

**ROCKN'5L RODEO  
COMPANY**



**JUNIOR PRO DIVISION**

2025

Rules and Regulation

# RockN'5L Rodeo Company Rules & Regulations 2025

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# **RockN'5L Rodeo Company**

## **Rules & Regulations 2025**

### **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 a release form is signed. Wristbands will be checked before competition in any event. If in an event a 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 throughout 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 tickets. The raffle ticket proceeds will go towards the RockN'5L Rodeo Company Finals to help with the purchase of awards. **\$300 WORTH OF FUNDRAISING MUST BE TURNED IN BY THE JUNE 21<sup>st</sup> RODEO DEADLINE** TO ENSURE JACKET ORDER & QUALIFICATION STATUS. ABSOLUTELY NO JACKET WILL BE ORDERED AFTER JUNE RODEO, UNLESS JOINING @ JUNE RODEO! **NO EXCEPTIONS!** **These final requirements stand alone, as do not take place of sponsorships obtained.**
- **Memberships:** Memberships will be accepted up until June Rodeo in order to attempt and meet qualifications, however, \$300 of the fundraising requirements will be required at July Rodeo when signing up to ensure jacket is ordered. ABSOLUTELY NO JACKET WILL BE ORDERED FOR MEMBERS JOINING AT JUNE RODEO AFTER JULY 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 July Rodeo. ABSOLUTELY NO ADDITIONAL JACKET ORDER WILL BE TAKEN AFTER THE JULY 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 Pee-Wee, 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! SUNGLASSES, will also NOT be permitted by a contestant while competing in ANY event! 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.
- **Volunteers:** Each contestant must have **Two (2) Volunteer Credits! One (1) must be obtained in the 1<sup>st</sup> half of the season and One (1) in the 2<sup>nd</sup> half of the season. This is per contestant. JUNE IS THE DEADLINE FOR THE 1<sup>ST</sup> CREDIT and OCTOBER IS THE DEADLINE FOR THE 2<sup>ND</sup> CREDIT, as all qualifications must be completed going into the November Finals Rodeo Weekend. A family member (parent, grandparent, sibling, aunt, uncle, etc.) or 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 and must be used for signing up for the volunteer credit. A buyout option will be available for \$100 per contestant/per volunteer slot. 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 two (2) timecards in the membership packet to be signed and turned in immediately after you have completed the volunteered event.
  - **Volunteer opportunities will be able each month using the Sign-Up Genius link posted on our Facebook page. 1<sup>st</sup> come; 1<sup>st</sup> serve!**
  - **THE VOLUNTEER TIME CREDIT WILL NOT BE GIVEN UNTIL THE VOLUNTEER CARD HAS BEEN SIGNED BY THE DIRECTOR & TURNED INTO THE REGISTRATION TABLE.**
  - **If a volunteer timecard has been lost, a replacement card can be purchased for \$5.**
  - **ABSOUTLEY NO BACK LOGGING IS ALLOWED NOW! You will ONLY receive credit for turning in your card the month you have volunteered. (EXAMPLE of what is NOT allowed -- Signed up & volunteered in March to work Goat Gate, forgot card, brought it in June to be signed & turned in months later.)**
- **Equipment:** Each contestant must have obtained **THEIR OWN EQUIPMENT by their 2<sup>nd</sup> Rodeo or this will stand as grounds for an automatic disqualification.** If the 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 directors.
- 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 1<sup>st</sup> of the rodeo year. Contestants 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 riders 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.

- **Cash & Checks ONLY:** 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 or fundraising. **PAYMENTS WILL ONLY BE ACCEPTED BY CASH OR CHECK ONLY!** We can no longer accept credit or debit cards due to the excessive fees associated with accepting them.
- **NO ILLEGAL DRUGS ON PREMISES of the 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 within 100 ft. of 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 Staff of the 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 any contestant(s), family member(s) and/or spectator(s) to leave, disqualify contestant(s), and/or revoke membership(s) for any of the stated reasons.**

All contestants, spectators, parents, and guardians must conduct themselves in a respectable, responsible manner as a 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 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 are 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 Tot's 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"/ "No Score" 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!!!**

➤ **Age Divisions:** Age divisions are age as of January 1<sup>st</sup> of Rodeo Year:

- Tiny Tot: 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:**

- 1<sup>st</sup> place 10 points
- 2<sup>nd</sup> place 9 points
- 3<sup>rd</sup> place 8 points
- 4<sup>th</sup> place 7 points
- 5<sup>th</sup> place 6 points
- 6<sup>th</sup> place 5 points
- 7<sup>th</sup> place 4 points
- 8<sup>th</sup> place 3 points
- 9<sup>th</sup> place 2 points
- 10<sup>th</sup> place 1 point

**Non-members DO NOT accumulate points for Finals' qualifying rodeos. Points are not awarded or accumulated retroactively. Non-member rodeos DO NOT count towards the 5-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 RockN'5L Rodeo Jr. Pro Rodeo Association.
- 2.) Must compete in at least **5 rodeos**. (*Each event must also have been competed in 5 times.*)



- 3.) Sell a minimum of **\$300 in Fundraising Raffle Tickets.**
- 4.) Family Member or Contestant Volunteer a minimum of **Two (2) Volunteer Time Slots 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 Tot/ "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 1<sup>st</sup> 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, 3<sup>rd</sup> through 5<sup>th</sup> place, in an 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 5 rodeos for the All-Around category, and a minimum of 5 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 1<sup>ST</sup> 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](http://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), Breakaway (Girls ONLY), Goats (Girls ONLY), & Poles (Girls ONLY). **PLEASE LET US KNOW AT THE TIME OF EACH CALL-IN IF YOU ARE WISHING TO REPORT THAT RODEO TO THE IMRA. WE CANNOT REPORT RETROACTIVELY!** 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**.

- **"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. This category will be called "The Stars of Rodeo". **All "Stars of Rodeo" contestants will receive free entry fees, but this EXCLUDES the membership fee and fundraising requirements.** We believe in enabling these special children, rather than disabling. 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, to the best of their ability, even if this requires assistance. 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. They may also receive a "higher" score theatrically at judges' discretion; however, their scores are not combined with regular scoring of contestants. 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 submit online submission form to the rodeo officials before or 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\*\*\*!**
- **Call-in by Phone: will take place by calling 706-669-0846.** 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 22<sup>nd</sup> Rodeo Call-In will be on Tuesday, March 11<sup>th</sup>.
- **Call-in Online: Online "Call-In Submission Forms" will be opened the 1<sup>st</sup> of every month and close Call-In Tuesday @ 9 p.m.** (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.

- **Contestants must be signed-in 1 hour before their 1<sup>st</sup> event.**
- **Mandatory Grand Entry-** If you compete on a horse in **ANY** event, you are registered, and on the grounds during the Grand Entry, you must and will be required to participate in the Grand Entry. Tiny Tot & 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 will "roll-over" to the entry fees of the next attended rodeo. You may only carry ONE (1) month of roll-over fees. Having more than ONE (1) roll-over will result in NOT being allowed to call-in until fees are taken care of. These 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 they are.**
- All stock events will have the draw done at least 2 hours prior to the rodeo.
- All stock events will have two judges, and all running events will always have one judge in the arena while the 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" or "NS" or "No Score" in an event, he/she receives credit for participating, but does NOT receive a competitive time or score.
  - If he/she receives a "Scratch", or "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/or 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 timers/watches will be 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 start their out 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 Tot- 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 the utmost priority!**

## Main Arena 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. **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.
3. **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. Draw partners will NOT receive points for those runs. **NO DRAW PARTNERS WILL BE ALLOWED FOR FINALS.**
4. **PARTNERS CAN CHANGE THROUGHOUT THE SEASON AND DO NOT HAVE TO REMAIN THE SAME THROUGH THE ENTIRE SEASON.**
5. **Team members can be a combination of any age group. Ex. Junior and Super Senior, Senior and Senior.**
6. Each team will sort cattle 0-9 (10 head total) subsequently.
7. Cattle herds will be run 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.
8. 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.
9. Spotting is allowed and actually encouraged by the Ranch Sorting National Championship (RSNC), meaning any bystanders can let the contestants know what number is next and/or where its location maybe.
  10. A smaller arena or pen will be set up inside the large arena and will be the definition of the arena or pen in this event.
  11. A run starts with team members on opposite side of the start line from cattle. The team has the option to push cattle to the far side of the pen before starting.
  12. 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.
  13. 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).
  14. Electric eye timers as well as back up timers will be used.
  15. Team members will rotate being the sorter & gate man. A personal decision of who will go after the 1<sup>st</sup> cow called and who will be gate man, is to be made between themselves before starting. Once the starter contestant, (1<sup>st</sup> Horse), has gotten their 1<sup>st</sup> 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 1<sup>st</sup> horse going to retrieve the 3<sup>rd</sup> cow in sequence. This rotation will continue until all the cows are sorted or time has elapsed.
  16. 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.
  17. 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 starts when the first horse's nose crosses the timer line and will end when the last cow is completely across the timer line 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 1<sup>st</sup> factor. (Ex. 1<sup>st</sup> place- all 10 cattle in 15.000 secs, 2<sup>nd</sup> place- all 10 cattle in 90.000 second time limit, 3<sup>rd</sup> 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 1<sup>st</sup> through 5<sup>th</sup> places based on points accumulated throughout 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 **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 regards to already sorted cattle- When a team is running and it is determined by the judge that interference from outside the arena adversely affects the run, the judge will give the team an option of a re-run from scratch or time/cattle scored 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-runs shall be decided by the judges.
2. If a re-run is given, the judge shall inform the contestant immediately of his marking.
3. No re-run will be given due to faulty or broken equipment furnished by the contestant in any event.
4. Re-runs 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-run, 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-run. 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-run 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 unnumbered, 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-runs will be given once a team has committed to the cattle by crossing the start / foul line unless cattle become injured or unnumbered 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-run. The re-run will occur **immediately** using the same numbered cattle once injured, unnumbered, or unfit 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-runs 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-runs 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.

**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.
  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.**

**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. **TINY TOT & PEE WEE PONIES--CONTESTANTS WEIGHT MUST NOT EXCEED 80 LBS!**  
**Rider's Weight will be checked before each rodeo. NO ONE OVER 80 LBS. WILL BE ALLOWED TO RIDE MINI PONIES, INCLUDING FINALS! (This is to ensure the safety and health of the animal.)**

**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. 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. 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.
15. 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.
16. 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.**

### **Junior Bull Riding**

**(See Page 56 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 Tot** must ride **4 seconds**, and **Pee-Wee** 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. **CONTESTANTS WEIGHT MUST NOT EXCEED 65LBS! Rider's Weight will be checked before each rodeo.** If a child exceeds 65 lbs., they may move up to riding mini bulls, but the points earned prior to that will not transfer. **NO ONE OVER 65 lbs. WILL BE ALLOWED TO RIDE SHEEP, INCLUDING FINALS! (This is to ensure the safety and health of the animal.)**
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 brand 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.

## **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 take a 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 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. **TINY TOT & PEE WEE PONIES--CONTESTANTS WEIGHT MUST NOT EXCEED 80 LBS!**  
**Rider's Weight will be checked before each rodeo. NO ONE OVER 80 LBS. WILL BE ALLOWED TO RIDE MINI PONIES, INCLUDING FINALS! (This is to ensure the safety and health of the animal.)**

**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.**

**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 left-hand delivery chute will be used. All chute dogging runs must be made from the same chute.
10. **SENIOR & SUPER SENIOR-** With steers loaded in 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 with ANY hand, also called "locking-up", before steer's nose crosses score line, there will be a ten (10) second penalty added to time. This is referred to as breaking the barrier.**

11. **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), also known as "locking-up" before leaving chute.
12. Chute Dogger must allow steer to maintain forward motion to the score line. Chute Dogger may not choke steer.
13. 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.
14. Contestant is considered working the steer when the steer leaves the chute.
15. **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.**
16. After crossing the start line, the wrestler must bring it to a stop or change its direction and twist it down.
17. 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.
18. **If steer falls on its own or is thrown early before nose crosses line**, steer must be let up and not thrown until steer's nose crosses the line. **Throwing the steer early IS NOT considered a disqualification**, but must be let up, maintain control, brought to the line and then thrown. Time is still defined by flag to flag, crossing the start line to dropping the steer.
19. 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.
20. Wrestler must have hand on steer when flagged.
21. Contestant is required to turn steer's head so that he can get up.
22. 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.
23. **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.**
24. 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 (Run in the Order of Super Senior, Senior, Junior, Pee-Wee) (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. **TINY TOT & PEE WEE PONIES--CONTESTANTS WEIGHT MUST NOT EXCEED 80 LBS! Rider's Weight will be checked before each rodeo. NO ONE OVER 80 LBS. WILL BE ALLOWED TO RIDE MINI PONIES, INCLUDING FINALS! (This is to ensure the safety and health of the animal.)**

**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 take a 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 striping 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.**

## **Junior Steer 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.

### **Time Limit:**

1. Animal must be ridden for six (6) seconds by 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. Juniors have no more than 45 seconds to do so. Failure to do so will result in

- disqualification.
2. Contestants will have the right to call judges to pass on whether animal is properly flanked by bull rope and cinched or not.
  3. Rigging must lie flat on animal's back while rigging is being cinched.
  4. Stock contractor may call on judge to pass on whether rigging is being set or cinched in a manner that might hurt animal's back.
  5. 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.
  6. One arm must be free at all times.
  7. The judge on the latch side of the chute gate shall serve as a back-up timer in the steer 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 the rigging comes off animal, touching anything with free hand or if contestant is bucked off, contestant will receive a no score.
4. 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.
5. Contestant will be disqualified for taking any kind of finger tuck, or finger wrap.
6. 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. 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.
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.

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.

15. 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. If stock contractor is not willing, re-ride will be drawn.
16. A contestant will have the option of a re-ride if the bull rope flank comes off the animal and the contestant has completed a qualified ride up to the point of the bull rope 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.**

## **Junior Saddle Steer 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. Animal must be ridden for six (6) seconds 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. One arm must be free at all times and must not touch animal or rein with the free hand.
10. 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. Contestant shall receive no score for not following judges' instructions to take feet from neck of animal stalled in chute.
4. 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.
5. 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.
  6. 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, Senior, and Super Senior Goat Tying  
(Run in the Order of Super Senior, Senior, Junior)**

**(Boys & Girls Compete Separately)**

**Juniors-boys may tie with a hoey, Seniors- boys MUST tie with a hoey,  
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 so 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, 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 not 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 goes 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.

## **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.
3. **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. Draw partners will NOT receive points for those runs. **NO DRAW PARTNERS WILL BE ALLOWED FOR FINALS.**
4. **PARTNERS CAN CHANGE THROUGHOUT THE SEASON AND DO NOT HAVE TO REMAIN THE SAME THROUGH THE ENTIRE SEASON.**
5. **Final awards** will be given for 1<sup>st</sup> through 5<sup>th</sup> 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.**
6. Contestant may share horses in team roping.
7. Roping Box – shall be a part of the arena during team roping.
8. 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.
9. 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.
10. 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.
11. If automatic barrier does not work but time is recorded, team will get time, but there will be no penalty for broken barrier.
12. 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.

13. 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.
14. 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.
15. 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.
16. 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.
17. Time to be taken between two flags.
18. This event shall not be conducted with an open catch pen at any rodeo.
19. 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.
20. The headers will enter from the back of the heading box, not from the arena.
21. Heelers will have a staging area prior to entering the box.
22. Draw partners do not receive points or payout.
23. 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.
24. 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 Dally Ribbon 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. **A ribbon roping team can consist of team members from any age group of Junior, Senior, or Super Senior.**
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.
3. **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. Draw partners will NOT receive points for those runs. **NO DRAW PARTNERS WILL BE ALLOWED FOR FINALS.**
4. **PARTNERS CAN CHANGE THROUGHOUT THE SEASON AND DO NOT HAVE TO REMAIN THE SAME THROUGH THE ENTIRE SEASON.**
5. The point system in the ribbon roping will follow the same criteria as the team roping. **Final awards** will be given for 1<sup>st</sup> through 5<sup>th</sup> places based on points accumulated through the season, with only one (1) set of awards for Ropers and one (1) set of awards for Runners from **THE ENTIRE** age divisions combined.
6. **This is a mixed event, one boy/one girl, boy/boy, or girl/girl. Either can be the roper or runner but may only enter this event one (1) time as either or.**
7. Roping Box shall be part of the arena during the roping events.
8. Once score line has been set in timed events it will not be changed in that go nor, can the length of the box.
9. **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.
10. It is always the decision of the barrier judge whether the barrier is broken.
11. 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 be considered a broken barrier.
12. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
13. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock qualified on in the field, entitling contestant to a re-run without penalties.
14. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
15. If barrier equipment hangs on animal and contestant tries the animal, he/she accepts the animal. If contestant pulls up, he/she will receive the same animal back.
16. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag, and all watches will be stopped. Contestant will receive original animal back with the lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. **Lap & Tap page 11.**

- b. In cases of mechanical failure.
- 17. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself/herself by pulling up.
- 18. In the ribbon roping a horse must clear the box before a loop is thrown.
- 19. The finish line will be the same point at the roping box in which time started and will be flagged by same line judge.
- 20. Time is to be taken between two flags.
- 21. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
- 22. This event shall not be conducted with an open catch pen gate at any rodeo.

**Time Limit**

There will be Forty-Five (45) second time limit. There will be a one (1) loop limit in all go-rounds at all rodeos. **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 disqualification and subject to a \$25 fine.
- 2. Calves may be pushed out by contestant's assistant providing they are ready.
- 3. **Catch as catch can. Any catch that holds the calf is legal.**
- 4. **Runner MUST stand in designated circle. A 10 second penalty will be given if the runner leaves the circle prior to the roper calling for the calf.**
- 5. Roper must rope calf, **and DALLY**, then the Runner is allowed to remove the ribbon. Calf does not need to be flanked. It is **NOT acceptable for the roper to dismount** and assist in mugging the calve.
- 6. Runner must cross finish line to get time. (Finish line is the same as barrier in roping box.)
- 7. **Flag judge will flag time when runner crosses finish line with ribbon in hand and give to judge or team will receive a no time.**
- 8. Ribbon – flagging tape shall be approximately 1/2 inch in width and 12 inches long.
- 9. The ribbon itself must be fastened to the top of the tail with a rubber band.
- 10. The runner removes the ribbon and runs across the finish line in either direction for time.
- 11. Ribbon must be removed by runner.
- 12. Any part of the ribbon is legal. Small piece fast time, vs all of ribbon and long time? What is the already have or find a piece in the arna
- 13. Roper must remain dallied until Runner touches calf, grabs ribbon, & retrieves to the finish line.

**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. **One (1) loop per run.** A dropped loop is considered a thrown loop. ???
- 7. Contestant will be disqualified for any abusive treatment of calf or his horse.
- 8. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.
- 9. No rattling of chute. A timed event contestant may not have someone rattle the chute for him/her. The contestant and/or person rattling the chute shall be disqualified.

10. Time should be taken with the average of two (2) times at all rodeos.
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!**

#### **Re-runs:**

1. In any timed event if animal escapes from the arena, flag will be dropped, and watches stopped. Contestant will get animal back with the 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 the 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. 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.
5. In ribbon roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the roper remains behind the plain of the barrier for approximately 10 seconds, that animal should be considered a sulking animal and replaced using the misdraw procedure, at judge's discretion.
6. If the contestant has legally roped the calf and there is no ribbon on the calf when the runner reaches the calf the team will get a re-run.

#### **Officials:**

1. There shall be two or more timers, a field judge, and a barrier flag judge.
2. Field judge may be mounted in order to keep up with the run. Barrier flag judge is to watch the barrier and step to the 30-foot line to flag the time.
3. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of the next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
6. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
7. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.

### **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 shared 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. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. **Knocking over a barrel is a (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 Tot, 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 consider severe.
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 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.

### **"Lil Buckaroo Arena" Events**

**(Ran in the Order of Tiny Tot Goat Tail Untying, Tiny Tot Dummy Roping, Pee-Wee Goat Tying on the Ground, Junior Dummy Roping, Pee-Wee Dummy Roping)**

#### **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 Tot, 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 (1<sup>st</sup>) 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. Juniors should begin each round wearing a cowboy hat, but if hat should fall off while the contestant is actively roping, they will NOT be penalized.

## RockN'5L Rodeo Company – 2025 Royalty Pageant

### Rodeo Royalty Handbook Code of Conduct and Standards

**FIRST AND FOREMOST, NO RUDE BEHAVIOR WILL BE TOLERATED by either contestants, parents, or spectators!** Please don't spoil it for the others wanting to compete and have fun. These girls will be the face of our rodeo! They **MUST** exhibit & be shown the upmost morals & etiquette at all times, or they will be disqualified.

#### Royalty Pageant Information:

- Pageant will take place the night of Thursday, April 17<sup>th</sup> at 6 pm at Crazy P Arena. All contestant bio sheets **MUST** be emailed to [rockn5lyouthrodeo@gmail.com](mailto:rockn5lyouthrodeo@gmail.com) by midnight March 31<sup>st</sup>. This is your commitment to run, and we **will not accept any entries after March 31<sup>st</sup>**.
- **Order of events** will be **Rule Book test** for the Queen and Princess promptly upon checking in/**Personal Interview** (not open to the public), **Modeling** – this will be when the Queens and Princesses will give their **Speech** (open to the public), and final event will be the **Horsemanship** (open to the public).
- This event has a \$25 entry fee and can be paid the night of the pageant.
- You **MUST** be a paid member of the RockN'5L Rodeo Company for the 2025 season and compete in the same division as in rodeos. We will have 2025 membership forms the night of the pageant.
- ALL contestants should wear a white western shirt, boots, jeans, belt, and hat for horsemanship. A color statement may be added via jewelry, belt, scarf, etc.
- All contestants must wear Western attire for the personal interview- this can be jeans (color is ok), western shirt, boots, jeans, belt, hat, scarf, etc. You may also wear a dress, boots, belt, and hat. These outfits can be the same for the modeling portion as well, or you can change.
- Required head shot for the Miss Photogenic portion of the pageant should be in full rodeo attire and should include long-sleeved rodeo shirt & hat. Note: this is optional and not required as these scores will not be included in the overall scores. You must provide your own printed 8x10 copy photo to us, before 5:30, 30 minutes prior to the start of the pageant on Thursday night.
- Winners must be able to assume all duties immediately after crowning.
- **Queen & Princess** are **REQUIRED** to carry a flag in grand entry if she should win the contest. Any other titles that are able to carry a flag may also do so.
- Ages (as of January 1, 2025) for each area are as follows: Queen – 15 and up; Princess – 12 to 14; Junior Miss – 9 to 11; Lil' Miss – 6 to 8; Tiny Miss – 0 to 5.

#### Queen Contest and Reign Expectations:

- Queen Contest is open to all active, girl members who are between 15 to 18, 19 if still in High School.
- Queen contestant(s) will be judged based on written test, horsemanship, personal interview, speech, poise, modeling, and appearance.
- Each contestant must do the queen horsemanship pattern along with presenting a speech. The speech topic and pattern will be provided one month before the contest.
- During horsemanship, no correction for the horse should come from anyone except the rider. No verbal, audible, inaudible, or other correction is allowed from spectators or coaches. Violation of this rule could result in being disqualified and a score of 0.
- The presentation lap in horsemanship pattern should include a presentation wave where one hand keeps control of your horse while the contestant waves with her other hand. You will also be required to make one lap with a flag. Violation of this rule could result in being disqualified and a score of 0.

- Speeches will be at least 90 seconds but no longer than 3 minutes. Speech must be memorized. They will be judged on eye contact, animation, and presentation.
- The Queen will receive a buckle, sash, & crown. Buckle, sash, & crown should be worn at any time she is representing the organization. Buckle, sash, & crown should be worn during grand entry in each rodeo during her reign. All awards will be surrendered to the first runner up should the winner not be able, at any time during the year, to complete her duties.
- Duties include but not limited attendance to each rodeo (Friday night and Saturday), planning each grand entry, carrying a flag during grand entry, welcoming people at the rodeo, being available for occasions such as introducing speakers, helping with fun day, interacting with sponsors, visiting sponsors' business locations, and being available for special events, media interviews, and personal appearances, and participate in photos with all winners at the Finals' Award Ceremony. She should also be available to assist with the following year's pageant to crown the next Queen.
- The Queen will be the face of RockN'5L Rodeo Company and must represent herself and the sport of rodeo in the best possible light. This includes her posts and presence on social media. The Queen is expected to dress and conduct herself professionally while at all rodeos, while representing RockN'5L Rodeo Company as Queen, and during all RockN'5L Rodeo Company rodeo hours.

#### **Princess Contest and Reign Expectations:**

- Contest is open to all active, girl members who are between 12 and 14.
- Princess contestant(s) will be judged based on horsemanship, rule book test, personal interview, speech, poise, modeling, and appearance.
- Each contestant should complete the princess horsemanship pattern along with presenting their speech.  
Pattern and speech topic will be provided one month before the contest.
- During horsemanship, no correction for the horse should come from anyone except the rider. No verbal, audible, inaudible, or other correction is allowed from spectators or coaches. Violation of this rule could result in being disqualified and a score of 0.
- The presentation lap in horsemanship pattern should include a presentation wave where one hand keeps control of your horse while the contestant waves with her other hand. You will also be required to make one lap with a flag. Violation of this rule could result in being disqualified and a score of 0.
- Speeches will be at least 90 seconds but no longer than 3 minutes. Speech must be memorized. They will be judged on eye contact, animation, and presentation.
- The Princess will receive a buckle, sash, and crown. Buckle, sash, crown should be worn at any time she is representing the organization.
- Duties include but not limited attendance to each rodeo (Friday night and Saturday), planning each grand entry, carrying a flag during grand entry, welcoming people at the rodeo, being available for occasions such as introducing speakers, helping with fun day, interacting with sponsors, visiting sponsors' business locations, and being available for special events, media interviews, and personal appearances, and participate in photos with all winners at the Finals' Award Ceremony. She should also be available to assist with the following year pageant to crown the next Princess.

#### **Junior Miss Contest and Reign Expectations:**

- Junior Miss Contest is open to all active, girl members between ages 9 and 11.
- Junior Miss contestant(s) will be judged based on horsemanship, personal interview, modeling, poise, and appearance.
- During horsemanship, no correction for the horse should come from anyone except the rider. No verbal, audible, inaudible, or other correction is allowed from spectators or coaches. Violation of this rule could result in being disqualified and a score of 0.

- The presentation lap in horsemanship pattern should include a presentation wave where one hand keeps control of your horse while the contestant waves with her other hand. You will also be required to make one lap with a flag. Violation of this rule could result in being disqualified and a score of 0.
- Junior Miss Horsemanship Pattern will be provided one month before the contest.
- Junior Miss will receive a buckle, sash, and crown.
- The Junior Miss will be introduced at each Grand Entry.
- Junior Miss may be asked to participate in any events as part of the RockN'5L Rodeo Company Royalty Court

**Lil' Miss Contest and Reign Expectations:**

- Lil' Miss contest is open to all active girl members between ages 6 and 8.
- Lil' Miss contestant(s) will be judged based on horsemanship, personal interview, modeling, poise, and appearance.
- Each contestant must do the Lil' Miss horsemanship pattern which includes a princess wave.
- Lil' Miss Horsemanship pattern will be provided one month before the contest.
- Lil' Miss will receive a buckle, sash, and crown.
- The Lil' Miss will be introduced at each Grand Entry.
- Lil' Miss may be asked to participate in any events as part of the RockN'5L Rodeo Company Royalty Court

**Tiny Miss Contest and Reign Expectations:**

- Tiny Miss Contest is open to all active, girl members up to age 5.
- Tiny Miss contestants will be judged based on horsemanship (maybe led by an adult in rodeo attire), personal interview, modeling, poise, and appearance.
- Each contestant must do the Tiny Miss pattern which includes a princess wave.
- Tiny Miss Horsemanship Pattern will be provided one month before the contest.
- Tiny Miss will receive a buckle, sash, and crown.
- The Tiny Miss will be introduced at each Grand Entry.
- Tiny Miss may be asked to participate in any events as part of the RockN'5L Rodeo Company Royalty Court

\*\*Each age division will be awarded a 1st & 2nd runner up if there's enough contestants. We will also award 1 Miss Congeniality and 1 Miss Photogenic Overall.

\*\* You may run and hold titles consecutive years in a row!\*\*

## Important Information

### 2025 Rodeo Dates

March 22<sup>nd</sup> 1<sup>st</sup> Rodeo  
April 19<sup>th</sup> 2<sup>nd</sup> Rodeo  
May 31<sup>st</sup> 3<sup>rd</sup> Rodeo  
June 21<sup>st</sup> 4<sup>th</sup> Rodeo

**Deadline for Memberships, 1st Volunteer Card DEADLINE & Raffle Ticket Fundraising Due (ALL \$300)**

July 26<sup>th</sup> 5<sup>th</sup> Rodeo  
August 23<sup>rd</sup> 6<sup>th</sup> Rodeo  
September 20<sup>th</sup> 7<sup>th</sup> Rodeo  
October 25<sup>th</sup> 8<sup>th</sup> Rodeo  
November 14<sup>th</sup> Finals Back Number Ceremony  
November 15<sup>th</sup>–16<sup>th</sup> Finals Rodeo & Award Ceremony

**2<sup>nd</sup> Volunteer Card DEADLINE to be signed & turned in!**

**2025 Raffle Ticket Sheets** are due NO later than **June 21st, 2025**. No tickets will be accepted without payment, and no payment will be accepted without tickets. (We will NOT have an ad book this year.)

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

### Final Rodeo Qualification Requirements Checklist

- **Must be a Member.**
- **Compete in 5 Rodeos.** (For each event, member must also compete in at least 5 rodeos, to receive those event awards.)
- **Member must sell \$300 in Fundraising of Raffle Ticket Sheets.**
- **2 Volunteer Spots.** Each contestant must have a family member volunteer their help for **1 Volunteer Spot in the 1<sup>st</sup> half of the season, and 1 Volunteer Spot in the 2<sup>nd</sup> half of the season.** 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! NO BACK DATING ALLOWED!)**

## RockN'5L Rodeo Company Officials For 2025

### Board Members:

Hannah Wyman- <i>Executive</i>	Jamie Ethridge- <i>Chairman</i>	Pete New- <i>Chairman</i>
Rick Jackson	Cody Hays	Tina Croft
Josh Moon	Frankie Matthews	Courtney Smith
Matt Bowers		

**Operational Administration:** Andrea Lanier & Hannah Wyman

**Arena Director:** Andrew Miller

**Assistant Arena Director:** Cody Hays & Leigh Smith

**Rodeo Operations Manager:** Troy Lanier & Hunter Lanier

**Stock Operations Manager:** Hayden Lanier

**Check-In Coordinator:** Tammy England

### Event Directors:

<b>Ranch Sorting- Rough Stock- Bulls:</b>	Paul Beck
<b>Broncs:</b>	Jamie Ethridge & Pete New
<b>Barrels &amp; Poles- Roping- Mutton Busting- Goats- Chute Dogging- Lil' Buckaroo</b>	Cody Hays & Josh Moon
<b>Arena-</b>	Dugan Collum
	Frankie Matthews & Matt Bowers
	Brittany Hopeau
	Cat & Rick Jackson
	Jeff Smith
	Carly Miller & Nicole McCrelles

### Specialty Directors:

<b>IMRA Travel Team &amp; Coordinator- Special Occasion Directors- Volunteer Coordinator-</b>	Tina Croft
	Tina Croft & Shelley Sullivan
	Julie Petty

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

**Announcer:** Brent Parrott

**Chaplain:** Frankie Matthews & Andrew Miller

**Arena Grounds Director:** Paul Beck