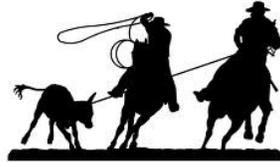


WAYNE CITY SADDLE CLUB YOUTH RODEO BY-LAWS



The Wayne City Saddle Club Youth Rodeo is dedicated to providing a forum for young Cowboys and Cowgirls to learn and develop sportsmanship, character, horsemanship and to compete with other children their own age in a family environment.

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Table of Contents

Age Groups.....	2
Events.....	2
Point System.....	2-3
All Around Awards.....	3
Conduct & Attire.....	3-4
Standard Ground Rules.....	4-5
General.....	5
Calf Roping.....	5-9
Chute Dogging.....	9-12
Breakaway Roping.....	12-16
Goat Flank & Tie.....	16-19
Steer Daubing.....	19-22
Team Roping.....	22-27
Mini, Jr., Sr. Bull Riding.....	27-30
Pole Bending.....	31-32
Barrel Racing.....	32-34
Flag Racing.....	34-37
Greenhorn Barrel Racing and Pole Bending.....	37
Goat Dogging.....	37
Goat Tail Untying.....	38
Cowboys' Prayer.....	39

Age Groups

Age groups are determined by the contestant's age as January 1st of each year.

Greenhorn (Lead Line): 20 & under

Pee Wee: 9 & under

Junior: 10-14

Senior: 15-20

Lead Line Class (Greenhorn) - Ages 20 & under may participate in this class however, rider may not participate (riding independently) in any other division. Also, once rider leaves Greenhorn division, they cannot re-enter the division until the next rodeo. Rider may be led by a parent or adult assistant on foot or on horseback. Parent/adult assistant must be in contact with the horse the entire time.

Events

Barrel Racing, Pole Bending, Flag Racing, Goat Tying, Team Roping, Breakaway Roping, Calf Roping, Steer Daubing, Mutton Busting, and Chute Dogging.

Dummy roping is offered to Greenhorn and Pee Wee age groups. Goat dogging is offered in the Pee Wee age group, and Goat Tail Untying is a Greenhorn event.

Mini Bull Riding is offered to Pee Wee age group (9&under). Jr. Bull Riding is offered to the 10-14 age group. Sr. Bull Riding is offered to the 15-20 age group.

Point System

The Wayne City Saddle Club Youth Rodeo uses a ten (10) point accumulative system. The maximum number of points, which could be earned per event, would be ten (10) points. Points are given for ten (10) places for each event. For the year end awards contestants points from all shows will be combined and the top 4 contestants with the most points of each age group per event will receive prizes. There will also be an all-around prize winner per age group. If not present for award ceremony, it is contestants' responsibility to retrieve their award.

Place Points

1st-10

2nd-9

3rd-8

4th-7

Finals Points

1st-15

2nd-13.5

3rd-12

4th-10.5

5th-6
6th-5
7th- 4
8th-3
9th-2
10th-1

5th-9
6th-7.5
7th-6
8th-4.5
9th-3
10th-1.5

All-Around Awards

The purpose of the All-Around Award is to recognize those contestants that exhibit versatility in their skills. All Around Cowboys and Cowgirls will be chosen based on the highest total points earned for the sum of all events. The All-Around Champion can compete in as many of the events that are offered in his/her age group (with exception of Pee Wee contestants, see below), and will be allowed to take points in all of those events (with the exception of Mutton Busting Event).

In the Pee Wee age division contestant will have to declare at the first rodeo if he/she will be taking points/participating in Dummy Roping or Breakaway and/or Team Roping horseback. Contestant will not be allowed to take points/participate in all events. Also in the Pee Wee age division, contestant will have to declare at the first rodeo if he/she will be taking points/participating in Goat Dogging or Goat Tying. Contestant will not be allowed to take points/participate in both events.

Conduct and Attire

1. Western saddle and equipment are required.
2. Western attire is required for all contestants during their performance. All contestants must wear western attire to the awards presentation.
 - a. Western attire consists of long sleeve collared shirt, jeans, cowboy boots, and a cowboy hat. (Except for when a medical Condition prohibits it. If medical condition is not visible doctor authorization must be presented. In case of medical condition, the contestant must have head covering approved by Arena Director.
 - b. Contestant's sleeves must be rolled down and buttoned while in the arena. The exception will be the bull riders, they may have their riding arm sleeve cuffed or rolled.
 - c. Sneaker type "sports shoes" are **not** acceptable.

- d. Safety helmets may be worn for all events in lieu of cowboy hats while in competition.
- e. All contestants must have shirt tails tucked in at start of their competition.
- f. Flak vests are considered acceptable attire and may be required.
- g. Stampede strings are strongly suggested due to the hat rule penalty. (All rough stock events exempt, see hat rule under standard ground rules)

Standard Ground Rules

1. All contestants must leave the arena immediately after competing.
2. Anyone in the arena one hour before the rodeo starts until the conclusion of the rodeo must be in western attire.
3. Contestants must clear the arena 30 minutes before the stated starting time of a performance or when announced.
4. All announcements at the grounds meetings will supersede any previous announcements or flyers.
5. All contestants must be a current WCSC member and a Youth Rodeo member to participate. WCSC members may compete in jackpot events only.
6. **The decision of the rodeo judges is final.**
7. Contestants must know and follow the WCSC Youth Rodeo Rules as well as the Wayne City Saddle Club general rules. Failure to understand rules will not be accepted as an excuse.
8. The use of profanity, obscenity, fighting, abuse of stock, or any form of cheating shall be penalized by disqualification.
9. Mistreatment of stock or contestant's horse will also result in disqualification.
10. Contestants name will be called 3 times with 30 second increments and will be disqualified if not crossing the plane of the main gate after the 3rd call has been made.
11. Hat Penalty: If contestant loses hat anytime while in the arena, a 10 second penalty will be added to contestant's time. If contestant's stampede string breaks the judge will assess to see if penalty still applies. This rule is exempt during the mutton busting, mini bull riding, junior bull riding, senior bull riding, and chute dogging. In these events, the

contestants must cross the start line with a hat, helmet, or (if medical exemption approved) head gear on or penalty will apply.

12. Anyone assisting contestant in any event may not cross the timer line. This will result in a no time.
13. Consumption of alcoholic beverages, narcotic, and other nonmedical or illegal drugs while in attendance at any WCSC Youth Rodeo will result in disqualification.
14. Rowdy behavior, quarreling, or fighting in the actual domain of the arena at any time, or any place during the duration of the show will result in disqualification.
15. Contestants will be disqualified for vandalism.
16. Cheating or attempting to cheat will result in disqualification.
17. Contestants will be disqualified if any contestants, parents, or person associated with a contestant attempting to fix, threaten, bribe, influence, harass, or coerce the judges at any time between the opening and closing of a show.
18. If any event is restarted due to an altered/improper course, at the judge's discretion, reruns will not include penalties acquired from the first run.

General

1. Events with a 45 second time limit may have penalties, which will exceed the 45 second time limit.
2. Lap and tap — means no barrier to be used, flagger to flag time when the animal's nose clears the gate.
3. All riding events shall be timed for eight (8) seconds, six (6) seconds, four (4) seconds or for (3) seconds depending on the event; time will start when animal's front shoulder passes the plane of the chute.
4. These events may be conducted without an open catch pen gate at all shows: breakaway roping, team roping, calf roping, steer daubing, and chute dogging.

Calf Roping

Time Limit:

1. There will be a thirty (30) second time limit.
2. The judge will determine legitimate time allowed before contestant calls for animal.

General Rules:

1. Contestants may exchange horses in calf roping.
2. Barrier may be used. Electronic eye or rope barrier may be used.
3. Roping Box shall be part of the arena during roping events.
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. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
6. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating the-barrier penalty.
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 barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
9. If 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 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. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
 - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and- tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10- second penalty for any jump or any loop used.

- b. In cases of mechanical failure.
 - c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself by pulling up.
13. A contestant must be on his horse and his horse must break the plane of the barrier with his draw breaking the plane of the score line before he is allowed to compete.
 14. Time to be taken between two flags.
 15. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
 16. This event shall not be conducted with an open catch pen gate at any rodeo.

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. Calves may be pushed out by contestant's assistant providing they are ready.
3. Two loops will be permitted. If roper intends to use two loops, he must carry two ropes.
4. If second loop falls from saddle or contestants' hand before used, it cannot be rebuilt.
5. Contestant cannot receive any assistance after crossing starting line.
6. Contestant must rope calf, dismount, go down on the rope, and touch any part of the calf's body.
7. Any catch is legal, catch as catch can rule.
8. Once the tag is made, contestant must declare the tag by raising at least one hand above his shoulders.
9. Rope must hold calf until roper gets hand on calf.
10. In case the field 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 penalties. If time was not recorded, the contestant will receive a 10- second penalty for any loop used. Contestant to only get to use remaining loop.

Scoring and Penalties:

1. Hat penalty applies. See standard ground rules.

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

Reruns:

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

given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalty applies then lap and tap start.

7. If there must be a rerun of calves to complete a go- round, all calves must be tied down before any stock is drawn.

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

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. *Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
5. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
6. Height of barrier in timed events shall be from 32” to 36” measured at the center of the box.
7. If the horse excessively drags the calf after roper has dismounted, field judge may stop horse.

Stock:

1. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be re-penned by itself. Decisions will be made by the arena director about when stock is re-penned.

Chute Dogging

Time Limit:

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

General Rules:

1. Bucking chute shall be part of the arena during dogging events.
2. Once score line (gypsum line) has been set it will not be changed in that go.
3. Score line will be parallel to bucking chutes. 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.
4. The line (barrier) judge will flag the start when the animals' nose crosses the score line.
5. 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.
6. Time shall be taken between two flags.
7. It shall be the arena directors' responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
8. This event shall not be conducted with an open catch pen gate at any rodeo.
9. All steers shall be turned out in the same direction and the same chute will be used.

Event Rules:

1. A 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 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.

Reruns:

1. Fresh steers may be added to the herd after they have been released from the bucking 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.

Scoring and Penalties:

1. Must cross start line with a hat secured. If contestant loses their hat after crossing the starting line contestant will be exempt from the hat penalty.
2. Judges will not flag contestant out until time is recorded.
3. Judges 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 arm to the right horn (throwing position) before start line. This will be referred to as breaking the barrier.

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 judge 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 judge will flag when the animal is legally thrown indicating the end of the run.

Stock:

1. All steers must be thrown before competed on.
2. Contestant will not be required to compete on a crippled steer or steer with broken horn.
3. During any performance if a steer escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that steer will be returned by the Arena 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 re-penned by itself. Decisions will be made by the arena director about when stock is re-penned.

Breakaway Calf Roping

Time Limit:

1. There will be a forty-five (45) second time limit.

General Rules:

1. Contestants may exchange horses in breakaway roping.
2. Roping Box shall be part of arena during roping events.
3. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
4. Lap and Tap - No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
5. The line judge must have a tape measure in their possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating the barrier penalty.
6. Barrier shall be used. Electronic eye or rope barrier may be used.
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 barrier does not work, but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
9. If 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 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, contestant accepts the animal. If contestant pulls up, they will receive the same animal back.
12. Calf belongs to contestant when they call for it, regardless of what happens, with the following exceptions:
13. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not

- recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
14. In case of mechanical failure.
 15. If, in the opinion of the line judge, contestant is fouled by barrier, contestant shall get their calf back, providing contestant declares them self by pulling up.
 16. A contestant must be on their horse and their horse must break the plane of the barrier with their draw breaking the plane of the score line before they are allowed to compete.
 17. Time to be taken between two flags.
 18. It shall be the arena director's responsibility to see that contestant competes on the chute drawn for contestant. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
 19. This event shall not be conducted with an open catch pen gate at any rodeo.

Event Rules:

1. Two loops will be allowed if two ropes are carried.
2. Ropes are to be tied to the saddle horn with nylon string. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A flag/cloth that is visible to the flagman or judge must be attached at the knot end of the rope.
3. Rope must be tied to the horn with a nylon string and may not be run through bridle, tie down, neck rope or any other device.
4. String will be provided and will be inspected by designated official before each contestant competes.
5. The second rope must remain tied until used and must not be broken away from the saddle horn.
6. Should the contestant miss with the first loop and her second loop becomes uncoiled or loose and touches the ground, she will receive a no time.
7. The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head.
8. Rope must be released from contestant's hand to be a legal catch.
9. 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. If time was not recorded, the

contestant will receive a 10-second penalty for any loop used. Contestant only gets to use remaining loop.

10. Ropers must be mounted when time is taken.

Scoring and Penalties:

1. Hat rule applies. See standard ground rules.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten-second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or 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, undally the rope and then stop his/her horse to make the rope break away.
8. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.
9. No rattling of chute. A timed event contestant may not have someone rattle the chute. The contestant and/or person rattling the chute shall be disqualified.

Reruns:

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner they were originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be re-penned by itself. Decisions will be made by the Arena directors about when stock is re-penned.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the judge sees they have made an error in flagging, he must declare a rerun before the contestant leaves the arena.
5. A calf must be rerun before it is used by another contestant.

6. When the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by Judge, plus any barrier penalties. If barrier penalties, then lap and tap start.

Officials:

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. **Judge will make final decision.**
3. Once a contestant has been flagged out, he/she will receive no stock back.
4. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
5. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
6. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
7. Barrier Judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
8. Height of barrier in timed events shall be from 32” to 36” measured at the center of the box.

Goat Flank and Tie

Time Limit:

1. There will be a forty-five second time limit for all contestants excluding penalties.
2. Contestant’s name will be called 3 times with 30 second increments and will be disqualified if not crossing the plane of the main gate after the 3rd call has been made.

General Rules:

1. Starting lines in goat tying will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The stake and the starting line will be permanently marked for the entire go round.
4. Contestants may exchange horses in this event.
5. A contestant may enter the arena at the speed of his/her choice.

6. Arena permitting, the gate will be in the center between the two goats allowing each contestant the same length run at the goat.
7. Arena gate must be closed immediately after contestant enters the arena and kept closed.
8. Time will start when the horse's nose crosses the starting line.
9. Goat collars must be same and snug. Ropes the same length. Goats the same size and weight.
10. Goats to be tied; right, left, right and left. All goats used in the draw to be tied will be decided by the arena director.
11. Goat holders must straddle the goat and keep the rope tight until line judge drops flag. Judges will position themselves, so they are able to have a clear view of the goat rope and horse but not in the path of contestant.
12. Goat holders must be the same person throughout a class.
13. No one other than the contestant may come in contact with the contestant's horse until a time is called for by contestant and the 6 second waiting period has expired; unless, safety issue is at hand which will be at the discretion of the judge.

Event Rules:

1. There should be at least a 15-yard starting line.
2. Starting line will be 100 feet from stake.
3. The goat should be tied to a stake with a rope ten feet in length.
4. Stake should be completely under the ground so that no part of it is visible or above ground.
5. All contestants must be mounted on a horse when entering the arena and must ride from the starting line to the goat, dismount from their horse, throw the goat by hand, cross, wrap and tie by hand, and three (3) feet together with a leather string, pigging string, or rope. No wire is to be used in the goat string. Contestant should string front leg, then cross and tie any three legs with pigging string. There must be at least one wrap around all three legs and finish with a half hitch or hooley.
6. All contestants' goats' legs must remain crossed and secure for six (6) seconds after completion of the tie. For those 6 seconds, the contestant will make no gestures, motions, or noises to distract the goat. This will be considered trying to take an unfair advantage and will result in disqualification.

7. 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).
8. If the goat is down when the contestant reaches it, goat must be elevated high enough that it has the opportunity to regain its feet.
9. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a half hitch, hooey, or knot. The contestant must tie the goat by hand with no pre-made wraps, coils, knots, hooeys, or half hitch.
10. Time will start when the horse's nose crosses the starting line.
11. Time will stop when contestant signals the completion of the tie.
12. Qualified persons will be used as goat holders. Goats must be held at furthest point from starting line and released as starting flag drops or time starts.
13. If a goat is injured, the contestants involved with the injured goat will automatically be assigned the extra goat regardless of the possible difference in runs or ties on the goat.

Scoring and Penalties:

1. Hat penalty applies. See standard ground rules.
2. Judge is to flag contestant out if run is not legal.
3. The tie will be assessed by the judges and if it is not secure for six seconds, the contestant will receive no time.
4. Contestant will receive a no time for touching the goat or tie string after signaling for a time.
5. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
6. If the goat should break away because of the fault of the horse, the contestant will receive a no time.
7. A ten (10) second penalty will be assessed if the contestant loses hat at any time while in the arena. See standard ground rules.

Reruns:

1. No rerun 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 contestant will get a rerun.

3. Contestants will carry penalties with them if they are granted a rerun.
4. If the electric timer malfunctions the contestant will receive a rerun at time designated by the Judge.
5. If the judge sees they have made an error in flagging, they must declare a rerun before the contestant leaves the arena.

Steer Daubing

Time limit:

1. There will be a 45 second time limit, excluding penalties.

General Rules:

1. Contestants may exchange horses.
2. Electronic eye or rope barrier may be used.
3. Two lines will be drawn on the steer's side, from belly to back at shoulder and hip.
4. The score will be ten (10) feet.
5. Daubing box shall be part of the arena during daubing.
6. Once score line has been set in timed events, it will not be changed in that go-around or rodeo nor can length of box be changed.
7. Lap and Tap will be used with a 10-foot score line.
8. 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 out 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.
9. If barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
10. If 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 the contestant to a rerun without penalties.
11. If barrier fails to operate and stock is brought back, contestant must take animal over during or immediately after the same performance.
12. If barrier equipment hangs on animal and contestant tries the animal, he accepts the animal. If contestant pulls up, he will receive the same animal back.
13. Steer belongs to contestant when he calls for it with the following exceptions:

- a. Steer escapes from arena. Flagger drops flag and time stops. Contestant gets the steer back lap and tap. The time expired prior to the steer escaping will be added to the lap and tap time.
 - b. Mechanical failure of arena or timing equipment.
 - c. Contestant is fouled by chute. Judge's decision determines whether action is considered foul, contestant must immediately declare foul by "pulling up." Contestant gets steer back. If contestant continues to proceed with the event after possible foul, contestant accepts the results and is given this time.
14. Time to be taken between two flags.
15. If Electric Eye fails to operate and official time started, contestant will receive time without penalties.

Event Rules:

- 1. Contestant shall overtake steer and daub on marked side.
- 2. Dauber may leave from either box.
- 3. Anyone daubing from the offside in the steer daubing must notify the rodeo secretary when entering, and if possible, the barrier should be arranged on the offside for such contestants.
- 4. There shall be no hazer.
- 5. A legal daub shall consist of any mark or smear anywhere inside the lines while not touching any line and being below the spine. No double daubs allowed.
- 6. Field judge shall flag time when dauber/contestant signals by raising daubing end of stick above the plane of his head.

Scoring and Penalties:

- 1. Hat penalty applies. See standard ground rules.
- 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. Contestant will be disqualified for any abusive treatment of steer or his horse.
- 6. Contestant will be disqualified if he attempts to in any way tamper with steer or chutes.
- 7. Dauber who loses stick will receive no time.
- 8. Any daub out of the lines or on a line will receive no time.

9. A ten second penalty shall be assessed if barrier is broken.

Reruns:

1. 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 the time used in qualifying, plus any penalties.
2. Reruns will not be given due to faulty equipment furnished by the contestant.
3. If a judge recognizes an error was made in flagging, a rerun must be declared before the contestant leaves the arena.
4. A steer must be rerun before it is used by another contestant.
5. When both the electric and manual watches fail and no time is recorded, contestant will be given a rerun at a time designated by the judges plus any barrier penalties. If there were barrier penalties, then the rerun will be a lap and tap start. This rerun will be given only if stock was qualified on the field.

Officials:

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
3. 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.
4. Barrier equipment must be inspected by the judge before each event. If equipment is faulty, it must be replaced.
5. Barrier judge shall be sure that no one can stand close enough to barrier or equipment to tamper with it.
6. A ten (10) foot tape must be on hand for the barrier judge to measure and check for ten (10) foot barrier ring rule.
7. **The fairness of the daub will be determined by the judges. The judge's decision is final.**

Stock:

1. Animals used for this event should be inspected by judges and/or Arena Director. Objectionable stock will be eliminated.
2. During a performance, if the steer escapes the arena and must be returned, the crew will return the steer in the same manner as originally worked.

Several head will be brought back together. No animal may be re-penned by itself.

Team Roping

Time Limit:

1. There will be a forty-five (45) second time limit, excluding penalties.

General Rules:

1. Roping box shall be a part of the arena during team roping.
2. Once score line has been set in timed events, it will not be changed in that go nor can length of box be changed.
3. Lap and Tap - no barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
4. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating the barrier penalty.
5. A barrier shall be used. Electronic eye or rope barrier may be used.
6. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten-second fine. Otherwise, this will not be considered a broken barrier.
7. If barrier does not work but time is recorded, team will get time, but there will be no penalty for broken barrier.
8. If 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 barrier penalties.
9. If barrier fails to work, and stock is brought back, contestants must take the same animal over during or immediately after the same performance.

10. If barrier equipment hangs on animal and contestants try the animal, they accept animal. If contestants pull up, they will receive the same animal back. *Steer belongs to contestants when they call for it, regardless of what happens with the following exceptions:
- a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any loop used.
 - b. In cases of mechanical failure.
 - c. If, in the opinion of the line judge, contestant is fouled by barrier, contestants shall get their steer back, providing they declare themselves by pulling up.
 - d. In case the field 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 penalties. If time was not recorded, the team will receive a 10-second penalty for any loop used. Team may only get to use remaining loops.
11. A contestant must be on his/her horse and his/her horse must break the plane of the barrier with his/her draw breaking the plane of the score line before he/she is allowed to compete.
12. Time to be taken between two flags.
13. It shall be the arena director's responsibility to see that contestants compete on the chute drawn stock for them. In the event of a mistake, chute drawn for must be run during that performance and only that time or score taken.
14. This event shall not be conducted with an open catch pen gate at any rodeo.

Event Rules:

1. This event is to be one event only. Teams may consist of 2 boys, 2 girls, or 1 boy and 1 girl.
2. A dally team roper can only enter once at any rodeo with the partner of his or her choice: however, a team roping contestant with no partner may request a partner be supplied as a drawn partner from a volunteer list of

- entered team roping contestants. Thereafter, the team roping contestant must enter with a partner. Draw partner must take their point run first. No points will be awarded to the drawn partner.
3. All changes in lists of roping order to split horses, etc., must be made before any stock for that event is loaded in chute.
 4. After stock is loaded, ropers must rope in order listed.
 5. Header will start behind barrier using either box, and must throw the first loop at head.
 6. In the 9 & under and the 10-14 age groups an adult header will have head loop placed on steer while in chute but may NOT turn before marked position, this will result in a ten (10) second penalty.
 7. Time will be taken when steer is roped, both horses facing steer in line with ropes dallyed and tight, horse's front feet must be on the ground.
 8. Each contestant will be allowed to carry only one rope.
 9. Each team allowed three throws in all.
 10. In the 9 & under and 10-14 age groups the heeler is allowed two throws.
 11. If header misses first throw and heeler moves up and heads steer and header heels with remaining loop points will be awarded to contestants on how they entered event.
 12. Roping steer without turning loose of the loop will be considered a no catch.
 13. Roper must dally to stop steer or change steer's direction.
 14. The word "dally" means one complete turn around the horn.
 15. Ropers must be mounted when time is taken.
 16. Steer must be standing up when roped by head or heels.
 17. No foul catches can be removed by hand.
 18. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his hands.
 19. 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.
 20. 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.

Scoring and Penalties:

1. Hat penalty applies. See standard ground rules.

2. Timed event judge will not flag contestants out until time is recorded.
3. Judge is to flag time, then flag contestants out if run is not legal.
4. There will be a ten-second penalty assessed for breaking the barrier in the 15-20 age group.
5. Roping steer without releasing loop from hand will disqualify catch.
6. Contestants will be disqualified for any abusive treatment of steer or their horses.
7. There will be only three (3) legal head catches:
 - a. Both horns
 - b. Half head
 - c. Neck
8. If hondo passes over one horn, the loop over the other, the catch is illegal.
9. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
10. No rattling of chute. A timed event contestant may not have someone rattle the chute for him/her. The contestant and/or person rattling the chute shall be disqualified.
11. Any heel catch behind both shoulders is legal if rope goes up heels.
12. One hind foot receives five-second penalty.
13. The steer's entire body must be turned and moving forward in tow before the heel loop can be thrown. However, if the steer stops it must only be in tow for the heel loop to be legal except for the 9 & under age group. Any heel loop thrown in the switch is considered crossfire and is illegal and will receive a no time.
14. Steer must not be handled roughly at any time, and ropers may be disqualified if, in the opinion of the judges, they have intentionally done so.
15. In the event a team roper is disqualified or injured, that team will be eliminated from that event.
16. If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight feet before steer regains his feet or team will receive a no time.
17. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestants receive a no time.
18. Broken rope or dropped rope will be considered no time.

19. If the front foot is in the loop when the header dallies, turns off and changes the direction of the steer, it will be an automatic no time.

Reruns:

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

Officials:

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. Once contestants have been flagged out, they will receive no stock back.
3. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants, each performance.

5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
6. If barrier flagman is used, the animal is to be flagged when crossing starting or deadline, in front of flagman.
7. In the 9 & under and 10-14 age groups the barrier flagman will be at the marked position or barrel.
8. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
9. A tape must be on hand for the barrier judge to measure score line.
10. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
11. Adjusting length of barrier trip rope will be accomplished only by tying knots in the rope on either end.
12. Any questions as to catches in this event will be decided by the judges.

Mini Bull Riding, Jr Bull Riding, and Sr Bull Riding

Time Limit:

1. The 9 & under age group will be required to ride their mini bulls for (4) seconds.
2. The junior bull riding, 10-14 age group, will be required to ride for (6) seconds.
3. The senior bull riding, 15-20 age group, will be required to ride for (8) seconds.
4. Time to start when the animal's inside front shoulder passes the plane of the chute.

General Rules:

1. Contestant is not to use sharp spurs. No part of spur may have sharp edges including rowels and wire locks.
2. Bull riders may have their riding arm shirt sleeve cuffed or rolled.
3. No hooks, posts, rings shall be used on calf or bull ropes.
4. Quick release buckle is optional on calf or bull rope on the offside.
5. 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.
6. Fall—if any part of rider contacts ground, animal has fallen.
7. Contestants may pull ropes from either side.

8. 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.
9. Stock is to be drawn or chute run for each contestant, then animals will be run into the chute "AS THEY COME". Contestants shall be ready when notified that their animal is in the chute. (Three times will be considered maximum notification.)

Event Rules:

1. This event is open to boys and girls.
2. Rope must have bell. Bell must be in good shape, and not be broken. Bell must be under belly of bull.
3. Riding is to be done with one hand and loose rope, with or without handhold.
4. All contestants must wear an athletic protective mouthpiece while competing. Mouthpiece may not be trimmed any smaller than the size required to cover all teeth.
5. All contestants must wear a vest designed to protect the chest and back. The vest must be manufactured for rodeo/equestrian events and sold by retailers.
6. Contestants may wear protective head gear instead of western hat. (Only exception being a medical condition presented for a contestant, from a doctor and authorized by the arena director or judges in advance.)
7. No finger wraps, knots, or hitches to prevent rope from falling off bull when rider leaves.
8. No more than two men or women may be on the chute to pull contestant's rope.
9. All bulls will be flanked during a single go round.
10. The judge on the latch side of the chute gate shall serve as a backup timer in the bull riding event or a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for time verification on each ride. In any instance where the time is eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance

the whistle blows before the 4, 6, & 8 seconds, the judge must go with the whistle.

Scoring and Penalties:

1. Must cross start line with a hat or helmet secured. If contestant loses their hat or helmet after crossing the starting line contestant will be exempt from the hat penalty.
2. Ride and animal to be marked separately.
3. Mark the ride according to how much the contestant spurs the animal.
4. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
5. No bell—no marking.
6. If contestant makes qualified ride with any part of rope in riding hand, he is to be marked.
7. Contestant will receive no score for any of the following offenses:
 - a. Being bucked off before making the clock of a qualified ride.
 - b. Touching animal, equipment or person with free hand.
 - c. Using sharp spurs.
 - d. Placing spurs or chaps under the rope when the rope is being tightened.
 - e. Not wearing required protective vest and/or mouthpiece.
8. 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.

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 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 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.

8. 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.
9. When a final head is to be ridden in 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 a re-ride drawn for.
12. Contestants who are fouled at chute and declare will be entitled to a re-ride at judges' discretion.
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. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
16. 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.
17. 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. Only exception to this rule is if it is that rodeo's last day. The last day, contestant may have same animal back if stock contractor is willing, or re-ride drawn if requested. If stock contractor is not willing, re-ride will be drawn.
18. Contestants may be given a re-ride if flank comes off or breaks, providing the contestant completed a qualified ride.

Pole Bending

Time Limit:

1. Contestant's name will be called 3 times with 30 second increments and will be disqualified if not crossing the plane of the main gate after the 3rd call has been made.

General Rules:

1. Starting lines in pole bending 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.
4. The contestant's time will start when contestant/horse crosses the electric timer.
5. The poles and the starting line will be permanently marked for the entire go-round.
6. During pole bending events, the arena will be dragged at regular intervals, to be determined by the arena directors.
7. Following pole bending events, the pattern will be dragged or leveled.
8. A contestant may enter the arena at the speed of their choice.
9. Arena gate must be closed immediately after contestant enters the arena and kept closed until pattern is completed and contestant's horse is under control.

Event Rules:

1. The pole bending pattern is to be run around six poles.
2. 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.
3. Poles shall be set on top of the ground, six (6) feet in height.
4. Poles must be straight in line.
5. Touching poles is permitted by horse or contestant.
6. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.

Scoring and Penalties:

1. Hat penalty applies. See standard ground rules.
2. Judge is to flag contestant out if run is not legal.
3. Knocking over a pole is a five (5) second penalty, per pole.
4. Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the

- offside. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.
5. Contestant will be allowed legitimate time from the time entering the arena gate until the time starts by an electric timer. Contestants must enter the arena straight away while continuing in forward motion and will be allow 360-degree circle inside the arena gate while continuing in forward motion.
 6. 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.
 7. If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
 8. Assistant helping pole benders will not be allowed to go past the plane of the main arena gate when they are entering the arena, or the contestant will be disqualified. This rule does not apply to the 9 & under age group but assistant is not permitted to cross the timer/start line and will result in a no time.

Re-Runs:

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
2. If the electric timer or back up timer malfunctions the contestant will receive a re-run at a time designated by the Judges.
3. Contestants will carry any penalties acquired from first run with them when granted a rerun. All penalties acquired in their rerun will also be counted for their final time.

Barrel Racing

Time Limit:

1. Contestant's name will be called 3 times with 30 second increments and will be disqualified if not crossing the plane of the main gate after the 3rd call has been made.

General Rules:

1. Starting lines in clover-leaf barrel racing will be subject to ground rules.

2. A clearly visible starting line shall be provided.
3. The barrels and the starting line will be permanently marked for the entire go-round.
4. The contestant's time will start when the contestant/horse crosses the starting line.
5. A barrel horse shall not be ridden by more than one contestant in the same age group.
6. During barrel racing events, the arena will be dragged at regular intervals, to be determined by the Arena directors.
7. Following barrel racing events, the pattern will be dragged or leveled.
8. A contestant may enter the arena at the speed of their choice.
9. Arena gate must be closed immediately after contestant enters the arena and kept closed until pattern is completed and contestant's horse is under control.

Event Rules:

1. The arena conditions will determine the distance that the barrels can be apart.
2. The clover-leaf pattern is the only approved pattern in this event.
3. Touching barrel is permitted by horse or contestant.
4. The contestant may start on either the right or left barrel.
 - a. When starting on the right barrel there will be one right turn and two left around the barrels, completing a clover leaf pattern.
 - b. When starting on the left side, there will be one left and two right turns around the barrels, completing a clover leaf pattern.

Scoring and Penalties:

1. Hat penalty applies. See standard ground rules.
2. Judge is to flag contestant out if run is not legal.
3. Knocking over a barrel is a five (5) second penalty, per barrel.
 - a. Should a barrel be knocked over and it sets up on opposite end, the five (5) second penalty remains in effect.
4. Not following the clover-leaf pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the offside. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.

5. Contestant will be allowed legitimate time from the time entering arena gate until the time starts by an electric timer. Contestants will be allowed 360-degree circle inside the arena gate while continuing in forward motion or enter the arena straight away while continuing in forward motion.
6. 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.
7. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.
8. Assistant helping barrel racers will not be allowed to go past the plane of the main arena gate when they are entering the arena, or the contestant will be disqualified. This rule does not apply to the 9 & under age group but assistant is not permitted to cross the timer/start line and will result in a no time.
9. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the first barrel. Failure to comply will be a no time.

Reruns:

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
2. If the electric timer and back up timer malfunctions the contestant will receive a re-run at a time designated by the Judges.
3. Contestants will carry any penalties acquired from first run with them when granted a rerun. All penalties acquired in their rerun will also be counted for their final time.

Flag Racing

Time Limit:

1. Contestant's name will be called 3 times with 30 second increments and will be disqualified if not crossing the plane of the main gate after the 3rd call has been made.
2. There will be a 30 second time limit for this event.

General Rules:

1. Starting line will be subject to ground rules.

2. No two contestants may ride the same horse while competing in the same age group.
3. The contestant's time will start when contestant/horse crosses the electric timer.
4. The pattern and starting line will be permanently marked for the entire go-round.
5. A contestant may enter the arena at the speed of their choice.
6. Arena gate must be closed immediately after contestant enters the arena and kept closed until pattern is completed and contestant's horse is under control.

Event Rules:

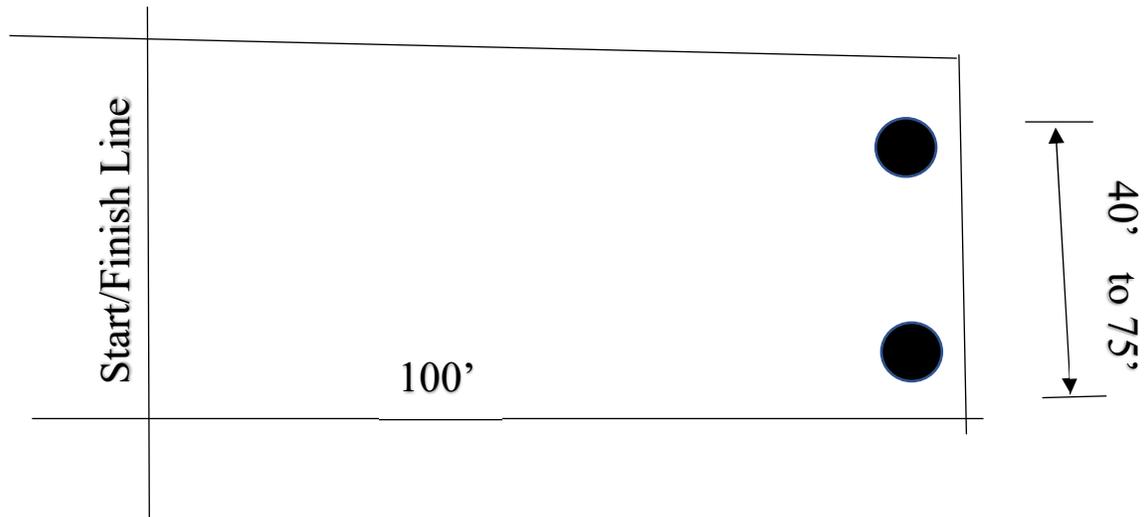
1. The objective of this event is to race through the course mounted horseback, deposit a flag in the first bucket, retrieve a flag from the second bucket and cross the finish line.
2. Two 5-gal buckets will be set on two 55-gal barrels. The beans (or other bucket filler) must be 4 (four) inches from the top of both buckets. The flag must be at least 16 (sixteen) inches long. On the retrieving bucket, the top of the flag must protrude above the rim of the bucket a minimum of 5 (five) inches.
3. Contestants MUST run a continuous forward motion "horseshoe" pattern only. They may NOT circle back. This will be considered a broken pattern resulting in a no time.
4. Barrels with buckets on top should be set as close as possible to the following dimensions: one hundred (100) feet from the start/finish line and forty (40) to seventy-five (75) feet apart, arena permitting. There shall be a minimum of twenty (20) feet from either barrel to the arena fence or wall, arena permitting.
5. The contestant may run the course either direction, from left to right or right to left. In either case, the bucket on the first barrel he/she comes to shall not have a flag in it. The bucket on the second barrel he/she comes to shall have a flag set in the center of the bucket.
6. The contestant is given a flag just prior to or when he/she enters the arena. He/she then races across the start/finish line toward the first barrel. As the contestant passes the first barrel, he/she places the flag into the first bucket. Then the contestant crosses over to the second barrel and

takes the flag out of the second bucket before racing back across the start/finish line.

Scoring and Penalties

1. Hat penalty applies. See standard ground rules.
2. Judge is to flag contestant out if run is not legal.
3. Contestant will be allowed legitimate time from the time entering the arena gate until the time starts by an electric timer.
4. If horse re-crosses the starting line at any time before the pattern is completed, pattern will be considered broken, and run will receive no time.
5. If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
6. Assistant helping flag racers will not be allowed to go past the plane of the main arena gate when they are entering the arena, or the contestant will be disqualified. This rule does not apply to the 9 & under age group, but assistant is not permitted to cross the timer/start line, or it will result in no time.
7. The flag must be carried in the contestant's hand. Carrying the flag any other place but in the hand carries a five (5) second penalty.
8. Knocking over a barrel or turning the bucket over will result in a no time.
9. Failure to keep the flag in the first bucket, a dropped flag (on the ground), or a missed flag in a bucket is a no time.
10. Crossing the finish line without the flag from the second bucket will result in a no time.
11. Using the flag as a whip on the horse will result in disqualification (no time).
12. Dismounting to retrieve the flag from the ground after crossing the finish line will result in disqualification (no time).
13. All penalties and disqualifications will be documented by the line judge.

Course Diagram:



Greenhorn Barrel Racing

Same rules apply as the other barrel racing classes except rider may be led by parent/adult assistant on foot or on horseback. Parent/adult assistant must be in contact with the horse the entire time or contestant will receive a no time. Multiple contestants may ride the same horse in the greenhorn barrels.

Greenhorn Pole Bending

Same rules apply as the other pole bending classes except rider may be led by parent/adult assistant on foot or on horseback. Parent/adult assistant must be in contact with the horse the entire time or contestant will receive a no time. Multiple contestants may ride the same horse in the greenhorn poles.

Goat Dogging- Pee Wee

The goat will be staked on a 10 ft. cotton rope. Contestants will start behind a designated line. Line judge will drop a flag when contestant crosses the line and time will begin. **There will be 30 second time limit.** The contestant will go to the goat and flip it, all four feet must be horizontal to the ground and pointing in the same direction with the contestant's hands on the goat when contact with the ground is made. Contestant must keep hands on the goat until the flag is dropped. A parent assist will result in a no time. Goat holder must be the same throughout the whole class. Goat holder must straddle the goat and keep the rope tight until the line judge drops the flag.

Goat Tail Untying- Greenhorn

A goat will be staked on a 10 ft. cotton rope. Contestant will start behind a designated line. Line judge will drop a flag when contestant crosses the line and time will begin. Contestant will run to goat and remove the ribbon from its tail, then contestant will raise both hands in the air to signal end of run to judges, flag will drop, and time will stop. To qualify a legal run, the contestant must remove all of the ribbon from the goat's tail. A parent assist will result in a no time. Goat holder must be the same throughout the whole class. Goat holder must straddle the goat and keep the rope tight until the line judge drops the flag.

Cowboy's Prayer

Our Heavenly Father, we have paused in the midst of this rodeo, mindful of you and all the blessings you've bestowed upon us. We pray Lord that you be with each of us and especially with the contestants in this arena as we pray that you will guide us in life's arena. We don't ask you for any special favors, Lord, we don't ask that you always make it rain when we need it, nor do we ask that you always let the sun shine. We don't always ask for the calf that runs straight nor do we shun the one that won't lay. We don't ask to draw round the chute fighting horse nor condemn the ride not bringing pay. We just pray Lord that you help us, so we may live our lives in such a manner, that when it comes time to make that last ride to the country up there, where the grass grows stirrup high, lush and green, that you will tell us, as our last Judge, that our entry fees are paid.

~Amen