

SOUTHERN JUNIOR RODEO ASSOCIATION



2011-2012 HANDBOOK

Updated

GENERAL RULES

ARTICLE I

- A.** The SJRA will be open to children ages 5 to 15 and not in the 10th grade. The division in which a contestant competes will be determined by that contestant's age as of September 1, of the current rodeo season. No contestant will be allowed to compete should his or her 16th birthday fall prior to September 1, of the current rodeo season.
- B.** The SJRA will follow a NO PASS/NO PLAY policy. All contestants are required to submit their previous year-end report card with their application. Each contestant schooled publically, privately, or home is required to turn in a Grade Level Confirmation Form with the signature of the school's official and the school's stamp or seal. Each contestant schooled publically, privately, or home is required to turn in a schedule of report card due dates indicating the date that report cards are issued by the school. Most current report cards will be due at **November and April rodeos**. All submitted report cards must be on letterhead, or official school paper. Grades submitted on anything else will not be accepted. CPA must be 2.0 or higher in order to compete. Contestants will not be allowed to compete until next scheduled report card is submitted with 2.0 or higher GPA. In the event there is a question concerning the alteration of grades, the president or acting report card secretary will contact school officials and confirm, No contestants will be exempt from this rule unless a written request is presented to the SJRA board with documentation from the contestant's school indicating special needs. The board will take this information into consideration on a case by case basis. All grades will be used to figure the GPA
- C. MEMBERSHIP:** All members will be required to pay a yearly \$50.00 Family Membership fee. Membership dues must be paid in order for the contestants points to count.
 - 1. Returned check fee. A \$100.00 fee will be charged for ALL returned checks. This fee and the amount of the returned check must be paid before contestant is allowed to participate again.
 - 2. PERMIT RULE. A contestant wishing to ride on a permit may do so for a \$10.00 permit fee plus current event entry fee. Contestants may enter rodeo one time as a permit rider. Permit riders WILL NOT be eligible for points, but will be eligible for winnings. Permit riders must join as a member at next scheduled rodeo and must call in a t designated time and produce a birth certificate, most recent report card, and grade level confirmation.
- D.** If a contestant in the eleven and under age division chooses to compete in the twelve and over division, he must complete the year in that division. Any points earned in the twelve and over division will be totaled for all-around points in the twelve and over division.
- E.** Only contestants will be allowed to register complaints and these must be placed first through a director and before the end of that event. All contestants must leave the arena immediately after contesting.
- F.** Questions must be addressed to the judge no sooner than at the end of the event for that performance.
- G.** All members and their parents/guardians must accept the decision of the judges as final, Misconduct of a contestant may cause disqualification of said contestant. This includes arguing with a judge. If at any time a parent or contestant argues with a judge, the judge will first warn the parent or contestant of possible consequences and if the argument persists, the contestant can be disqualified for the remainder of the rodeo.
- H.** All members must conduct themselves in a sportsmanship like manner at all times while at the rodeo, event, or function connected with the SIRA.
- I.** The following shall be considered an offense by the SJRA and shall be punished by fine of \$50.00 per offense and/or immediate disqualification, of involved contestant and/or parent, from rodeo, unless otherwise stated. Officers and Directors shall make stated calls on conduct outside arena. Official judges will make all calls in the arena and alleyway.
 - 1. Rowdysim or quarreling in or around the arena.
 - 2. Harassing a SJRA, official, statistician, or spectator, For example, threatening, berating, harassing, intimidating, assaulting, or striking.
 - 3. Conduct detrimental to public image.
 - 4. Cheating or attempting to cheat.

ARTICLE II

- A.** Dress Code. The SJRA will follow a strict dress code that will be enforced. Anyone (contestant, parent, or worker) who enters the arena during a performance must be properly dressed. A "WESTERN HAT", boots, (tennis shoes with an approved heel is acceptable) and a shirt with long sleeves, collar and buttons down the front must be worn. Western hat: Those typical of a western event. i.e. cowboy or cowgirl straw or felt hat. Australian or Down Under or, floppy style hats are not approved western hats. Shirt sleeves must be rolled down. Boots: DO wide, lug-soled boots will be allowed, i.e. fat baby style boots. Boots with a leather or smooth sole are appropriate. Failure to follow this rule will result in disqualification for the day it occurs. Shirts must be tucked in completely. No cropped shirts allowed. Approved riding helmets may be worn in lieu of a western hat.
- B.** A contestant shall enter the alleyway in the above dress code including western hat. If a contestant loses the hat before entering the plane of the arena, that contestant will be subject to a 5 second penalty. Contestants wearing a drawstring on hat and hat falls back on neck will not be penalized as this is considered to part of the head. (Any flagrant or obvious intention by the contestant to cause his or her hat to come off head will result in a 5 second hat penalty. This includes, but is not limited to, the shaking the head, flipping of hat by hand or arm, or throwing hat). The plane of the arena consists of the line where the holding pen ends and the arena begins. Roping boxes and Bucking chutes are considered the arena in Roping/Riding events. Official Judges determine said penalty. Judges also have the authority to waive the hat rule based on acts of nature, as increased wind speed. Anyone in the arena must be in complete dress code at all times.
1. Additionally, all contestants, officers, and directors will be required to abide by the following dress code outside the arena. From the time the rodeo starts until the rodeo ends, contestants, and officers, and directors must be in western jeans, closed toe shoes, and either a long-sleeve or short-sleeve shirt. No sleeveless shirts, open-toed shoes or shorts will be allowed.
- C.** Cal In/Out. Contestants must call in or out (whichever specified) for rodeo entry at the designated time. The deadline for call-in will be posted in the association newsletter and website. **NO LATE ENTRIES WILL BE ACCEPTED.** Anyone **NOT** calling in or out (whichever applies) **WILL BE RESPONSIBLE FOR THEIR FEES BEFORE THEY CAN ENTER ANOTHER RODEO.**
- D.** Livestock Draw. Livestock to be drawn at regular scheduled rodeos consists of calves for the Tie Down and Breakaway, Chute Doggin' steers and Steer Riding stock Team Roping steers will be chute run for regular scheduled rodeos but drawn for the association finals. Goats for goat tying will be rotated consistently in the run at regular scheduled rodeos but drawn for the association finals. Judges will draw all stock whether for regular scheduled rodeos or finals.
- E.** No participant shall compete with the same stock at any given weekend rodeo or rodeo average.
- F.** There are 8 approved events of the SJRA and each one shall have a director.
1. Tie Down Calf Roping
 2. Barrel Racing
 3. Goat Tying
 4. Team Roping
 5. Pole Bending
 6. Chute Doggin'
 7. Breakaway Calf Roping
 8. Ribbon Roping
- G.** All events will be open to boys and girls in the 11 and under age division.
- H.** 12 and over boys will be allowed to participate in:
1. Tie Down Roping
 2. Team Roping
 3. Chute Doggin'
 4. Breakaway Calf Roping
 5. Ribbon Roping

- I.** 12 and over girls will be allowed to participate in:
1. Barrel Racing
 2. Goat Tying
 3. Team Roping
 4. Pole Bending
 5. Breakaway Roping
- J.** POINTS & AWARDS. Points will be awarded to the top 10 contestants in each event, provided the event has 10 or more contestants. Points will be distributed according to the placing in each event. Events having 10 or more contestants will be distributed as follows:
1. First will receive 10 points
 2. Second 9 points
 3. Third 8 points
 4. Fourth 7 points
 5. Fifth 6 points
 6. Sixth 5 points
 7. Seventh 4 points
 8. Eighth 3 points
 9. Ninth 2 points
 10. Tenth 1 points

Classes having less than 10 contestants will receive the maximum number of points per the number of contestants in the said class. For example, if a class has 7 contestants, their points would be distributed as follows:

1. First will receive 7 points
 2. Second 6 points
 3. Third 5 points
 4. Fourth 4 points
 5. Fifth 3 points
 6. Sixth 2 points
 7. Seventh 1 point
- K.** Finals Points. Points that are earned throughout the rodeo season are accumulated and carried to the finals. At the finals, contestants receive points as normal for first rodeo and then again at the second performance. The times/scores for these two rodeos are averaged and the third rodeo is created. The total points for the finals as well as total points for throughout the season are totaled and awarded as such.
- L.** Most Improved Award. The Most Improved Award will be awarded to the cowboy and the cowgirl each season at the finals. Said contestant will be chosen on a points accumulation basis. These contestants will be those having never competed in finals before and having competed in at least 10 rodeos of previous season.
- M.** TIE BREAKERS. In the event of a tie at the finals, there will be NO runoff but both participants will receive designated award.
- N.** Yearly scholastic awards will be given at finals.
- O.** PRINCESS/QUEEN Contestants. No contestant holding the title of QUEEN/PRINCESS will be allowed to run in a consecutive year. After said reign, Princess or Queen must wait one year before running again. Girls wishing to participate in the Princess/Queen contestant will need to be a current member of SJRA and have participated in at least half the rodeo season for that year. Those not complying with the rule will be excluded from participating in the contest.
- P.** ATTENDANCE RULE. In order to attend the finals, contestant must enter and compete in 50% of scheduled rodeos.

ARTICLE III

TIE DOWN CALF ROPING

A. TIME LIMIT. There will be a 1 minute time limit.

B. GENERAL RULES

1. The contestant may change horses in calf roping
2. The roping box shall be part of the arena during roping events
3. Arena conditions will determine the score. The length of the score is set by the directors and judges.
4. Once the score line has been set in timed events, it will not be changed in that go nor can the length of the box be changed.
5. LAP AND TAP means that no barrier will be used. The time is to start when the calf's nose clears the gate.
6. In all timed events, a barrier will not be considered broken unless the ring drops within 10 feet of the post.
7. If the barrier equipment hangs on the calf and the contestant ties the calf, this constitutes acceptance by the contestant. If the contestant pulls up, he will receive the same calf back.
8. The calf belongs to the contestant when he calls for it, regardless of what happens, with the following exceptions:
 - a. If the calf gets out of the arena, the flag will be dropped and the roper will get the calf back lap and tap with time added that was accrued when the calf left the arena plus any barrier penalties.
 - b. In the cases of mechanical failure
 - c. If in the opinion of the judge the contestant is fouled by the barrier, the contestant shall get his calf back provided the contestant declared himself by pulling up.
9. The calf roper's horse must stand in the box behind the barrier strap. When lap and tap is used, the horse must stand backed in to the corner of the box.
10. The time is to be taken between barrier flag and field judge flag.
11. It shall be contestant/field director responsibility to see that the contestant competes on the stock drawn for them. In the event of a mistake, the stock that was drawn must be run during that performance and only that time taken (the time on the incorrect stock will be discarded).
12. All horses must have neck ropes.

C. EVENT RULES.

1. Contestants must adjust the ropes and reins in a manner that will prevent the horse from dragging the calf.
2. Calves must be pushed out by the contestant's assistance provided that they are ready.
3. ONE LOOP WILL BE PERMITTED.
4. LOOPS CAN BE REBUILT ONCE.
5. Contestants cannot receive any assistance after crossing the starting line.
6. The contestants must rope the calf, dismount, go down the rope, throw the calf by hand and then cross and tie any three legs.
7. Any catch is legal; catch as catch can rules apply.
8. If the calf falls down when the roper reaches it, the calf must be stood on at least three feet then rethrown.
9. If the roper's hand is on the calf when the calf falls, the calf is considered to be thrown by hand.
10. The rope must hold the calf until the roper gets his hand on the calf.
11. To qualify as a legal tie, there should be one or more wraps and 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.
12. The time must hold 6 seconds and the 3 legs must remain crossed until passed on by the judge.
13. Once the tie is made and the contestant stands back from the calf, he must not touch the calf or the rope.
14. The rope will not be removed and the rope must remain slack until the field judge has passed on the tie.

D. SCORING AND PENALITIES

1. In order for time to be considered official, the barrier flag must operate properly.
2. The timed event judge will not flag the contestant out until the time is recorded.
3. The judge is to flag time then flag the contestant out until if the run is not legal.
4. There will be a 10 second penalty for breaking the barrier
5. Roping the calf without releasing the loop from the hand will be a disqualifying catch.
6. The contestant will be disqualified for any abusive treatment of the calf or the horse.
7. After the contestant completes the tie and stands back up from the calf, he is not to touch the calf or the rope. If he does, he will be disqualified.
8. If the horse excessively drags the calf after the roper has dismounted, a 10 second fine will be added by the field judge.
9. Any roper entering the box without a neck rope on his horse will be disqualified once the barrier has been hooked. The judge will automatically flag the contestant out.
10. The roper will be flagged no time for touching the calf or the string after giving the finish signal or for dragging the calf after he remounts the horse.

E. RERUNS

1. In any timed event, if any animal escaped from the arena, the flag will be dropped and the watches will also be stopped. The contestant will get the animal back with lap and tap start and time already spent (including barrier penalties) will be added to the time used in qualifying.
2. If the time is not recorded, the roper will be given a rerun on the same animal.
3. If the rope is on the animal, the contestant will get the animal back lap and tap with the rope on it in the chute.
4. No rerun will be given due to faulty or broken equipment furnished by the contestant.
5. A calf must be rerun before it is used by another contestant.
6. When there is an electric time-and a digital clock malfunction, the contestant will be given a clean rerun at a time so designated by the judge and the arena director.
7. If there must be a rerun of calves to complete the go round, all calves must be tied down before any stock is drawn.

F. OFFICIALS

1. There shall be 2 or more times, a field judge, and a barrier judge.
2. The field judge must ask the contestant if he wants a second loop. Once a contestant has been flagged out, he will receive no stock back.
3. The barrier judge is responsible for changing the barrier string whenever it has been weakened, or upon the request of the next contestant.
4. The barrier judge shall keep a record of the length of the barrier trip rope each performance to assure that the same start will be allowed for all contestants each performance.
5. The barrier equipment must be inspected by the judge before each timed event. If the equipment is faulty, it must be replaced.
6. If a barrier flagman is used, the animal is to be flagged when it crosses the starting line in front of the flagman. A 10 foot tape must be hand for the barrier judge to measure the score line and check the 10 foot barrier rule.
7. The height of the barrier in timed events shall be from 32 inches to 30 inches to be measured at the center of the box.
8. The flagger will watch the calf during the 6 second period.
9. The flagger will start the watch when the roper signals for completed tie, if the roper's rope has come off the calf, or when the roper has remounted and his horse has taken one step forward.
10. The rope will not be removed and the rope must remain slack until the field judge has passed on the tie.
11. The flagger will start the watch and watch the calf, counting to 6 seconds.
12. If the horse excessively drags the calf after the roper has dismounted, the field judge may stop the horse.
13. If the calf kicks loose, the judge will stop the watch and check the time to determine if the tie was legal.
14. An untie man must not touch the calf until the judge has passed on the tie.

G. STOCK

1. Calves must be uniform weight and breed.
2. Calves must weigh between 150 pounds and 170 pounds. Stock should have no or minimal horns.

ARTICLE IV

BREAKAWAY CALF ROPING

A. TIME LIMIT

1. There will be a sixty (60) second time limit for the Jr. Division and a thirty (30) second time limit for the Sr. Division.

B. GENERAL RULES

2. Contestants may change horses in calf roping
3. The roping box shall be a part of the arena during roping events
4. Arena conditions will determine score; the length of the score to be set by the arena director and judges.
5. Once the score line has been set in timed events, it will not change in that go, nor can the length of the box be changed.
6. If lap and tap, the time will start when the animal's nose clears the gate.
7. In all timed events, a barrier will not be considered broken unless the ring drops within ten (10) feet of the post.
8. If barrier equipment hangs on the animal and the contestant continues to rope the animal, this constitutes acceptance of said animal. If the contestant pulls up, he/she will receive the same animal back.
9. The calf belongs to the contestant when he/she calls for it regardless of what happens, with the following exceptions:
 - a. If the calf gets out of the arena, the flag will be dropped and roper gets the calf back lap and tap, with the time added which accrued when the calf left the arena with any barrier penalties.
 - b. In cases of mechanical failure
 - c. If in the opinion of the judge, the contestant is fouled by the barrier, the constant shall get his/her calf back, providing the contestant declares himself/herself pulling up.
10. The calf roper's horse must stand in the box behind the barrier strap. When lap and tap is used, the horse must stand back into the corner of the box.
11. Time is to be taken between two flags.
12. It shall be contestant's / event director's responsibility to see that contestants compete on the stock which is drawn for them. In the event of a mistake, stock drawn for must be run during the performance and only that time taken.

C. 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 to allow the rope to be released from the horn when the calf hits the end of the rope.
3. The rope must be tied to the horn with a string and may not be run through the bridle, tie down 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 the second loop fails, it cannot be rebuilt and used
7. A white cloth or white flag must be attached within six inches of the end of the rope that is attached to the saddle horn. The SJRA will provide all flags and string and attempt to standardize what is used by all contestants.
8. The catch as catchcan rule shall apply after the loop has passed over the calf's head.
9. The rope must be released from the contestant's hand to be a legal catch.
10. In case the field judge flags out a roper who still legally has one or more loops coming, the judge may give the same calf back lap and tap, plus time already accrued and any barrier penalty assessed.

D. SCORING AND PENALTIES

1. Roping the calf without releasing the loop from the hand will disqualify the catch.
2. If the rope happens to dally the horn, or if the rope is broken free from the saddle horn by the contestant, or will break free when the calf hits the end of the rope the contestant will receive a no time.
3. All other scoring and penalties will be the same as in the tie down calf roping.

E. RERUNS

1. Shall be the same as in the tie down calf roping.

F. OFFICIALS

1. Shall be the same as in the tie down calf roping.

H. STOCK. Stock must weigh between 180 pounds and 250 pounds.

ARTICLE V

DALLY TEAM ROPING

A. TIME LIMIT

1. There will be a 60 second time limit.

B. GENERAL RULES

1. Shall be the same as tie down calf roping

C. EVENT RULES

1. A team roper may enter a maximum of three (3) times at any rodeo. However, points count only once per individual. Points will be awarded to the ropers highest placing at said rodeo.
2. The header's horse may stand anywhere in the box as long as it is behind the barrier strap. When lap and tap rule is used, the horse must stand backed into the corner of the box.
3. Header must start from behind the score or barrier line and must throw the first loop at the steer's head.
4. The heeler must start from behind the barrier line or score line.
5. The time will be taken when the steer is roped and both horses are facing the steer in line (L-shaped or better) with the ropes dallied and tightened. Dally must be kept until inspected by the judge. The horses' front feet must be on the ground.
6. Each contestant will be allowed to carry only one rope.
7. Each team will be allowed three (3) throws in all.
8. Roping the steer without turning loose of the loop will constitute a no catch.
9. The roper must dally to stop the steer.
10. No tied ropes will be allowed.
11. The word "dally" means one complete turn around the saddle horn.
12. The ropers must be mounted when the time is taken.
13. The steer must be standing up when roped by either head or heal.
14. No foul catches can be removed by hand.
15. If the steer is roped by only one horn, the roper is not allowed to ride up and put the rope over the other horn, or the head with his/her hand.
16. 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 out of the heel loop before the time.
17. 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 accrued by any barrier penalty.
18. If for any reason a team roper's partner does not show up at the rodeo, he/she may find another partner as long as the new partner is already entered in some other event in the rodeo.
19. In the event that a designated header misses with the first loop and the ropers switch ends, points will given as designated (i.e. for example, a header will receive heading points even though he heeled.)
20. All team roping steers will be chute run during the rodeo year; however steers must be "drawn for roping at the FINALS to prevent contestants from roping same steer more than once.
21. Ropers may only rope with the same partner one time per rodeo.
22. Team ropers must choose a partner for the finals with whom they have designated their points for at least 60% of the rodeos for the current year. If said partner does not qualify for finals, contestant must designate a partner with whom they roped with at least 5 rodeos in the current year. In the event a partner fitting this criterion is not available, one will be drawn from the available team roping contestants competing in the finals.

D. SCORING and PENALTIES

1. There will be only three legal head catches:
 - a. Both horns
 - b. Half head
 - c. Around the neck
2. If the hondo passes over one horn and the loop over the other, the catch is illegal
3. If the loop figure eights around the horns, it is illegal.
4. Any heel catch behind both shoulders is legal if the rope goes up the heels.
5. One hind foot caught receives a five second penalty.
6. Cross fire catches receives a no time. In the opinion of the field flagger, a heel loop is thrown before the header has dallied and changes direction of the steer, the team shall receive a no time.
7. The steer must not be handled roughly at any time and ropers may be disqualified if, in the opinion of the field judge, they have intentionally done so.
8. A broken rope or dropped rope will be considered as a no time.

E. RERUNS

1. Shall be the same as in the tie down calf roper.

ARTICLE VI

GOAT TYING

A. TIME LIMIT

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

B. EQUIPMENT

1. No foreign materials will be allowed in tying materials (i.e. oil, wax, or water are not considered a foreign substance). Contestants may use leather thong, a pigging string or a rope.

C. GENERAL RULES

1. Starting lines in goat tying will be subject to ground rules.
2. A clearly visible starting line will be provided.
3. The stake and the starting line will be permanently marked for the entire go-round.
4. Contestants may change horses in this event.
5. The arena gate must be closed immediately after the contestant enters and must be kept closed until the run is over.
6. A contestant may enter the arena at the speed of his/her choice.
7. The time is to be taken between two flags.
8. The horse's nose will be timed as it crosses the starting line.
9. Time will start when the contestant crosses the starting line.
10. Time will stop when the contestant signals the completion of the tie.
11. The timing of the tie begin when the contestant stand clear of the goat three (3) feet.
12. Qualified persons other than contestants will be used a goat holder.
13. Sr Goat tying, no assistance may be given to the contestant at any time once the contestant has broken the plane of the arena. Violation of this rule will result in the contestant receiving a "no time" for that run.
14. All divisions of goat tying will start on the left side facing the alley from the goat stake.

D. SCORING and PENALTIES

1. Timed event judges will not flag the contestants out until time is recorded.
2. The judge is to flag time and then flag the contestant out if the run is not legal.
3. The tie will be passed on by a field judge and if it is not secure for the six (6) seconds, the contestant will receive a no time.
4. The contestant will receive a no time for touching the goat or the tie string after signaling that he/she is finished.
5. **If the contestant runs over the goat or rope with the horse while mounted, there will be a ten (10) second penalty. Contestant will be considered mounted until both feet are on the ground.**
6. On the judge's inspection of the goat tying string after completion of tying, if the string is in violation of the rules, the contestant is disqualified.
7. Goats will be changed out every 3 riders.

E. STOCK. Goats must weigh between 30 pounds and 50 pounds.

ARTICLE VII

BARREL RACING

A. TIME LIMIT

1. A Contestant will be allowed fifteen (15) seconds from the time the arena gate is entered until time is started by the field flagger of the automatic electric timer.

B. EQUIPMENT

1. A judge may prohibit the use of bits or equipment that he may consider too severe.
2. A complete electric timer must be backed up by a flagman who will stand directly behind one timer post in the arena. One timer will record the times that appear on the electric controller read-out. Two timers will operate the digital watches and record the average time which is shown thereon. These two timers will operate from the flagman's signals.
3. Permanent markers should be put in the ground for electric eyes. Electric eyes should be placed on the score line no closer than the width of the first two barrels from the electric eye to be centered in each performance.
4. The line on the fence from the flagman should be well marked. These markers should be checked every performance, along with the barrel markers which shall be restaked if pulled out. A record of these measurements shall be kept.
5. If after malfunction on the automatic timer with three (3) contestants, we will go to and refer to stop watch times per event.

C. GENERAL RULES

1. Starting lines in barrel racing will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The horse's nose will be timed as it crosses the starting line.
4. A contestant may enter the arena at the speed of his/her choice.
5. During barrel racing events, the arena will be dragged at regular intervals to be determined by the director.
6. The arena gate must be closed immediately after the contestant enters the arena and kept closed until the pattern is completed and the horse is under control **as judge dictates**.
7. The consultant must enter the plane of arena with hat on or receive five (5) second penalty.
8. Contestants may only ride the same horse provided they are not competing in the same age division.
9. Jr. and Sr. Barrel Racing, no assistance may be given to the contestant at any time, once the contestant has broken the plane of the arena. Violation of this rule will result in the contestant receiving a "no time" for that run.

D. EVENT RULES

1. All barrels must be twenty yards or farther apart. Nothing under 20 yards will be accepted.
2. The arena conditions will enable the management to decide the distance over 20 yards that they wish to place the barrels.
3. Each barrel racer will be required to perform a "True Clover-leaf Pattern" in order to receive an official time. Any other patterns will be considered broken and will be recorded as such. Official Judge will determine said call.
4. The boundaries set for the barrels will be as follows:
 - a. The barrels must be at least twenty (20) feet from the arena fence.
 - b. The front two (2) barrels shall be **a minimum of twenty (20) feet** from the starting line, if arena size allows.
 - c. The distance between the two (2) front barrels shall be thirty (30) yards, if arena size allows.
 - d. The distance between the two (2) front barrels and the back barrel shall be thirty-five (35) yards, if arena size allows.
 - e. The contestant may start on either the right or left-handed barrel.
5. Touching the barrel is permitted by either horse or contestant.

E. SCORING AND PENALTIES

1. Timed event judge will not flag contestant out until the time is recorded.
2. The judge is to flag the time and then flag a contestant out if the run is not legal.
3. Knocking over a barrel is a five (5) seconds per barrel knocked over.
4. Not following the cloverleaf pattern will receive a no time.
5. A five second penalty will be added to the time for an infraction of the following rules: Contestant will be allowed fifteen (15) seconds from the time he/she enters the arena gate until the time starts by field flagger of electric eye.
6. If the horse recrosses the starting line at any time before the pattern is completed, the pattern will be considered broken and the run will receive a no time.
7. If the contestant's horse breaks the timer light by backing through it, before starting the pattern, time will be considered started.

F. RERUNS

1. No rerun will be given due to faulty or broken equipment furnished by the contestant.
2. If a time is missed due to the electronic timer, the contestant must accept the average of two stop watch timers.
3. The barrel race is a timed event, using brightly colored 55 gallon steel drums.
4. Both ends of the barrels must be enclosed.
5. There shall be no rubber or plastic barrels.
6. There is to be only one contestant and horse in the arena at a time.
7. The starting gate or gates will remain the same throughout the entire rodeo.

ARTICLE VIII

POLE BENDING

A. TIME LIMIT

1. Shall be the same as in barrel racing

B. EQUIPMENT

1. Shall be the same as in barrel racing

C. GENERAL RULES

1. Shall be the same as in barrel racing
2. Jr and Sr Pole Bending, no assistance may be given to the Contestant at any time, once the contestant has broken the plane of the arena. Violation will result in a no time.

D. EVENT RULES

1. The Pole Bending pattern will be required to be a "true pattern" consistently ran around 6 poles. Any other patterns will be considered broken and will be recorded as such. Official Judge will determine such call.
2. No flags are to be used on any of the poles.
3. The distance from the starting line to the first pole shall be 21 feet apart.
4. Poles shall be set on top of the ground, be 6 feet in height and have no base larger than 14 or smaller than 12 inches in diameter.
5. Poles must be in a straight line.
6. Touching the pole is permitted by either the horse or the contestant.
7. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
8. The contestant must enter the arena with hat on or be given a five (5) second penalty.

E. SCORING and PENALTIES

1. Knocking over a pole is a five (5) second penalty per pole.
2. Not following the pole bending pattern will receive a "no time".
3. All other scoring and penalty rules shall be the same as in the barrel racing.

F. RERUNS

1. Shall be the same as in the barrel racing.

ARTICLE IX

CHUTE DOGGIN'

A. TIME LIMIT

1. There shall be a sixty (60) second limit.

B. GENERAL RULES – JR. CHUTE DOGGIN'

1. Time begins when the steer's nose crosses the score line. The line (barrier) judge will flag the start when the animal crosses the score line. Flag starts the time. No horn will be used.
2. The contestant's left hand must be on the steer's left horn when crossing the score line.
3. When the steer is thrown, the head and all four legs must be in the same direction.
4. **There will be one (1) four (4ft) foot score line from the chute gate.**
5. Contestants in the twelve (12) and over division will throw steers or larger calves and the contestants in the eleven (11) and under division will throw calves with plastic horns.

C. GENERAL RULES – SR CHUTE DOGGIN'

1. Here will be a sixty (60) second time limit. Bucking chutes will 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 chute. 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 animal's nose crossed 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 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 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.
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.

D. EVENT RULES

1. A left delivery chute must be used and all chute doggin' 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 the score line the dogger will be disqualified.
3. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plane of the chute gate.
4. Contestant is considered working the steer when the steer leaves the chute.
5. If steer gets loose, dogger may take no more than one step to catch steer.
6. After crossing the start line, dogger must bring it to a stop or change its direction or twist it down.
7. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by dogger putting animal's horns into the ground, it must be let up to all four feet and then thrown.
8. 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.
9. Dogger must have hand on steer when flagged.
10. Contestant is required to turn steer's head so that it can get up.
11. A steer falling in the opposite direction the dogger 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.

E. 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 if run is not legal.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. Contestant will be disqualified if he attempts in any way to tamper with steer or chute.
5. Time should be taken with the average of two times at all rodeos.
6. Contestant will be disqualified for any abusive treatment of steer.
7. Dogger will be disqualified if animal is thrown before start line.
8. If steer falls on its own before nose crosses line, steer must be let up and not thrown until steer's nose crosses line.
9. There will be a ten (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.

F. RERUNS

1. In any timed event if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. No rerun will be given due to faulty or broken equipment furnished by contestant.
3. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
4. A steer must be rerun before it is used by another contestant. Fresh steers may be added to the herd after they have been released from the bucking chute and thrown down. It is the responsibility of the dogger to throw the cattle, at a time mutually agreed upon with the stock contractor.
5. If fresh steers are missed in the doggin', any steer missed in competition must be thrown down immediately following the performance in which the steer was drawn. Such steer shall be thrown down by a person appointed by the Chute Doggin event director. Each steer missed in competition is to be thrown no more than one time.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at the time designated by the judge and the arena director, plus any barrier penalties. If barrier penalties, then lap and tap start.

G. OFFICIALS

1. There shall be two or more times, a field flag judge, and a barrier judge.
2. The fairness of the 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.

H. OPTIONAL RULES

1. A whistle may be used to signal when the steer has crossed the start line.
2. The same judge can be used to flag the start and the finish.

I. STOCK. Stock must weigh no more than 250 pounds.

ARTICLE X

RIBBON ROPING

A. GENERAL RULES

1. Rules will follow National Wrangler Association rules, with the exception that a roper may rebuild his/her loop once.
2. There will be a sixty (60) second time limit.
3. Runners may only enter once, but ropers may enter twice and receive points on their highest placing. If a contestant doesn't have a partner, he or she may enter the draw pot. Ropers with 2 runs cannot be drawn for a 3rd run. Roper must designate a partner for finals.