

**ROCKN'5L RODEO
COMPANY**



JUNIOR PRO DIVISION

2024

Rules and Regulation

RockN'5L Rodeo Company Rules & Regulations 2024

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RockN'5L Rodeo Company

Rules & Regulations 2024

Mission Statement

To promote the sport of rodeo among our youth in a friendly and loving environment and to prepare them to compete at the next level.

Motto

Here at RockN'5L Rodeo Company, it is our mission to grow the sport of rodeo and bring back character that we feel the sport has lost through the years.

Goals

1. Grow the sport of rodeo
2. Prepare our athletes for the next level
3. Instill character in the sport and in our contestants

Plan of Action

Growing the Sport

To grow our sport, we must grow the number of our contestants and fan base.

How?

To grow our contestant numbers at the professional level, we must start at the youth level we set forth with a goal preparing your child to be successful at the next level- For our young men and women that will be Jr. High Division/ for our Jr. High Division that will be High School Division/ High School Division that will be either College or ultimately Professional.

Prepare the Athlete

How?

We are committed to providing the appropriate stock, experienced personnel, knowledgeable mentors, and are willing to dedicate countless hours to your child's success.

Instill Character

How?

Character is something that is usually inherited and not taught. Good character consists of many things. We believe there are 6 major things one must have to show character.

1. Honesty
2. Work Ethic
3. Take Responsibility for one's own actions
4. Willing to help yourself and others
5. Doing all things with a good attitude
6. Setting good examples

From Us to You

As in everything we do, rodeo will always have complaints and concerns from the contestants, parents, fans, personnel etc. RockN'5L Rodeo Company is a new entity. With all new things there's growing periods and learning curves. We are not by any means claiming to be perfect or even always right. We do not live in a make-believe land where we believe we have it all figured out. We, as a whole, give our heart and soul to this association. With that being said, we can't do it alone. We are open to suggestions and constructive criticism, but the ones with suggestions and criticism (complaints) must be willing to do their part to help with those issues and understand that everything never works best for everyone. Some complaints we hear how long the rodeo lasts. We have hundreds of entries per rodeo. Youth Rodeos make for long days when children (our contestants) work multiple events on the timed event side and rough stock end of the arena.

Fix

We offer staggering times to pay fees determined by event worked.

We will be meeting with personnel to get more efficient.

Parents

Help have contestants/horse ready.

Purchase your own equipment, sharing takes time. Donate time at Rodeo.

Most of all, be understanding and have a good attitude. We all know that bad attitudes are contagious and a cancer to any organized event or even the workplace. Let's all enjoy not only the success but have fun during the process. (Kids feed from adults!)

Final Note

If strangers are willing to donate 100+ hours a month to the success of your child, is 12 hours of your time a month a lot to donate to your own child's success?

General Rules

- **Each contestant must have their entry fees paid before they can compete in any event at each rodeo!** Contestants will receive a wristband when fees are paid, and release form is signed. Wristbands will be checked before competition in any event. If in an event contestant enters the arena, and their fees have not been paid, that will stand as grounds for an automatic disqualification.
- Each contestant must have a waiver signed by a parent or guardian before competing at any rodeo. The waiver is valid through the remainder of that rodeo season, including any clinics or other events held by RockN'5L Rodeo Company.
- Each association member that participates in the Finals rodeo is required to sell and/or purchase a minimum of \$300 of the raffle ticket sheet and/or sell ads in the finals program. The raffle ticket proceeds will go towards the RockN'5L Rodeo Company Finals to help with the purchase of awards. (Ex. 2/3 ticket sheet @ \$200 & \$100 worth of Ads, 1 Ticket Sheet @ \$300, Ads equaling \$300, etc.) **ANY COMBINATIONS WILL BE ACCEPTED, HOWEVER, ATLEAST \$200 WORTH OF FUNDRAISING MUST BE TURNED IN BY THE MAY 25TH RODEO DEADLINE TO ENSURE JACKET ORDER & QUALIFICATION STATUS. Ads money & MATERIALS must be turned in by the JULY 27th RODEO! NO EXCEPTIONS! These final requirements stand alone, as do not take place of sponsorships obtained.**
- Memberships will be allowed until June Rodeo in order to meet qualifications, however, \$200 of the fundraising requirements will also be required when signing up to insure jacket order. **ABSOLUTELY NO JACKET ORDER WILL BE PLACED AFTER JUNE RODEO! NO EXCEPTIONS!**
- **Jackets: Additional jackets can be ordered for anyone wishing to do so, such as staff, parents, and/or siblings, however these jackets will only be ordered with prepayments and must be paid for by the date of the June Rodeo. ABSOLUTELY NO JACKET ORDER WILL BE TAKEN AFTER THE JUNE RODEO.**
- **Dress Code:** All contestants must be dressed in rodeo attire: **BOOTS, belt, pants (NO holes or rips - unless rips happen during an event or on rodeo grounds), long sleeve \wrist length, western button/snap shirt (shirt must be tucked in while on rodeo grounds), RockN'5L Rodeo Company back number (MUST be current year), and cowboy hat or regulation riding helmet.** Rodeo attire is required within the established perimeter 1 hour prior to the start of the rodeo and throughout the entire rodeo regardless of whether the participants' events have been completed or not. The hat/helmet must be on when you enter the arena and stay on head until rider is past designated area by judge's consent. Sleeves must be all the way down. **Shirt must be tucked in when rider enters the arena/or until rider is past the hat line.** If the rider's hat is not on rider when he/she crosses the designated line when entering the plain of the arena, (at mouth of the arena), when rider is competing (regardless of where the hat lands), there will be a **5 second penalty** added to the rider's time and this call will be made by qualified judge, arena director, or event director. Rodeo attire is required for Peewee, Junior, Senior, and Super Senior competitors inside the established and marked perimeter of the arena area – even while not competing. **Anyone assisting a child or a rodeo event inside the arena must, also, be in rodeo attire (only exception - Mutton Busting). "Hey Dudes" or "Cattle Driving" Style shoes will NOT be allowed, Boots only!**
A \$25 fine will be given to anyone breaking rodeo attire and can be given multiple times

for the same offense or in the same rodeo per Judges', Directors', and/or Board's discretion! A disqualification can also be given per Judges', Directors', and/or Board's discretion! The fine will be added to the contestants account and must be paid for by the next rodeo entry.

- **Each rodeo contestant is allowed ONLY ONE (1) assistant, (family member OR friend) as a helper in the back pens and staging area of the time event area of the arena!** This is to cut down on congestion, and to ensure safety for both contestants and animals.
- **Each contestant must have a family member (parent, grandparent, sibling, aunt, uncle, etc.) for a minimum of 1 Rodeo, 1 Event, 1 hour, PER CONTESTANT. The contestant may also complete their own volunteer requirements, by volunteering in any event in which they are not competing.** A link will be posted before each rodeo via Facebook for sign-ups. You may also sign up when checking in at the Membership Table if any of the volunteer spaces are still available. A buy out option will be available for \$100 per contestant. Volunteering in any rough stock event must be approved by the Arena Director, Assistant Arena Directors, Event Directors, and/or Stock Contractor. Each contestant will receive a timecard in the membership packet to be signed and turned in immediately after you have completed the volunteered event. **THE VOLUNTEER TIME CREDIT WILL NOT BE GIVEN UNTIL THE VOLUNTEER CARD HAS BEEN SIGNED BY THE DIRECTOR & TURNED INTO THE MEMBERSHIP TABLE. If the volunteer timecard has been lost, a replacement card can be purchased for \$5.**
- **Each contestant must have obtained THEIR OWN EQUIPMENT by their 2nd Rodeo or this will stand as grounds for an automatic disqualification.** If equipment is on back order or not received in a timely manner, you must provide a copy of the receipt to show your purchase.
- **RockN'5L Rodeo and its directors reserve the right to evoke a ground rule allowing rigging to stay on the stock to ensure rodeo is run in the most efficient manner.**
- **RockN'5L Rodeo Company reserves the right to require a mandatory slack performance on the Friday night before the Saturday Performance Rodeo if it is deemed necessary.**

RockN'5L Rodeo Company back numbers (**current year**) are **required** rodeo attire for ALL competitors. Sponsors pay to have their logo on each number to advertise their business. As such, there will be a **\$10 charge** for each replacement number.

- All decisions made by the rodeo judges will be **final**. All "gray" areas will be cleared by judges and arena director.
- If something is NOT covered in this rule book, please refer to The International Professional Rodeo Association, also known as IPRA, rulebook.
- The contestant will compete in the age group per their age as of January 1st of the rodeo year. Contestant may move up an age group but not down an age group. Contestants cannot carry points from one age group to the other, points stay for rider and age group competed. All events in which a contestant participates must be in the same age group across the board. Once a contestant moves up to an older group, they may NOT move back down. They are in that age group until they age out of it.
- **Checks:** Membership fees and entries can be paid by check. **Any check that is returned will be charged a \$35.00 return check fee.** If anyone has a returned check, then they will no longer be able to write a check for fees. Payment will be on a cash/debit card/credit card basis only. A 3.5% + 30 cents processing fee will be added additionally when using ALL credit/debit cards.
- **NO ILLEGAL DRUGS ON PREMISES of the Crazy P Arena grounds or any place of a RockN'5L event. Anyone caught will be turned over to the local authorities.**
- **NO ALCOHOL will be allowed inside the chain linked fence structure surrounding the arena or persons appearing to be under the influence! A \$25 fine will be given to the oldest child of the family/friend associated with the violator. The fine can be given multiple times in a single rodeo if deemed necessary, and the violator**

can be asked to leave at the discretion of Judges, RockN'5L Board, &/or Crazy P Arena! If violator is deemed a habitual violator, then said violator will be banned for the remainder of the season.

- **NO SMOKING &/OR VAPING will be allowed inside the arena, back pens, and/or bucking chutes! A \$25 fine will be given to the oldest child of the family/friend associated with the violator. The fine can be given multiple times in a single rodeo if deemed necessary.**
- **Vendors: Vendors will be welcomed. We try our best to be selective and offer a variety of vendors and not duplicate, however we will not police or prohibit anyone from selling duplicated items. Vendors will have a \$50 per day fee and must be paid upon arriving at the entry booth, before the event! No showing will result in being charged \$25 per day No-Show Fee and must be paid before returning to the next RockN'5L event. We appreciate our vendors business and spend time promoting our vendors.**

➤ **Conduct:**

RockN'5L Rodeo and its officials reserve the right to ask contestant, family members and/or spectators to leave, disqualify contestants, and/or revoke memberships for any of the stated reasons.

All contestants, spectators, parents, and guardians must conduct themselves in a respectful manner representative of RockN'5L Rodeo Company. Any spectator, guardian, and/or contestant may be asked to leave, be disqualified, or memberships revoked by any rodeo official for any of the following:

1. Fighting or quarreling in the arena and/or on the rodeo grounds.
2. Possessing Alcohol/Or severely intoxicated inside the arena and/or chain linked fence.
3. Non-Payment of entry fees.
4. Attempting to fix, bribe or influence the judges.
5. Cheating or attempting to cheat. Any fashion will not be tolerated.
6. Mistreatment of stock.
7. Refusing to compete on the stock drawn for them.
8. Not being ready to compete when called upon.
9. Abusive language or improper conduct by contestants, parents, guardians, and/or spectators.
10. Not wearing Back Number or not being in Rodeo Attire while on Rodeo Grounds.
11. Causing an altercation (verbal &/or physical) with a Judge, RockN'5L Staff, &/or Crazy P Arena Personnel.
12. Derogatory remarks concerning RockN'5L Rodeo Company, or any conduct detrimental to the image of RockN'5L Rodeo Company and its members.

Members on the suspended list will NOT be allowed to compete, advertise, or promote themselves in or around RockN'5L Rodeos.

All contesting members and family will at all times conduct themselves in an exemplary manner upholding RockN'5L Rodeo's purpose and shall present themselves in a neat, clean, and orderly manner.

Anyone participating or assisting a contestant will be held accountable for adhering to and abiding by the RockN'5L Rodeo Rules and Regulations. It shall be the responsibility of the individuals to be familiar with the RockN'5L Rodeo Rules and Regulations and its content.

➤ **Payouts:**

Payouts is 50% of entry fees, paid out at the end of the rodeo, are as follows:

- Entries between 1-4 pays back 1 place and is 100%
- Entries between 5-7 pays back 2 places and is 60-40% split
- Entries between 8-10 pays back 3 places and is 50-30-20% split
- Entries between 11-15 pays back 4 places and is 40-30-20-10% split

- Entries 16 & OVER, pays back 5 places and is 40-30-15-10-5% split
- **NO payouts will be given in the Tiny Tots' or "Stars of Rodeo" (Special Needs) events. Participation buckles are given to each qualifying Tiny Tot member and each "Star of Rodeo" at the end-of-the-year awards ceremony.**
- Contestants can only enter the rodeo during designated time, no late entries will be allowed after the late call-in period. If you are not ready to enter the arena when you are called on, you will receive a no time for that event. A contestant will be called three times. After that third call, a scratch will be issued to that rider.
- **There will be no entry changing or adding at the rodeo; contestants must compete in the events already entered in, and in the draw order given.**
- All draws are done by at least one Judge and/or Arena director, and the Rodeo Secretary.
- **If contestants or parents have any problems or questions you will need to talk with the Event Director immediately to have your question(s) addressed. At that time, the Event Director will then speak to the Arena Director or Judge on your behalf.**
- **ROCKN'5L RODEO REFUSES THE RIGHT TO LOOK AT ANY VIDEOS!!! If a parent still wishes for a video to be reviewed a \$100 review fee will be ENFORCED AND MUST BE PAID IN FULL BEFORE THE RODEO FINISHES IN ORDER TO RECEIVE PLACINGS, POINTS, AND/OR PAYOUTS FOR THAT RODEO. Outstanding Review Fees will result in the contestant not being able to call-in until the fee is paid in full. Judges' calls are still FINAL, and review does NOT GUARANTEE REVERSAL OF THE CALL!**
- **Age Divisions:** Age divisions are age as of January 1st of Rodeo Year:
 - Tiny Tots: 5 years & younger
 - Pee-Wee: 6-8 years
 - Junior: 9-11 years
 - Senior: 12-14 years
 - Super Senior: 15-18 years (19, if still in High School)
- **Point System:**
 - 1st place 10 points
 - 2nd place 9 points
 - 3rd place 8 points
 - 4th place 7 points
 - 5th place 6 points
 - 6th place 5 points
 - 7th place 4 points
 - 8th place 3 points
 - 9th place 2 points
 - 10th place 1 point
- Non-members DO NOT accumulate points or Finals' qualifying rodeos. Points are not awarded or accumulated retroactively. Non-member rodeos DO NOT count towards the 4-rodeo, Finals' requirement.**
- **Year-End Awards and Qualification for Finals Rodeo:** To qualify for year-end awards and the finals rodeo **each** contestant must:
 - 1.) Be a member of the association.
 - 2.) Must compete in at least 4 rodeos. *(Each event must also have been competed in 4 times.)*
 - 3.) Sell a minimum of \$300 in Fundraising; raffle ticket sheet and/or ads for the finals' program.
 - 4.) Family Member Volunteer a minimum of 1 Rodeo, 1 Event, 1 Hour **per contestant.**
- **CONTESTANTS MUST COMPETE IN THE FINALS RODEO TO RECEIVE FINALS AWARDS!**

- Year-end champions' awards will be given at the finals rodeo. Year-end awards are given to the top five in each event per age-group (except Tiny Tots/"Stars of Rodeo"). Year-end event champions will be declared by a ride/run off. **BOTH** parties must be present and/or given the option to return for a ride off. If in the event the winner has still not been declared, **or BOTH PARTIES HAVE DECLINED THE RUNOFF**, and the average of those contestants' scores/times will determine the winner. Ties for All-Around awards (saddles) will be determined by the contestant who has attended the most rodeos and if there is still a tie, the award goes to the one who has the most first place wins during the season. The second person in the tie breaker would then, and **ONLY THEN** receive a reserve buckle. **ROCKN'5L RODEO COMPANY DOES NOT AWARD RESERVE ALL AROUND CHAMPIONSHIP BUCKLES!** RockN'5L Rookie of the Year is given to the **1(ONE)** contestant, boy **OR** girl, with the Over All Most Points accumulated in their 1st year of competing with RockN'5L. **ROCKN'5L RODEO COMPANY DOES NOT AWARD A RESERVE ROOKIE CHAMPIONSHIP BUCKLE!** If there is a tie within the top 5 awards in each event/division, the kids can choose to take one of the extra prizes or have the another of the allotted prizes ordered for him/her. A coin toss will determine who gets the first choice. Choice is ***final*** and cannot be changed. **The Finals Rodeo will not have payouts**, but points will be awarded. **Year-end prizes will be given at the Final Awards Ceremony.** If you cannot be present for the Finals Award Ceremony, it is the contestant's responsibility to make arrangements to obtain that award **AFTER** the awards ceremony. **NO AWARDS WILL BE HANDED OUT AT THE FINALS RODEO OR BEFORE THE FINALS AWARDS CEREMONY!**
- **MEDICAL INJURIES PERTAINING TO FINALS:** IN ORDER TO RECEIVE AWARDS, ONE MUST CALL-IN, CHECK-IN, PAY, & ATTEMPT THEIR EVENTS AT THE FINALS RODEO, HOWEVER, ROCK'N5L RODEO COMPANY RESERVES THE RIGHT TO HANDLE THESE ISSUES INDIVIDUALLY BASED ON THE CIRCUMSTANCES.
- All-Around Champions and Event Champions will be awarded at the Finals Award Ceremony. To qualify, a contestant must compete in at least 3 events for 4 rodeos for the All-Around category, and a minimum of 4 rodeos in each event to qualify for year-end awards.
- In any given division event, 3 contestants are required for Finals to receive a belt buckle in that category. If in an event, 3 contestants are not eligible, an award will be presented fitting to the amount of entry fees collected during the season in that event & division.

MEMBERSHIP DUES: \$75 FOR 1ST CHILD & \$50 FOR ADDITIONAL SIBLING. WE NO LONGER HAVE A FAMILY HOUSEHOLD MAX.

➤ **Entry Fees:**

- **Members**

- Entry event fee: \$12 **per event.**
- Arena Fee: \$20 (**once per rodeo**).
- Barrel & Pole Timing Fee: \$17 **per event**
- Stock fee **per event:**
 - Tiny Tot/Pee-Wee Goats- \$7.50
 - Tiny Tot/Pee-Wee Sheep- \$20
 - Tiny Tot/Pee-Wee/Junior Bulls & Ponies- \$35
 - Pee-Wee/Junior/Senior/Super Senior Chute Dogging Stock- \$20
 - Junior/Senior/Super Senior Goats- \$15
 - Senior/Super Senior Bulls & Broncs- \$45
 - All Roping Stock- \$20
 - Sorting- \$20

- **Non-members**

- Entry event fee: \$12 **per event.**
- Arena Fee: \$20 (**once per rodeo**).

- Non-Member fee: \$30
- Barrel & Pole Timing Fee: \$17 **per event**
- Stock fee **per event:**
 - Tiny Tot/Pee-Wee Goats- \$7.50
 - Tiny Tot/Pee-Wee Sheep- \$20
 - Tiny Tot/Pee-Wee/Junior Bulls & Ponies- \$35
 - Pee-Wee/Junior/Senior/Super Senior Chute Dogging Stock- \$20
 - Junior/Senior/Super Senior Goats- \$15
 - Senior/Super Senior Bulls & Horses- \$45
 - All Roping Stock- \$20
 - Sorting- \$20

- **IMRA Members (International Miniature Rodeo Association)**- RockN'5L Members wishing to qualify for IMRA, MUST complete an online application @ internationalminaturerodeoassociation.com prior to the rodeo. For contestants who are competing to qualify for IMRA, there will be a \$15 IMRA fee for EACH rodeo per IMRA. IMRA events include Bareback, Saddle Bronc, Bull Riding, Barrel Racing (Girls ONLY), and Breakaway (Girls ONLY). IMRA age divisions are in conjunction with RockN'5L Rodeo's age divisions. For questions regarding the RockN'5L Rodeo IMRA Travel Team please reach out to our IMRA Coordinator Tina Croft @ 770.841.0620.

- **RSNC Members (Cinch's Ranch Sorting National Championship)**- For any questions regarding the RSNC or RSNC Memberships please reach out to our Ranch Sorting Director, Paul Beck @ 706.506.2434.

- **"Stars of Rodeo" – Special Needs**

All special needs children are more than welcome and encouraged to join RockN'5L Rodeo Company and hold a very dear spot in our heart. We believe in enabling these special children, rather than disabling them. In our efforts to do so, we will have these contestants compete in the age division and event as any other child would do so. However, these elite children will all receive a special award at the end of the year awards ceremony if they meet the qualifications for the Finals Rodeo. This category will be called "The Stars of Rodeo". Medical documentation or written documentation from a school **WILL BE REQUIRED**. Any proof that constitutes this as legitimate will be acceptable, **but SOME KIND OF PROOF MUST BE PROVIDED!**

- **Contestants must call in OR send an email to the rodeo officials on the Call-In day (Tuesday, the week before) 11 days prior to rodeo during the designated times on Facebook. If you do not call-in, ***YOU DO NOT RIDE***!**
- **Contestants must be signed-in 1 hour before their 1st event.**
- **Mandatory Grand Entry-** If you compete on a horse in **ANY** event, are registered, and on the grounds during the Grand Entry, you must and will be required to participate in the Grand Entry. Tiny Tots & Pee-Wee contestants will be optional due to safety concerns.
- *****If you are a NO SHOW at a rodeo, then your entry fees and stock fees must be paid prior to the next rodeo's entry. If you "call-out" after call-in has ended, it will be considered a 'no show' and all fees will apply. These fees can be taken care of by texting/calling Hannah @ 706.669.0846 and will be processed through Square including the 3.5% + 30 cents processing fee. The only exception we will consider as valid is if the contestant can provide a doctor's note or a vet's note for the excused absence. The doctor's note/vet's note MUST BE dated in a timely manner and in correlation with the absence. The absentee note must be text to Hannah @ 706.669.0846 by the following Wednesday after the rodeo. After that following**

Wednesday, for an additional \$25 fee the note will be accepted until the Saturday following the rodeo. NO absentee notes will be accepted past the Saturday after the rodeo and all fees will stand as is. Prepaid entry fees would only be created if the guidelines were followed.

- **Call-in will take place by calling 706-217-7165.** Call-in phone number AND dates are also provided on the Facebook Page.
- Call-in is from 6-9pm Eastern Time on Tuesday evening, week prior to Rodeo Saturday. (11 days prior). Ex. March 23rd Rodeo Call-In will be on Tuesday, March 12th.
- Call-ins by email (rockn5lyouthrodeo@gmail.com) can be sent beginning at 12:00 p.m. on Sunday week prior (13 days prior) to Call-in Tuesday until Call-in Tuesday. (A **\$25 late call-in fee** applies to ANY call-in after 9 PM eastern time on the call-in day). **NO** call-ins will be accepted after 10:00 PM on the following Wednesday week prior (10 days prior) before a rodeo.
- All stock events will have the draw done at least 2 hours prior to rodeo.
- All stock events will have two judges, and all running events will always have one judge in the arena while rodeo is in progress.
- No person shall be allowed in the arena during a rodeo performance unless entered in an event or as an assistant. This rule shall be enforced by the arena director and/or judge. **Anyone entering the arena will be subject to a \$25 fine or their contestant disqualified.**
 - If a participant receives a 'NT' or 'no time' in an event, he/she receives credit for participating, but does NOT receive a competitive time or score.
 - If he/she receives a scratch, 'DQ' or 'disqualification', it means that the event does not count. It does NOT count toward points or towards Finals' requirements.
- All re-rides and re-runs will be at judge's discretion based on IPRA Rules.
- Each contestant entered in rough stock events will be allowed one and only one assistant behind the chutes when he or she is contesting. Assistant must be in complete rodeo attire. **Anyone additionally behind the bucking chutes will be subject to a \$25 fine or the contestant disqualified. This does NOT pertain to contestants getting ready; however, this area is not the location for hangouts.**
- Assistant helping barrel racers and pole benders will not be allowed to go past the hat line when they are entering the arena. The only exception to this rule is mutton busting, "Stars of Rodeo" (Special Needs) and Tiny Tot division events. All assistants **MUST** be in rodeo attire when in the arena, with the exception of the mutton busting parents. **If in the event an assistant has entered the arena, it will stand for grounds of a disqualification being issues AND can result in a \$25 fine.**
- In roping, timed events, and steer wrestling, the contestant is allowed a helper in the box to assist in settling the horse and keeping the horse in the corner of the box. When the contestant calls for the animal, no further assistance can take place. No physical and/or hands-on encouragement can take place by the assistant after the contestant calls for the animal. The helper may have his hands on the horse at such time that the contestant calls for the animal, **but if the helper starts the horse or holds the horse in any way that affects the contestants scoring process, the contestant will receive a no time, AND can result in a \$25 fine.**
- **LAP & TAP:** In any timed event, if an animal escapes from the arena, the flag will be dropped, and watches stopped. The contestant will get the animal back with a lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
- **Contestants will be given time limits based on their age divisions to go in their event. Stalling longer than the given time limit set can result in a disqualification and/or a potential \$25 fine for Seniors & Super Seniors. This includes, but is not limited to, not being prepared or ready, stalling with nerves, or having issues with the**

contestant's horse.

Tiny Tots- 60 Seconds

Pee-Wee- 60 Seconds

Juniors- 45 Seconds

Senior- 30 Seconds & subjected to a \$25 fine

Super Senior- 30 Seconds & subjected to a \$25 fine

- **Once the arena staking and set up process has been completed, no contestant shall practice or run any of their events as practice to receive an advantage before the slack and performances are completed.**
- Any situation that arises that is not covered in this rule book shall be called by the judges based on the IPRA rule book.
- It shall be the contestant's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for contestant must be run during that performance and only that time or score taken. If the contestant has declared the animal for the run, and is found to be the wrong animal, this will result in a disqualification.

***The Arena Director, Judges, and/or Event Directors reserve the right to address and change any situation deemed unsafe to animals, spectators, or participants in the best way determined possible at the moment. The safety of all involved is of utmost priority!**

Events

Junior, Senior & Super Senior Ranch Sorting (Boys & Girls Compete together)

General Rules:

1. Ranch sorting is a 2 Contestant team **AND** will be called-in and scored as a Team Event for points purposes.
2. **A 2 Draw limit will be ENFORCED.** You may call-in needing a draw partner or use a draw partner if your call-in partner is absent, but this will only be allowed two (2) times during the entire duration of the season. **NO DRAW PARTNERS WILL BE ALLOWED FOR FINALS.**
3. **Team members can be a combination of any age group. Ex. Junior and Super Senior, Senior and Senior.**
4. Each team will sort cattle 0-9 (10 head total) subsequently.
5. Cattle herds will be ran at max of ten (10) runs consequently, then switched out for a fresh herd. If less than, RockN'5L Rodeo reserves the right to divide the runs accordingly to run the herds as equally as possible.
6. Initial cattle number called, starting the sorting will be a draw, however, will NOT be posted for advanced knowledge! Each cattle sorted next will be subsequent to the initial number called. Ex. Draw number 6, Sort 6,7,8,9,0,1,2,3,4,5 to sort all 10 cattle. Not sorting in this correct order will result in a disqualification.
7. Spotting is allowed and actually encouraged by the Ranch Sorting National Championship (RSNC), meaning any by standers can let the contestants know what number is next and/or where its location maybe.
8. A smaller arena or pen will be set up inside the large arena of Crazy P Arena and will be the definition of the arena or pen in this event.
9. A run starts with team members on opposite side of start line from cattle. The team has the option to push cattle to the far side of the pen before starting.
10. The judge will raise the flag when the pen is ready. The judge will signal the

beginning of the run by dropping the flag when the nose of the first horse crosses the start/foul line and the first number to be sorted will be announced.

11. The announcer will call the draw number, which will determine the first cow to be sorted. The cattle will then be sorted increasing in sequence from that number (see #6).
12. Electric eye timers as well as back up timers will be used.
13. Team members will rotate being the sorter & gate man. A personal decision of who will go after the 1st cow called and who will be gate man, is to be made between themselves before starting. Once the starter contestant, (1st Horse), has gotten their 1st cow in the pen, they then will stand in place defending the gate while the other contestant retrieves the next cow in sequence. They will then stand as the gate man with the 1st horse going to retrieve the 3rd cow in sequence. This rotation will continue until all the cows are sorted or time has elapsed.
14. If two or more cows cross the line together, as long as the nose of the correct number or numbers cross the line first, the cattle are considered to be in order regardless of whether they finish crossing in that order.
15. Cows are not counted as sorted until they are completely across the line.

Time Limit:

1. Teams will have a 90 Second Time Limit, regardless of age divisions. **Judges' time is the official time.**
2. Time to start when the first horse's nose crosses the plain and will end when the last cow is completely across the plain or team has reached the 90 second time limit.

Scoring and Penalties:

1. This event is scored with a combination of the amount of cattle sorted **AND** the fastest time and will both stand as factors when placing the teams for points. The number of cattle sorted stands as the 1st factor. (Ex. 1st place- all 10 cattle in 15.000 secs, 2nd place- all 10 cattle in 90.000 second time limit, 3rd place- only 7 cattle in 90.000 second time limit.)
2. Teammates will receive the same points for that rodeo, and split placing payouts.
3. **Final awards** will be given for 1st through 5th places based on points accumulated through the season, with only two (2) set of awards for **THE ENTIRE** age divisions combined.
4. If any part of a wrong numbered cow/calf starts across the line, it is a **No Time**.
5. If any part of a correctly numbered cow/calf starts across the line and then backs out it is also considered a **No Time**.
6. The cattle must be sorted in number sequence. If any part of a cow/calf crosses the start/foul line out of sequence before the correct cow/calf starts across the start/foul line a disqualification will occur and result in a **No Time**.
7. A disqualification will also occur if any part of a sorted cow/calf re-crosses the start/foul line and result in a **No Time**. Any cattle not entirely across the start/foul line will not be counted as sorted and the team will not receive scoring for said cattle.
8. Abusive schooling or treatment of horses will **NOT** be tolerated. Any contestant who is in violation of this rule will be disqualified, and the **TEAM** will receive a **No Time**.
9. A team will be disqualified for roughing cattle, consisting of any physical contact by horse or rider at the judge's discretion, and the **TEAM** will receive a **No Time**.
10. **On Foot-** Any rider working cattle must be mounted on horseback. Working cattle on foot is reason for disqualification. If a contestant falls off their horse, this is not an automatic disqualification, but must remount before either teammate continues to sort cattle.
11. **Lead-line-** No contestant will be allowed to be lead-line in this event due to safety. Any contestant attempting to lead-line will be disqualified, and the **TEAM** will receive a **No Time**.
12. **Hazing-** Contact with cattle by hands, ropes, bats, or any other equipment or apparel is NOT

- allowed and will result in a **No Time** as a **TEAM**. Waiving of hats, reins, and/or whips at cattle will also result in a **No Time** as a **TEAM**.
13. If no cows/cattle are sorted in the allotted time the TEAM will receive a No Time.
 14. **Gate Call**- There is a 30 second gate call for every team after the announcer calls for that team. If that team has not entered the arena pen within the allotted time they may be disqualified.
 15. **OUTSIDE INTERFERENCE**- in regard to already sorted cattle- When a team is running and it is determined by the judge that interference from outside the arena adversely affect the run, the judge will give the team an option of a re ride from scratch or time and cattle sorted when the infraction occurred.
 16. **Judges may disqualify contestants who have been advised he/she is next to go if he/she is not mounted on their horse, ready to go, when previous contestants leave the arena. FAILURE TO DO SO CAN ALSO RESULT IN A \$25 FINE**

Re-rides:

1. The matter of re-rides shall be decided by the judges.
2. If a re-ride is given, the judge shall inform the contestant immediately of his marking.
3. No re-ride will be given due to faulty or broken equipment furnished by the contestant in any event.
4. Re-rides may be given for official or mechanical errors. Examples: Clocks, timers, or buzzer errors. Panels, gates. Etc.
5. For the safety and well-being of livestock and contestants if a cow/calf goes down due to exhaustion or injury the time is stopped and the team can take their current time and # of head, or have the option for a re-ride, which would be ran immediately. This does not apply for downed cattle due to the rouging rule.
6. If a run is started with less or more than the correct number of cattle, the team MUST take a re-ride. With the same number called, after the correct number of cattle are in the pen. A re-run would follow immediately.
7. At judge's discretion a re-run, lap and tap, or a no time can be given if a cow leaves the arena.
8. All re-rides will occur **immediately** using the same herd, with the exception of replacing a run-away cow from the arena at the judge's discretion.
9. INJURED UNNUMBERED or UNFIT CATTLE – Prior to a team crossing the start / foul line the team must notify the judge of any UN-numbered, injured, or unfit cattle. Once brought to the judges' attention the Judge (not the contestants) will determine whether to correct the problem or proceed forward. No re-rides will be given once a team has committed to the cattle by crossing the start / foul line unless cattle become injured or UN-numbered during the run. Then at the judges' discretion the judge may stop the run and the contestants will have the choice to take their current cattle and time or a re-ride. The re-ride will occur **immediately** using the same numbered cattle once injured, or unnumbered cattle are replaced.
10. Possible reasons for a judge to remove cattle include but are not limited to, lame, sick, exhausted, blind, and/or bleeding.
11. There will be **NO** re-rides for inconsistent cattle.
12. If it is determined by the judge during a set that a cow becomes unfit, then that cow will be replaced but **NO** re-rides for previous teams will be allowed.

Senior & Super Senior Bareback Riding **(Boys & Girls Compete together)**

General Rules:

1. Contestant is not to use sharp spurs. **ROWELS ARE NOT TO LOCK.**

2. Contestant will have the right to call judges to pass on whether animal is properly flanked to buck the best of his ability or not.
3. Fall - If chest or brisket, belly, side, or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
4. No contestant will ride two heads in the same event during a performance except for re-rides.
5. Contestants may pull riggings from either side.
6. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

Time Limit:

1. Stock must be ridden for 8 seconds. **Judges' time is the official time.**
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

Event Rules:

1. Senior & Super Senior contestants have no more than 30 seconds to nod and take their ride. Failure to do so will result in disqualification AND subject to a \$25 fine.
2. To qualify, the rider must have spurs over the break of the shoulders and touching animal when animal's front feet hit the ground on its initial move out of the chute.
3. Contestants will have the right to call judges to pass on whether stock is properly flanked and cinched or not.
4. Rigging must lie flat on animal's back while rigging is being cinched.
5. Stock contractor may call on judges to pass on whether rigging is being set or cinched in a manner that might hurt stock's back.
6. Judges may require contestant to take his hand out of rigging after an animal is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request to take such action.
7. One arm must be free at all times.
8. The judge on the latch side of the chute gate shall serve as a back-up timer in the bareback riding event 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 a time verification on each ride. In any instance where the time is eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight seconds, the judge must go with the whistle.

Scoring and Penalties:

1. Ride and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in making the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
4. If an animal stalls coming out of the chute, either judge may tell contestant to take his feet out of the animal's neck and mark-out rule will then be waived.
5. Contestant shall receive no score for not following judges' instructions to take feet from neck of animal stalled in chute.
6. If the rigging comes off of animal, touching anything with free hand or if contestant is bucked off, contestant will receive a no score.
7. In the opinion of the judges, if a contestant is riding with rowels too sharp or riding with locked rowels, he will receive a no score.
8. Contestant will be disqualified for taking any kind of finger tuck, or finger wrap.
9. It shall be the contestant's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for contestant must be run

during that performance and only that time or score taken. If the contestant has declared the animal for the run, and is found to be the wrong animal, this will result in a disqualification.

- 10. Judges may disqualify contestant who has been advised he is next to go if he/she is not above the animal with his glove on when previous animal leaves the arena. FAILURE TO DO SO CAN ALSO RESULT IN A \$25 FINE.**

Re-rides:

1. The matter of re-rides shall be decided by the judges.
2. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.
3. The contestant may refuse re-ride and take his marking.
4. Contestant must make his decision immediately.
5. No re-ride will be given due to faulty or broken equipment furnished by contestant in any event.
6. If an animal that is drawn for a re-ride is already drawn for another contestant
 - a. 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.
7. If animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride in the prior go-round will take the animal first.
8. When a final head is to be ridden in the riding events, at least two additional head of stock will be available for re-rides.
9. Re-rides may be given only when stock fails to break, stops, or fouls the rider.
10. 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.
11. Contestants who are fouled at chute and declare will be entitled to re-ride at judge's discretion, or the mark out rule may be waived.
12. If animal falls down out of chute, contestant will be entitled to a re-ride at the discretion of the judges.
13. 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.
14. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
15. 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.
16. If the pickup man or horse comes in contact with bucking animal before qualified time has elapsed, re-ride will be given on same animal drawn. Only exception to this rule is if it is that rodeo's last day. The last day, contestant may have same animal back if stock contractor is willing, or re-ride drawn if requested. If stock contractor is not willing, re-ride will be drawn.

Equipment:

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

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

Senior & Super Senior Saddle Bronc Riding

(Boys & Girls compete together)

General Rules:

1. **Contestant must wear single stitch, leather sole boots.**
2. Contestant is not to use sharp spurs. **ROWELS ARE NOT TO LOCK.**
3. Contestant will have the right to call judges to pass on whether animal is properly flanked to buck the best of its ability.
4. Fall - If chest or brisket, belly, side, or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
5. No contestant will ride two head in the same event during a performance except for re-rides.
6. Contestants may pull riggings, and cinch saddle from either side.

Time Limit:

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

Event Rules:

1. Senior & Super Senior contestants have no more than 30 seconds to nod and take their ride. Failure to do so will result in disqualification AND subject to a \$25 fine.
2. Either stock contractor or contestant has the right to call the judges to pass on whether animal is properly saddled and flanked to buck its best or not.
3. Riding rein and hand must be on the same side.
4. Horses to be saddled in chute.
5. Rider may cinch own saddle.
6. Saddles shall not be set too far ahead on horse's wither.
7. Middle flank belongs to rider, but contractor may have rider put flank behind curve of animal's belly.
8. Flank cinch may be hobbled.
9. To qualify, rider must have spurs over the break of the shoulders and touching animal when animal's front feet hit the ground on its initial move out of the chute.
10. One arm must be free, at all times, and must not touch animal with the free hand.
11. The judge on the latch side of the chute gate shall serve as a back-up timer in the saddle bronc riding event 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 a 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.

Scoring and Penalties:

1. Ride and animal to be marked separately.
2. Figures used in marking the riding events shall range from 1 to 25 on stock and 1-25 on contestant and use the full spread.
3. If an animal stalls coming out of the chute, either judge may tell contestant to take his feet out of the animal's neck and mark-out rule will then be waived.
4. Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
5. A rider will be given a no score for any of the following reasons:
 - a. Being bucked off.
 - b. Changing hands on reins.
 - c. Wrapping rein around hand.
 - d. Pulling leather.
 - e. Losing stirrup.
 - f. Touching self, animal, saddle, rein, etc., with free hand.
 - g. Riding with locked rowel or rowels that will lock on spurs.
6. Anyone using any foreign substance other than dry resin on chaps and saddle shall be disqualified. The judges will examine clothing, saddle, rein and spurs and exception be made if local rules make it necessary for the covering of spur rowels.
7. It shall be the contestant's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for contestant must be run during that performance and only that time or score taken. If the contestant has declared the animal for the run, and is found to be the wrong animal, this will result in a disqualification.
8. **Judges may disqualify contestant who has been advised he is next to go if he/she is**

**not above the animal with his glove on when previous animal leaves the arena.
FAILURE TO DO SO CAN ALSO RESULT IN A \$25 FINE.**

Re-rides:

1. The matter of re-rides shall be decided by the judge.
2. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.
3. Contestant may refuse re-ride and take his marking.
4. Contestant must make his decision immediately.
5. If halter comes off, rider must have re-ride providing contestant has made a qualified ride up to the time the halter comes off. Rider must re-ride or take no score for that ride.
6. No re-ride will be given due to faulty or broken equipment furnished by contestant in any event.
7. If an animal that is drawn for a re-ride is already drawn for another contestant 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 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 given.
12. Contestants who are fouled at chute and declare will be entitled to a re-ride at judges' discretion, or the spurring out rule may be waived.
13. If animal falls down out of chute, contestant will be entitled to a 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 rider takes same animal back, he must take that marking given on re-ride.
16. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
17. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the re-rides.
18. If the pickup man or horse comes in contact with bucking animal before qualified time has elapsed, re-ride will be given on the same animal drawn.

Equipment:

1. Riding to be done with a plain halter, one rope-rein and committee saddle and contestant must supply own saddle.
2. Standard halter must be used unless agreement is made by both contestant and stock contractor.
3. Stock contractors may furnish their own halters and contestants may use them. If a contestant borrows halter, he accepts the equipment as his own.
4. Dry resin may be used on chaps and saddle.
5. Contestant saddle specifications:
 - a. Rigging:
 - (1) 3/4 double-front edge of "D" ring must pull not further back than directly below center point of swell.
 - (2) Standard E-Z or ring type saddle "D" must be used and cannot exceed 5 3/4 inch outside width measurement.
 - b. Swell Undercut:
 - (1) No more than two inches--one inch on each side.
 - c. Gullett:

- (1) Not less than four inches wide at center of fork of covered saddle.
 - d. Tree:
 - (1) Saddles must be built on standard tree.
 - (2) Specifications:
 - (1) Fork -- 14" wide.
 - (2) Height -- 9" maximum.
 - (3) Gullett -- 5 3/4" wide.
 - e. Cantle:
 - (1) 5" maximum height.
 - (2) 14" maximum width.
 - f. Stirrup leather must be hung over bars.
 - g. Saddle should conform to the above measurements with a reasonable added thickness for leather covering.
 - h. No freaks allowed.
 - i. Front cinch on bronc saddle shall be mohair or neoprene and shall be at least eight (8) inches in width at the center but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.
6. All contestants must wear an Athletic Protective Mouthpiece while contesting. Mouthpiece may not be trimmed any smaller than the size required to cover all teeth.
 7. All contestants must wear a vest designed to protect the chest and back while contesting in the Saddle Bronc Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.
 8. **No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on bareback horses or saddle broncs. Spur rowels must have five or more points.**

Tiny Tot & Pee-Wee Mini Ponies & Junior Ponies Bareback Riding
(Boys & Girls Compete together)

General Rules:

1. Contestant is not to use sharp spurs. **ROWELS ARE NOT TO LOCK.**
2. Contestant will have the right to call judges to pass on whether animal is properly flanked to buck the best of his ability or not.
3. Fall - If chest or brisket, belly, side, or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
4. No contestant will ride two head in the same event during a performance except for re-rides.
5. Contestants may pull riggings from either side.
6. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
7. Stock weighing up to 550 (Tiny Tot & Pee-Wee) and 600 - 900 lbs. (Junior) should be used for this event.

Time Limit:

1. Animal must be ridden for four (4) seconds by Tiny Tot contestants and six (6) seconds by Pee-Wee & Junior contestants. **Judges' time is the official time.**
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

Event Rules:

1. Tiny Tot & Pee-Wee contestants have no more than 60 seconds to nod and take their ride, Juniors have no more than 45 seconds to do so. Failure to do so will result in disqualification.
2. To qualify, the rider must have spurs over the break of the shoulders and touching animal when animal's front feet hit the ground on its initial move out of the chute.

3. Contestants will have the right to call judges to pass on whether animal is properly flanked and cinched or not.
4. Rigging must lie flat on animal's back while rigging is being cinched.
5. Stock contractor may call on judge to pass on whether rigging is being set or cinched in a manner that might hurt animal's back.
6. Judges may require contestant to take his hand out of rigging after an animal is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request to take such action.
7. One arm must be free at all times.
8. The judge on the latch side of the chute gate shall serve as a back-up timer in the bareback riding event 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 a time verification on each ride. In any instance where the time is six seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty.

Scoring and Penalties:

1. Ride and animal to be marked separately.
2. Figures used in making the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
3. If an animal stall coming out of the chute, either judge may tell contestant to take his feet out of the animal's neck and mark-out rule will then be waived.
4. Contestant shall receive no score for not following judges' instructions to take feet from neck of animal stalled in chute.
5. If the rigging comes off animal, touching anything with free hand or if contestant is bucked off, contestant will receive a no score.
6. In the opinion of the judges, if a contestant is riding with rowels too sharp or riding with locked rowels, he will receive a no score.
7. Contestant will be disqualified for taking any kind of finger tuck, or finger wrap.
8. Judges may disqualify contestant who has been advised he is next to go if he is not above the animal with his glove on when previous animal leaves the arena.

Re-rides:

1. The matter of re-rides shall be decided by the judges.
2. Contestants shall not influence the judges by asking for a re-ride at any time.
3. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.
4. Contestant may refuse re-ride and take his marking.
5. Contestant must make his decision immediately.
6. No re-ride will be given due to faulty or broken equipment furnished by contestant in any event.
7. If an animal that is drawn for a re-ride is already drawn for another contestant 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 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 the riding events, at least two additional head of stock will be available for re-rides.
10. Re-rides may be given only when stock fails to break, stops, or fouls the rider.
11. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a re-ride drawn for.
12. Contestants who are fouled at chute and declare will be entitled to re-ride at judge's discretion,

- or the mark-out rule may be waived.
13. If animal falls down, out of chute, contestant will be entitled to a re-ride at the discretion of the judges.
 14. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have re-ride drawn.
 15. 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 bucking animal before qualified time has elapsed, re-ride will be given on same animal drawn. Only exception to this rule is if it is that rodeo's last day. The last day, contestant may have same animal back if stock contractor is willing, or re-ride drawn if requested. If stock contractor is not willing, re-ride will be drawn.
 18. A contestant will have the option of a re-ride if the flank comes off the animal and the contestant has completed a qualified ride up to the point of the flank coming off.

Equipment:

1. Riding to be done with one-handed rigging and contestant must supply own rigging.
2. Rigging shall be leather and shall not be more than ten (10) inches in width at the handhold and not over six (6) inches wide at the "D" ring. Latigo cannot be blocked in the "D" ring. Riggings will use a standard "D" ring to be set to sit flat on horses back when cinched. No freaks will be allowed. Only rawhide may be used under the body of the hand- hold. There will be no rawhide restrictions with the exception of no rawhide may be within one (1) inch of the back of the rigging body excluding the "D" ring wrap which may be no more than two (2) inches up from the bottom of the body. The rigging body must also be spread nine (9) inches apart at the back of the rigging four (4) inches down from the center. The handlebars under the rigging body must be tapered down to at least one-fourth (1/4) inch at the end of the handlebar.
3. Rider may have a single layer of leather under handhold which will extend at least one inch on both sides of the center of the handhold not to be skived and shall be glued down.
4. No metal will be allowed in riggings or handholds, resin handle bareback rigging to be used. Only leather or rawhide is allowed for handhold, with a maximum of three-fourths (3/4) inch of rawhide allowed. Flat-head rivets and/or screws and "t" nuts are allowed to secure handhold. The only other metal allowed will be in the "D" rings.
5. Quick release buckle is optional on bareback rigging.
6. Cinches on bareback riggings shall be made of mohair or neoprene and shall be at least eight (8) inches in width at the center but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.
7. Required bareback pads are to completely cover the underside of the riggings and are to extend a full two inches behind the rigging.
8. Pads used under riggings must be leather covered on both sides. No hair pads will be allowed. If a foam pad is used, it must be high density foam at least 3/4 of an inch thick. In addition, the pad must have leather over the bars one-eighth (1/8) inch thick extending at least one-half (1/2) inch on either side or the back of the handlebars.
9. In addition to the pad, a piece of leather a minimum of 1/8 inch thick and 4" square must be glued or sewed to the pad and centered in comparison to the total body length of the rigging. This piece of leather shall be placed so that 1/2 of it extends behind the rigging and the remaining 2" is under the rigging.
10. The rider's glove will be a plain glove with no flaps, rolls, wedges, or gimmicks. An extra piece of leather may be used at the base of the little finger only. It must be on the inside of the glove and is not to extend out from the seam more than 5/8 inch and can be no more than 5/8 inch thick. On the outside of the glove, there are to be no horizontal cuts from the second knuckle back. On the inside (palm side), only vertical cuts or slits allowed on fingers only.
11. A palm piece may be used in glove which will be at least once inch wide and three inches long

- and will be glued in.
12. There will be no adhesive material other than dry resin used on rigging or on rider's glove. Benzoin may be used.
 13. Stock contractors will have the right to have judges pass on whether riggings are objectionable. Judges are to decide on all riggings and pads.
 14. All contestants must wear long sleeve shirts, boots, spurs, chaps, neck roll, vest, and mouthpiece are required. Helmets may be worn at contestant discretion, all contestants wearing a helmet be advised of potential neck injuries.
 15. **No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on animals. Spur rowels must have five or more points.**

Tiny Tot & Pee-Wee Mini Ponies & Junior Ponies Saddle Bronc Riding

(Boys & Girls Compete together)

General Rules:

1. **Contestant must wear single stitch, leather sole boots.**
2. Contestant is not to use sharp spurs. **ROWELS ARE NOT TO LOCK.**
3. Contestant will have the right to call judges to pass on whether animal is properly flanked to buck the best of its ability.
4. Fall - If chest or brisket, belly, side, or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
5. No contestant will ride two head in the same event during a performance except for re-rides.
6. Contestants may pull riggings, and cinch saddle from either side.
7. Stock weighing up to 550 (Tiny Tot & Pee-Wee) and 600 - 900 lbs. (Junior) should be used for this event.

Time Limit:

1. Animal must be ridden for four (4) seconds by Tiny Tot contestants and six (6) seconds by Pee-Wee & Junior contestants. **Judges' time is the official time.**
2. Time to start when animal's inside front shoulder passes the plane of the chute.

Event Rules:

1. Tiny Tot & Pee-Wee contestants have no more than 60 seconds to nod and take their ride, Junior contestants have no more than 45 seconds to do so. Failure to do so will result in disqualification.
2. Either stock contractor or contestant has the right to call the judges to pass on whether animal is properly saddled and flanked to buck its best or not.
3. Riding rein and hand must be on the same side.
4. Animal is to be saddled in chute.
5. Rider may cinch own saddle.
6. Saddles shall not be set too far ahead on animal's shoulder. Saddles must properly fit ponies.
7. Flank cinch belongs to rider and is to be buckled around livestock's hind quarters below tail.
8. Contestant will connect rein to neck.
9. To qualify, rider must have spurs over the break of the shoulders and touching animal when animal's front feet hit the ground on its initial move out of the chute.
10. One arm must be free at all times and must not touch animal or rein with the free hand.
11. The judge on the latch side of the chute gate shall serve as a back-up timer in the saddle bronc riding event 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 a time verification on each ride. In

any instance where the time is six seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. I

Scoring and Penalties:

1. Ride and animal to be marked separately.
2. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
3. If an animal stalls coming out of the chute, either judge may tell contestant to take his feet out of the animal's neck and mark-out rule will then be waived.
4. Contestant shall receive no score for not following judges' instructions to take feet from neck of animal stalled in chute.
5. A rider will be given a no score for any of the following reasons:
 - a. Being bucked off.
 - b. Changing hands on reins.
 - c. Wrapping rein around hand.
 - d. Losing stirrup.
 - e. Touching self, animal, saddle, rein, etc., with free hand.
 - f. Riding with locked rowel or rowels that will lock on spurs.
6. Anyone using any foreign substance other than dry resin on chaps and saddle shall be disqualified. The judges will examine clothing, saddle, rein and spurs and exception be made if local rules make it necessary for the covering of spur rowels.
7. Judges may disqualify bronc rider who has been advised he is next to go if he is not above the animal with his glove on, if used, when previous animal leaves arena.

Re-rides:

1. The matter of re-rides shall be decided by the judge.
2. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.
3. Contestant may refuse re-ride and take his marking.
4. Contestant must make his decision immediately.
5. No re-ride will be given due to faulty or broken equipment furnished by contestant in any event.
6. If an animal that is drawn for a re-ride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the man who draws the animal for a re-ride.
7. 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.
8. When a final head is to be ridden in riding events, at least two additional head of stock will be available for re-rides.
9. Re-rides may be given when stock fails to break, stops, or fouls the rider.
10. 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 given.
11. Contestants who are fouled at chute and declare will be entitled to a re-ride at judges' discretion, or the spurring out rule may be waived.
12. If animal falls down, out of chute, contestant will be entitled to a re-ride at the discretion of the judges.
13. 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.
14. If rider takes same animal back, he must take that marking given on re-ride.
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 bucking animal before qualified time has

elapsed, re-ride will be given on the same animal drawn.

Equipment:

1. Riding to be done with a one bronc rein and committee saddle and contestant must supply own saddle.
2. Dry resin may be used on chaps and saddle.
3. Contestant saddle specifications:
 - a. Rigging:
 - (1) 3/4 double-front edge of "D" ring must pull not further back than directly below center point of swell.
 - (2) Standard E-Z or ring type saddle "D" must be used and cannot exceed 5 3/4 inch outside width measurement.
 - b. Swell Undercut:
 - (1) No more than two inches--one inch on each side.
 - c. Gullett:
 - (1) Not less than four inches wide at center of fork of covered saddle.
 - d. Tree:
 - (1) Saddles must be built on standard tree.
 - (2) Specifications:
 - (1) Fork -- 14" wide.
 - (2) Height -- 9" maximum.
 - (3) Gullett -- 5 3/4" wide.
 - e. Cantle:
 - (1) 5" maximum height.
 - (2) 14" maximum width.
 - f. Stirrup leather must be hung over bars.
 - g. Saddle should conform to the above measurements with a reasonable added thickness for leather covering.
 - h. No freaks allowed.
 - i. Front cinch on bronc saddle shall be mohair or neoprene and shall be at least eight (8) inches in width at the center but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.
4. Long sleeve shirts, boots, spurs, chaps, neck roll, vest, bronc rope and mouthpiece are required. Helmet may be worn at contestant discretion, all contestants wearing a helmet should be advised of potential neck injuries.
5. **No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on animals. Spur rowels must have five or more points.**

Junior Bull Riding

(See Page 44 for Junior, Senior, & Super Senior Bull Riding)

Pee-Wee Mini Bull Riding

(Boys & Girls Compete together)

General Rules:

1. Contestant is not to use sharp spurs. No part of spur may have sharp edges including rowels and wire locks. ALL rowels MUST be rounded off.
2. Contestant will have the right to call judge to pass on whether animal is properly flanked to buck the best of its ability or not.
3. Fall- If chest or brisket, belly, side, or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.

4. No contestants will ride two head in the same event during a performance except for re-rides.
5. Contestants may pull ropes from either side.
6. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
7. **This event is allowed in addition to Mutton Busting.**
8. Mutton Busting points do NOT count towards Pee-Wee Bull Riding events.

Time Limit:

1. The mini bull will be ridden for six (6) seconds. **Judges' time is the official time.**
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

Event Rules:

1. Pee-Wee contestants have no more than 60 seconds to nod and take their ride. Failure to do so will result in disqualification.
2. Bell must be under the belly of the bull.
3. Ropes cannot be used that have any knots, wires, or other aids for the purpose of placing spurs therein.
4. Mini Bulls having dangerous horns in the opinion of the event director must be dehorned, tipped, or kept out of the draw.
5. If a rider makes a qualified ride with any part of the loose rope in his riding hand, provided he has not touched the ground or has not fouled the animal with his free hand, he is to be marked.
6. Only five (5) point plain or notched spur rowels (one rowel per shank) may be used in the mini bull riding.
7. Riders may use dry rosin and/or glycerin only on glove and rope.
8. Riding is to be done with one hand in rope, and one hand held up.
9. No split finger wrap, no knots or hitches to prevent rope from falling off calf. When rider leaves him.
10. No more than two men may be on the chute to pull contestant's rope.
11. The judge's stopwatch will be the official timer. 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 six seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty.

Scoring and Penalties:

1. Ride and animal to be marked separately.
2. Figures used in marking the riding events shall range from 1 to 25 on stock and 1 to 25 on contestant and use the full spread per judge.
3. **No bell - no marking.** Rider **MUST** have bell on rope!
4. If contestant makes qualified ride with any part of rope in riding hand, contestant is to be marked.
5. Contestant will receive no score for any of the following offenses:
 - a. Being bucked off.
 - b. Touching animal, equipment, or person with free hand.
 - c. Using sharp spurs.
 - d. Placing spurs or chaps under the rope when the rope is being tightened.
6. Judge may disqualify a rider who has been advised they are next to go if he is not above the animal with their glove on when the previous animal leaves the arena.
7. Disqualifications: Rider will be disqualified for any of the following offenses:
 - a. Being bucked off.
 - b. Using sharp spurs.

- c. Contact with animal or himself with free hand or assisting himself with free arm by touching animal.
- d. Placing spurs in rope or bell strap before leaving the bucking chute (catching a knot).

Tiny-Tot Mini Bull Riding **(Boys & Girls Compete together)**

General Rules:

1. Contestant is not to use sharp spurs. No part of spur may have sharp edges including rowels and wire locks. ALL rowels MUST be rounded off.
2. **Tiny Tot Mini Bulls will be flanked to the Stock Contractors discretion based on the animal's needs and abilities.**
3. Fall- If chest or brisket, belly, side, or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
4. No contestants will ride two head in the same event during a performance except for re-rides.
5. Contestants may pull ropes from either side.
6. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
7. **This event is allowed in addition to Mutton Busting.**

Time Limit:

1. The mini bull will be ridden for four (4) seconds. **Judges' time is the official time.**
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

Event Rules:

1. Tiny Tot contestants have no more than 30 seconds to nod and take their ride. Failure to do so will result in disqualification and subject to a \$25 fine.
2. Bell must be under the belly of the bull.
3. Ropes cannot be used that have any knots, wires, or other aids for the purpose of placing spurs therein.
4. Mini Bulls having dangerous horns in the opinion of the event director must be dehorned, tipped, or kept out of the draw.
5. If a rider makes a qualified ride with any part of the loose rope in his riding hand, provided he has not touched the ground or has not fouled the animal with his free hand, he is to be marked.
6. Only five (5) point plain or notched spur rowels (one rowel per shank) may be used in the mini bull riding.
7. Riders may use dry rosin and/or glycerin only on glove and rope.
8. Riding is to be done with one hand in rope, and one hand held up.
9. No split finger wrap, no knots or hitches to prevent rope from falling off calf. When rider leaves him.
10. No more than two men may be on the chute to pull contestant's rope.
11. The judge's stopwatch will be the official timer. 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 six seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty.

Scoring and Penalties:

1. Ride and animal to be marked separately.
2. Figures used in marking the riding events shall range from 1 to 25 on stock and 1 to 25 on contestant and use the full spread per judge.
3. **No bell - no marking.** Rider **MUST** have bell on rope!
4. If contestant makes qualified ride with any part of rope in riding hand, contestant is to be marked.
5. Contestant will receive no score for any of the following offenses:
 - a. Being bucked off.
 - b. Touching animal, equipment, or person with free hand.
 - c. Using sharp spurs.
 - d. Placing spurs or chaps under the rope when the rope is being tightened.
6. Judge may disqualify a rider who has been advised they are next to go if he is not above the animal with their glove on when the previous animal leaves the arena.
7. Disqualifications: Rider will be disqualified for any of the following offenses:
 - a. Being bucked off.
 - b. Using sharp spurs.
 - c. Contact with animal or himself with free hand or assisting himself with free arm by touching animal.
 - d. Placing spurs in rope or bell strap before leaving the bucking chute (catching a knot).

Tiny Tot and Pee-Wee Mutton Busting (Run in the order of Pee-Wee then Tiny Tot)

(Boys & Girls Compete together)

1. Contestants in **Tiny Tots** must ride **4 seconds**, and **Pee-Wees** must ride **6 seconds** - **Judges' time is the official time.**
2. The time will start when the animal crosses the plane of the chute gate. A re-ride may be awarded at the judge's discretion if the contestant is fouled at the chute or the animal falls.
3. Tiny Tot and Pee-Wee contestants have no more than 60 seconds to take their ride.
4. The contestant will be disqualified for any of the following:
 - a. Bucking off (touching the ground) before the timer,
 - b. Not being ready when called upon.
 - c. Using spurs.
5. Contestants may **NOT use a mutton busting rope** in this event.
6. Contestants may **NOT use spurs** in this event. A contestant found using spurs during this event will be disqualified for his/her ride.
7. Rider weight is **not to exceed 60 pounds. Weight will be checked before each rodeo** (except Finals). If a child exceeds 60 lbs., they will be given a 10lb. weight variance for the season. They may move up to riding mini bulls, but the points earned prior to that will not transfer. **NO ONE OVER 70 lbs. WILL BE ALLOWED TO RIDE SHEEP!**
8. **All mutton busting contestants are required to be weighed-in at check-in. Mutton Busting Contestants WILL NOT be allowed to check-in without the actual contestant present at the check-in table. Once weighed, contestants will receive a separate wrist band with their weight recorded & timestamped and checked upon entering the arena for this event. At any given point during the event, the Arena Director, Event Director, Judge, &/or Stock Contractor can verify this wristband.**
9. **Failure to weigh in for Mutton Busting WILL result in a \$25 fine AND subjected to disqualification!**

10. Scoring of the ride:
 - a. If a rider holds on by laying forward and hugging the sheep with both arms, the rider can score up to 60 points.
 - b. If a rider sits up and holds on with two hands just holding onto the animals hide, then the rider can score up to 70 points.
 - c. If a rider sits up and holds on with one hand with the free arm never touching the animal or him/herself or any equipment the rider can score up to 80 points.
 - d. Ride points are awarded by the judges for form, difficulty, speed, and quality of the ride within the parameters set above.

**Pee-Wee, Junior, Senior, & Super Senior Chute Dogging
(Run in the order of Junior, Pee-Wee, Super Senior, Senior)**

(Boys & Girls Compete together)

Disclaimer: The stock for the Pee-Wee division and Junior division will be the same exact stock, as well as, the Senior division stock being of the same stock as Super Senior Division.

General Rules:

1. Pee-Wee contestants have no more than 60 seconds to nod and take their run, Juniors have 45 seconds to do so. Seniors & Super seniors have 30 seconds to nod and take their run, Failure to do so will result in disqualification and subject to a \$25 fine.
2. Bucking chute shall be part of the arena during dogging events.
3. Once score line (gypsum line) has been set it will not be changed in that go.
4. Score line will be set at ten (10) feet in front of bucking chute. The measurement will be made with chute gate in the closed position.
5. The line (barrier) judge will flag the start when the animals' nose crosses the score line.
6. Steer belongs to contestant when he calls for it and chute opens, 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 to complete the qualifying run.
 - b. In case of mechanical failure.
 - c. If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up.
7. Time shall be taken between two flags.
8. It shall be the contestant's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for contestant must be run during that performance and only that time or score taken. If the contestant has declared the animal for the run, and is found to be the wrong animal, this will result in a disqualification.
9. A dogging chute will be used at all rodeos when possible. If a malfunction occurs or dogging chute breaks, a left delivery chute must be used. All chute dogging runs must be made from the same chute.
10. SENIOR & SUPER SENIORS - With steers loaded in dogging 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.
11. Chute Dogger must allow steer to maintain forward motion to the score line. Chute Dogger may not choke steer.
12. There will be a designated helper assigned by the arena director for **Pee-Wee & Junior**, the helper can pass the plane of the chute gate depending on strength or speed of steer.

13. Contestant is considered working the steer when the steer leaves the chute.
14. **If steer gets loose, dogger may take no more than one step to catch steer. If contestant still has a hand on animal the contestant is in the clear.**
15. After crossing the start line, the wrestler must bring it to a stop or change its direction and twist it down.
16. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by wrestler putting animal's horns into ground, it must be let up to all four feet and then thrown.
17. 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.
18. Wrestler must have hand on steer when flagged.
19. Contestant is required to turn steer's head so that he can get up.
20. If a steer is 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.
21. There will be a ten second penalty added if dogger moves **ANY hand** to right horn (throwing position) before start line. This will be referred to as breaking the barrier. (SENIOR & SUPER SENIOR)
22. If steer falls on its own before nose crosses line, steer must be let up and not thrown until steer's nose crosses the line.
23. **PEE-WEE & JUNIOR-** Pee-Wee & Junior chute doggers can place right arm around neck of steer or under right horn and left hand on left horn (throwing position) before leaving chute.
24. **Event will be run in the order of stock loaded not in the order of the run sheet. Contestants will run with their drawn stock.**
25. It shall be the contestant's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for contestant must be run during that performance and only that time or score taken. If the contestant has declared the animal for the run, and is found to be the wrong animal, this will result in a disqualification.

Time Limit:

There will be a thirty (30) second time limit for senior and super senior divisions and a (45) second time limit for pee-wee and junior divisions. **Judges' time is the official time.**

**Pee-Wee & Junior Ranch Ponies Riding & Senior & Super Senior Ranch Bronc Riding
(Boys & Girls Compete together)**

General Rules:

1. **Contestant must wear single stitch, leather sole boots.**
2. Contestant is not to use sharp spurs. **ROWELS ARE NOT TO LOCK.**
3. Contestant will have the right to call judges to pass on whether animal is properly flanked to buck the best of its ability.
4. Fall - If chest or brisket, belly, side, or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
5. No contestant will ride two head in the same event during a performance except for re-rides.
6. Contestants may pull riggings, and cinch saddle from either side.

Time Limit:

1. "Ride as Ride Can". The Pee-Wee & Junior Ponies will be ridden for six (6) seconds and the Senior & Super Senior Bronc will be ridden for eight (8) seconds. **Judges' time is the official**

time.

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

Event Rules:

1. Senior & Super Senior contestants have no more than 30 seconds to nod and take their ride. Failure to do so will result in disqualification AND subject to a \$25 fine.
2. Either stock contractor or contestant has the right to call the judges to pass on whether animal is properly saddled and flanked to buck its best or not.
3. Riding rein and hand must be on the same side.
4. Horses to be saddled in chute.
5. Rider may cinch own saddle.
6. Saddles shall not be set too far ahead on horse's wither.
7. Middle flank belongs to rider, but contractor may have rider put flank behind curve of animal's belly.
8. Flank cinch MUST be hobbled to front cinch with hobble strap no longer than 10 inches.

9. NO MARK OUT RULE!

10. Contestant can hold horn, cantle, night latch (rope or safety strap tied through saddle gullet to help the rider hold on), or rope strap.
11. The judge on the latch side of the chute gate shall serve as a back-up timer in the ranch bronc 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 a 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.

Scoring and Penalties:

1. Ride and animal to be marked separately. **Wildest, yet most controlled ride!**
2. Figures used in marking the riding events shall range from 1 to 25 on stock and 1-25 on contestant and use the full spread.
3. Contestants will be awarded points for control, aggressiveness, exposure, length of spur stroke, & drag time.
4. A rider will be given a no score for any of the following reasons:
 - a. Being bucked off.
 - b. Wrapping rein around hand.
 - c. Riding with locked rowel or rowels that will lock on spurs.
 - d. Hobbling of stirrups.
5. No mark out is required.
6. Loss of stirrups is allowed and does NOT result in a disqualification.
7. Same hand does NOT have to remain on rein throughout the ride.
8. Anyone using any foreign substance other than dry resin on chaps and saddle shall be disqualified. The judges will examine clothing, saddle, rein and spurs and exception be made if local rules make it necessary for the covering of spur rowels.
9. Fanning with a hat is allowed.
10. Quirts will NOT be allowed.
11. It shall be the contestant's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for contestant must be run during that performance and only that time or score taken. If the contestant has declared the animal for the run, and is found to be the wrong animal, this will result in a disqualification.
12. **Judges may disqualify contestant who has been advised he is next to go if he/she is not above the animal with his glove on when previous animal leaves the arena.**

FAILURE TO DO SO CAN ALSO RESULT IN A \$25 FINE.

Re-rides:

1. The matter of re-rides shall be decided by the judge.
2. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.
3. Contestant may refuse re-ride and take his marking.
4. Contestant must make his decision immediately.
5. If halter comes off, rider must have re-ride providing contestant has made a qualified ride up to the time the halter comes off. Rider must re-ride or take no score for that ride.
6. No re-ride will be given due to faulty or broken equipment furnished by contestant in any event.
7. If an animal that is drawn for a re-ride is already drawn for another contestant 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. Consideration for a re-ride will be given for the inferior performance of the horse at or under the judges' animal score of 15. (Both Judges)
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 given.
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 rider takes same animal back, he must take that marking given on re-ride.
16. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
17. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the re-rides.
18. If the pickup man or horse comes in contact with bucking animal before qualified time has elapsed, re-ride will be given on the same animal drawn.
19. It shall be the contestant's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for contestant must be run during that performance and only that time or score taken. If the contestant has declared the animal for the run, and is found to be the wrong animal, this will result in a disqualification.

Equipment:

1. Riding to be done with a plain halter, one rope-rein and saddle and contestant must supply own saddle.
2. Standard halter must be used.
3. Stock contractors may furnish their own halters and contestants may use them. If a contestant borrows halter, he accepts the equipment as his own.
4. Broncs will be throat latched, at contractor's discretion. ("Throat latch" means tying the buck rein to the halter strap that goes under the throat instead of tying the halter ring under the chin.)
5. **Saddle specifications:** A standard working saddle **MUST** be used! **NO** PRCA rigging is allowed.
6. Using a standard stock saddle, slick-fork saddle, or slick-fork saddle with bucking rolls.
7. Stirrup leathers must be standard leathers.

8. Saddle blankets or pads SHOULD NOT be used.
9. Bucking rolls, sack or saddle blanket rolled up and tied across the fork is allowed.
10. All contestants must wear an Athletic Protective Mouthpiece while contesting. Mouthpiece may not be trimmed any smaller than the size required to cover all teeth.
11. All contestants must wear a vest designed to protect the chest and back while contesting in the Saddle Bronc Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.
12. No hobbling of stirrups (tying stirrup leathers under the belly of the horse) or binds of stirrup leathers (tying stirrup leathers to cinch and off-side billet).
13. Saddles will be inspected before unsaddling in the stripping chute. Violations will result in the immediate disqualification of the event.
14. **No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on bareback horses or saddle broncs. Spur rowels must have five or more points.**

Tiny Tot Goat Tail Untying **(Boys & Girls Compete together)**

1. There will be a sixty (60) second time limit. **Judges' time is the official time.**
2. Contestant must cross the start line, race to where the goat is tethered, remove ribbon from goat's tail, and run back across the finish line.
3. Contestant must cross line with ribbon in hand.
4. Time starts from the time the contestant crosses start line; the flagger drops flag starting the time until the judge drops flag as the contestant crosses finish line.

Pee-Wee Goat Tying on the Ground **(Boys & Girls Compete together)**

1. There will be a sixty (60) second time limit. **Judges' time is the official time.**
2. The contestant will cross the starting line, race to the goat, flank the goat, cross and tie three legs. Contestant must go down the rope to the goat,
 - a. (If the goat is down, it must be day-lighted or brought to its feet) then thrown, A pigging string or goat string may be used to tie with. Run-time will be stopped when contestant signals judge by throwing both hands in the air. Tie must hold all three feet until passed on by the judge.
 - b. Contestant cannot touch the goat once they have signaled the judge. If the tie comes loose or the goat gets to its feet before **4 seconds has elapsed**, it will be ruled a no time. Any unnecessary misuse of the goat will be deemed a no time or disqualification at judge's discretion.

Tiny Tots, Pee Wee, and Junior Dummy Roping **(Boys & Girls Compete together)**

1. In the Dummy Roping fishing is allowed. Contestants will be allowed to fish for a maximum of five (5) seconds. No fishing is allowed if loop goes across the back and touches the ground on both sides.
2. The starting line will be at the back of the dummy for the first round and the starting line will move back two (2) feet each round.
3. There will be only three (3) legal head catches:
 - a. Both Horns. (Slick Horn)

- b. Around the Neck.
- c. Half Head. (One Horn plus Head)
 - Scoring will be as follows:
 - 1. Slick Horn – 3 points
 - 2. Around the Neck – 2 Points
 - 3. Half Head (1 Horn plus Head) – 1 point
- 4. Each contestant will compete for first (1st) place until he/she misses. The first round will have three (3) throws for a maximum score of nine (9) points for the round.
- 5. Each consecutive round will have only one (1) throw for a maximum of three (3) points for those remaining rounds.
- 6. If a contestant does NOT catch, he/she will have to stay in the Lil' Buckaroo Arena until all contestants' places have been determined, in the event a tie needs to be determined. Contestants who leave the Lil' Buckaroo Arena BEFORE being dismissed by the Lil' Buckaroo Arena Director/Judge will forfeit their opportunity to break a tie and receive a **NO SCORE/DISQUALIFICATION**.
- 7. Contestants competing for a tie breaker will go back to the marked line in which they last caught at.
- 8. Contestants competing for a tie breaker will have only two (2) attempts to catch. After two (2) attempts, a simple tie will be awarded.
- 9. Points will be given based on the placement of how the contestant places in the dummy roping.
- 10. Contestants **CANNOT** compete in dummy roping if they have competed in other roping events other than exhibition. This event is for those who want to learn how to rope and do not know how to rope off a horse. Contestants can compete in one or the other roping events but not both. A contestant may choose to move up to horse roping events from dummy roping during the season, but they cannot move from the horse roping events back to dummy roping. A contestant who dummy ropes may participate in exhibition for other roping events, but a contestant who competes in other roping events may not exhibition in dummy roping.
- 11. The boards used as markers for the distance & roping line are considered the same as a barrier. If these boards foul the contestant's rope, they will be rewarded with a re-rope.
- 12. **Cowboy Hats:** Tiny Tot and Pee-Wee contestants are NOT required to wear a cowboy hat for dummy roping. Junior contestants should begin each round wearing a cowboy hat. Should that hat fall off while the contestant is actively roping, the contestant will NOT be penalized.

Junior, Senior, and Super Senior Goat Tying
(Run in the Order of Super Senior, Senior, & then Junior)

(Boys & Girls Compete Separately)

Juniors-boys may tie with a hooley, Seniors- boys MUST tie with a hooley,
Super Seniors- Girls ONLY

General Rules:

- 1. Contestants may share horses for this event.
- 2. Starting line in goat tying will be subject to ground rules.
- 3. A clearly visible starting line shall be provided.
- 4. The stake and the starting line will be permanently marked for the entire go-round.
- 5. A contestant may enter the arena at the speed of her\his choice.
- 6. Goats will be located in center of arena at proper distance from the starting line.
- 7. Time is to be taken between two flags
- 8. Time will start when the horse's nose crosses the starting line.

9. Flagman will be in identical place each performance.
10. Goat handlers must stand directly behind goat. Judges and directors will position themselves, so they are able to have a clear view of the goat rope and horse.
11. It shall be the contestant'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. If the contestant has tied the incorrect goat and finished, then realized this is the wrong stock, the said run will result in a disqualification, and no re-run will be given.

Time Limit:

There will be a thirty (30) second time limit for senior and super senior divisions and a (45) second time limit for the junior division. **Judges' time is the official time.**

Event Rules:

1. Junior contestants have no more than 45 seconds to take their run. Senior & Super Senior having 30 seconds to do so. Failure to do so will result in disqualification and subject to a \$25 fine.
2. There should be at least a 30 ft. starting line from hat line.
3. The starting line will be 100 ft from stake.
4. The goat should be tied to a stake with a rope 10 feet in length.
5. Stake should be completely under the ground so that no part of it is visible or above ground.
6. The contestant must be mounted on a horse when entering the arena and must ride from the starting line to goat, dismount from his\her horse, throw the goat by hand, cross, wrap and tie by hand, at least three (3) feet together with a goat string or pigging string. No wire is to be used in the goat string.
7. If the goat is down when the contestant reaches it, goat must be elevated high enough that it has the opportunity to regain its feet and then clear of the goat when the tie is finished.
8. Legs must remain crossed and secure for 6 seconds after completion of tie. While the judge is performing the 6-seconds procedure, the contestant will make no gestures, motions, or noises to distract the goat. This will be considered trying to take an unfair advantage and will result in a disqualification.
9. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and 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. The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time limit on the tie – for the goat's legs to remain crossed and tied. If contestant gets rope that is holding goat wrapped around his\her leg they may ask the judge to remove it, removing rope and moving back (3) feet. Then, the six (6) second time limit will start.
13. Qualified persons other than goat tying contestants will be used as goat holders.
14. 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.
15. Upon moving into the Senior Division, all boys are REQUIRED to tie using a hooey. For this reason, we will separate the boy's and girl's event of goat tying. In the age division of Super Seniors, GIRLS ONLY will be able to compete in goat tying, boys must move up to Tie Down.
16. It shall be the contestant's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for contestant must be run during that performance and only that time or score taken. If the contestant has declared the animal for the run, and is found to be the wrong animal, this will result in a

disqualification.

Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. The tie will be passed on by a field judge and if it is not secure for six seconds, the contestant will receive a no time.
4. Contestant will receive a no time for touching the goat or tie string after signaling they are finished.
5. If the contestant's horse crosses over the teether, a five (5) second penalty will be assessed.
6. If the contestant's horse makes contact or hits the goat, contestant will be disqualified.
7. **HORSES WILL NOT BE CAUGHT UNLESS HORSE HAS COMPLETELY RETURNED TO THE ARENA ENTRANCE.**
8. If the goat should break away because of the fault of the horse, the contestant will receive a no time between flags.
9. A five (5) second penalty will be assessed if the contestant enters the arena without his/her hat on his/her head.

*****Roping event note - a RockN'5L official will open the chute for ALL stock roping events ***
When possible, this will be done by the event director or arena director.**

*****Contestants will NO LONGER be allowed to line up in Arena for Roping Events to produce a score line or path for the calf.**

Junior, Senior, & Super Senior Breakaway Roping (Run in the Order of Super Senior, Senior, & then Junior)

(Junior & Senior- Boys & Girls Compete together, Super Senior- GIRLS ONLY)

General Rules:

1. Contestants may share horses in breakaway roping.
2. Roping Box shall be part of arena during roping events.
3. **This event will have an open exit gate for the calf at all times during the event.**
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. 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 penalty. Otherwise, this will not be considered a broken barrier.
7. If automatic barrier does not work, but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
8. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a rerun without penalties.
9. If automatic barrier fails to work, and stock is brought back, contestant must take same animal.
10. If barrier equipment hangs on animal and contestant tries the animal, contestant accepts the animal, if contestant pulls up and declares themselves; contestant will receive the same animal back.
11. Calf belongs to contestant when contestant calls for it, regardless of what happens, with

the following exceptions:

- a. In any timed event, if an animal escapes from the arena (not including exit gate), the field judge will drop flag and all watches will be stopped, Contestant will receive original animal back with a lap-and-tap start, Time already accumulated will be added to time used to complete the qualifying run, If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
 - b. In case of mechanical failure.
 - c. If, in the opinion of the judge, contestant is fouled by barrier or neck rope, contestant shall get the same calf back, providing contestant declares themselves by pulling up immediately. A contestant's rope cannot be fouled by the pull rope.
12. A contestant must be on their horse and their horse must break the plane of barrier with the draw breaking the plane of the score line before he\she is allowed to compete.
 13. Time to be taken between two flags.
 14. It shall be the contestant's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for contestant must be run during that performance and only that time or score taken. If the contestant has declared the animal for the run, and is found to be the wrong animal, this will result in a disqualification.

Time limit:

There will be No Time Limit now with an Open Gate. Judges' time is the official time.

Event Rules:

1. Junior contestants have no more than 45 seconds to take/start their run. Senior & Super Senior having 30 seconds to do so. Failure to do so will result in disqualification and subject to a \$25 fine.
2. One loop will be allowed.
3. Ropes are to be tied to the saddle horn with nylon string. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A flag that is visible to the flagman or judge must be attached at the knot end of the rope.
4. Rope must be tied to the horn with a nylon string and may not be run through bridle, tie down, neck rope or any other device.
5. String will be provided and will be inspected by designated official before each contestant competes.
6. A dropped or fallen rope that must be recoiled and\or rebuilt shall be considered a thrown rope.
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 contestant that still legally has his/her allowed loop coming, the judge may give the same calf back lap and tap, plus time already lapsed and any barrier penalty.
10. Contestants must be mounted when time is taken.
11. Contestant will rope in order of their draw steer loaded in chute.

Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then contestant out if run is not legal.
4. There will be a 10-second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will result in a No Time.
6. The contestant must have the calf roped and their rope breakaway before the nose of the calf

has crossed the plain of the open out gate. Once the calf's nose has hit the plain of the open out gate, this will be considered a No Time/Disqualification.

7. Contestant will be disqualified for any abusive treatment of calf or contestant horse.
8. The contestant will be disqualified should contestant break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, un-dally the rope and then stop their horse to make the rope break away.
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 them. The contestant and/or person rattling the chute shall be disqualified.
11. When the contestant calls for the calf, no further assistance can take place after
 - a. that. No encouragement can take place by the assistant after the contestant calls for the calf. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.

Junior, Senior, and Super Senior Tie-Down Roping
(Run in the Order of Super Senior, Senior, & then Junior)
(Boys ONLY)

General Rules:

1. Contestant may share horses in Tie-Down Roping.
2. Roping Box – shall be part of the arena during roping events.
3. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.
4. Lap and Tap – No barrier to be used. If barrier judge is used to flag that start, he shall flag the animal when animal's nose crosses the starting line.
5. 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.
6. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
7. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, entitling contestant to a rerun without penalties.
8. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
9. If neck rope hangs on animal and contestant tries the animal, contestant accepts animal. If contestant pulls up, contestant will receive the small animal back.
10. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exception:
 - a. In any timed event, if 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, A contestant's rope cannot be fouled by the pulled rope.
11. 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.
12. Time to be taken between two flags.
 13. It shall be the contestant's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for contestant must be run during that performance and only that time or score taken. If the contestant has declared the animal for the run, and is found to be the wrong animal, this will result in a disqualification.
 14. This event shall not be conducted with an open catch pen gate at any rodeo.

Time Limit:

There will be a thirty (30) second time limit for senior and super senior divisions and a (45) second time limit for junior division. **Judges' time is the official time.**

Event Rules:

1. Junior contestants have no more than 45 seconds to take their run. Senior & Super Senior having 30 seconds to do so. Failure to do so will result in disqualification and subject to a \$25 fine.
2. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
3. Calves may be pushed out by the contestant's assistant providing they are ready.
4. One loop will be permitted.
5. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
6. Contestant cannot receive any assistance after crossing starting line.
7. Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Must cross and tie at least three legs.
8. Any catch is legal, catch as catch can rule.
9. If calf is down when contestant reaches it, calf must be stood on at least three feet. (Calf must be elevated high enough that it has the opportunity to regain its feet) and calf must be re-thrown.
10. If contestant's hand is on calf when calf falls, calf is considered thrown by hand.
11. Rope must hold calf until contestant gets hand on calf.
12. To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, and a half hitch or hooey (A hooey is a half hitch with a loop, the tail of the string may be partly, or all the way pulled through).
13. The tie must hold five (5) seconds, and three legs must remain crossed until passed on by the judge.
14. When the contestant remounts horse and gives calf complete slack (Clarification: rope must lay on the ground, not just touch it) the run is finished. Calf must stay tied until rider remounts and complete slack is in the rope. Five (5) second tie time is required after remounting horse.
15. If contestant's rope comes off calf as contestant starts to work with tie, the five (5) second time will start when contestant clears the calf.
16. Rope will not be removed, and rope must remain slack until field judge has passed on tie.
17. In case the field judge flags out a contestant 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 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. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.

4. There will be a 10-second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or his horse. 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 while the contestant is tying the calf will not be considered excessive dragging.
7. Roper will be flagged no time for touching calf, string, or rope after giving finish signal or by dragging calf after he remounts horse.
8. If any part of the pusher breaks the plane of the chute before the calf releases the barrier, the contestant receives a no time.
9. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
10. When the contestant calls for the calf, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the calf. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.
11. A contestant will receive a no-time for the run if he brings the animal over backwards (between 10 and 2 on a standard clock with the animal landing on his back or head with all four feet in the air. Jerk-Down rule applies!

Super Senior Steer Wrestling (Boys ONLY!)

General Rules:

1. Contestant may change horses between go's in Steer Wrestling.
2. Dogging Box – shall be part of the arena during dogging events.
3. Refer to Score Line Diagram in the back of this rulebook.
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.
 - a. 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 automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
9. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a re-run without penalties.
10. If automatic barrier fails to work and stock is brought back, contestant must take same animal over during or immediately after the same performance.

11. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.
12. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
 - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump, or any loop used.
 - b. In cases of mechanical failure.
 - c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his steer back, providing contestant declares himself by pulling up.
13. Time to be taken between two flags.
14. It shall be the contestant's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for contestant must be run during that performance and only that time or score taken. If the contestant has declared the animal for the run, and is found to be the wrong animal, this will result in a disqualification.
15. This event shall not be conducted with an open catch pen gate at any rodeo.

Time Limit:

There will be a thirty (30) second time limit. The judge will determine legitimate time allowed before contestant calls for animal. **Judges' time is the official time.**

Event Rules:

1. Super Senior contestants have no more than 30 seconds to take their run. Failure to do so will result in disqualification and subject to a \$25 fine.
2. Contestant must furnish own hazer and horse.
3. Anyone jumping from the offside in the steer wrestling must notify the rodeo secretary when entering, and if possible, the barrier should be arranged on the offside for such contestants.
4. **Hazer is the responsibility of the contestant!**
5. Hazer must not render any assistance to contestant while contestant is working with steer.
6. Contestant is considered working with steer when steer leaves the box.
7. Steer must be caught from horse.
8. If contestant jumps at steer, he accepts him as sound.
9. If steer gets loose, dogger may take no more than one step to catch steer.
10. After catching steer, wrestler must bring it to a stop or change its direction and twist it down.
11. If steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
12. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.
13. Wrestler must have hand on steer when flagged.
14. Contestant is required to turn steer's head so that he can get up.
15. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dogfall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.
16. In case the field judge flags out a wrestler that still legally has one or more jumps 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 contestant will receive a 10-second penalty for any jump used. Contestant to only get to use remaining jump.

Scoring and Penalties:

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

Re-runs:

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

Equipment

1. Cattle neck ropes on steers must be tied with string, or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the steer wrestling event.
3. Adjustable slide shall be used on all cattle neck ropes in steer wrestling event.

4. The steer wrestling chute must have at least 30 inches clearance inside the chute and at the gate when in an open position.
5. In steer wrestling the score may be no longer than the length of the steer wrestling box, minus six feet, unless other arrangements are approved by the arena director.
6. Length of box to be measured from center of back end of box to center of barrier.
7. A mechanical barrier must be used and there must be at least a 12-foot box.

Officials

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

Tiny Tot, Pee-Wee, Junior, Senior, & Super Senior Barrel Racing

ALL AGES - Boys & Girls Compete Together

Pee-Wees, Juniors, Seniors, and Super Seniors may NOT share a horse in the same age division of this event.

*** NO circling is allowed in the arena before or after a run. If the gate from the alley to the arena is open, NO circle may be made after a run. Contestants must run straight out of the arena to the alleyway and stop before the mandatory shut gate from the alleyway before exiting to the outside grounds. A circle inside the arena after a run will be counted as a No Time.

General Rules:

(RODEO rules – NBHA rules do NOT apply.)

1. Starting lines in clover-leaf barrel racing will be subjected to ground rules.
2. A clearly visible starting line shall be provided.
3. There shall be a minimum of 75 ft allowed for stopping from starting line in barrels.
4. The barrels and the starting line will be permanently marked for the entire go-round.
5. Time starts when horse's nose crosses the starting line.
6. A barrel horse shall not be ridden by more than one contestant in the age division in this event at any rodeo. However, horse may be share by other riders in other age division only!
7. During barrel racing events, the arena will be dragged every 10 runs and in between each age division. Turn outs do not count in the 10.
8. Following barrel racing events, the pattern will be dragged or leveled.
9. A contestant may enter the arena at the speed of their choice.
10. The "hat line" will be the plane of the main arena. The lane outside the arena is provided as a safety precaution and will be used as the closed gate for the arena. A rider may enter the lane as they deem necessary, and the gate will be closed once they have entered the lane. The helper may assist in the lane but cannot break the hat line. Once the run is completed, the horse must come to a complete stop before exiting the lane.

11. The horse must walk into the gate before the run. The contestant cannot start their run from the parking lot or before the gate. Mandatory shut gate.
12. Hat line will be marked with ribbon.

Time Limit:

Contestant will be allowed legitimate time from the time they enter arena gate until contestant time starts by field flagger or electric eye. **Judges' time is the official time.**

Event Rules:

1. Tiny Tot and Pee-Wee contestants have no more than 60 seconds to take their run, with Juniors having 45 seconds to do so. Failure to do so will result in a disqualification. Senior & Super Senior having 30 seconds to do so. Failure to do so will result in disqualification and subject to a \$25 fine.
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. When starting on the right barrel there will be one right and two left turns. When starting on left barrel there will be one left turn and two right turns.
5. Only Tiny Tots can be led through the pattern. If a pee wee is led through the pattern it will be a no time.
6. Any assistant leading a contestant through the pattern **MUST** be in rodeo attire. If the assistant is not in rodeo attire, the contestant will not be allowed to compete.

Scoring and Penalties:

1. If timed event judge does not flag contestant out time, is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a barrel is a (5) second penalty, per barrel. Should barrel be knocked over and it sets up on opposite end, the (5) second penalty will be assessed.
4. Not following the clover-leaf pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the offside. A circle prior to exiting the arena is also considered a broken pattern. Example: Should a contestant run by a barrel and must back up or turn around and retrace their tracks, this would be considered a broken pattern. Contestant must keep forward motion once they enter the arena.
5. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken, and run will receive a no time.
6. If contestant's horse breaks timer light by backing through before starting pattern, contestant will receive a No Time.
7. A (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.
8. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye-controlled times will remain unaltered.
9. The contestant is allowed a running start. If the gate is centrally located. Contestant must keep forward motion through pattern. Contestant must be mounted when entering the arena.

Equipment:

1. Western type of equipment must be used.
2. Use of a hackamore or other types of bridles is optional choice of the contestant.
3. The judge may prohibit the use of bits or equipment that he may consider severe.
4. Complete electric timer that must be backed up by flagman. One timer will record the

- times that appear on the electric eye-controlled readout. Two timers will operate the digital watches and record the average time which is shown thereon.
5. Position on fence for flagman should be well marked. These markers should be checked every performance along with barrel markers and re-staked if pulled out.

Tiny Tots, Pee-Wee, Juniors, Seniors, & Super Seniors Pole Bending (Boys & Girls Compete together)

Pee-Wees, Juniors, Seniors, and Super Seniors may NOT share a horse in the same age division of this event.

*** NO circling is allowed in the arena before or after a run. If the gate from the alley to the arena is open, NO circle may be made after a run. Contestants must run straight out of the arena to the alleyway and stop before the mandatory shut gate from the alleyway before exiting to the outside grounds. A circle inside the arena after a run will be counted as a No Time.

General Rules:

1. Starting lines in pole bending 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 pole horse shall not be ridden by more than one contestant in this event at any one rodeo. However, horse may be shared by other riders in other age division only!
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 every 10 runs and in between each age division. Turn outs do not count in the 10.
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. The hat line will be the plane of the main arena. The lane outside the arena is provided as a safety precaution and will be used as the closed gate for the arena. A rider may enter the lane as they deem necessary, and the gate will be closed once they have entered the lane. The helper may assist in the lane but cannot break the plane of the hat line. Once the run is completed, the horse must come to a complete stop before exiting the lane.
10. The horse must walk into the gate before the run. The contestant cannot start their run from the parking lot or before the gate. Mandatory shut gate.

Time Limit:

Contestant will be allowed legitimate time from the time they enter arena gate until their time starts by field flagger or electric eye. **Judges' time is the official time.**

Event Rules:

1. Tiny Tot and Pee-Wee contestants have no more than 60 seconds to take their run, with Juniors having 45 seconds to do so. Failure to do so will result in a disqualification. Senior & Super Senior having 30 seconds to do so. Failure to do so will result in disqualification and subject to a \$25 fine.
2. The pole bending pattern is to be run around six poles.
3. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be 21 feet apart.
4. Poles shall be set on top of ground, six (6) feet in height, and with no base larger than fourteen (14) or less the twelve (12) inches in diameter.
5. Poles must be straight in line.
6. Touching poles is permitted by horse or contestant.

7. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
8. Only Tiny Tots can be led through the pattern. If a Pee Wee or any other age division contestant is led through pattern it will be a no time.
9. Any assistant leading a contestant through the pattern MUST be in rodeo attire. If the assistant is not in rodeo attire, the contestant will not be allowed to compete.

Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a pole is 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 must 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. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken, and run will receive no time.
6. If contestant's horse breaks timer light by backing through before starting time, contestant will receive a No Time.
7. A five (5) second penalty will be assessed if the contestant enters the arena without their hat on their head.
8. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye-controlled times will remain unaltered.
9. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion to the first pole. Contestant must be mounted when entering the arena. No circles – before or after the run – are allowed. Circling will result in a No Time.
10. Assistant helping pole benders will not be allowed to go past the plane of the hat line when entering the arena or the contestant will receive a no time.

Equipment:

1. Western-type equipment must be used.
2. Use of a hackamore or other types of bridles is optional choice of the contestant.
3. The judge may prohibit the use of bits or equipment that he may considered serve.
4. Complete electric timer must be backed up by the flagman. One timer will record the times that appear on the electric eye-controlled readout. Two timers will operate the digital watches and record the average time which is shown thereon.
5. Position on fence for flagman should be well marked. These markers should be checked every performance along with the pole markers and re-staked if pulled out.
6. Poles used for this event must have rubber bases.

Junior, Senior, & Super Senior Team Roping

(Boys & Girls Compete together, ALL age groups compete together)

Contestants are ALLOWED to compete with a partner in ANY age division

General Rules:

1. **Contestant are allowed to compete with a partner in any age group.**
2. **All teams will be required to call-in with a partner only.** Each participant will be allowed two

- (2) draw partners within a season in case a partner cannot be found or cases of unforeseen circumstances, such as your roping partner being sick, etc. Draw partners will NOT receive points for those runs.
3. **Final awards** will be given for 1st through 5th places based on points accumulated through the season, with only one (1) set of awards for headers and one (1) set of awards for heelers from **THE ENTIRE** age divisions combined. **AWARDS WILL NO LONGER BE DIVIDED INTO AGE DIVISIONS OF EACH HEADER AND HEELER.**
 4. Contestant may share horses in team roping.
 5. Roping Box – shall be a part of the arena during team roping.
 6. 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.
 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, and barrier rope is broken and string unbroken, barrier judge may assess a 10-second fine. Otherwise, this will not be considered a broken barrier.
 8. A contestant may enter the team roping two times - one head run, and one heel run. A contestant **CANNOT** enter with 2 head runs or 2 heel runs.
 9. If automatic barrier does not work but time is recorded, team will get time, but there will be no penalty for broken barrier.
 10. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore, entitling contestant to a rerun without penalties.
 11. If automatic barrier fails to work, and stock is brought back, contestant must take the same animal over during or immediately after the same performance.
 12. 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.
 13. Steer belongs to contestants when they call for it, regardless of what happens with the following exceptions:
 - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump, or any loop used.
 - b. In cases of mechanical failure.
 - c. If, in the opinion of the line judge, contestant is fouled by barrier, contestants shall get their steer back, providing they declare themselves by pulling up. A contestant's rope cannot be fouled by the pull rope.
 - 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 only gets to use remaining loops.
 14. 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.
 15. Time to be taken between two flags.
 16. This event shall not be conducted with an open catch pen at any rodeo.
 17. The points and money will be awarded by the placing of the individual ropers. Clarification: If a Senior Header and Super Senior Heeler rope together, the Senior header will be awarded points and money based on his/her standing in the Senior Division and the Super Senior will be awarded points and money based on his/her standing in the Super Senior Division.
 18. The headers will enter from the back of the heading box, not from the arena.

19. Heelers will have a staging area prior to entering the box.
20. Draw partners do not receive points or payout.
21. It shall be the contestant's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for contestant must be run during that performance and only that time or score taken. If the contestant has declared the animal for the run, and is found to be the wrong animal, this will result in a disqualification.
22. Only current competitors are allowed in the arena during the run, unless requested by the judge or arena director.

Time Limit:

There will be a (45) second time limit. **Judges' time is the official time.**

Event Rules:

1. Contestants have no more than 45 seconds to take their run. Failure to do so will result in a disqualification and subject to a \$25 fine.
2. All changes in lists of roping orders to split horses, etc., must be made before any stock for that event is loaded in chute.
3. Roper will rope in order of their draw steer loaded in chute.
4. Header will start behind barrier using left box and must throw the first loop at head.
5. Time is to be taken when steer is roped by both ends in a direct line and horse is on all fours. Horses facing steer in "L" or better, with ropes tight and dallied. Clarification: Direct line refers to head rope being directly from saddle horn to head of steer, and heel rope directly from saddle horn to heels of steers.
6. Each contestant will be allowed to carry only one rope.
7. Each team allowed two throws (2 loops) total.
8. Roping steer without turning loose of the loop will be considered a no catch.
9. Roper must dally to stop steer or change steer's direction.
10. No tied ropes allowed.
11. The word "dally" means one complete turn around the horn.
12. Ropers must be mounted when time is taken.
13. Steer must be standing up when roped by head or heels.
14. No foul catches can be removed by hand.
15. If steer is roped by one horn, contestant is not allowed to ride up and out rope over other horn or head with his hands.
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 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.
17. 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. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestants out until time is recorded.
3. Judge is to flag time, then flag contestants out if run is not legal.
4. There will be a 10-second penalty assessed for breaking the barrier.
5. Roping steer without releasing loop from hand will disqualify catch.
6. The out gate must remain closed until the stocked is roped or the time limit has exceeded. If the gate is open before, contestant will be issued a re-do.
7. Contestant will be disqualified for any abusive treatment of steer or their horses.

8. There will be only three (3) legal head catches.
 - a. Both Horns.
 - b. Half a head.
 - c. Around the neck.
9. If Honda passes over one horn. The loop over the other, the catch is illegal.
10. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
11. 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.
12. When the contestant calls for the steer, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the steer. If the helper starts the horse or holds the horse in any way that affects the score process, contestant will receive a not time.
13. Any heel catch behind both shoulders is legal if rope goes up heels.
14. One hind foot receives five-second penalty.
15. Steer must be completely turned and in tow before heeler may throw rope.
16. Steer must not be handled roughly at any time, and contestant may be disqualified if, in the opinion of the field judge. They have intentionally done so.
17. If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight feet before steer regains his feet or team will receive no score.
18. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.
19. Broken rope or dropped rope will be considered no time.
20. If the front foot is in the loop when the header dallies, turns off and changes the direction of the steer, it will be automatic no time.

(Junior) Senior & Super Senior Bull Riding
(Juniors run before Tiny Tot Mini Bull Riding)
(Boys & Girls Compete together)

General Rules:

1. Contestant is not to use sharp spurs. No part of spur may have sharp edges including rowels and wire locks.
2. Contestant will have the right to call judge to pass on whether animal is properly flanked to buck the best of its ability or not.
3. Fall- If chest or brisket, belly, side, or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
4. No contestants will ride two head in the same event during a performance except for re-rides.
5. Contestants may pull ropes from either side.
6. Contestant must compete on stock drawn for them.
7. It shall be the contestant's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for contestant must be run during that performance and only that time or score taken. If the contestant has declared the animal for the run, and is found to be the wrong animal, this will result in a disqualification.

Time Limit:

1. Juniors must ride for 6 seconds. Seniors and Super Seniors must ride for 8 seconds. **Judges' time is the official time.**
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

Event Rules:

1. Junior contestants have no more than 45 seconds to take their run. Failure to do so will result in a disqualification. Senior & Super Senior having 30 seconds to do so. Failure to do so will result in disqualification and subject to a \$25 fine.
2. All bull ropes must be a minimum of 7/16 inches and no larger than 3/4 inches in diameter.
3. Bell must be under the belly of the bull.
4. Ropes cannot be used that have any knots, wires, or other aids for the purpose of placing spurs therein.
5. Bulls having dangerous horns in the opinion of the event director must be dehorned, tipped, or kept out of the draw.
6. If a rider makes a qualified ride with any part of the loose rope in his riding hand, provided he has not touched the ground or has not fouled the animal with his free hand, he is to be marked.
7. Only five (5) point plain or notched spur rowels (one rowel per shank) may be used in the bull riding.
8. Riders may use dry rosin and/or glycerin only on glove and rope.
9. Riding is to be done with one hand in rope, with or without handhold.
10. No split finger wrap, no knots or hitches to prevent rope from falling off bull. When rider leaves him.
11. No more than two men may be on the chute to pull contestant's rope.
12. The judge's stopwatch will be the official timer. 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 six\eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty.

Scoring and Penalties:

1. Ride and animal to be marked separately.
2. Figures used in marking the riding events shall range from 1 to 25 on stock and 1 to 25 on contestant and use the full spread per judge.
3. **No bell - no marking.** Rider **MUST** have bell on rope!
4. If contestant makes qualified ride with any part of rope in riding hand, contestant is to be marked.
5. Contestant will receive no score for any of the following offenses:
 - a. Being bucked off.
 - b. Touching animal, equipment, or person with free hand.
 - c. Using sharp spurs.
 - d. Placing spurs or chaps under the rope when the rope is being tightened.
6. Judge may disqualify a bull rider who has been advised they are next to go if he is not above the animal with their glove on when the previous bull leaves the arena.
7. Disqualifications: Rider will receive a No Time for any of the following offenses:
 - a. Being bucked off.
 - b. Using sharp spurs.
 - c. Contact with animal or himself with free hand or assisting himself with free arm by touching animal.
8. Placing spurs in bull rope or bell strap before leaving the bucking chute (catching a knot) will result in a disqualification.

RockN'5L Rodeo Company --Royalty Pageant

Rodeo Royalty Handbook Code of Conduct and Contract

As the Rodeo Royalty of the RockN'5L Rodeo Company-JPRA, you will be a representative of the Association and symbolic of its reputation, principles and interests to other students and adults in your local community and the nation. Because of the importance of your position and what your appearance and behavior says to others about you and the Association, it is imperative you understand the expectations and responsibilities that accompany your position. You will be expected to comply with the dress code and other requirements of the Association and behave in accordance with the standards provided in the Rules, Bylaws and Constitution of the Association.

Selection to serve as Royalty is a privilege and an honor. The Royalty willingly fulfills responsibilities with grace, dignity, and courtesy at all times. The Royalty serve as role models who exhibit good moral character and social behavior.

For the purpose of this handbook and contract, let it be known that the RockN'5L Rodeo Company-JPRA and RockN'5L Rodeo Co, RockN'5L or 5L Rodeo hold the same meaning throughout this publication.

Royalty Titles

Miss RockN'5L Rodeo Queen

She is no less than 15 years of age and no more than 19 as of January 1st of the Rodeo Year for her reigning year. The RockN'5L Queen may be eligible for a \$500.00 scholarship from ROCKN'5L Rodeo based upon merit and successful completion of her reign. The education scholarship will be paid directly to the college of her choice. If the Queen is not going to college the following year, then the scholarship will be held and paid out accordingly when needed. Rodeo Entry Fees for the entire year

for her reigning year will be paid. (This title will be known as Miss throughout this publication.)

Miss RockN'5L Rodeo Princess

She is no less than 12 years of age and no more than 14 as of January 1st of the Rodeo Year for her reigning year.

Miss RockN'5L Rodeo Jr. Princess

She is no less than 9 years of age and no more than 11 as of January 1st of the Rodeo Year for her reigning year.

Miss RockN'5L Rodeo Lil' Miss

She is no less than 6 years of age and no more than 8 as of January 1st of the Rodeo Year for her reigning year.

Miss RockN'5L Rodeo Tiny Miss

She is no less than 2 years of age and no more than 5 as of January 1st of the Rodeo Year for her reigning year.

Qualifications

Each Royalty representative must:

- Must pay and complete a 2024 RockN'5L Rodeo Membership packet prior to the pageant or the day of pageant
- Must meet the age requirements as listed above for the age division competing in.
- Be able to attend RockN'5L Rodeo community events and other mandatory events in the State of Georgia.
- The Miss RockN'5L Rodeo Queen & the Miss RockN'5L Rodeo Princess must be at both Friday night and Saturday performances of each schedule RockN'5L Rodeo during her reigning year.
- Own her own horse(s) or have made prior arrangements for the use of horse(s) for the entire year of her reign.
- Must provide her own transportation and that of her horse(s) to each point of departure and/or event for official appearances.
- Must be available for impromptu appearances and events as requested.
- Must not currently hold another royalty title at the time of competition. The only exception is the current RockN'5L Rodeo Royalty titleholder who want to compete for RockN'5L Royalty title that the contestant has not held yet.

Responsibilities

Responsibilities of the RockN'5L Rodeo Royalty include learning about and promoting RockN'5L Rodeo and the sport of rodeo. Each titleholder is not required to own a horse but must have the guaranteed use of a horse and truck/trailer during her reign. Each titleholder's horse(s) should be sound, healthy, well-broke and accustomed to loud noises and commotion. Horses should be up-to-date with vaccinations and routine veterinary and farrier care. It is the responsibility of the RockN'5L Rodeo Royalty to maintain their horses to represent high standards of horsemanship and to utilize safe and well cleaned tack. The RockN'5L Royalty committee has the right to determine if the horse is appropriate to be used for royalty events.

The RockN'5L Rodeo Royalty will attend numerous rodeos and community events to promote RockN'5L Rodeo. Guidelines to ensure everyone's safety, the overall integrity of the Royalty program and the rodeo association are as follows:

- **Conduct/Behavior:** RockN'5L Rodeo Royalty, as individuals and jointly, shall maintain a positive image at all times. Each shall have a pleasant attitude and be willing to help promote the RockN'5L Rodeo, the RockN'5L Rodeo sponsors and the rodeo community. At all times each royalty is to be considered in the public eye, including when not on official business, and it is the responsibility of each titleholder to uphold and maintain an outstanding image. The role of royalty is to be a public relations ambassador and to spread the public's knowledge of the sport of rodeo and specifically the RockN'5L Rodeo. Royalty shall also network with rodeo boards and rodeo royalty such that our rodeo is well presented and widely known throughout the Southeast. We are looking for the young woman who exceeds our expectations and goes the extra mile in all endeavors.
- **Supervision:** For her safety, RockN'5L Royalty will be supervised/chaperoned at all times by a Royalty Director, Royalty Committee, parent, or RockN'5L Royalty volunteer. There shall be a designated chaperone at all events and the chaperone will be in charge. Parents are always welcome to accompany their daughters as well, however parents are not required to attend events and in fact parents shall not interfere in the activities of the royalty (Tiny Miss & Little Miss must have a parent/guardian with them). Parents/guardians shall respect the decisions of the Royalty Director and Royalty

Committee. Parents/guardians shall refrain from giving direction to Royalty. The chaperone is in charge. When serving in an official capacity, the Royalty's first responsibility is to RockN'5L Rodeo and Royalty Director and Committee. The Royalty will be perceived as a team and should remain together and travel together during all events unless other arrangements have been made and approved in advance by the Royalty Committee.

- **Dress Code:** RockN'5L Royalty is consistently in the public eye. It is very important to look your best at all times. As a titleholder each Royalty should have a polished look. Hair should be clean and well-trimmed, make-up properly applied, and attire modest and appropriate for the occasion. When on official business appropriate attire should consist of current western wear, to include a long-sleeved collared shirt, western jeans (no hip-huggers, faded or torn jeans), western dress boots and a felt hat. While on official business it is requirement to wear a certain type of western attire, which includes but is not limited to an official crown, sash, chaps if provided, belt buckle, belt, long sleeve western shirt and boots. Each titleholder will be responsible for furnishing her personal attire and expected to repair or replace any Rodeo-issued items that are damaged while in possession.
- **Boyfriends and Friends:** Guests are welcome at events while you are fulfilling your official duties for the Royalty program as long as they are not a distraction from your duties. While it is not against the rules to have a boyfriend it is important that you remain modest (this includes social media).
- **Cell Phones:** Use of cell phones and/or gum chewing is not permitted during official appearances. Cell phones must remain in a purse, boot or somewhere that they are not a distraction. Cell phones shall not be carried in the back pocket.
- **Alcohol and Drugs:** Drinking alcohol, smoking, vaping, tobacco use of any kind, drug use, expulsion from school and being arrested are grounds for immediate dismissal. (This applies to any parent that attends an appearance as well.)
- **Social Media:** The Royalty agree that your posts on all social media platform(s) should always reflect exemplary conduct. Please conduct yourself accordingly through your words and photos. Any negative or harmful displays on social media will be addressed by the RockN'5L Rodeo Company Board of Directors (hereafter referred to as the Board of Directors) and could result in the removal of your crown. At any point throughout RockN'5L Royalty titleholders reign the Royalty Director, Royalty Committee, and/or Board of Directors can and will monitor social media accounts.
- **Communication:** Royalty shall respond to all electronic or verbal communication from Royalty Director within 24 hours. Confirmation of appearances at all official business shall be at least 72 hours in advance. It is the responsibility of the Royalty to contact the Royalty Director at least 36 hours in advance if they are unable to attend an event/appearance. It is the responsibility of the royalty to communicate and coordinate with the Royalty Director.

Royalty Competition

To be awarded one of the RockN'5L Royalty titles, contestants must complete the RockN'5L Royalty Pageant that is held prior to the 2024 RockN'5L Rodeo Season. There is a \$25.00 Entry Fee to compete in the pageant. The competition will be fair and consist of horsemanship, modeling, speech, one or more interviews, a written test, and several impromptu questions. There will be a panel of 6 judges with one of the judges being an alternate. The alternate judge's scores will only be used in the event of a tie for either a category win or title win. The tallying of scores will be done by a team of 2 Auditors alongside the delegated Pageant Assistant and Royalty Director. The Royalty Director will oversee that the process is ran correctly and fairly but will have no bearing on the tallying. The judge's scores will be combined for each category by dropping the highest and lowest score from the judge's scores to determine the winner in each category along with

determining the overall winner to be crowned for each division.

The categories of the RockN'5L Royalty Pageant will go as followed:

- **Horsemanship:** This category has a possibility of 1-50 points per judge. The purpose of this portion of the competition is to demonstrate the ability as a rider. The horse's ability is not judged; however, contestants must demonstrate their ability to stay mounted on a safe horse that is accustomed to the loud noises and commotion that will occur at parades and rodeos. The RockN'5L Royalty Director and Royalty Committee reserves the right to deny the use of a horse which is not suitable for the role. Horsemanship for all Divisions will be required. The Tiny Miss Division contestants may be led by an adult. Horsemanship patterns should not be altered in any way from the selected patterns provided. There will be only one go around of horsemanship which would include a horsemanship patterned, flag run and interview. Things the judges will look for: Hands, feet and seat in correct places, rider's balance and bounce, elbows should not bounce, hand should be above and in front of horn, straight line from her shoulder, to hip, to her toe, heels down, not flat or up. Overall look and confidence; Horse's appearance-cleanliness, grooming. Etc. A Contestant will receive a zero (0) from each judge for falling off or being bucked off the horse during the horsemanship pattern. No Stud Horses are allowed for use for the Horsemanship Portion.
 - **Horsemanship Dress Code:** Western blue denim jeans (plain, no bling or bell bottoms) and plain white cotton blouse long sleeve button up shirt with collar, cowboy hat and boots, contestant banner and number are MANDATORY! PLEASE NOTE: Shirt is to be plain. No ruffles, no added accessories, tuxedo shirts or other fancy styles allowed. A wild rag & earrings may be worn.
- **Personal Interview:** This category has a possibility of 1-50 points per judge. Each contestant will participate in at least one interview with the selected judges. The questions in the interview will include topics like rodeo, the community, current events, ROCKN'5L Rodeo, and other questions that will help the judges to get to know contestant's personality. Questions may not include topics of religion or politics. Things the judges will look for: Impression of interviewer (self-projection, presentation), clarity and confidence, knowledge of subjects (Current events, animal husbandry, rodeo, etc.), personality (includes character, charm, sincerity; etc.). Interviews will be conducted in a private area. Only the contestant and judges will be in attendance. Interview should be 5 minutes for Tiny Miss, Little Miss, and Junior Miss. Interview should be 10 minutes for Princess and Miss. Each contestant is allowed the same amount of time and each contestant in an age division will be asked the same questions from the judges. Question will be suitable for each age division.
 - **Personal Interview Dress Code:** Contestants have the option of western suits, western dresses, western skirts, western blouses, western dress pants, western jeans, and shirts. Cowboy boots must be worn. All blouses, dresses and shirts worn in the Royalty Pageant must have long sleeves extending to the wrist with cuffs and have a collar. Long sleeves and cowboy hat, contestant banner and button number are required.
- **Speech:** This category has a possibility of 1-50 points per judge. Each contestant will give a prepared speech on a topic chosen by the royalty committee. ***The speech topic is to be about your State, the sport of Rodeo or the Western Way of Life.*** Speeches will have a set time limit of 2 minutes and must NOT go over. At the two-minute mark a buzzer or alarm will go off and the contestant will have the chance to finish only the sentence in which they are in. Things the judges will be looking for: credibility, presentation, and proper movement, grammar and content, enunciation, and voice projection (manner of speaking clear), and overall expression (smile, eye contact,

remember words). Queen and Princess Divisions must have their speech memorized. Little Miss and Junior Miss Divisions may use flash cards to help with their speech. Tiny Miss Division will not do a speech.

- **Speech Dress Code:** Contestants have the option of western suits, western dresses, western skirts, western blouses, western dress pants, western jeans and shirts. Cowboy boots must be worn. All blouses, dresses and shirts worn in the Royalty Pageant must have long sleeves extending to the wrist with cuffs and have a collar. Long sleeves and cowboy hat, contestant banner and button number are required.
- **Modeling:** This category has a possibility of 1-25 points per judge. Modeling will be a basic “T” Shape formation. As for modeling styles, the contestants may do their choice of poses (stops, turns, etc.) on stage or platform. Tiny Miss Contestants may be accompanied by an adult on stage. Things the judges will be looking for: poise and smile (self-projection), choreography of pattern (difficulty of maneuver), eye contact with judges and audience, balance, and coordination (no wobbles on turns), Use of stage area. Modeling is not timed, but the contestants are asked to keep it around one minute long and not to go over one and half minutes.
 - **Modeling Dress Code:** Contestants have the option of western suits, western dresses, western skirts, western blouses, western dress pants, western jeans and shirts. Cowboy boots must be worn. All blouses, dresses and shirts worn in the Royalty Pageant must have long sleeves extending to the wrist with cuffs and have a collar. Long sleeves and cowboy hat, contestant banner and button number are required. This should be the same outfit as worn in Speech.
- **Impromptu Questions:** This category has a possibility of 1-25 points per judge. Each contestant will answer an impromptu question selected and approved by the Royalty Director. Each contestant in an age division will draw for an age-appropriate question. Things the judges will be looking for: composure, confidence and reaction, answer applicability to topic (knowledge humor, and compassion), grammar, ability to handle oneself in a professional manner, presentation (development and closure). The Contestant will be able to read the question from a paper prior to the question being read aloud to her.
 - **Impromptu Question Dress Code:** Contestants have the option of western suits, western dresses, western skirts, western blouses, western dress pants, western jeans, and shirts. Cowboy boots must be worn. All blouses, dresses and shirts worn in the Royalty Pageant must have long sleeves extending to the wrist with cuffs and have a collar. Long sleeves and cowboy hat, contestant banner and button number are required. This should be the same outfit as worn in Modeling & Speech however you have the option to change into another outfit as long as it is within the dress code as stated.
- **Written Test:** This category has a possibility of 1-25 points and will go directly to the Master Score Sheet. Test will be composed of questions from the 2023 RockN’5L Rodeo Rulebook. The Tiny Miss Division will not complete a written test. The Little Miss and Junior Miss Divisions will be appropriate questions for the age group with their test consisting of 10 questions, 5 True/False and 5 multiple choice, and each question will be worth 2 ½ points each. The Princess and Miss Divisions will be appropriate question for those age groups with their test consisting of 50 questions, 17 True/False and 17 Multiple Choice and 16 fill in the blank, and each question will be worth ½ point each.
 - **Written Test Dress Code:** Contestants have the option of western suits, western

dresses, western skirts, western blouses, western dress pants, western jeans, and shirts. Cowboy boots must be worn. All blouses, dresses and shirts worn in the Royalty Pageant must have long sleeves extending to the wrist with cuffs and have a collar. Long sleeves and cowboy hat, contestant banner and button number are required.

- **Appearance:** This category has a possibility of 1-25 points per judge. This will be judged as overall for the entirety of the pageant. The judges will be looking for overall appearance and will be looking for clothing clean, boots clean, posture and fitness (overall impression), presentation of smile and poise (thru entire contest), presentation of excellence (hair, use of makeup), clothing style and fashion.
- **Personality:** This category has a possibility of 1-25 points per judge. This will be judged as overall for the entirety of the pageant. The judges will be looking for overall personality. Confidence, poised, humble and polite, grateful, and positive-minded, nice presence, good communication skills, good body language, and social.
- **Photogenic:** This category is not added to the master scoresheet, but the judges will select one contestant for each division. These awards will be presented to the contestants judge the most photogenic based on the following criteria: visual appeal, expressiveness, age appropriateness, composition, lighting, and quality of the photo.
- **Miss Congeniality:** This award is an award given to the friendliest contestant as determined by a vote amongst the contestants. "Congenial" means friendly, welcoming, and amiable. There will only be one contestant for this award.

Additional Information

The Rodeo Royalty Pageant will be held in prior to the start of the ROCKN'5L Rodeo Company season on Saturday, February 17, 2024, at the Crazy P Arena in Cedartown, GA. The deadline for submitting an application to compete in the Rodeo Royalty Pageant will need to be turned in no later than January 1, 2024, by 4:00pm. A non-refundable late fee of \$30.00 will be applied in addition to the entry fee and paperwork that is turned in or post-marked after 4:00pm on January 1, 2024. We will continue to accept late entries until Thursday, January 11, 2024, by 4:00pm. No Entries will be accepted on Friday, January 12, 2024, or any days following. All forms should be typed for legible reading. The emcees will read the master of the ceremonies sheet directly as it was written and submitted while the contestant is on stage.

Entry Fee for the Pageant can be made with a credit/debit card via Square by calling Andrea Lanier at 706-913-3480. The entry fee is \$25.00 plus 3.5% & \$1.00 for processing fees, making the total amount \$26.88. If submitted after deadline you will need to add the \$30.00 late fee to the \$25.00 entry fee plus 3.5% & \$1.00 processing fees, making the total \$57.93. **You must pay for your annual 2024 RockN'5L membership prior to the pageant or the morning of the pageant or you will not be allowed to compete. The 2024 RockN'5L Membership fee is \$75.00 for one child and \$50.00 for any additional child in the same household. Please note that the membership fees paid via Square will also include a 3.5% & \$1.00 processing fee, making the total membership fee for one child, \$78.63. If paying Square for the Royalty Pageant one time and membership for one child the total cost would be, \$104.50 (breakdown - \$25.00+\$75.00=\$100.00 x3.5%+\$1.00=\$104.50)

You will need to submit one head & shoulder pose photograph that is in color and has been taken within the last 6 months before submitting. Contestant must be in full western attire for picture. Photos will need to be submitted via email to Wesleigh Gaddy at sayrodeoroyalty@gmail.com by January 29, 2024.

There is a Facebook for Pageant information, tips, and videos to serve as a guide and

assistant for pageant help. Only pageant contestants, parents, and a pageant coach is allowed to join the group as it was closely monitored. This group is an open guide and book for any question regarding the pageant. The group is: RockN'5L Rodeo Company Royalty Pageant.

The below contract must be signed at the time signing entering as soon as the newly crowned Royalty is announced their reign will immediately start. A timeline of events will be coordinated with times after application has been submitted.

Please direct questions or concerns to the Royalty Pageant Coordinator
Wesleigh Gaddy 678-590-9247

Royalty Contract

Royalty and parent(s) will be required to sign the contract acknowledging that they intend to uphold the rules and policies in this Handbook and Contract as well as agree to the following stipulations:

- At the end of reign, titleholders may keep awarded crown, chaps, belt buckles, saddle (if awarded) and any sponsored personal clothing items.
- The RockN'5L Royalty Committee is solely responsible for making arrangements for all appearances and fundraisers. All communications and/or invitations must be coordinated through the Royalty Director. All press releases, official email communications, and social media (such as Rock N'5L Facebook pages) shall be approved or copied to the Royalty Director. Each Royalty titleholder agrees to be available for appearances, interviews, filming, photographic and recording sessions and such other events as determined by the Royalty Director and Royalty Committee, provided they do not unreasonably interfere with personal education and/or employment.
- While holding a current title as RockN'5L Royalty titleholder you may not enter any other royalty competitions. The only exception is the RockN'5L Royalty may be a contestant for another RockN'5L Royalty Division for the following year. However, she may not hold the same title more than once and shall not hold the same title back-to-back unless no other contestants compete.
- In the event a conflict arises, it should be immediately brought to the attention of the Royalty Director. If the Royalty Director and Royalty Committee cannot resolve the dispute, the Royalty Director shall contact the RockN'5L Board of Directors for guidance. Parents or guardians of Royalty are not members of the Royalty Committee. Any negative comments directly or indirectly made about the program or committee members may jeopardize the reign of the royalty member.
- The Royalty Director, Royalty Committee, and Board of Directors will have the final discretion in all areas of behavior and appearances. If for some reason the reigning titleholder is unable to fulfill her duties, the 1st Runner Up for the reigning year will be awarded the title as a replacement for the remainder of her reign.
- RockN'5L Royalty titleholders' serves at the will of the RockN'5L Rodeo Board of Directors and the Board may terminate any Royalty reign with cause at any time and without advance notice, procedure, or formality. The RockN'5L Rodeo Royalty Director, Royalty Committee and/or Board of Directors may at any time, and in its sole discretion, without prior notice, change, delete or add any policy.
- If a selected Royalty titleholder should fail to abide by these conditions at any time either prior to or during her reign, she may be required to relinquish her position at the discretion of the RockN'5L Board of Directors. If for any reason any Royalty should be asked to forfeit her reign, she will be required to forfeit

her prizes and awards to the Royalty Director.

- Any Royalty titleholder that is expelled from school, arrested, or issued a ticket for drinking, drugs, or any violent act is grounds for immediate dismissal.
- I will inform the Royalty Director of any changes of my address or phone number within 24 hours of such change. I understand that the Royalty Director and/or Royalty Committee must be able to contact me to make arrangements for appearances and I will make every effort to inform them of my whereabouts.
- I will be truthful and forthright in all my dealings relating to my duties as a titleholder of RockN'5L Rodeo Royalty. I will not lie nor deceive the directors or association in any way.
- I will dress in a modest western style while making appearances as a titleholder of RockN'5L Rodeo Royalty. I understand that Rodeo dress code will be followed: cowboy hat, long sleeves, jeans, belt, and boots. If my wardrobe is deemed inappropriate for any appearance, I will change immediately. Continued infractions of this may be grounds for dismissal. This decision is solely at the discretion of the Royalty Director, Royalty Committee, and/or Board of Directors.
- I will be expected to arrive at all events in a timely manner and ready for photographs at any time when making appearances. This means that hair will be done and make up will be already applied upon arrival. When making appearances at rodeos it is acceptable to arrive early and get ready at your horse trailer, however it is not acceptable to be walking around the rodeo grounds in curlers, or half dressed. While in the view of the public please be sure that you are completely put together. Hair should be curled or neatly combed. If inclement weather occurs hair can be placed in a low ponytail. Braided hair is unacceptable, you are rodeo queens first and foremost. Your horse or the horse you will be appearing with needs to be sound, clean, and well groomed. Your tack needs to be cleaned and in good condition.
- I will not participate in any form of slander, gossip, or verbal belittling (whether it be in person, via telephone calls, text messaging or in writing or any type) of anyone including fellow contestants, title holders, RockN'5L Rodeo Board of Directors, Royalty Director, or sponsors. I will not make derogatory comments or actions regarding any potential contestant, title holder, member of the RockN'5L Rodeo or sponsor. This shall include any unwanted physical contact (hitting, slapping, pinching etc.). Foul language is not acceptable at any RockN'5L activity or required appearances. Any incidents will be investigated by the Royalty Director and/or Royalty Committee and may lead to dismissal.
- I understand that the 2024 Royalty reign begins once crowned and will end on the last day of the 2024 RockN'5L Rodeo Finals.
- I understand I will receive only three warnings unless otherwise stated above, after three warnings if any other issues arise, I will be required to forfeit my title.
- I am not currently married and have never been married. I have never participated in a situation where it could be determined that I am or have been married by common-law or cohabitated with another person in lieu of a marriage contract. I have never entered into a purported marriage ceremony or obtained a divorce or annulment of any true or purported marriage. I am not currently engaged, and I agree not to become publicly engaged during my reign.
- I am not pregnant, nor have I ever given birth to or adopted any child. I am not the guardian of any person.
- It is my responsibility to read all posts and information the Directors may post on the RockN'5L Rodeo Facebook page and website to keep myself informed

and to be able to inform others.

- I will make myself available and assist the Directors during any and all dates pertaining to the rodeo season and the pageant in 2024.
- I also agree that I will not solicit or except any prizes, gifts, or money in the name of RockN'5L Rodeo title/pageant it anyway unless approved by the Royalty Director.
- I will not violate the laws of the state of Georgia, or any other state of the United States, (only minor traffic violations permitted). This includes misdemeanor crimes such as driving without a license. I will remember that I am setting an example for the youth and members of RockN'5L Rodeo in my actions.
- Social media – Facebook/Twitter/Instagram/Snapchat etc. RULES: I will not use any photograph taken of me in crown and sash or use my title on my Facebook/Twitter/Instagram/Snapchat etc. without specific permission by the Royalty Director. At no time will I post negative comments or comments that cause concern for my mental health i.e. promoting suicide, "someone come kill me", "I want to die ", "my life is useless quote or similar statements. I understand that my social media accounts will be seen by others, and I will refrain from allowing any posting or pictures that contain nudity, profanity or any other inappropriate postings that would reflect negatively upon me as a titleholder in anyway. This includes any suggestions regarding smoking, drinking alcoholic beverages, sexual activity, or illegal actions. If you would not want your parents to see it, don't allow it on social media. I will notify the Royalty Director of all social media accounts and will give access to view all accounts.
- I have not been convicted or charged with any criminal action, regardless of whether it was a felony or misdemeanor (excluding minor traffic offenses). I agree to provide proof of any charge against me, or the resolution thereof, for any criminal action for which a penalty may be assessed.
- If I have any concerns about the applicability of and of these provisions, I acknowledge I have been advised to discuss this with the Royalty Director prior to signing this agreement.
- To the best of my knowledge, there is nothing that will interfere with my ability to compete in this contest or to perform the obligations of any RockN'5L Rodeo Royalty titleholder, if crowned.
- I understand that I must meet these expectations to the best of my ability and if I do not the Consequence Matrix for Unmet Expectations will be followed.

Financial Obligations

As part of the honor and role as an RockN'5L Rodeo royalty, there are related expenses that may not be covered by the program.

- Custom belt buckles, sashes and personal jewelry items are provided for the royalty.
- All appearances of the royalty are accompanied by a Committee Chaperone. If a Royalty Committee member cannot attend and a parent is appointed as Chaperone. All Royalty expenses will be the royalty's family responsibility.
- Gas mileage to and from events is the responsibility of the Royalty.
- Meals while travelling are the responsibility of the Royalty.
- Clothing is the responsibility of the royalty. We receive sponsored clothing which varies from year to year. We encourage royalty to be creative in acquiring suitable clothing such as borrowing from prior royalty, second hand and consignment stores.

- Royalty is responsible for providing their own hats, boots, and other clothing or equipment for appearances as needed.
- Royalty are provided thank you cards for their use.
- Traditionally royalty provides thank you gifts at the end of their reign. Gifts are the responsibility of the royalty.

Appearances

Above all, the RockN'5L Royalty program is designed to have fun while representing the Rodeo and the community. Below is a list of events that titleholders are requested to attend during the reign which can change at any given time. You must make effort to make yourself available. Some events are mandatory; many events are optional. The decision to attend optional events will be made together by members of the Royalty Program Committee, the Royalty, and their parents. This list is subject to change as events arise that the Royalty will need to attend to be in compliance with RockN'5L Rodeo sponsorships.

Mandatory Events for the 2024 Royalty

February 17, 2024 – Pageant & Coordination (2023 Royalty must attend)

March 22-23, 2024 – Rodeo - Friday Night Slack Grand Entry (Miss & Princess) & Saturday Grand Entry (All Royalty)

April 26-27, 2024 – Rodeo - Friday Night Slack Grand Entry (Miss & Princess) & Saturday Grand Entry (All Royalty)

May 24-25, 2024 – Rodeo - Friday Night Slack Grand Entry (Miss & Princess) & Saturday Grand Entry (All Royalty)

June 21-22, 2024 – Rodeo - Friday Night Slack Grand Entry (Miss & Princess) & Saturday Grand Entry (All Royalty)

July 26-27, 2024 – Rodeo - Friday Night Slack Grand Entry (Miss & Princess) & Saturday Grand Entry (All Royalty)

Aug. 23-24, 2024 – Rodeo - Friday Night Slack Grand Entry (Miss & Princess) & Saturday Grand Entry (All Royalty)

Sept. 27-28, 2024 – Rodeo - Friday Night Slack Grand Entry (Miss & Princess) & Saturday Grand Entry (All Royalty)

October 25-26, 2024 – Finals – All Royalty will need to attend for the entirety of the Finals and Pageant

Events associated with any Rock'5L Rodeo, RockN'5L Rodeo Sponsors, and Royalty Sponsors Royalty Clinic (TBD)

Royalty Committee meetings (designated as necessary)

Monthly videos and notes that will be posted on RockN'5L Rodeo Facebook page and social media outlets.

Optional Events for Royalty

Visits to local schools, hospitals and other parades, rodeos, and community events.

The Association feels it is very important for Rodeo Royalty Attendant to attend these events (Mandatory). However, we do understand that from time to time there may be scheduling conflicts. In such a case is to provide to the Royalty Director a written request to be excused for that particular event within 36 hours, unless, it is an unforeseen emergency. The Royalty Director will then provide to the Rodeo Royalty Attendant a written acceptance or denial.

Exhibit A

2024 ROCKN'5L Rodeo Royalty Contract Consequence Matrix for Unmet Expectations

The following matrix details the consequences for unmet expectations by any 2024 RockN'5L Rodeo Royalty. Please familiarize yourself with this matrix. We do not anticipate ever having any of these problems! However, if any of these issues do arise, please know that the RockN'5L Rodeo Royalty Director and the Board of Directors will not hesitate to implement the appropriate consequences.

<u>Violation</u>	<u>1st Offense</u>	<u>2nd Offense</u>	<u>3rd Offense</u>	<u>Repeat Offenses</u>
Inappropriate Attitude/Behavior	Warning Meet with Director	Meet with Director & ROCKN'5L Rodeo Royalty Committee	Meet with Director & Rock N'5L Board *Possible Probation	Meet with Director & Rock N'5L Board *Possible Probation *Possible Removal of Title/Crown
Arriving for an Appearance not Dressed Appropriate	Warning Meet with Director	Meet with Director & ROCKN'5L Rodeo Royalty Committee	Meet with Director & Rock N'5L Board *Possible Probation	Meet with Director & Rock N'5L Board *Possible Probation *Possible Removal of Title/Crown
Habitual Tardiness	Warning Meet with Director	Meet with Director & ROCKN'5L Rodeo Royalty Committee	Meet with Director & Rock N'5L Board *Possible Probation	Meet with Director & Rock N'5L Board *Possible Probation *Possible Removal of Title/Crown
Inappropriate Cell Phone Usage	Warning Meet with Director	Meet with Director & ROCKN'5L Rodeo Royalty Committee	Meet with Director & Rock N'5L Board *Possible Probation	Meet with Director & Rock N'5L Board *Possible Probation *Possible Removal of Title/Crown
Missing a Mandatory Event (Contract)	Warning Meet with Director	Meet with Director & ROCKN'5L Rodeo Royalty Committee	Meet with Director & Rock N'5L Board *Possible Probation	Meet with Director & Rock N'5L Board *Possible Probation *Possible Removal of Title/Crown
Lack of Communication with Director / Board	Warning Meet with Director	Meet with Director & ROCKN'5L Rodeo Royalty Committee	Meet with Director & Rock N'5L Board *Possible Probation	Meet with Director & Rock N'5L Board *Possible Probation *Possible Removal of Title/Crown
Making Non-Approved Appearances as ROCKN'5L Royalty	Warning Meet with Director	Meet with Director & ROCKN'5L Rodeo Royalty Committee	Meet with Director & Rock N'5L Board *Possible Probation	Meet with Director & Rock N'5L Board *Possible Probation *Possible Removal of Title/Crown
Inappropriate Social Media	Warning Meet with Director	Meet with Director & ROCKN'5L Rodeo Royalty Committee	Meet with Director & Rock N'5L Board *Possible Probation	Meet with Director & Rock N'5L Board *Possible Probation *Possible Removal of Title/Crown
Insufficient Sponsor Contacts	Warning Meet with Director	Meet with Director & ROCKN'5L Rodeo Royalty Committee	Meet with Director & Rock N'5L Board *Possible Probation	Meet with Director & Rock N'5L Board *Possible Probation *Possible Removal of Title/Crown
Inappropriate Conduct by Family/Friends of Rock N'5L	Warning Meet with Director	Meet with Director & ROCKN'5L Rodeo Royalty Committee	Meet with Director & Rock N'5L Board *Possible Probation	Meet with Director & Rock N'5L Board *Possible Probation *Possible Removal of Title/Crown

Royalty Director: Adrian Nunn

Royalty Committee: Adrian Nunn, Stanton Williams, Wesleigh Gaddy

ROCK N'5L Board of Directors: Hannah Wyman, Troy Lanier, Meagan King, Rick Jackson, James Jackson, Cody Hays, Josh Moon, Frankie Matthews, Jamie Ethridge

Important Information

2024 Rodeo Dates

March 23 rd	1 st Rodeo	
April 27 th	2 nd Rodeo	
May 25 th	3 rd Rodeo	Raffle Sheet/Money Due (at least \$200 worth)
June 22 nd	4 th Rodeo	
July 27 th	5 th Rodeo	Ad Form/Payment/Content Due (No Partial Accepted!)
August 24 th	6 th Rodeo	
September 28 th	7 th Rodeo	Volunteer Card DEADLINE to be signed & turned in!
October 25 th	Finals Back Number Ceremony	
October 26 th	Finals Rodeo & Award Ceremony	

2024 Raffle Ticket Sheets are due NO later than **May 25th, 2024**. **No tickets will be accepted without payment, and no payment will be accepted without tickets.**

2024 Ads are optional & due NO later than **July 27th, 2024**. No ad will be accepted without **form and payment**. **If ad information (details to be printed) is not received by July 27th, 2024, the ad will not be printed in the Finals Program. NO REFUNDS WILL BE ISSUED DUE TO FAILURE TO TURN IN MATERIALS.**

*****SPONSORSHIPS DO NOT COUNT TOWARDS YOUR FINALS FUNDRAISING REQUIREMENTS!!!**

Final Rodeo Qualification Requirements Checklist

- Must be a member.
- For each event, member must compete in at least 4 rodeos.
- Member must sell \$300 in Fundraising from any combination of Raffle Ticket Sheet and/or Ad Sales. (Ex. \$200 Raffle Ticket Sheet & \$100 in Ad Sales)
- Each contestant must have a family member volunteer their help for 1 Rodeo, 1 Event, for at least 1 hour. Contestants may also volunteer in an event they are not competing in. **(VOLUNTEER CARD MUST BE SIGNED & TURNED IN AT THE TIME VOLUNTEER WORK HAS BEEN COMPLETED!)**

RockN'5L Rodeo Company Officials For 2024

Board Members:

Troy Lanier	Hannah Wyman- <i>Executive</i>	Jamie Ethridge
Rick Jackson	Cody Hays	Meagan King
Josh Moon	Frankie Matthews	James Jackson

Operational Administration: Andrea Lanier & Hannah Wyman

Arena Director: Eric Wyman

Assistant Arena Director: Cody Hays & Meagan King

Rodeo Operations Manager: Hunter Lanier

Stock Operations Manager: Hayden Lanier

Check-In Coordinator: Tammy England

Event Directors:

Ranch Sorting-	Paul Beck
Rough Stock-	Jamie Ethridge & James Jackson
Barrels & Poles-	Abigail Morgan
Roping-	Josh Moon & Frankie Matthews
Mutton Busting-	James Jackson
Goats-	Cat & Rick Jackson
Chute Dogging-	Jeff Smith
Lil' Buckaroo	
Arena-	Andrew & Carly Miller Colton & Nicole McCrelles

Specialty Directors:

IMRA Travel Team & Coordinator-	Tina Croft
Special Occasion Directors-	Tina Croft & Shelley Sullivan
Membership Table & Volunteer Coordinator-	Julie Petty
Volunteer Operations Manager-	Leigh Smith

Stock Contractors: 5L Stock Contracting, Ace-High Cattle Co., & J6 Stock Contracting

Announcer: Brent Parrott

Chaplain: Frankie Matthews

Arena Grounds Director: Paul Beck