 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. An automatic barrier must be used.

III. General Rules

1. Roping box shall be part of the arena during roping events.

2. Refer to back of book for score line diagram.

3. Arena conditions will determine score, length of score to be set by arena director and timed event spokesperson.

4. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.

5. Lap and tap no barrier to be used; flagger will flag time when animal's nose clears the gate.

6. In all timed events, a barrier will not be considered broken unless string drops within ten feet of the post.

7. 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 staplers are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten second penalty. Otherwise, this will not be considered a broken barrier.

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

9. 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.

10. If automatic barrier fails to work, and stock is brought back, contestant will be given a re-run.

11. 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.

12. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:

a. If the calf gets out of the arena, flag will be dropped and the roper gets the calf back lap and tap with the time added which was taken when the calf left the arena plus any barrier penalties.

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. Calves will be chute run.

IV. Event Rules

1. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
2. Two loops will be permitted.
3. If roper intends to use two loops, he must carry two ropes.
4. No loops can be rebuilt.
5. If second rope falls from saddle 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. Cross and tie any 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 he could regain his feet) and calf must be rethrown.
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 one or more wraps, and a half hitch or hooey (A hooey is a half hitch with a loop, the tail or 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 (6) 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 signals for time.

16. Rope will not be removed and rope must remain slack until field judge has passed on tie.

V. 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 (10)-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. Roper will be flagged no time for touching calf, rope or string after giving finish signal, or by dragging calf a distance of 6ft or more after he calls for time and/or remounts his horse.

VI. 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.

2. If time is not recorded, roper will be given rerun on same animal.

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

4. No re-run will be given due to faulty or broken equipment furnished by contestant.

5. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena. A calf must be rerun before it is used by another contestant.

6. When there is an electric timer and a digital clock malfunction, contestant will be given a clean rerun at a time designated by the judges and arena director.

VII. 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. If barrier flagman is used, the animal is to be flagged when crossing starting, or a 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 ten-foot tape must be on hand for barrier judge to measure score line and check 10' barrier rule.

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. Flagger must watch calf during the six second period.

12. Judge will start watch when roper signals for tie if roper's rope has come off calf, or when roper has remounted and his horse has taken one step forward.

13. Rope will not be removed and rope must remain slack until field judge has passed on tie.

14. Start watch, then watch calf, counting to six seconds.

15. If the horse excessively drags the calf after roper has dismounted, field judge may stop horse.

16. If a calf kicks loose, the judge will stop watch and check time to determine if tie was legal.

17. Untie man must not touch calf until judge has passed on tie.

VIII. Stock

1. Calves must be uniform in weight and breed: minimum 180 lbs. to maximum 250 lbs.

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

3. If after one go-round has been completed, a fresh calf has to be used, the calf must be roped and tied before the drawing, but if extra calves have been tied at the rodeo they will not be considered fresh.

4. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, or if any automatic barrier fails to work and the stock is brought back, that animal will be returned by the arena director and 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 three 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.

5. Calves will be chute run.

BOYS BAREBACK RIDING JUNIOR & SENIOR

I. Time Limit

1. Horses must be ridden for eight (8) seconds.

2. Time to start when the animal's inside front shoulder passes the plane of the chute.

II. Equipment

1. Riding to be done with one-handed rigging and contestant must supply own rigging.

2. Rigging shall not be less the ten (10) inches in width at hand-hold and not over six (6) inches at the "D" ring. Latigo cannot be blocked in "D" ring. Riggings will use a standard "D" ring to be set to sit flat on horse's back when cinched. Leather or nylon latigos may be used in saddle bronc and bareback riding.

3. Rider may have single layer of sheepskin or leather under handhold which will extend at least one inch on both sides of the center of the handhold not be skived and either one shall be glued down.

4. No fiberglass or metal in riggings or handhold. Only leather or rawhide allowed for handhold. Flathead rivets and/or screws and "T"-nuts allowed to secure handhold: only other metal allowed will be in the "D" rings.

5. Cinches on bareback riggings shall be at least eight (8) inches in width at the center, but may be tapered to accommodate cinch "D" or rings.

6. Required bareback pads are to completely cover the underside of the riggings and are to extend a full two inches behind the rigging.

7. Pads used under riggings must be leather covered on both sides. If they are hair pads, they must be at least one inch thick; and if a foam pad, at least one and one quarter inches thick.

8. 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.

9. The rider's glove will be a plain glove with no flaps, rolls, wedges, welds, or gimmicks.

10. A palm piece may be used in glove which will be a least one inch wide and three inches long and will be glued in.

11. There will be no adhesive material other than dry resin used on rigging or on rider's glove. Benzoin may be used.

12. Stock contractors will have the right to have judges pass on whether riggings are objectionable. Judges are to decide on all riggings and pads.

13. All contestants must wear an athletic protective mouth piece while contesting.

14. All contestants must wear a vest designed to protect the chest and back while contesting in the bareback riding event. The vest shall be one manufactured for rodeo/equestrian events & sold by retailers.

III. 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. Contestants may pull riggings from either side.

5. Contestant must compete on stock drawn for him. In the event of a mistake, stock draw for must be run during that performance and only that time or score taken.

6. Contestant who is exhibiting must have a notarized form to ride. Contestants will not be charged for the exhibition rides.

IV. Event Rules

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

2. Contestants will have the right to call judges to pass on whether or not horse is properly flanked and cinched.

3. Rigging must lie flat on horse's back while rigging is being cinched.

4. 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.

5. 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.

6. One arm must be free at all times.

V. 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. Contestants 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, rider touches 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.

VI. Re-rides

1. The matter of re-rides shall be decided by the judges.
2. Contestants shall not influence the judges by asking for a re-ride at any time.
3. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.
4. Contestant may refuse re-ride and take his marking.
5. Contestant must make his decision immediately.
6. No re-ride will be given due to faulty or broken equipment furnished by contestant in any event.

7. If an animal that is drawn for a re-ride is already drawn for another contestant, the contestant with the animal drawn will take it before the man who draws the animal for a re-ride.

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

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

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

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

12. Contestants who are fouled at chute will be entitled to re-ride at judge's discretion, or the spurring out rule may be waived.

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

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

15. Contestant may be given re-ride if flank comes off or breaks, provided 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 re-rides.

18. If the pickup man or horse comes in contact with bucking horse before qualified time has elapsed, re-rides will be given on same animal drawn.

VII. Stock

1. If contestant does not want his animal started, he has that option.

BAREBACK PEEWEE

1. Must ride for six (6) seconds for a qualified ride.

2. To qualify, the rider must have spurs or heels over the break of the shoulders and touching horse when horse's front feet hit the ground, the first jump out the chute, or if in the judges opinion, the contestant has made an honest effort to mark the animal out of the chute.

3. The judges have the right to decide on a lesser stock or to scratch the contestant with no other penalties in any other events.

4. Spurs are optional

5. All other rules in senior section also apply here.

LBW PeeWee Boys Rough Stock Scoring Rule

1. Any rider who covers the animal for the full 6 seconds will receive a score of no less than 60 points.

2. If a rider is bucked off prior to the 6 second mark, the judges will record the time covered and award a score (vs. previous "No Score") based on the following guidelines:

<u>Number of seconds covered</u>	<u>Score</u>
1.0 - 1.9	10 - 19
2.0 - 2.9	20 - 29
3.0 - 3.9	30 - 39
4.0 - 4.9	40 - 49
5.0 - 5.9	50 - 59

Any points awarded for a ride less than 6 seconds will NOT count toward all around points.

A contestant must have a full 6 second ride during the season to be eligible to compete at State Finals.

STEER WRESTLING

I. Time Limit:

There will be a thirty (30) second time limit.

II. Equipment

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. An automatic barrier must be used and there must be at least a 12-foot box.

III. General Rules

1. Dogging box - shall be part of the arena during dogging events.

2. Refer to back of book for Score Line Diagram.

3. Arena conditions will determine score, length of score to be set by arena director and event spokesperson.

4. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.

5. Lap and tap - no barrier to be used, flagger to flag time when animal's nose clears the gate.

6. In all timed events, a barrier will not be considered broken unless string drops within ten feet of the post.

7. 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 (10) second penalty. Otherwise this will not be considered a broken barrier.

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

9. 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.

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

11. 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.

12. Steer belongs to contestant when he calls for it regardless of what happens, with the following exceptions:

a. If the steer gets out of the arena, flag will be dropped and the contestant gets the steer back lap and tap with the time added which was taken when the steer left the arena, plus any barrier penalties.

b. In cases of mechanical failure.

c. If, in the opinion of the line judge, contestant fouled by barrier, contestant shall get his steer back providing contestant declares himself by pulling up.

13. Time to be taken between two flags.

14. Steers will be drawn.

15. If a contestant is up to compete in steer wrestling, he/she can be dropped to the bottom of running order at the Arena Director's discretion, to complete in his/her run.

IV. Event Rules

1. This event should not follow girls' pole bending event or barrel racing in the same arena. If so, arena must be dragged before steer wrestling event.
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. Hazer may be student or adult. They are 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. If dogger misses or loses steer, flag judge must ask dogger if he wishes another jump. Dogger must reply at once.
17. Dogger is entitled to as many jumps as he wants in the thirty (30) second time limit.
18. Contestant is required to turn steers head so that he can get up.
19. If a steer falls in the opposite direction the 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.
20. In the case a field judge flags out a wrestler who still legally has one or more jumps left, the judge may give him the same steer back, lap and tap, plus any time already lapsed and barrier penalties.

V. Scoring and Penalties.

1. In order for time to be considered official, barrier flag must operate

2. Judge is to flag time, then flag contestant out if run is not legal.

3. There will be a ten second penalty assessed for breaking the barrier.

4. Contestant will be disqualified for any abusive treatment of steer or his horse.

5. Any violation of any rule by hazer will disqualify the contestant they are helping.

6. Hazer must not render any assistance, bat steer or contestant's horse while the contestant is working the steer. Failure to observe this rule will result in no time.

7. 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.

8. 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.

9. A timed event contestant may not have someone rattle the chute for him. The contestant and/or person rattling the chute shall be disqualified.

10. No further assistance or encouragement can take place by an assistant after the contestant has called for the steer. If a helper holds or starts the horse in any way that affects the scoring process, contestant will receive no time.

11. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.

VI. Re-Rides

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.

2. If time is not recorded, dogger will be given re-run on same animal, without penalties.

3. No rerun will be given due to faulty or broken equipment furnished by contestant.

4. If the judge sees he/she has made an error in flagging, he/she must declare a rerun before the contestant leaves the arena. A steer must be rerun before it is used by another contestant.

5. When there is an electric timer and a digital clock malfunction, contestant will be given a clean rerun at a time designated by the judges and arena director.

VII. Officials

1. There shall be two or more timers. A field flag judge, and 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. If barrier flag person 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 ten-foot tape must be on hand for the barrier judge to measure score line and check 10' barrier rule.

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 top rope will be accomplished only by tying knots in the rope on either end.

11. The fairness of catch and throw will be left to the judges, and their decision will be final.

12. Field flagger is required to watch contestant and steer until animal is turned loose.

VIII. Stock

1. Fresh steers must be thrown once before use in this event.

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

3. During any performance if a steer escapes the chutes or pens before it is called for by the contestant, or if any automatic barrier fails to work and the stock is brought back, that steer will be returned by the arena director and the labor crew during or at the end of that performance in the same manner 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

4. Weight Min. 450 lbs., Max 550 lbs

CHUTE DOGGING **JUNIOR BOYS**

I. Time limit

There will be a (30) second time limit with optional one (1) minute time limit.

II. General Rules

1. This event is open to junior boys.

2. Bucking chute shall be part of the arena during dogging events.

3. Once score line (gypsum line) has been set it will not be changed in that go.

4. Score line will be parallel to bucking chutes or roping box. It will be set at ten (10) feet in front of bucking chute. The measurement will be made with chute gate in the closed position.

5. The line (barrier) judge will flag the start when the animals' nose crosses the score line.

6. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:

a. In any timed event, if animal escapes from the arena, 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.

b. In cases of mechanical failure.

c. If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up.

7. Time shall be taken between two flags.

8. It shall be the arena directors' responsibility to see that contestants compete on the stock drawn for them (if there is a draw). In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

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

10. All steers shall be turned out in the same direction and the same chute will be used.

III. Event Rules:

1. A straight or left delivery chute must be used and all chute dogging runs must be made from the same chute.

2. With steers loaded in bucking chute, dogger gets beside the steer, right hand in front of or behind right front shoulder. When dogger calls for the steer the chute gate will be opened. Dogger must keep right hand in front of or behind shoulder until the steer's nose crosses the score line. If dogger moves into throwing position or touches either horn before steer's nose crosses score line there will be a ten(10) second penalty added to time. If steer is thrown before crossing the score line the dogger will be disqualified.

3. It is the contestant's responsibility to check for broken horns.

4. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plane of the chute gate.

5. Contestant is considered working the steer when the steer leaves the chute.

6. If steer gets loose, dogger may take no more than one step to catch the steer.

7. After crossing the start line, wrestler must bring it to a stop or change its direction and twist it down.

8. If steer is accidentally knocked down or thrown 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.

9. 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.

10. Wrestler must have hand on steer when flagged.

11. Contestant is required to turn steer's head so that he can get up.

12. 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. Contestant will be disqualified for any abusive treatment of steer.

5. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.

6. Dogger will be disqualified if animal is thrown before start line.

7. If steer falls on its own before nose crosses line, steer must be let up and not thrown until steer's nose crosses line.

8. There will be a 10 second penalty added if dogger moves right are to the right horn (throwing position) before start line. This will be referred to as breaking the barrier.

V. Reruns:

1. A steer must be rerun before it is used by another contestant. Fresh steers may be added to the herd after they have been released from the chute dogging chute 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.

VI Officials:

1. There shall be two or more timers, a field flag judge, and a barrier judge.

2. The fairness of the catch and throw will be left to the judges, and their decision will be final.

3. Field flagger is required to watch contestant and steer until animal is turned loose.

4. Barrier judge will stand on the start line on right side of the steer and flag when the animal's nose crosses the line indicating the start of the run.

5. Field flagger will flag when the animal is legally thrown indicating the end of the run.

BULLRIDING JUNIOR & SENIOR

I. Time Limit

Bull will be ridden eight (8) seconds-.Time will start when the animal's inside front shoulder passes the plane of the chute

II. Equipment

1. Rope must have bell. No bell, no marking.
2. Hooks or posts shall not be used on bull ropes. Rings are optional.
3. All contestants must wear an athletic protective mouth piece while contesting.
4. 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.
5. All contestants must wear a helmet approved for rodeo events

III. General Rules

1. Contestant is not to use sharp spurs.
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 during ride.
4. No contestant will ride two head in the same event during a performance except for re-rides.

IV. Event Rules

1. Bell must be under belly of bull.
2. Riding is to be done with one hand and loose rope with or without handhold.
3. No finger wraps, no knots or hitches to prevent rope from falling off bull when rider leaves him.
4. No more than two men may be on the chute to pull contestant's rope.
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.

V. 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:
 - Being bucked off.
 - Touching animal with free hand.
 - Using sharp spurs.
 - 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.

VI. Re-rides:

1. The matter of the re-rides shall be decided by the judges.
2. Contestants shall not influence the judges by asking for a re-ride at any time.
3. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of re-ride.
4. Contestant may refuse re-ride and take his marking.
5. Contestant must make his decision immediately.
6. If stock contractor's equipment breaks, contestant must take a re-ride or no score.

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

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

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

10. When a final head is to be ridden in riding events, at least two additional head of stock will be available for re-rides.

11. Re-rides may be given only 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 re-ride drawn for.

13. Contestants who are fouled at chute will be entitled to a re-ride at judge's discretion.

14. If animal falls down out of chute contestant will be entitled to a re-ride 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 a re-ride drawn.

16. Contestants may be given a re-ride if flank comes off or breaks, providing 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 re-rides.

19. If the pickup man or horse comes in contact with bull before qualified time has elapsed, re-ride will be given on the same animal drawn.

VII. Stock

1. If contestant does not want his animal started, he has that option.
2. All horned bulls must have horns tipped to at least the size of a quarter, cut back or kept out of the draw. This is the responsibility of the stock contractor at the discretion of the arena director and the judges.

BULLRIDING PEEWEE

1. Must ride for six (6) seconds for a qualified ride.
2. The judges have the right to decide on a lesser stock or to scratch the contestant with no other penalties in any other events.
3. All other rules in junior/senior section also apply here.

LBW PeeWee Boys Rough Stock Scoring Rule

1. Any rider who covers the animal for the full 6 seconds will receive a score of no less than 60 points.
2. If a rider is bucked off prior to the 6 second mark, the judges will record the time covered and award a score (vs. previous "No Score") based on the following guidelines:

<u>Number of seconds covered</u>	<u>Score</u>
1.0 - 1.9	10 - 19
2.0 - 2.9	20 - 29
3.0 - 3.9	30 - 39
4.0 - 4.9	40 - 49
5.0 - 5.9	50 - 59

Any points awarded for a ride less than 6 seconds will NOT count toward all around points, or towards Finals qualification.

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. Equipment

1. Riding to be done with a plain halter. One rope-rein and committee saddle and contestant must supply own saddle. Only leather latigos can be used in saddle bronc and bareback riding.

2. Standard halter must be used unless agreement is made by both contestant and stock contractor.

3. Dry resin may be used on chaps and saddle.

4. Contest saddle specifications:

(a) Rigging:

(1) 3/4 double-front edge of "D" ring must pull no 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) than two inches - one inch on each side.

(c) Gullet:

(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" minimum.

(c) Gullet - 5 3/4" wide.

(e) Cantel:

(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 coverings.

(h) 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. Only Leather latigos can be used in saddle bronc and bareback riding.

5. All contestants must wear an athletic protective mouth piece while contesting.

6. 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 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 to 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 riggings and cinch saddle from either side.
6. Contestant who is exhibiting must have a notarized form to ride. Contestants will not be charged for the exhibition rides.

IV. Event Rules

1. 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.
2. Riding rein and hand must be on the same side.
3. Horses to be saddled in chute.
4. Rider may cinch own saddle.
5. Saddles shall not be set too far ahead on horses wither.
6. Middle flank belongs to rider but contractor may have rider put flank behind curve of horse's belly.
7. Flank cinch may be hobbled.
8. To qualify, rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground first jump out the chute.
9. One arm must be free at all times and must not touch animal with the free hand.

V. 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 their 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 judge's instructions to take feet from neck of horses stalled in chute.

6. A rider will be given a no score for any of the following reasons:

- Being bucked off
- Changing hands on reins
- Wrapping rein around hand.
- Pulling leather
- Touching self, animal, saddle, rein, etc., with free hand
- 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 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.

VI. Re-rides

1. The matter of re-rides shall be decided by the judge.

2. Contestants shall not influence the judges by asking for re-ride at any time.

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

4. Contestant may refuse re-ride and take his marking.

5. Contestant must make his decision immediately.

6. If halter comes off, rider must have re-ride providing contestant has made a qualified ride up to the time the halter comes off. Rider must re-ride or take no score for that ride.

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

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

9. If an animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride in the prior go-round will take the animal first.

10. When a final head is to be ridden in riding events, at least two additional head of stock will be available for re-rides.

11. Re-rides may be given when stock fails to break, stops, or fowls the rider.

12. If, in the opinion of the judges, a rider make two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a re-ride is given.

13. Contestants who are fouled at chute will be titled to a re-ride at judge's discretion, or the spurring out rule may be waived.

14. If animal falls down out of chute, contestant will be entitled to a re-ride 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 re-ride drawn.

16. Contestant may be given re-ride 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 re-ride.

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 re-rides.

20. If the pickup man or horse comes in contact with bucking horse before qualified time has elapsed, re-ride will be given on the same animal drawn.

21. If, in the opinion of the judges, a saddle bronc deliberately throws himself, the rider shall have the choice of that horse again or he may have a horse drawn for him from the re-ride horses.

VII. Stock

1. If contestant does not want his animal started, he has that option.

GIRL'S EVENTS **BARREL RACING** **PEEWEE, JUNIOR & SENIOR**

I. Time Limit

Contestant must maintain forward motion (exceptions is made for Pee wee contestants) There is a 60 second time limit for this event

II. Equipment

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/she may consider severe.
4. Complete electric timer must be backed up by a flagman. One timer will record the times that appear on the electric eye. Two timers will operate the digital watches and record the average time which is shown thereon. These two timers will operate from the Flagperson's signals. If automatic timer malfunctions three runs, back up watch will be used for the balance of the event in the performance. Add zero to make hundredths.
5. Set timer beforehand in the same height and position and lock the legs.
6. Barrels are not to be used as stands for the electric timer devices.
7. Both ends of barrels to be intact.

III. General Rules

1. Starting lines in cloverleaf barrel racing will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. No two contestants may ride the same horse in the same age group. Except in peewee division.
4. The horse's nose will be timed as it crosses the starting line.
5. The barrels and the starting line will be permanently marked for the entire go-round.
6. A contestant may enter the arena at the speed of her choice.
7. A contestant may be lead into the arena as long as the helper does not cross the time line. Arena gate must be closed immediately after she enters the arena, and kept closed until pattern is completed and her horse is under control.

IV. Event Rules

1. The cloverleaf pattern is the only approved pattern in this event.
2. The contestant may start on either the right or left barrel, forward motion only.
 - when starting on the right barrel there will be one right turn and two left around the barrels.
 - when starting on the left side, there will be one left and two right turns around the barrels.
3. Touching barrel is permitted by horse or contestant
4. Diagram of pattern. See back of book for diagram of pattern.

V. Scoring and Penalties.

1. Timed event judge will not flag contestant until time is recorded.
2. The 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.
4. Not following the cloverleaf pattern will receive a no time.

6. If horse re-crosses starting line at anytime before the pattern is completed, pattern will be considered broken or changes direction or run, run will receive a no time.

7. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.

8. The judge must make known all penalties to the official timer immediately.

VI. Reruns

1. No rerun will be given due to faulty or broken equipment furnished by contestant.

2. When timer malfunctions and no average time was recorded from digital watches, contestant will be given a clean rerun at time designated by the judges and arena director.

POLE BENDING PEEWEE, JUNIOR & SENIOR

I. Time Limit

1. Contestant must maintain forward motion (exception may be made for peewee contestants) There is a 60 second time limit for this event

II. Equipment

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/she may consider severe.

4. 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 flagperson's signals. If automatic timer malfunctions three runs, backup watches will be used for the balance of the event in that performance. Add zero to make hundredths.

5. Line of fence for flagperson should be well marked. These markers should be checked every performance. A record of these measurements shall be kept.

6. Set timer beforehand in the same height and position and lock the legs.

7. Barrels are not to be used as stand for the electric timer devices.

III. General Rules

1. Starting lines in pole bending will be subject to ground rules.

2. A clearly visible starting line shall be provided.
line.

3. No two contestants may ride the same horse in the same age group. Except in peewee division.

4. The horse's nose will be timed as it crosses the starting line.

5. The poles and the starting line will be permanently marked for the entire go-round.

6. A contestant may enter the arena at the speed of her choice.

7. A contestant may be lead into the arena as long as the helper does not cross the time line. Arena gate must be closed immediately after she enters the arena, and kept closed until pattern is completed and her horse is under control.

IV. Event Rules

1. The pole bending pattern to be run around six poles. peewee poles will have 5th and 6th pole removed.

2. No flags to be used on poles.

3. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be twenty-one (21) feet apart.

4. Poles shall be set on top of the ground, six (6) feet in height, and with no base larger than fourteen (14) or less then twelve (12) inches in diameter.

5. Poles must be straight in line.

6. Touching poles is permitted by horse or contestant.

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

8. Diagram of pattern. See back of book for diagram of pattern.

V. 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 pole is five (5) second penalty per pole.
4. Not following the pole bending pattern will receive a no time.
5. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
6. If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
7. The judge must make known all penalties to the official timer immediately.

VI. Reruns

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
- When timer malfunctions and no average time was recorded from the digital watches, contestant will be given a clean rerun at a time designated by the judges and arena director.

BREAKAWAY ROPING

SENIOR GIRLS & JUNIOR OPEN

I. Time Limit

There will be a thirty (30) second time limit for Seniors and forty-five (45) second time limit for Open.

II. Equipment:

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 neck ropes for cattle used in breakaway roping event.

4. Western type equipment must be used.
5. An automatic barrier must be used.

III. General Rules

1. Roping box shall be part of arena during roping event.
2. See back of book for diagram of pattern.
3. Arena conditions will determine score, length of score to be set by arena director and timed event spokesperson.
4. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
5. Lap and tap - No barrier to be used. Flagger to flag time when animal's nose clears the gate.
6. In all timed events, a barrier will not be considered broken unless string drops within ten feet of the post.
7. 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 staplers are pulled, or barrier judge may assess a ten (10) second penalty. Otherwise, this will not be considered a broken barrier.
8. If automatic barrier does not work, but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
9. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on the field, therefore entitling contestant to a rerun without penalties.
10. If automatic barrier fails to work, and stock is brought back contestant must take same animal over during or immediately after the same performance.
11. 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.
12. Calf belongs to contestant when she calls for it, regardless of what happens, with the following exceptions:
 - If the calf gets out of the arena, flag will be dropped and the roper gets the calf back lap and tap with the time added which was taken when the calf left the arena plus any barrier penalties.
 - In case of mechanical failure.

13. In breakaway, a horse must be clear the box before a loop is thrown.

14. Time to be taken between two flags.

15. Calves will be chute run.

16. If a contestant is up to compete in roping, he/she can be dropped to the bottom of running order at the Arena Director's discretion, to complete in his/her run.

IV. Event Rules

1. Two loops will be allowed if two ropes are carried.

2. The rope must be attached to the horn in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope. This will be contestant's responsibility.

3. Rope must be tied to the horn with a string and may not be run through bridle, tie down, neck rope or any other device.

4. The second rope must remain tied until used and must not be broken away from the saddle horn.

5. No loops are to be rebuilt.

6. If second loop falls, it cannot be rebuilt and used.

7. Ropes are to be tied to the saddle horn with string provided by LBW. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A white flag that is visible to the flag judge must be attached at the knot end of the rope.

8. The catch-as-catch can rule shall apply after the loop has passed over the calf's head.

9. Rope must be released from contestant's hand to be a legal catch.

10. 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.

11. A Jr boy may not enter if he is entered in the tie-down calf roping.

V. Scoring and Penalties

1. In order for time 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 (10) 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/her horse.

7. The contestant will receive no time should he/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, UN-DALLY THE ROPE AND THEN STOP HIS/HER HORSE TO MAKE THE ROPE BREAKAWAY.

VI. Reruns

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestants will get animal back with lap and tap start, and time already spent will be added to time used in qualifying.

2. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, or if any 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 same manner he/she was 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. If time is not recorded, roper will be given rerun on same animal.

4. No rerun will be given due to faulty or broken equipment furnished by contestant.

5. If the judge sees he/she has made an error in flagging, he/she must declare a rerun before the contestant leaves the arena.

6. A calf must be rerun before it is used by another contestant.

7. When there is an electric timer and a digital clock malfunction, contestant will be given a clean rerun at a time designated by the judges and arena director.

VII. 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. A field flag judge must ask contestants if they want a second loop. Once a contestant has been flagged out, he/she will receive no stock back.

5. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.

6. 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.

7. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.

8. If barrier flagman is used, the animal is to be flagged when crossing starting, or deadline, if front of flagman.

9. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.

10. A ten-foot tape will be on hand for the barrier judge to measure score line and check 10' barrier rule.

11. Height of barrier in timed event shall be from 32" to 36" measured at the center of the box.

12. Adjusting length of barrier trip rope will be accomplished only by tying knots in the rope on either end.

VIII. Stock

1. Calves must be uniform in weight and breed.

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

3. If horned, not to exceed 2 inches.

4. Calves will be chute run.

GOAT TYING

JUNIOR AND SENIOR GIRLS

I. Time Limit

There will be a one (1) minute time limit for Juniors; thirty (30) seconds for seniors.

II. Equipment

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. General Rules

1. Starting line 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 enter the arena at the speed of her choice.
5. Arena gate must be closed immediately after she enters the arena and kept closed.
6. Time to be taken between two flags.
7. The horse's nose will be timed as it crosses the starting line.
8. Goats must be uniform in size and breed.
9. Flagman stands in identical places each performance.
10. Goats to be tied, right, left, right and left if two goats are used.

IV. Event Rules

1. The goat should be tied to a stake with a rope ten feet in length.
2. Stake should be completely under the ground so that no part of it is visible or above ground.
3. 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.
4. If the goat is down when the contestant reaches it, goat must be stood on at least three feet, (goat must be elevated by contestant so that at least 3 feet must be dangling straight underneath goat, and goat must be rethrown) and then cross and tie any three legs together with a leather thong, pigging string, or rope and stand clear of goat.

5. Legs must remain crossed and secure for six (6) seconds after completion of tie.

6. To qualify as a legal tie, there will be one or more wraps, and half hitch, hooey or knot.

7. Time will start when the contestant crosses the starting line.

8. Time will stop when she signals the completion of the tie.

9. 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.

10. Qualified person will be used as goat holders.

V. 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 (6) 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 runs over or comes in contact with the goat or goat rope and any time during the run, a ten second penalty will be assessed.

6. If the goat should break away because of the fault of the horse while contestant is mounted, she will receive no time. A contestant is still mounted until both feet are on the ground.

VI. Reruns

1. No reruns 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 there is a timer malfunction, contestant will be given a clean rerun at a time designated by the judges and arena director

VII. Stock

1. Goats shall be uniform in size and breed.
2. Sharp horns shall be tipped.

GOAT TYING JUNIOR BOYS

1. Junior boys can compete.
2. All rules of junior and senior girls apply
 - a. Boys will be required to tie goats with a piggin' string only
 - b. Contestant must string front leg first and then cross and tie any three legs with a piggin' string. There must be at least one wrap around all three legs and finished with 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.

GOAT UNDECORATING PEEWEE DIVISION

All Rules of Junior goat tying apply except the contestant does not tie the goat. The contestant dismounts the horse, removes the ribbon from the goat, and runs back through the timeline. Boys and girls will compete in the same event. Contestant must remain in full dress code for the duration of the run, or will be disqualified. Exemptions to this will be at judges' discretion i.e.: (muddy arena)

TEAM EVENT DALLY TEAM ROPING

Time Limit

There will be a sixty (60) second time limit.

II. Equipment

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. An automatic barrier must be used.

III. General Rules

1. Roping box - shall be a part of the arena during team roping.
2. Refer to back of book for score line diagram.
3. Arena conditions will be determine score, length of score to be

7. 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.

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

9. 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 entitles the contestant to a rerun without penalties.

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

11. 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.

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

- If the steer gets out of the arena, flag will be dropped and the contestants gets the steer back lap and tap with the time added which was taken when the steer left the arena, plus any barrier penalties.

- In cases of mechanical failure.

- 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.

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

14. Time to be taken between two flags.

15. Steers will be chute run.

16. If a contestant is up to compete in roping, he/she can be dropped to the bottom of the running order at the Arena Director's discretion, to complete his/her run.

IV. 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 one team.

2. A dally team roper can only enter once at any rodeo with the partner of his or her choice. Each roper will do their best to find a roping partner, if they are unable to pair up, the secretary will draw the headers and heelers who don't have partners. If there is an uneven number of contestants, then those who don't have a partner may ask someone who is already signed up to rope to be their partner. Judge, Secretary, or Arena Director have the option, for safety of contestants, to reassign drawn roping partner.

- Those who exhibition must already be signed up to rope that day at the rodeo.

- A contestant can only rope once and exhibition once in any given rodeo

- If a contestant is exhibiting, the contestant will only get an award if they place, no points will be given.

Original Run = Points & Award Exhibition Run = Award Only

- Entry fee must be paid before their run

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

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

5. Heeler must start from behind barrier line.

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

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

8. Each team allowed three throws in all.

9. Roping steer without turning loose of the loop will be considered a no catch.

10. Roper must dally to stop steer.

11. No tied ropes allowed

12. The word "dally" means one complete turnaround the horn.

13. Ropers must be mounted when time is taken.

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

15. No foul catches can be removed by hand.

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

17. 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.

18. 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.

V. 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 (10) 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.

- Both horns.
- Half a head.
- Around the neck.

8. If honda 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. Any heel catch behind both shoulders is legal if rope goes up heels

11. One hind foot receives five (5) second penalty.

12. Cross fire catches will receive no time. If in opinion of the field flagger, a heel loop is thrown before the header has dallied and changed directors of a steer, a team shall receive no-time.

13. Steer must not be handled roughly at anytime, and

roppers may be disqualified if, in the opinion of the field judge, they have intentionally done so.

14. If the header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight (8) feet before steer regains his feet or team will receive no score.

15. Broken rope or dropped rope will be considered no time.

16. Intentionally striking stock with loop, for the purpose of advancing the animal will result in a NO time.

VI. Reruns

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestants will get animal back with lap and tap start and time already spent will be added to time used in qualifying.

2. If time is not recorded, contestants will be given rerun on same animal.

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

4. No rerun will be given due to faulty or broken equipment furnished by contestants.

5. If the judge sees he has made an error in flagging, he must declare a rerun before the contestants leave the arena.

6. A steer must be rerun before it is used by another contestant.

7. When there is an electric timer and a digital clock malfunction, contestants will be given a cleaner run at time designated by the judges and arena director.

8. If artificial horns are jerked off, contestants will receive rerun on same steer, with no penalties other than barrier penalties.

VII. 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, he/she 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 contestant, 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 ten-foot tape must be on hand for the barrier judge to measure score line and check 10' barrier rule.

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.

12. If the contestant moves to the higher grade group event after the season has begun, any points earned in the lower grade group event will count towards all-around standing, but not towards year-end standings for the lower grade group event.

VIII. Stock

1. Steers must be uniform in weights and breeds.

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

3. All steers shall have horns properly wrapped.

4. During any performance, if an animal escapes the chutes or pens before it is called for by the contestants, 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.

5. Steers will be chute run. - 57 -

RODEO TERMS AND MEANINGS

Bare - A horse used for bucking without a saddle.

Barrier - A rope stretched across the front end of the box from which the roper or steer wrestler's horse comes when the barrier flagman drops the flag.

According to the arena conditions, the stock is given a predetermined head start, or score, marked by the scoreline.

Bull Bell - Bell worn on underside of bull.

Bull Rope - Braided rope used for riding bulls.

Chaps - Leather guards worn on cowboys legs.

Dress Code - long sleeved, collared Western shirt, western boots, jeans, western hat

Entry Fee - The money paid by a contestant to the rodeo secretary before he/she can enter an event or rodeo. Contestant must pay a separate entry fee for each event competed in.

Fishing - A common expression used in rodeo when the roper has thrown at an animal but has in incomplete catch and then by accident, or by flipping the rope turns it into a legal catch.

Flank or Flank Strap - A sheepskin lined strap with a self-holding buckle passed around the flank of the bronc or bull that is pulled tight as the animal leaves the chute. In an effort to get rid of the flank strap, the stock bucks higher and harder.

Breaking Forward Motion - having to back up or turn around and retrace tracks during a barrel or pole bending run.

Hazer - A cowboy who rides along beside a steer on the opposite side from the steer wrestler to keep the steer from running away from the steer wrestler's horse.

Hooy - A wrap around any three feet and a half-hitch used in calf roping as opposed to the usual method of tying calves with two wraps and a half-hitch.

Lap and Tap - A lap and tap start occurs when the steer or calf is released from the chute without a head start on the roper or steer wrestler. Lap and tap starts most frequently are seen in indoor arenas where there is not room to give the stock a long score or when stock escapes the arena.

No-Time - When a flag field judge waves “No Time” it means that the contestant has not caught or thrown his animal properly, and receives no time on that animal in that go-round but is entitled to compete in the next go-round.

Pick-Up Men - Men on horseback to get rider off animal when ride is complete

Pigging String - A piece of rope by which a roper ties together the feet of a roped calf, goat, or steer.

Re-Rides - Another ride is given to a bronc or bull rider in the same go-round when the first ride is unsatisfactory for any of several reasons.

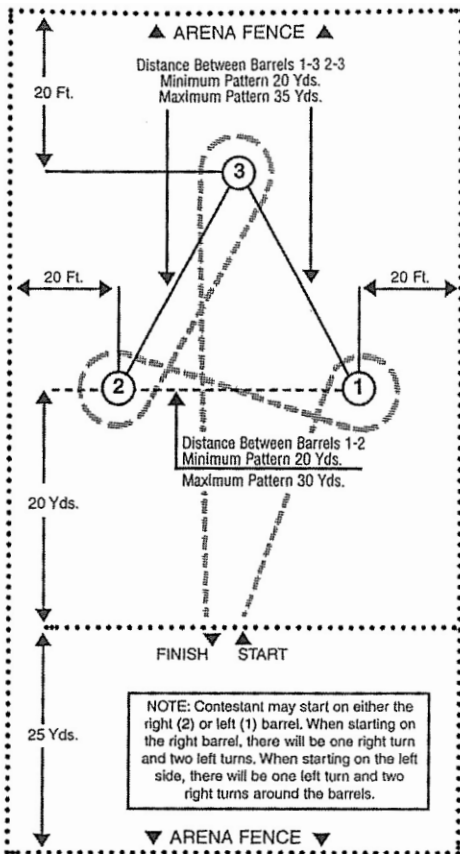
Rosin - Hard-amber stone or powder used to assure a sticky hand hold.

Score - The distance between the chute opening and the scoreline, or the amount of head start given to a steer or calf in a roping or steer wrestling event. The length of the score is usually determined by the size of the arena or other local conditions.

Slack - If you have more contestants than can contest in a performance, these extra contestants ride in an extra given scheduled time on the same stock.

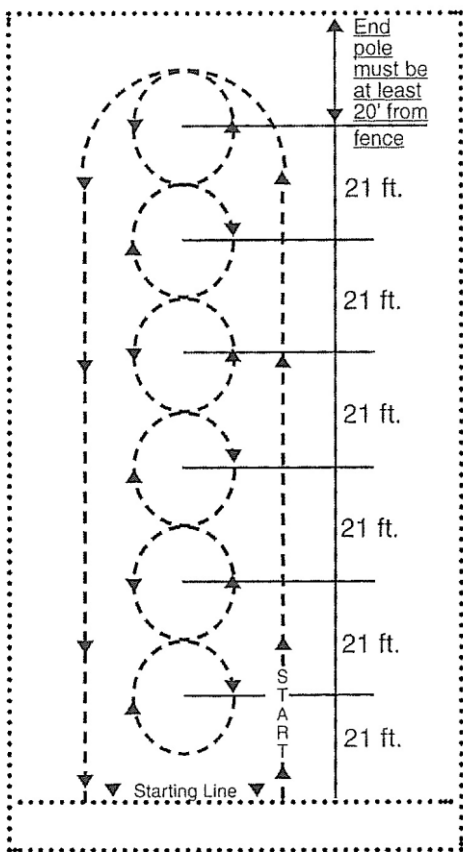
Spur - A metal device put on a back of a boot used to prod animal.

BARREL RACING PATTERN GUIDELINE



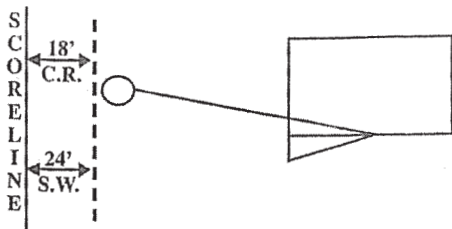
* PeeWee pattern may be modified

POLE BENDING PATTERN



* PeeWee Division will have the 5th and 6th poles removed from the pattern

SCORE LINE DIAGRAMS

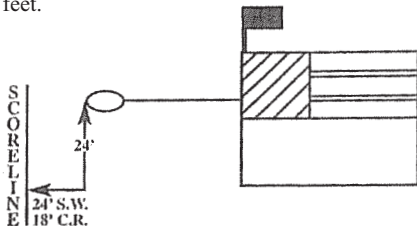


SCORE LENGTHS: Length of the score line to be determined according to the livestock, the length of the arena, and the arena conditions. All score lengths are subject to Director' or representatives' approval.

CR, BK: Minimum length of score will be the length of the roping box minus four (4) feet. Maximum length of score will be eighteen (18) feet.

SW: The score may be no longer than the length of the steer wrestling box minus six (6) feet, unless the box is less than fourteen (14) feet. In that instance, the length of the score would be a maximum of the length of the box minus five (5) feet.

TR: The minimum length of the team roping scoreline shall be the length of the box minus two (2) feet.



The stud exception procedure, ask to be added to agenda, board will review and discuss the horse's mannerism.

If approved a written agreement will be signed but current president and horse owner.

Reruns to be ran at the earliest time even if that is at the next rodeo.

Relaxed Dress code for non-contestant volunteers.
Jeans, Button down collared shirt (long or short sleeve)
close toed shoes and hat of some kind.
coats can be outer layer, back tag does not need to be visible EXCEPT in the arena during contestants runs.

peewee poles will have 5th and 6th pole removed J

A hat landing outside the arena will result in a 5 second penalty (Remove for qualified ride a contestant must enter arena with hat)

Intentionally striking stock with loop, for the purpose of advancing the animal will result in a NO time.

