

College of
**Agricultural, Consumer
and Environmental Sciences**

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New Mexico 4-H Rodeo



Rule Book

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Cooperative Extension Service
College of Agricultural, Consumer
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New Mexico 4-H Rodeo



Rule Book

The New Mexico 4-H Rodeo Rule Book has been developed and adapted from similar rodeo rule books by Susan L. Holder, Former Interim Program Leader, 4-H and Youth Development. Revised by Steve Beck, Department Head; and Craig Painter, State 4-H Agent, for the New Mexico 4-H Youth Development Program.

The State Rodeo Committee is an advisory board and is responsible for putting on the Finals Rodeo only. Each county will be responsible for seeing that the rules herein are enforced.

In interpreting and making decisions within the scope of the rules in the New Mexico 4-H Rodeo Rule Book, decision will be made based on the best interest of the contestants.

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GENERAL RULES FOR CONTESTANTS

1. All contestants shall be bona fide 4-H members and be enrolled in the New Mexico 4-H rodeo project.
2. All contestants must have personal accident insurance and a signed and completed rodeo waiver in the State 4-H Office 15 days prior to the participant's first rodeo of the current year in order for the member to compete in Sanctioned 4-H Rodeos. This includes the completion of the rodeo safety course.
3. All complaints shall be registered with a rodeo official immediately. A complaint may be registered with:
 - a. Arena director
 - b. Judge
 - c. Flagman

Complaints may be handled in the following manner:

- a. A judge or rodeo official may make an immediate decision if he/she thinks the complaint warrants immediate attention.
 - b. The complaint will be resolved by the officials no later than the end of said event in which complaint was filed.
4. All contestants and helpers will leave the arena immediately after contesting or assisting.
5. The decisions of the judges, flagmen and timers that have been passed on by the rodeo committee shall be final.
6. All contestants are required to read the rules carefully, particularly those relating to the contests or events in which they enter.
7. Failure to understand rules will not be accepted as an excuse.
8. *Before competing in your first rodeo of the current year, you must complete the following:*
 - a. First aid training refresher course each year.

- b. Basic instructions for event and or events competing in (video, clinics, etc.).
 - c. Safety clinic(s) in every event participating in.
 - d. If hauling, obtain hauling certificate.
9. A cut and sewn long-sleeve, wrist-length shirt with cuff and collar and long tail tucked into pants must be worn. Western boots must be worn.
 10. No sweatshirts, t-shirts, pullovers, or cut-out shirts allowed.
 11. Western hat is optional while competing in rodeo. No caps, visors, or “cut out” cowboy hats (that which exposes contestant’s head) will be worn.
 12. In rodeo events a complete go-round must be finished before any contestant can compete on next head of stock or timed event.
 13. No contestant may compete on the same head of stock twice at any one rodeo in the same event, except for rerides or reruns.
 14. No stallions shall be ridden at any sanctioned 4-H rodeo including the Grand Entry or parade.
 15. If any rule or circumstance is not covered by the 4-H rule book, PRCA rules will be followed. If not covered by PRCA, the next appropriate rule book that addresses that specific event/circumstance will be referenced.
 16. 4-H Rodeo Sanction forms must be into the Rodeo Board Executive Secretary by March 15 of the current year. These forms must be complete. Forms that are not complete will be returned to the applicant until it is complete.
 17. The first rodeo can be no sooner than February 1st, and no later than the last weekend in July without prior approval of the board. This is to allow time for the Executive Secretary to get all books audited, and packets sent to qualified finals contestants.
 18. Finals applications must be received by the first sanctioned rodeo. Finals date can be 2 weeks to 30 days from the last rodeo. The date will be set by the first rodeo of the season.

**STATE 4-H MEMBER
AGE REQUIREMENTS
FOR SANCTIONED RODEOS**

For State 4-H Rodeo events, the following age limit eligibility has been established in the New Mexico 4-H program.

Novice Events (9 to 11) - A 4-H member who has passed their 9th birthday or be 8 years old and in third grade but has not passed their 12th birthday prior to January 1 of the current 4-H year is eligible.

Junior Events (12 to 14) - A 4-H member who has passed their 12th birthday but has not passed their 15th birthday prior to January 1 of the current 4-H year is eligible.

Senior Events (15 to 19) - A 4-H member who has passed their 15th birthday but has not passed their 19th birthday prior to January 1 of the current 4-H year is eligible.

A contestant must compete in his or her age group only.

CONTESTANT DISQUALIFICATIONS

1. Contestant can be disqualified by judges or arena director.
2. Contestant shall be notified as soon as possible by the person or persons disqualifying the contestant.
3. In case of contestant disqualification, the contestant is entitled to a hearing with the rodeo committee.
4. Any contestant will be disqualified from the event for any of the following offenses: Being associated with alcoholic beverages, narcotics or other non-medical drugs while in attendance at any approved 4-H rodeo, whether at a motel, rodeo grounds or going to or from the rodeo or any rodeo function.
5. All runs to be completed within a one minute time limit.

A. DISQUALIFICATION

Violation of any of the general rules on pages 3, 4, and 5 will result in disqualification.

B. ATTIRE

Shirt sleeves must be rolled down.

- a. The only exception to this rule will be in all rough stock events. Rider may roll up sleeve of riding arm, not past the elbow.
- b. Violators of this rule will be disqualified upon the discretion of the judges or the arena director.

C. CONDUCT

The following behavior will not be permitted:

Alcoholic beverages, narcotic or other non-medical drugs while in attendance at any approved 4-H rodeo, whether at a motel, or on rodeo grounds, or going to or from the rodeo, or at any rodeo function.

Rowdy behavior, quarreling or fighting in the actual domain of the arena at any time or any place during the duration of the rodeo.

Conduct or speech of any kind detrimental to the best interests of the New Mexico State 4-H program, or the sport of rodeo while in attendance.

Motel or property damage by contestants or their associates. Damage must be reported to their state directors, and if damage is not reported, contestant will be banned from 4-H rodeo permanently and reported to law authorities for prosecution.

Contestants will be disqualified for vandalism at any place or any time.

Cheating or attempting to cheat is not allowed.

Attempting to fix, threaten, bribe, influence, harass or coerce the judges at any time between opening and closing of a rodeo by contestant or parents will result in disqualification and forfeiture of all prizes or award.

Harassment of local officials, secretary, or Extension office personnel by contestant or parents will cause disqualification of contestant and forfeiture of all prizes or awards.

D. STOCK

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

Mistreatment of rodeo stock or contestant's horse is not allowed.

No electrical devices may be used by a contestant on horse.

E. RODEO

If contestants draw out of an event once a rodeo has started, they will remain eligible in their remaining events with the knowledge that no refund of entry fees shall be made, and they will be disqualified in that event for the remainder of the rodeo.

Contestant will be disqualified for not being ready to compete when called upon.

Refunds:

- a. A medical doctor or veterinarian certificate will excuse contestant from an event and must be delivered to the rodeo secretary within five days after the rodeo.
- b. Contestant must notify rodeo secretary prior to the performance of the rodeo event for approval.

- c. When “a” and “b” are completed, all fees will be refunded.

EVENTS

The following events are to be held at the State 4-H Finals Rodeo. Each contestant may enter four events only.

NOVICE EVENTS (Ages 9 - 11)

Steer Riding
Ribbon Roping
Break Away Calf Roping
Goat Tying
Cloverleaf Barrel Race
Pole Bending
Flag Race
Step Down Roping
Steer Stopping

JUNIOR EVENTS (Ages 12 - 14)

Bull/Steer Riding
Ribbon Roping
Break Away Calf Roping
Goat Tying
Cloverleaf Barrel Race
Pole Bending
Tie Down
Dally Team Roping

SENIOR EVENTS (Ages 15 - 19)

Bareback Riding
Saddle Bronc Riding
Tie Down
Bull Riding
Break Away Calf Roping
Ribbon Roping
Goat Tying
Cloverleaf Barrel Race
Pole Bending Race
Dally Team Roping
Steer Wrestling

SANCTIONED RODEO AND FINALS POINT SYSTEM

Point system for New Mexico State 4-H sanctioned rodeo and final will be as follows:

EVENT

Placing Points

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

The 10-point system will be used regardless of the number of contestants.

A contestant may carry points from 10 rodeos to the finals.

Contestants must declare which 10 rodeos they are using for finals points when they enter the rodeo. They **MAY NOT** change the rodeos once they have entered them. Contestants can enter and compete in all the 4-H Rodeos but only the 10 they declare will count toward the finals.

Contestants may compete in more than their 10 declared rodeo; however, the undeclared rodeos will not count toward the finals and year end awards or into the overall State Finals Rodeo standings. Any points won at undeclared rodeos will only be applied for day and/or weekend prizes **ONLY**. Additionally, the contestants who declared the rodeo and placed in an event, will receive the points of the undeclared contestant, thus moving their overall placing points up and replacing the position of the undeclared contestant. Example: if an undeclared contestant places first and a declared contestant places second, the declared contestant would receive the 10 points allocated for first place toward finals.

Contestant must compete in a minimum of three rodeos to enter the finals and have received at least one point in each event competed in, to participate in those events at the State 4-H Rodeo Finals. There will be no call-ups.

In case of a tie for last position, all contestants tied will be eligible to attend. There will be two full go-rounds at State Finals.

For the Finals, a contestant can carry in 100 percent of the total points possible from all of the sanctioned rodeos for each event and the all-around. Points from all events earned throughout the year count toward all-around.

STATE 4-H RODEO FINALS POINTS

The State 4-H Rodeo Finals awards additional points for placings in the aggregate of both performances. The additional point system provides an incentive for contestants entering the finals, by providing them an opportunity to remain competitive for year-end prizes. The aggregate point system allows them to earn additional points at the finals for placing higher in the aggregate and applying those points to the points carried into the finals plus go round points.

Points for each go are figured the same as for a regular season rodeo; the aggregate is based on a half point system.

Explanation of chart for the finals:

1. The contestants receive times, placings, and points in the 1st go and 2nd go for their events.
2. Times from the 1st go and 2nd go are added together to get the total Time of Score.
3. The total Time or Score is then placed 1-10 with 1 being first place. This will determine the aggregate placing.
4. The placings (1-10) from the aggregate Time or Score are then given additional points for the Finals Rodeo Total.

Example:

Aggregate Points by placing.

1st	20.5
2nd	19.0
3rd	17.5
4th	16.0
5th	14.5
6th	13.0
7th	11.5
8th	10.0
9th	8.5
10th	7.0

5. The Finals Total is then added to the contestants carry-in points total from the sanctioned rodeos.

Suggested Payoff Schedule:

PAYOFF SCHEDULE

3 contestants:	Winner take all
4 to 8 contestants:	60% - 40%
9 to 12 contestants:	50% - 30% - 20%
13 to 19 contestants:	40% - 30% - 20% - 10%
20 to 35 contestants:	30% - 25% - 20% - 15% - 10%
36 and up contestants:	29% - 24% - 19% - 14% - 9% - 5%

With only one qualifying, winner take all. With only two qualifying, 60% - 40%, three qualifying, 50% - 30% - 20%, four qualifying, 40% - 30% - 20% - 10%, five qualifying, 30% - 25% - 20% - 15% - 10%.

Payback at Finals will be as follows:

30% each go plus 40% for average.

All sanctioned rodeos will pay back 100% of entry fee money.

Payback will be within 10 days following the final performance of rodeo.

Ground money will only be paid in an event in a go-round when no one qualifies.

State 4-H Finals Rodeo (Rules which apply specifically to the Finals Rodeo)

1. All contestants must enter and compete in the Finals Rodeo in order to qualify for end of year awards and standings. The only exception will be if a contestant is unable to compete at the Finals Rodeo due to a physical injury and has a doctor's release, and only then will a contestant still be eligible for year end awards and a refund of ONLY the event entry fees and stock charges.
2. A contestant is not officially entered in the Finals Rodeo until entries are paid to the Secretary before the First Go starts.
3. Contestants must be in appropriate western attire as set forth in this rule book whether competing or receiving awards, etc.

4. If contestant turns out of an event or doesn't compete in an event (regardless of reason) once a rodeo has started, they will remain eligible in their remaining stock or runs with the knowledge that no refund or entry fees shall be made.
5. Contestants must be present at the year-end awards banquet to receive their award(s). Failure to be present will result in forfeiture of award(s). The award(s) will be given to the next contestant in line. The only exception will be at the State Rodeo Board's discretion with a minimum of five board members meeting to make the decision.
6. At least three (3) contestants must be qualified in an event and at least three (3) must compete in the 4-H Rodeo finals in order for Year End Prizes to be awarded. If less than three (3) are either qualified in or compete in the 4-H Rodeo finals, then a year end buckle will be awarded to 1st place and the prize line will continue on down.

Go round event winners will be determined by the fastest time. If a tie occurs, a flip of the coin will determine the winner.

Event winner for finals will be determined by the fastest combined time of the go rounds. If a tie still exists, the most money won will determine the winner. If a tie still exists, that winner will be determined by a flip of the coin.

Finals All Around winner will be determined by total points earned at the Finals. If a tie exists, then the fastest time in a common event will be used to determine the winner. If there is no common event, then the winner will be determined by a flip of the coin.

Year-end event winner (or aggregate winner):
Flip of coin. There is no way a single time from one rodeo can be used to break an 11 rodeo tie. Unless all times in a common event are available to compare, then fastest combined time on all rodeos win.

**Year end aggregate winner for age group:
(Novice, Junior, Senior)**
Flip of coin.

All rules hereafter apply to all sanctioned 4-H Rodeos and Finals Rodeo.

ALL AROUND

At the end of the rodeo, the contestant's points won in each event will be totaled to determine the all-around.

At all sanctioned rodeos, contestant must place in two or more events to qualify for the all-around at that rodeo.

A contestant may have accumulated points in more than four events but will still be limited to entering four events at the Finals. However, all points accumulated will count toward year-end.

Additional rules:

There WILL NOT be any duplicate awards presented at the State 4-H Finals Rodeo due to a tie in points. If a tie should occur, the following system will be used to break the tie:

Event Winner:

The times from both days are added together to determine the winner; if a tie occurs, the fastest time in that event would be used to break the tie. If still tied, then the most money won will be used to determine the winner. If there is still a tie, then winner will be determined by a flip of coin.

Weekend All Around:

This would use fastest time in common event; if no common event, flip of coin. Explanation: an event that both contestants have competed in that day or weekend.

- 1) That in the event of a tie of an all around award, the fastest time or highest score will be used to break the tie using the common event(s) that said contestants competed in. If another tie occurs, go to rule #2.
- 2) Most money won in that event at the State 4-H Finals Rodeo will be used to break the tie. If another tie occurs, go to #3.
- 3) A flip of a coin will be the final decision to break the tie at the State 4-H Finals Rodeo. This will occur with both contestants and State 4-H rodeo Board members present.

ARENA DIRECTORS

1. The purpose of arena directors, at their discretion, is to assure that the rodeo is conducted in accordance with New Mexico 4-H Rodeo Rule Book to the best interest of the contestant.
2. Arena directors will be responsible for carrying out the duties stated herein:
 - a. Management of their respective arenas before and during the rodeo.
 - b. Stock contractors and host committee will abide by the arena directors' decisions.
 - c. Timed event arena director will also inspect stock prior to the rodeo.
 - d. Any undesirable conditions will be ruled on by the arena director.
 - e. The arena director will have the discretion of keeping arena cleared of unnecessary obstructions. For example: Keeping chute and gate area clear.
3. All judges will meet with arena directors before the rodeo and discuss their respective events and judging procedure.
4. An arena director may declare particular animals unsatisfactory. Upon notification, either written or verbal, stock contractor shall eliminate such animals from competition draw.
5. Arena directors are to be approved by the state directors before the coming State Finals (rough stock arena and timed events arena).

RODEO OFFICIALS

STANDARDS FOR JUDGES, TIMERS, AND SECRETARIES

1. All 4-H rodeos will be responsible for obtaining the announcers, clowns, all judges, timers and secretaries. Each rodeo shall have an emergency vehicle present on the grounds at the start of the rodeo. Should extenuating circumstances cause the emergency vehicle to leave, the rodeo can continue with qualified personnel equipped with trauma equipment. This shall be the financial obligation of the host committee.
2. Salaries will be covered by contract.
3. Directors will not sanction a rodeo that requires contestants to purchase or sell raffle tickets unless approved by the state committee.
4. If possible, at least one judge or flagman for the Finals Rodeo should be a PRCA/CRCA member in good standing.
5. Arena directors, judges, timers, host committee, state director, secretaries and other officials will meet prior to the State Finals Rodeo.

RODEO SECRETARY

1. No one except the secretary will be allowed to accept entries.
2. Order of events will be set up by county and state secretaries ahead of sign-in deadline for rodeo.
3. Positions must be drawn in all events before the first performance at all sanctioned rodeos.
4. Order for Finals:
All events will be drawn first-go and reversed second-go.
5. There will be no trading out by contestants in any event, except in conflicting events due to multiple arena situations.
6. The secretary will draw for working order in each event.

7. The rodeo secretary is required to post information as to when and where the draw will be held.
8. The draw at all rodeos shall be posted where the contestants can examine it.
9. Rodeos that have slack stock to run before or after scheduled performances shall post the order of events and the draw on the bulletin board.
10. Contestants are privileged to see the records of all contestants in any event in which they take part at the end of each go-round, at a reasonable time so secretary and a judge may be present.
11. Judges' score sheets will be turned in to the rodeo secretary and posted after each performance.
12. Markings must be totaled by the judges and checked by the secretary in the presence of the judges.
13. Scores will not be changed once turned in except for an obvious mathematical error. Only judges will make these changes.
14. Judges and secretaries shall make exact copies of each judge's book and post the copies on the bulletin board at the end of each go-round.
15. Master score sheets will not leave the office except with the approval of the state secretary.
16. Rodeo results must be audited prior to awards presentation.
17. 4-H rodeo secretaries are required to fill out the State 4-H result sheet and submit it to the State 4-H rodeo secretary's office, including the contestant's status with each winner's name. Each rodeo secretary will submit a complete set of books and award winners to the state secretary.
18. Results must be submitted to the State 4-H secretary within four days after the 4-H rodeo. Failure to do so will cause forfeiture of deposit. Payback will be within seven days following the final performance of the rodeo after the State Rodeo Secretary has audited the rodeo books.

TIMERS

Personnel

1. Personnel serving as timers must have had prior experience with electric timers.
2. Timers must work from the same position in all performances of the go-round.
3. Rodeo Committee must provide a place for official timers and announcers to work without obstruction or interference.
4. Rodeo Committee must position timers at a place that will assure good communications with the arena director, judges and announcers.
5. The timers who time the first performance of an event must time that event for the duration of the go-round, except as further provided for in this rule.
6. Timers for the go-round may not be changed after the first performance except for sickness or injury, or by the request of an official because of timer's incompetence, or through agreement of the rodeo committee.
7. Timers will record the electric eye times to the nearest 1,000th (example: 18.231).

Equipment

1. Electric Timers
 - a. Equipment necessary: Twin units of battery-powered electric eyes with one electric-powered digital clock and one battery-powered digital clock and two hand-held battery-powered digital watches shall be used with the time indicated by the electric eye timers. If necessary, the average of the watches can be used by the official timers for the official time.
 - b. Complete electric timer must be backed up by a flagman who will stand directly behind one timer post in the arena. One timer will

record the times that appear on the electric eye controlled read-out. Two timers will operate the digital watches and record the time which is shown thereon. These two timers will operate from the flagman's signals. In the event of electric eye failure, manual times for that contestant will be used.

- c. Permanent markers must be put in the ground for the electric eyes. Electric eyes should be placed on the score line no closer than the width of the first two barrels for the electric eye to be centered in each performance.
 - d. Line on fence for flagman should be well marked. These markers should be checked every performance along with the barrel markers and restaked if pulled out. A record of these measurements shall be kept.
 - e. Set timer beforehand in the same height and position and lock the legs.
 - f. Barrels are not to be used as stands for the electric eye timer devices.
2. Electronic Timer Failures
- a. The battery digital clock will be the first backup time and digital handheld watches to be second back up time.
 - b. When both the digital clocks malfunction and no average time was recorded from digital watches, contestant will be given a clean rerun at a time designated by the judges and arena director.

General

- 1. Events with one minute time limit may have penalties which will exceed the one minute time limit.
- 2. Lap and Tap - no barrier to be used. Time to start when animal's nose clears the gate.
- 3. All riding events shall be timed for eight seconds, except novice steer riding which shall be six seconds.

JUDGES - GENERAL

1. Judges and flagmen shall be chosen with regard to their integrity, ability and availability.
2. All judges will meet with arena directors before the rodeo and discuss their respective events and judging procedure.
3. Judges must read and be knowledgeable about the New Mexico State 4-H Rodeo Rule Book before judges' meeting with arena directors and officials.
4. No barrier judge, field flag judge nor riding judge may be changed during the course of a go-round except in the case of sickness, injury or incompetence, and then by the request of the local rodeo committee.
5. Judges must check all equipment in their respective arena one hour prior to the first rodeo performance.
6. Judges must be present and supervise drawing of stock and changing of positions.
7. Judges must remain available at all times.
8. Rodeo committee and judges will meet and discuss problems encountered during any event.
9. Judges must remain available to the rodeo office until the rodeo secretary has made a final check of the rodeo books.
10. Any misconduct on the part of the judge at any 4-H approved rodeo, such as drinking, immediately prior to or during the contest; the use of abusive language; showing obvious favoritism to, or discrimination against, either an individual or a horse performing in the contest, or any misconduct unbecoming to one in their position, will make the judge subject to a complete and impartial hearing of the cause of the complaint before the appropriate committee.
11. No riding judge is to judge more than two rodeos in succession for the same stock contractor.
12. If one judge is injured and cannot score a ride, the other judges' score will be used as other score.

JUDGES - SCORING

1. Judges are required to keep a record book and mark all penalties, no-times, and any change or working order of contestants in all events they are judging.
2. After each performance, judges will check their records with the recording secretary in the events they are judging and make necessary changes if an error has occurred.
3. Judges' score sheets will be turned in to the rodeo secretary and posted after each performance.
4. Markings must be totaled by the judges and checked by the secretary in the presence of the judges.
5. Scores will not be changed once turned in except for an obvious mathematical error. Judges alone will make these changes.
6. Judges and secretaries shall make exact copies of each judge's book and post the copies on the bulletin board at the end of each go-round.
7. Judges are required to mark in their books any turned out stock and report it to the rodeo secretary and the arena director.

RODEO LIVESTOCK

REQUIREMENTS

1. The state board of directors has the right to declare any stock unsatisfactory, and any stock so declared will be taken from the draw.
2. Stock requirements will be based on the number of contestants entered in that event.
3. 4-H rodeos will obtain the highest caliber of stock available.
4. Any stock declared by the state sponsoring group as unsatisfactory must be replaced.

INSPECTION

1. The stock will be inspected on arrival at the site by the Livestock Inspection Committee.
2. Timed event arena director will also inspect stock at least one hour prior to the rodeo.
3. An arena director may declare particular animals unsatisfactory.
4. Upon notification, either written or verbal, stock contractor shall eliminate such animal from competition draw.
5. Payment will be withheld on any stock rejected, and replacement costs shall be the responsibility of the stock contractor.

NUMBERING

1. All rodeo livestock must be numbered. No duplicate numbers shall be permitted including team roping cattle. Any exceptions must be approved by specific arena directors.
2. In timed events, leased calves or steers may be numbered with plastic ear tags.
3. In riding events, painted numbers may be used on tryout stock.

STOCK CONTRACTOR REQUIREMENTS

1. Stock contractor may be required to have enough stock for go-round in each event. The amount of stock is to be based on the number of contestants the previous year, plus ten percent (10%). This ten percent (10%) would be the cut to even up the stock.
2. Calf - Bovine animal requirements are 180-350 pounds. If horned, they are not to exceed two inches in length. (See individual events for weight specifications.)

DRAWING ROUGH STOCK

1. All stock is to be numbered and drawn for by number.
2. All stock in contest events must be drawn by number by a judge.
3. There must always be as many as four exact copies made of the draw: one to be posted, one copy for each judge, and one or more copies for the secretary's records.
4. Receptacle containing numbers to be drawn must be held above the drawing judge's head and the receptacle shaken between each number drawn.
5. Drawing must be conducted so that any contestant may witness the draw. Draw must be posted on the bulletin board or at the chutes.
6. In any final ride, contestants may draw their own animals in the presence of judges, if management desires.
7. In case stock is sick, crippled or already shipped, a replacement will be drawn from reride animals. The contractor must have the consent of judges and arena directors to remove any stock from the grounds.
8. No pens of stock may be drawn for more than one go-round in advance.
9. Pens of stock shall be drawn by the judge and secretary shall provide judge with an exact copy of the draw.
10. Stock will be drawn for contestants until they have actually been disqualified or turned stock out.
11. All stock used in the Finals and at all rodeos must be approved by arena director and judges.

DRAWING STOCK - OPTIONAL RULES IN RIDING EVENTS

1. All animals, including rerides, will be put in the draw.
2. Four head of feature animals per performance may be held out if used during that performance.
3. Pens of stock may be drawn in order to allow stock contractors time to get livestock to the arena.

DRAWING STOCK - RERIDES

1. Stock for rerides must be drawn and posted before go-round.
2. No contestant will ride two head in the same event during a performance except for rerides.
3. Feature animals may be held out of reride draw, then returned to the draw.
4. Any stock in original draw that is turned out, meaning not bucked or contested on, automatically goes into the reride if needed.
5. Any animal drawn for a reride but not used in that go-round may be held out of the draw for rerides in the following go-round along with feature animals, then will be returned for the go-round draw after the rerides have been drawn.
6. Rerides may be drawn before end of event during in which reride is given.
7. All contestants who have rerides for the event during that performance will have their rerides drawn at the same time from all reride stock, including turned out stock if necessary.
8. An animal can be drawn for a reride only one time in a go-round.
9. If an animal marked to go during the last performance of the go-round is drawn into the reride stock, that animal's position must be traded with one marked to go during the first performance before the second go-round is drawn.

10. After drawn rerides and those animals that are turned out are used up for rerides, all stock out that go-round, except feature animals and animals already doubled back, will be put in the hat and additional rerides for that go-round drawn.
11. Stock out the last performance of a go-round may be held out of the draw for additional rerides, unless it becomes necessary to draw back all animals out in the go-round to get enough rerides.
12. Rerides in the bull riding contest at all rodeos shall be drawn from all animals in the draw with no more than five feature animals excluded.
13. Feature animals equaling one half of the number of final riders may be held out of the rerides draw.
14. If reride is given on an animal twice in a row, animal will automatically be declared unsatisfactory and must be replaced and taken from the draw.

TIMED EVENT STOCK

Where conditions permit, all timed event stock shall be run through event chutes and through arena previous to start of contests.

DRAWING TIMED EVENT STOCK

1. It is recommended that calves be cut into groups that match the events and the contestants' ages. These calves will be used in the same events throughout the entire rodeo. Calves may be used in more than one event.
2. All stock is to be numbered and drawn for by number.
3. All stock in contest events must be drawn by number by a judge.
4. There must always be as many as four exact copies made of the draw: one to be posted, one copy for each judge, and one or more copies for the secretary's records.
5. Receptacle containing numbers to be drawn must be held above the drawing judge's head and receptacle shaken between each number drawn.

6. Drawing must be conducted so that any contestant may witness the draw. The draw must be posted on the bulletin board or at the chutes.
7. In case stock is sick, crippled or already shipped, a replacement will be drawn from rerun animals. The contractor must have the consent of judges and arena directors to remove any stock from the grounds. If an animal drawn in a pen in a timed event becomes sick or crippled before it is out that time, a judge must pass on the animal's inability to be used before it can be skipped or replaced in the draw.
8. No pens of stock may be drawn for more than one go-round in advance.
9. Pens of stock shall be drawn by the judge and secretary shall provide judge with an exact copy of the draw.
10. Stock will be drawn for contestants until they have actually been disqualified or turned stock out.
11. All stock used in the Finals and at all rodeos must be approved by arena directors, judges and Livestock Inspection Committee.
12. Contestants must compete on the stock drawn for them. **It is the responsibility for the contestant and/or parent/guardian to verify that they are competing on the stock drawn for said contestant. If contestant competes on the wrong head of stock, contestant will be disqualified.**
13. Stock in timed events shall be drawn by either judge of that event not more than two hours before the performance and posted one-half hour before performance at arena.
14. In timed events, no drawn stock can be held over from one performance to the next, or held overnight.
15. When calves are not fresh, reruns will always be drawn from the whole herd used in the draw, not from those calves that are missed.

16. When calves are fresh, reruns will be drawn from missed calves when reruns amount to less than ten percent (10%) of the contestants entered at the rodeo. These reruns will be drawn from calves which are missed for that go-round up to the performance that ends the go-round, provided there are enough of these calves.
17. If there are not enough calves which are missed in that go-round up to the performance that ends the go-round, the reruns will be drawn from all calves being used except for any drawn for the performance that ends the go-round.
18. All cattle in the draw will be run one time before any cattle will be run twice. When due to a split performance this procedure becomes impossible, the draw will include cattle remaining that have been run the least number of times. Immediately after a split performance, the draw will then revert to the cattle that have been run the least number of times. In case of reruns, all cattle in the draw will be run one time before being run twice. Any animal drawn and not competed on shall be considered run, and if there are no reruns, animal shall be used for first extra.

DRAWING STOCK - MISDRAWS

1. In case of crippled stock that are in after the draw is made, stock will be redrawn from the position of the crippled stock on down the list. This is the case IF no extra cattle are available.
2. If more than three head are misdraws, use the following procedure:
 - a. All stock shall be put back in the draw box and all redrawn.
 - b. If three head or less are misdrawn, first draw positions for misdrawn stock one through three. Then place all stock numbers back in the draw box. Then draw stock for first contestant on the list who had a misdraw. He keeps the number. The contestant who had that number

takes first number of stock on the misdraw stock position list, and so on until all first draws are corrected.

- c. In case the number of stock is not equal to the number of contestants up in that draw, stock will be moved up to match number of contestants and shall go in that order.

DRAWING POSITIONS

1. Position must be drawn in all events.
2. Riding stock will be assigned per performance.
3. All positions are to be drawn by the secretary ahead of sign in deadline to allow time for program to be drawn up.
4. Rodeos closing entries five or more days in advance shall draw positions at least 48 hours before the first performance.
5. There will be no placing of contestants.
6. Rough stock arena has precedence over other arenas; timed event arena is second.
7. In all rodeo events, sick or injured contestant shall not be held back past the end of the go-round.
8. Stock contractors shall bring at least three head of stock in the timed events into the chute according to positions drawn at the start of each go-round, unless contestants are riding the same horse.
 - a. In this case, first man in position not riding this horse shall be moved up to the position to be split.
 - b. This pertains to scheduled and unscheduled performances.
9. In timed events, positions will be drawn for the first go-round and the positions reversed for the second go-round.

LIVESTOCK INSPECTION COMMITTEE

1. The New Mexico State 4-H Rodeo Committee will have the authority to inspect all livestock prior to the go-round draws and take out any animal that is not physically suitable.
2. These animals can only be replaced in the draw with a veterinarian's approval.
3. It is the responsibility of this committee to see that any injured animal is removed and/or cared for at the earliest possible time.
4. The committee will have available the name and location of the nearest facility for emergency large animal treatment.
5. There will be daily inspection of all livestock.

RULES TO ENSURE HUMANE TREATMENT OF LIVESTOCK

1. No locked rowels, or rowels that will lock on spurs, or sharpened spurs may be used on bareback horses or saddle broncs.
2. Contestant must adjust neck-rope or equipment and reins in such a manner that will prevent horse from dragging calf. Rope is to be removed from calf's body as soon as possible after tie is completed. Roping calves shall weigh at least 180 pounds each and be strong and healthy.
3. If contestant injures an animal during the course of the run, it will be left to the discretion of the arena director if that contestant is disqualified or receives a re-run.
4. The placing of fingers in eyes, lips, or nose of steers while wrestling same is forbidden.
5. Animals for all events will be inspected before the draw and no sore, lame, sick, or injured animal, or animals with defective eyesight shall be permitted in the draw at any time. Should an animal become sick or be injured between the time it is drawn and

the time it is scheduled to be used in competition, that animal shall not be used in competition and another animal will be drawn for the contestant as provided in this rule book. An official veterinarian should be available at all events.

6. No animal shall be beaten, mutilated, or cruelly prodded. Standard electric prods shall be used as little as possible. Animal shall be touched only on the hip or shoulder area with prod.
7. A conveyance must be available and used, if possible, to remove animals from the arena in case of injury.
8. No sharp or cutting object in cinch, saddle girth, or flank straps shall be permitted. Only sheepskin-lined flanking straps shall be used on bucking stock and shall be of the quick-release type. Sheepskin-lined flank straps shall be placed on the animal so the sheepskin-covered portion is over both flanks and the belly of the animal.
9. No loose ropes will be allowed in bareback bronc riding.
10. No stimulants or hypnotics are to be used or given to any animal used for contest purposes.
11. Chutes must be so constructed as to prevent injury to stock. Maintenance men and equipment shall be stationed at chutes to assist in removal of any animal should it become caught in the chute.
12. Clowns are not to abuse stock in any fashion.
13. No small animal or pets will be allowed in arena where restraint is necessary, or subject to injury or attack by another animal.
14. Livestock is to be removed from arena after completion of entry in contest.
15. Use of fireworks which frighten animals is prohibited.
16. Contestant will be disqualified for any mistreatment of livestock.

17. No stock should be confined in vehicles beyond a period of six hours without being unloaded, properly fed and watered. When animals are carried in conveyances in which they do have proper food, water, space, and opportunity to rest, the provision for unloading shall not apply.
18. Any animal which becomes excessively excited so that it gets down in the chute repeatedly, or tries repeatedly to jump out of the chute, or in any way appears to be in danger of injuring itself, should be released.
19. Any stock contractor or rodeo personnel guilty of mistreatment of livestock may be fined by the board of directors with fine not to exceed \$500.

RULES FOR ROPING AND STEER WRESTLING EVENTS

GENERAL

1. Calves and steers may be pushed out by contestant's assistant provided they are ready.
2. Cattle neck ropes on stock must be tied with string or rubber bands.
3. No metal snaps or hardware shall be used on cattle neck ropes.
4. Adjustable slide shall be used on all cattle neck ropes.
5. Contestant may change horses.
6. Roping box shall be part of the arena during roping events.
7. The recommended formula for scoring is no more than two-thirds of the length of the roping box.
8. Arena conditions will determine score. Length of score is to be set by arena director and timed event spokesperson, or state director if present.
9. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
10. Lap and Tap: no barrier is to be used. Time to start: when animal's nose clears the gate.

11. If contestant obviously beats the barrier, a ten second penalty may be assessed by the barrier judge.
12. Should the barrier break at any point other than the 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.
13. If automatic barrier does not work but time is recorded, contestant will get time and there will be no penalty for broken barrier.
14. 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.
15. If automatic barrier fails to work and stock is brought back, contestant must take same animal over during or immediately after the same performance.
16. If barrier equipment hangs on animal, the decision about getting animal back will be made by the barrier judge.
17. Stock belongs to contestants when they call for it regardless of what happens, with the following exceptions:
 - a. If the stock gets out of the arena, flag will be dropped and the contestant gets the stock back lap and tap with the time added which was taken when the stock left the arena plus any barrier penalties.
 - b. In cases of mechanical failure.
 - c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get stock back providing contestant declares himself by pulling up.
 - d. If the barrier and neck rope are not properly in place, then the contestant shall receive a rerun.

18. In roping events, a horse must break plane of the barrier before a loop is thrown.
19. Time to be taken between two flags.

SCORING AND PENALTIES FOR ROPING AND STEER WRESTLING

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 second penalty assessed for breaking the barrier.
5. Roping without releasing loop from hand will disqualify catch.
6. Contestants will be disqualified for any abusive treatment of their stock.

RERUNS FOR ROPING AND STEER WRESTLING EVENTS

1. In any timed event if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start and time already spent will be added to time used in qualifying.
2. If time is not recorded, contestant will be given rerun on the same animal.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the judges see they have made an error in flagging, they must declare a rerun before the contestant leaves the arena.

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

OFFICIALS

1. There shall be two or more timers, a field flag judge, a barrier judge, and a roping chute operator.
2. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
3. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants for each performance.
4. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
5. If barrier flagman is used, the animal is to be flagged when crossing starting or deadline in front of flagman.
6. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with them.
7. Height of barrier in timed events shall be from 32 inches to 36 inches measured at the center of the box.
8. Adjusting length of barrier trip rope will be accomplished only by tying knots in the rope on either end.

STOCK FOR ROPING AND STEER WRESTLING

1. Stock must be uniform in weight and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.

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

OPTIONAL RULES FOR ROPING

1. Electric timers are optional.

JUNIOR AND SENIOR TIE DOWN EVENTS RULES

1. Contestants must adjust neck rope or equipment and reins in a manner that will prevent the horse from dragging the calf.
2. One loop will be permitted.
3. Contestant cannot receive any assistance after crossing starting line.
4. Contestant must rope calf, dismount, go down the rope, and throw the calf by hand. Cross and tie any three legs.
5. Catch as catch can. Catch as Catch Can is anytime a thrown rope is tight on any part of the animal and restrains the animal until the contestant gets a hand on the animal.
6. If calf is down when roper reaches it, calf must be day lighted. Day lighting – defined – If animal is down when contestant reached it, the animal must be let up so daylight can be seen under the animal and then be thrown by hand. If contestant's hand is on the animal when said animal falls, animal is considered thrown by hand and a time will be had.

7. If roper's hand is on calf when calf falls, calf is considered thrown by hand.
8. Rope must hold calf until roper gets hand on calf.
9. To qualify as a legal tie, there shall be one or more wraps and a half hitch or hooey. (A hooey is a half hitch with a loop. The tail of the string may be partly or pulled all the way through.)
10. The tie must hold six seconds with three legs remaining crossed until passed on by the judge.
11. Six-second time will start when roper has remounted and horse has taken one step forward.
12. If roper's rope comes off calf as roper starts to work with tie, the six-second time will start when roper signals for time.
13. Rope will not be removed and rope must remain slack until field judge has passed on tie.
14. If the horse excessively drags the calf after roper has dismounted, a ten-second fine will be added to time by field judge.
15. Roper will be flagged no time for touching calf or string after giving finish signal, or for dragging calf after roper remounts horse.
16. If there must be a rerun of calves to complete a go-round, all calves must be tied down before any stock is drawn.
17. Start watch, then watch calf, counting to six seconds.
18. If the horse excessively drags the calf after roper has dismounted, field judge may stop horse.
19. If a calf kicks loose, the judge will stop watch and check time to determine if tie was legal.
20. Untie man must not touch calf until judge has passed on tie.

21. If after one go-round has been completed a fresh calf has to be used, the calf must be roped and tied before the drawing; but if extra calves have been tied at that rodeo, they will not be considered fresh.
22. Tie Down Calves
 - a. Minimum weight 180 pounds
 - b. Maximum weight 250 pounds

BREAKAWAY ROPING EVENT RULES

1. One loop will be permitted.
2. The rope must be attached at the horn in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope. This will be the contestant's responsibility.
3. Rope must be tied to the horn with a string at the end of the rope and may not be run through the bridle, tie down, neck rope or any other device.
4. String will be provided to each local committee by the State Rodeo Board and will be inspected by a designated official and approved before each contestant competes.
5. A cloth or flag (white preferred) must be attached to the end of the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
6. The rope must pull up on any part of the calf behind the ears after the calf's head has passed through the loop.
7. The rope must be released from contestant's hand to be a legal catch.
8. If rope is broken free from horn by contestant, the contestant will receive no time. If rope drops over horn, contestant may ride forward and undally the rope, stop the horse, and let the CALF break the string. This will apply to all age groups.

9. A Third official will be used to help determine legal catches or any infractions of the rules. This official need not be mounted.
10. Flag judge will make final decision.
11. Breakaway Calves:
 - a. Minimum weight 180 pounds
 - b. Maximum weight 350 pounds

OPTIONAL RULES

1. Refer to general roping rules.
2. Electric timers are optional.

STEP DOWN CALF ROPING EVENT RULES

1. Rope must be tied hard and fast to saddle horn.
2. Roper must rope calf and dismount; time ends when any part of roper's body makes ground contact.
3. The calf does not have to be on its feet when roper contacts ground.
4. One loop will be permitted.
5. Catch as catch can. Catch as Catch Can is anytime a thrown rope is tight on any part of the animal and restrains the animal until the contestant makes contact with the ground.
6. Contestants must adjust neck-rope or equipment and reins in a manner that will prevent the horse from dragging the calf.
7. Roper calls for time when he or she dismounts and will be disqualified if rope does not come tight on calf.

8. Step Down Calves:
 - a. Minimum weight 180 pounds
 - b. Maximum weight 250 pounds

OPTIONAL RULES

1. Refer to general roping rules.
2. Electric timers are optional.

RIBBON ROPING EVENT RULES

1. Contestants must adjust neck-rope or equipment and reins in a manner that will prevent the horse from dragging the calf.
2. Calves may be pushed out by contestant's assistant provided they are ready.
3. One loop will be permitted.
4. Contestant cannot receive any assistance after crossing the starting line, except for one designated mugger. Roper must designate his or her mugger. If someone other than the designated mugger assist the roper, the roper will be disqualified.
5. Mugger may not assist roper in removal of ribbon.
6. Catch as catch can. Catch as Catch Can is anytime a thrown rope is tight on any part of the animal and restrains the animal until the contestant gets a hand on the animal, except in Breakaway Roping, where the rope must pass over the nose and head of the calf.
7. Mugger may be from any age group provided he or she is a contestant in the rodeo. Roper must run own ribbon.
8. Time will stop when contestant crosses the extended barrier/score line used for roping events. Ribbon must be presented to flag judge.

9. Attach ribbon to calf's tail-head with rubber band and non-breakable ribbon when possible.
10. If there is no ribbon, for whatever reason, when the contestant gets to the calf, contestant must declare him/herself. Contestant will then get the same calf back.
11. Ribbon should be wide enough and long enough to be visible to runner. A suggested width and length is one inch wide and eight to ten inches long.
12. If the horse excessively drags the calf after roper has dismounted, a ten-second fine will be added to time by field judge.
13. Ribbon Roping Calves:
 - a. Minimum weight 180 pounds
 - b. Maximum weight 250 pounds

OPTIONAL RULES

1. Refer to general roping rules.
2. Electric timers are optional.

STEER WRESTLING EVENT RULES

Refer to general rules for roping and steer wrestling events.

1. The steer wrestling chute must have at least 30 inches clearance inside the chute and at the gate when in an open position.
2. 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.
3. Length of box is to be measured from center of back end of box to center of barrier.

4. An automatic barrier may be used and there should be at least a twelve-foot box.
5. Contestant must furnish own hazer and horse.
6. Anyone jumping from the off side in the steer wrestling must notify the rodeo secretary when entering, and if possible, the barrier should be arranged on the off side for such contestants.
7. Hazer may be a 4-H member entered in the rodeo, a 4-H parent, or a 4-H leader. Person is subject to contestant rules if acting as a hazer. Violation of rule by hazer will disqualify the contestants they are helping.
8. Contestant is considered working with steer when steer leaves the box.
9. Steer must be caught from horse.
10. If contestant jumps at steer, contestant accepts him as sound.
11. After catching steer, wrestler must bring it to a stop or change its direction and twist it down.
12. If steer is accidentally knocked down or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
13. 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.
14. Wrestler must have hand on steer when flagged.
15. Contestant and hazer must use the same horse they leave chute with. Hazer may catch bulldogger's horse for subsequent jumps.
16. If Dogger misses or loses steer, flag judge must ask if Dogger wishes another jump. Dogger must reply at once.
17. Dogger is entitled to as many jumps as Dogger wants.
18. Contestant is required to turn steer's head so that he can get up.

19. Hazer must not render any assistance to contestant while contestant is working with steer. Failure to observe this rule will receive a no time.
20. A ten-second penalty shall be assessed in any case in which a barrier judge rules that Dogger's feet touch the ground before flag line is crossed.
21. Contestants will be disqualified if they attempt in any way to tamper with steer or chute.
22. The fairness of catch and throw will be left to the judges. Their decision will be final.
23. Field flagger is required to watch contestant and steer until animal is turned loose.
24. Any cattle that have been used cannot be held over from one year to the next for use in steer wrestling, except by rodeo committee approval.
25. It is recommended that cattle used for steer roping, cutting or other events shall not be used for steer wrestling.
26. Fresh steers added to bunch that have not been used must be bulldogged from horseback and thrown down. It is the responsibility of steer wrestlers to throw the cattle at a time mutually agreed upon with stock contractor.
27. When fresh cattle are used, any fresh steer not thrown down during competition will be thrown down after completion of go-round. Contestants will be responsible to throw down such steers under the supervision of the arena director.
28. Contestant will not be required to compete on a cripple steer or a steer with a broken horn.
29. Steer Wrestling Cattle:
 - a. Minimum weight of 450 pounds
 - b. Maximum weight of 600 pounds
 - c. It is suggested that steers have horns at least six inches long.

OPTIONAL RULES

Electric timers are optional.

STEER STOPPING EVENT RULES (Novice Division Only)

GENERAL RULES

1. This event will be dally only.
2. Only one loop will be permitted.
3. Time will be taken when steer is roped; steer and horse are facing in a straight line with rope dallied and tight. Horse's feet must be on the ground.
4. Roper will start behind barrier using header's box.
5. In the case that steers are fitted with artificial horns and they are jerked off, contestants will receive rerun on same steer with no penalties other than barrier.
6. All steers shall have horns properly wrapped.
7. Ropers must be mounted when time is taken.
8. No foul catches can be removed by hand.
9. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head using their hands.
10. Roping steer without turning loose of the loop will be considered a no catch.
11. Contestant has option for a Hazer (must be an adult). Hazer will start from heeling box.

SCORING AND PENALTIES

1. There will be only three (3) legal catches:
 - a. Around head or both horns
 - b. Half a Head
 - c. Around the Neck
2. If Hondo passes over horn, the loop over the other, the catch is illegal.

3. If loop crosses itself in head catch, it is illegal.
4. There will be a 10-second penalty for jerking a steer down in steer stopping. Jerk down is off of all 4 feet.
5. A broken rope or dropped rope will be considered a no time.
6. Steer must not be handled roughly at any time, or Contestant may be disqualified if, in the opinion of the field Judge, they have intentionally done so.

STOCK

1. Team roping steers will be used; they will be numbered and drawn.

DALLY TEAM ROPING EVENT RULES

GENERAL RULES

1. Team Roping is two events: Heading and Heeling. A roper may rope once for heading and once for heeling. Points will be given in heading and in heeling. Each run will count as one event and points and money will be awarded for each run. A team may change ends and stay together.

Points

The maximum number of points available for a single run is 10 points. The same is true for team roping. **Remember, each run is counting as one event and will carry the same potential for points and money as any other event.**

2. Youth shall rope with youth in their own age group. Contestants may be entered as two boys, two girls, or one boy and one girl on a team.
3. After stock is loaded, ropers must rope in order listed.
4. Header will start behind barrier using "header" box and must throw the first loop at head.
5. Heeler must start from behind barrier line.
6. Time will be taken when steer is roped; both horses face steer in line with ropes dallied and tight. Horse's front feet must be on the ground.

7. Each team is allowed two throws.
8. Roping steer without turning loose of the loop will be considered a no catch.
9. Roper must dally to stop steer.
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, roper is not allowed to ride up and put rope over other horn or head with hands.
16. If the heeler ropes a front foot or feet in the heel loop, that 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 flag judge drops the flag, time will be counted.
17. If artificial horns are jerked off, contestants will receive rerun on same steer with no penalties other than barrier penalties.
18. All steers shall have horns properly wrapped.
19. A roper may rope once as a header and once as a heeler; the run must count for points for both contestants.

The draw in option is available for ropers that have not found a partner. If a roper chooses to use the draw option, a partner will be drawn from the respective end, "header or heelers entered in that event" to complete the team.

This will be a random draw from the ropers entered in that event. If a contestant uses the draw option, they will assume all stock charges and roper's drawn will receive no points or money for that run.

SCORING AND PENALTIES FOR TEAM ROPING

1. There will be only three legal head catches:
 - a. Head or both horns
 - b. Half a head
 - c. Around the neck
2. If Hondo passes over one horn the loop over the other, catch is illegal.
3. If loop crosses itself in head catch, it is illegal. This does not include heel catches.
4. Any heel catch behind both shoulders is legal if rope goes up heels.
5. One hind foot receives five-second penalty.
6. Cross fire catches will receive a no-time. If in the opinion of the field flagger a heel loop is thrown before the header has dallied and changed directions of a steer, team shall receive no time.
7. Steer must not be handled roughly at any time and ropers may be disqualified if, in the opinion of the field judge, they have intentionally done so.
8. In the event a team roper is disqualified or unable to perform due to extenuating circumstances which will be ruled upon by the arena director and the local committee, the remaining eligible contestant may compete with another partner as long as that partner is entered in that rodeo and is in the same age group.
9. 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.
10. Broken rope, dropped rope or dismounting horse will be considered no time.

BULL AND STEER RIDING EVENT RULES

TIME LIMIT

1. Bull and steers will be ridden eight seconds, except novice steer riding which will be six seconds.

2. Time to start when animal's inside front shoulder passes the plane of the chute gate, and judge must use stopwatch. (A separate flagman should flag the start of the ride.)

EQUIPMENT

1. Rope must have bell. No bell, no marking.
2. Hooks, rings, spiders or posts shall not be used on bull and steer ropes.
3. Contestant must wear a protective safety vest.
4. Contestant must wear protective mouth piece.

GENERAL RULES

1. Contestant is not to use sharp spurs.
2. Contestant will have the right to call judges to pass on whether or not animal is properly flanked to buck the best of its ability.
3. Fall - If any part of rider contacts ground, animal has fallen.
4. No contestant will ride two head in the same event during a performance except for rerides.
5. Contestants may pull ropes from either side.
6. Contestant must 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.

EVENT RULES

1. Bell must be under belly of bull or steer.
2. Riding is to be done with one hand and loose rope, with or without hand hold.
3. No finger wraps, no knots or hitches will be allowed to prevent rope from falling off bull or steer when rider leaves him.

SCORING AND PENALTIES

1. Ride and animal are to be marked separately.

2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant. The full spread of points will be used.
4. If contestants make qualified ride with any part of rope in riding hand, they are to be marked.
5. Contestant will receive no score for any of the following offenses:
 - a. Being bucked off.
 - b. Touching any object with free hand.
 - c. Using sharp spurs.
 - d. Placing spurs or chaps under the rope when the rope is being tightened.
6. Judges may disqualify bull or steer riders who have been advised they are next to go if they are not above the animal with their glove on when the previous bull or steer leaves the arena.

RERIDES

1. The matter of the rerides shall be decided by the judges.
2. If reriide is given, judge shall inform the contestant immediately of contestant's marking and contestant will have an option of reriide.
3. Contestants may refuse reriide and take their marking.
4. Contestants must make their decision immediately.
5. If stock contractors' equipment breaks, contestant must take either a reriide or no score.
6. No reriide will be given due to faulty or broken equipment furnished by contestant in any event.
7. If an animal that is drawn for a reriide is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the contestant who draws the animal for a reriide.

8. If an animal that is drawn for a reride is already drawn for another contestant in a later go-round, the contestant with the reride 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 rerides.
10. Rerides may be given only when stock fails to break, stops, or fouls the rider.
11. If in the opinion of the judges a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, rider may have a reride drawn.
12. Contestants who are fouled at chute will be entitled to a reride at judges' discretion.
13. If animal falls down out of chute, contestant will be entitled to a reride at the discretion of the judges.
14. If animal fails to break or stops, the rider must make an eight-second qualified ride to be eligible for a reride at judges' discretion.
15. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back providing stock contractor is willing, or rider may have reride drawn.
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 rerides.
18. If the pickup man or horse comes in contact with bull or steer before qualified time has elapsed, reride may be given on the same animal drawn.
19. If flank comes off, a reride must be given and must be taken on the same bull or steer provided the rider has qualified until the time the flank comes off. If rider disqualified after flank comes off the bull or steer, the reride will still be given.

STOCK

1. No hot shots will be used on an animal in the rough stock events after rider sits down on an animal unless rider requests such use.
2. Hot shot may be used when animal turns head out of the chute.
3. It is recommended that all horned bulls should have horns tipped, cut back, or kept out of draw. This is the responsibility of the stock contractor at the discretion of the arena director and the judges.
4. A 700 - 1000-pound bull steer will be used in the junior age group.
5. Stock shall be flanked for juniors and seniors.

BAREBACK RIDING EVENT RULES

TIME LIMIT

1. Horses must be ridden for eight seconds.
2. Time to start when animal's inside front shoulder passes the plane of the chute gate, and the judge must use a stopwatch. (A separate flagman should flag the start of the ride.)

EQUIPMENT

1. Contestant must wear a protective/safety vest.
2. Contestant must wear a protective mouth piece.
3. Riding is to be done with one-handed rigging, and contestant must supply own rigging.
4. Rigging shall not be less than 10 inches in width at hand hold and not over six inches at the "D" ring. Latigo cannot be blocked in "D" ring.
5. Rider may have a single layer of sheepskin or leather under hand hold which will extend at least one inch on both sides of the center of the hand hold. This piece is not to be skived. It must be glued down.
6. No fiberglass or metal is allowed in riggings or hand holds. Only leather or rawhide is allowed for handhold. Flat head rivets and/or screw and

“t” nuts will be allowed to secure hand hold. Only other metal allowed will be in the “D” rings. Quick release or half-and-half are optional.

7. Cinches on bareback rigging shall be made of mohair and shall be at least eight inches in width at the center, but may be tapered to accommodate cinch “D” or rings.
8. Required bareback pads are to completely cover the underside of the riggings and are to extend a full two inches behind the rigging.
9. Pads used under riggings must be leather covered on both sides. If they are hair pads, they must be at least one inch thick, and if a foam pad, at least 1 - 1/4 inches thick.
10. The rider’s glove will be a plain glove with no flaps, rolls, wedges, welds or gimmicks.
11. A palm piece may be used in glove which will be at least one 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.

GENERAL RULES

1. Contestant is not to use sharp spurs.
2. Contestant will have the right to call judges to pass on whether or not animal is properly flanked to buck the best of his ability.
3. Fall - If any part of rider contacts ground, animal has fallen.
4. No contestant will ride two head in the same event during a performance except for rerides.
5. Contestants may pull riggings from either side.

6. Contestants must 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.

EVENT RULES

1. To qualify, rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground the first jump out of the chute.
2. Contestant will have the right to call judges to pass on whether or not horse is properly flanked and cinched.
3. Rigging must lie flat on horse's back while rigging is being cinched.
4. Stock contractor may call on judge to pass on whether rigging is being set or cinched in a manner that might hurt horse's back.
5. Judges may require contestant to take hand out of rigging after a horse is cinched. If hand hold 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, and rider must not touch any object with the free hand.

SCORING AND PENALTIES

1. Ride and animal are to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant. The full spread of points will be used.
4. If horse stalls coming out of the chute, either judge may tell contestant to take feet out of the horse's neck and first jump qualification will then be waived.

5. Contestant may receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
6. Contestant will receive a no-score if the rigging comes off horse, or contestant touches any object with free hand, or if contestant is bucked off.
7. In the opinion of the judges, if a contestant is riding with rowels too sharp or riding with locked rowels, contestant will receive a no score.
8. Contestant will be disqualified for taking any kind of finger tuck or finger wrap.
9. Judges may disqualify contestants who have been advised they are next to go if they are not above the animal with their glove on when previous horse leaves the arena.

RERIDES

1. The matter of the rerides shall be decided by the judges.
2. If reride is given, judge shall inform the contestants immediately of their marking and an option of a reride.
3. Contestants may refuse reride and take their marking.
4. Contestants must make their decision immediately.
5. If stock contractor's equipment breaks, contestant may take a reride.
6. No reride will be given due to faulty or broken equipment furnished by contestant in any event.
7. If an animal that is drawn for a reride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the contestant who draws the animal for a reride.
8. If an animal that is drawn for a reride is already drawn for another contestant in a later go-round, the contestant with the reride 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 rerides.
10. Rerides may be given only when stock fails to break, stops, or fouls the rider.
11. If animal fails to break or stops, the rider must make an eight-second qualified ride to be eligible for a reride at judges' discretion.
12. If in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, rider may have a reride drawn.
13. Contestants who are fouled at chute will be entitled to a reride at judges' discretion, or the spurring out rule may be waived.
14. If animal falls down out of chute, contestant will be entitled to a reride at the discretion of the judges.
15. If animal loses flank, fails to break, stops, or fouls the rider, the rider will be awarded a reride.
16. Contestant may be given reride if flank comes off or breaks, provided the contestant completed a qualified ride.
17. If rider takes the same animal back, they must take that marking given on reride.
18. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
19. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the rerides.
20. If the pickup man or horse comes in contact with bucking horse before qualified time has elapsed, reride may be given on the same animal drawn.

STOCK

1. No hot shots will be used on an animal in the rough stock events after rider sits down on an animal unless rider requests such use.

2. Hot shot may be used when animal turns head out of the chute.

SADDLE BRONC RIDING EVENT RULES

TIME LIMIT

1. Saddle bronc riding shall be timed for eight seconds.
2. Time to start when the animal's front shoulder passes the plane of the chute gate, and judge must use a stopwatch. (A separate flagman should flag the start of the ride.)

EQUIPMENT

1. Contestant must wear protective/safety vest.
2. Riding is to be done with plain halter, one rope-rein and committee saddle. Contestant must supply their own saddle.
3. Standard halter must be used unless agreement is made by both contestant and stock contractor.
4. Stock contractors must furnish their own halters and contestants must use them, subject to approval of judges on fitness of halters.
5. Dry resin may be used on chaps and saddle.
6. Contestant Saddle Specifications:
 - a. Rigging
 - (1) 3/4 double-front edge of the dee ring must not pull further back than directly below center point of swell.
 - (2) Standard E-Z or ring type saddle dee must be used and cannot exceed 5-3/4 inches for outside width measurement.
 - b. Swell Undercut

Not more than two inches—one inch on each side.
 - c. Gullet

Not less than four inches wide at center of fork of covered saddle.

- d. Tree
 - (1) Saddles must be built on standard tree.
 - (2) Specifications:
 - a. Fork—14” wide
 - b. Height—9” maximum
 - c. Gullet—5-3/4” wide
- e. Cantle
 - 5” maximum height
 - 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 and shall be at least eight inches in width at the center, but may be tapered to accommodate cinch “D” or rings.

GENERAL RULES

1. Contestant is not to use sharp spurs.
2. Contestant will have the right to call judges to pass on whether or not animal is properly flanked to buck the best of its ability.
3. Fall—If any part of the rider comes in contact with the ground, animal has fallen.
4. No contestant will ride two head in the same event during a performance except for rerides.
5. Contestants may pull riggings and cinch saddle from either side.

EVENT RULES

1. Either stock contractor or contestant has the right to call the judges to pass on whether or not horse is properly saddled and flanked to buck its best.
2. Riding rein and hand must be on the same side.
3. Horses are to be saddled in chute.
4. Rider may cinch their own saddle.
5. Saddle shall not be set too far ahead on horse's withers.
6. Middle flank belongs to rider but contractor may have rider put flank behind curve of horse's belly.
7. Flank cinch may be hobbled.
8. To qualify, rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground first jump out of the chute.
9. One arm must be free at all times. The free hand must not touch any object.

SCORING AND PENALTIES

1. Ride and animal are to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant. The full spread of points will be used.
4. If a horse stalls coming out of the chute, either judge may tell contestant to take feet out of the horse's neck and first jump qualification will then be waived.
5. Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.

6. 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, or any object with free hand.
 - g. Riding with locked rowels, or rowels that will lock on spurs.
7. Anyone using any foreign substance other than dry resin on chaps and saddle shall be disqualified. The judges will examine clothing, saddle, rein and spurs. An exception will be made if local rules make it necessary for the covering of spur rowels.
8. Judges may disqualify bronc riders who have been advised they are next to go if they are not above the animal with their glove on, if used, when previous horse leaves the arena.

RERIDES

1. The matter of the rerides shall be decided by the judge.
2. If reriide is given, judge shall inform the contestant immediately of contestant's marking and an option given of reriide.
3. Contestants may refuse reriide and take their marking.
4. Contestants must make their decision immediately.
5. If halter comes off, rider must have reriide providing contestant has made a qualified ride up to the time the halter comes off. Rider must reriide or take no score for that ride.

6. If stock contractors' equipment breaks, contestant may take a reride.
7. No reride will be given due to faulty or broken equipment furnished by contestant in any event.
8. If an animal that is drawn for a reride 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 reride.
9. If an animal that is drawn for a reride is already drawn for another contestant in a later go-round, the contestant with the reride in the prior go-round will take the animal first.
10. When a final head is to be ridden in riding events, at least two additional head of stock will be available for rerides.
11. Rerides may be given when stock fails to break, stops, or fouls the rider.
12. If animal fails to break or stops, the rider must make an eight-second qualified ride to be eligible for reride.
13. 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, rider may have a reride drawn.
14. Contestants who are fouled at chute will be entitled to a reride at judges' discretion, or the spurring out rule may be waived.
15. If animal falls down out of chute, contestant will be entitled to a reride at the discretion of the judges.
16. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back providing stock contractor is willing, or rider may have reride drawn.
17. Contestant may be given reride if flank comes off or breaks, provided the contestant completed a qualified ride.

18. If rider takes same animal back, rider must take that marking given on reride.
19. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
20. If that is the second consecutive time the animal has run off, it must be taken out of the draw and an animal drawn for the contestant out of the rerides.
21. If the pickup man or horse comes in contact with bucking horse before qualified time has elapsed, reride will be given on the same animal drawn.
22. If in the opinion of the judges a saddle bronc deliberately throws himself, the rider shall have the choice of that horse again or rider may have horse drawn for rider from the reride horses.

STOCK

1. No hot shots will be used on an animal in the rough stock events after rider sits down on an animal, unless rider requests such use.
2. Hot shot may be used when animal turns head out of the chute.

GOAT TYING EVENT RULES

EQUIPMENT

1. Leather thong, pigging string or rope. (Pigging string – a piece of rope used for securing animals.)
2. Western type equipment must be used.

GENERAL RULES

1. Starting lines in goat tying will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The stake and the starting line will be permanently marked for the entire go-round.

4. Contestant may change horses in this event.
5. Contestants may enter the arena at the speed of their choice.
6. Arena gate must be closed immediately after contestant enters the arena and kept closed.
7. Time is to be taken between the two flags.
8. The time will start when horse's nose crosses the starting line.
9. The ground will be raked before the start of each age group.

EVENT RULES

1. There should be at least a 15-yard starting line.
2. Starting line will be 100 feet from stake.
3. The goat must be tied to a stake with a cotton rope ten feet in length.
4. Stake should be completely under the ground so that no part of it is visible or above ground.
5. Contestant must be mounted on a horse, ride from the starting line to the goat, dismount from the horse, and throw the goat by hand.
6. If the goat is down when the contestant reaches it, goat must be day lighted (Day lighting - defined - if animal is down when contestant reaches it, the animal must be let up so daylight can be seen under the animal and be thrown by hand. If contestant's hand is on the animal when said animal falls, animal is considered thrown by hand and a time will be had) and then cross and tie any three legs together with a leather thong, pigging string or rope, and stand clear of the goat.
7. Legs must remain crossed and secure for six seconds after completion of tie.
8. To qualify as a legal tie, there will be one or more wraps and a half hitch hoey or knot.

9. Time will start when the contestant crosses the starting line.
10. Time will stop when contestant signals the completion of the tie.
11. The timing of the tie will begin when the contestant stands clear of the goat. If the contestant gets rope that is holding goat wrapped around the contestant's leg, they may ask the judge for permission to remove the rope. After getting permission from the judge, the contestant may remove rope and a 6-second time will start.
12. Qualified persons other than contestants will be used as goat holders.
13. Holder shall release goat when rider crosses starting line.
14. Local committee may opt to use either one or two goats.
 - a. If using one goat, stake the goat in center of the arena.
 - b. If using two goats, stake goats equal distance from arena fences. Contestants will alternate between goats.

Rotate goat out every five contestants. A goat may only be rotated in three times. Goats shall be rotated every five runs per draw. A scratch constitutes a run and goat does not have to be tied.

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 no time.
4. Contestants will receive no time for touching the goat or tie-string after signaling that they are finished.

5. If contestants run over the goat or rope with their horse while mounted, there will be a ten-second penalty. A contestant is still mounted until both feet are on the ground.
6. If the goat should break away because of the fault of the horse while contestant is mounted, contestant will receive no time.

RERUNS

1. No reruns will be given due to faulty or broken equipment furnished by contestant in any event.
2. If the goat should break away, it will be left to the judges' discretion whether contestant will get a rerun.

STOCK

1. Goats shall be uniform for each age group. Uniform means similar in weight, size and age, with taped horns.
2. Goats must be tied down three times before first performance by someone not entered in goat tying in that age group.

BARREL, POLE, AND FLAG RACING EVENT RULES

EQUIPMENT

Refer to pages 17 - 18 for timer equipment and rules.

GENERAL RULES

1. Starting lines 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. The barrels, poles, flags and the starting line will be permanently marked for the entire go-round.

5. During barrel, pole, and flag racing events, the arena will be dragged or raked at regular intervals and between each age group. In case of a scratch, the scratch will count as a run for raking purposes.
6. Contestants may enter the arena at the speed of their choice.
7. Arena gate must be closed immediately after contestant enters the arena and kept closed until pattern is completed and contestant's horse is under control.
8. Set timer beforehand in the same height and position, and lock the legs.
9. Barrels are not to be used as stands for the electric eye.
10. Not following the cloverleaf pattern will receive a no time.

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. Not following the designated pattern will receive a no time.
4. If horse recrosses the starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
5. If contestant's horse breaks timer light by backing through before starting pattern, time will be considered started.

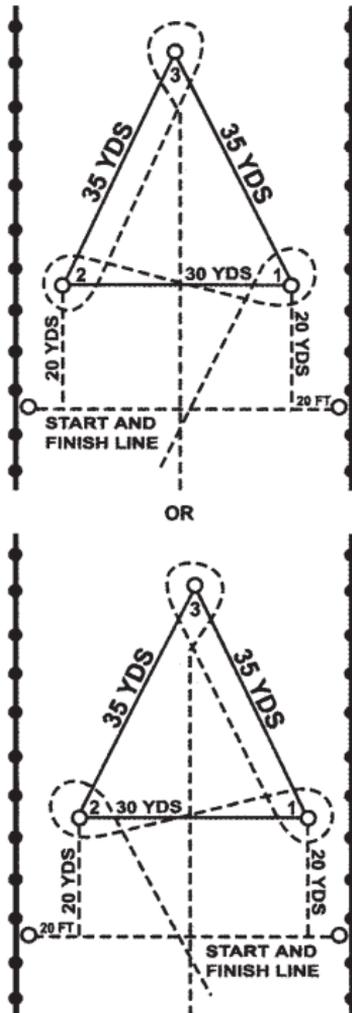
RERUNS

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
2. The battery-powered digital clock will be the first backup time and digital hand-held watches will be the second back up time. When both the digital clocks malfunction and no average time was recorded from digital watches, contestant will be given a clean rerun at a time designated by the judges and arena director.

BARREL RACING EVENT RULES

1. All barrels must be 20 yards or farther apart. Nothing under 20 yards will be used.
2. The arena conditions will enable you to decide the distance over 20 yards that you wish to place the barrels, unless arena conditions warrant otherwise.
3. The cloverleaf pattern is the only approved pattern in this event.
4. The pattern to be run for the barrels is as follows (if arena conditions permit):
 - a. The barrels must be at least 20 feet from the arena fence.
 - b. The front two barrels shall be 20 yards (60 feet) from the starting line.
 - c. The distance between barrel one and barrel two shall be 90 feet, and the distance between barrel one and three and between two and three shall be 105 feet. Barrel patterns can be adjusted proportionally to fit each arena.
 - d. There shall be a minimum of 75 feet allowed for stopping from starting line in barrels back to arena fence. This is subject to adjustment for arena conditions.
 - e. Third barrel must be arced and marked.
 - f. Marker rope will be buried and shall be pulled up straight and barrel placed to the inside next to the rope.

- g. The contestant may start on either the right or left barrel.
- (1) When starting on the right barrel, there will be one right turn and two left around the barrels.
 - (2) When starting on the left side, there will be one left and two right turns around the barrels.
5. Touching barrel is permitted by horse or contestant.
 6. Barrels will be 55 gallon metal drums with both ends in. No rubber or plastic barrel or barrel pads.
 7. Knocking over and/or up ending a barrel is a five-second penalty per barrel.
 8. Electric eyes should be placed on the score line no closer than the width of the first two barrels. The electric eye will be centered in each performance.
 9. See diagram of pattern below.



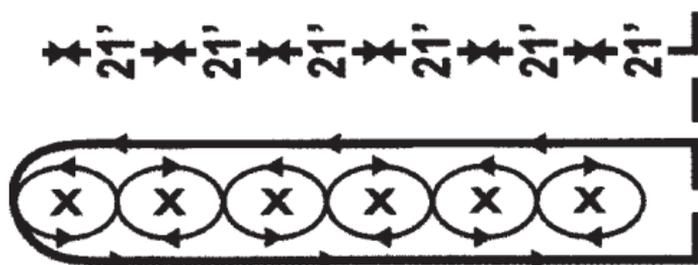
POLE BENDING EVENT RULES

EVENT RULES

1. The pole bending pattern is to be run around six poles.
2. No flags to be used on poles.
3. Poles are to be painted with a broken six-inch stripe pattern, not a solid color.
4. The distance from the starting line to the first pole shall be 21 feet, and the spacing between poles shall be 21 feet apart.
5. There shall be a minimum of 75 feet allowed for stopping from starting line in poles back to arena fence.
6. Poles shall be set on top of the ground six feet in height and with rubber bases no larger than 14 inches or less than 12 inches in diameter. PVC poles should be at least 1-1/2 inches in diameter and no larger than two inches in diameter.
7. Poles must be straight in line.
8. Touching poles is permitted by horse or contestant.
9. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
10. Knocking over a pole is a five-second penalty per pole.
11. Pole is considered knocked over when top of pole hits the ground.
12. 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 off side. Example: Should

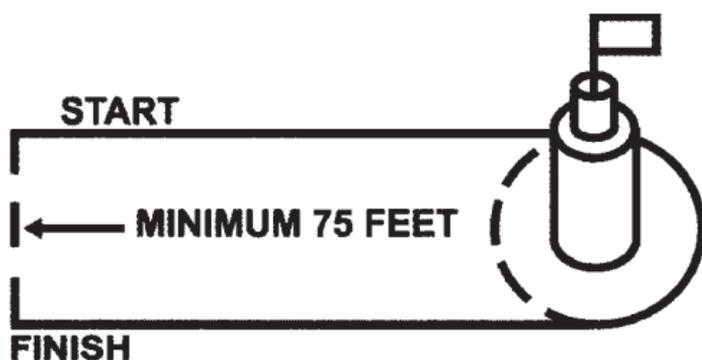
a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.

13. See diagram of pattern below.



FLAG RACING EVENT RULES

1. Bucket on barrel must be a three-pound coffee can filled to the top with soil. To make a rodeo flag, use a 1/2 inch dowel 20 inches long. Attach an eight-inch by eight-inch square piece of red cloth to the top eight-inches of the dowel. Put rodeo flag in the filled coffee can. Flag must protrude a minimum of five inches above top of the bucket. A minimum of six flags the same color and size should be available.
2. A horse may start either to the right or left of the barrel and then run down and around the barrel and return to starting line. Contestant may circle the barrel, but must return on opposite side of approach.
3. See diagram of pattern on next page.
4. Knocking over the barrel and bucket is a ten-second penalty. Knocking over the bucket only is a five-second penalty.
5. Not following the pattern will receive a no time.
6. There shall be a minimum of 75 feet allowed for stopping from starting line back to area fence.
7. Rider may not use the flag to whip the horse. Flag must be carried past finish line. Contestant will be disqualified for whipping horse with flag.
8. This is a new rule. Placement of the flag barrel should be in the center of the arena with a minimum of 75 feet from the starting line, and a minimum of 30 feet off the back fence.



SAFETY COMMITTEE GUIDELINES

Safety should be the prime consideration of everyone involved in the rodeo.

ROUGH STOCK ARENA

1. No large objects or rocks.
2. No post extending above the top railing.
3. No rough edges on the top railing.
4. Solid wall, padded if feasible.
5. Chute gate swing fully opened 180 degrees.
6. End chute eight feet from the fences.

TIMED ARENA

1. No post above top rail.

The rodeo committee strongly recommends that the arena directors provide ample time and post it so that the contestants can familiarize themselves and their horses with the arena. However, we leave it up to the arena directors as to what they can provide.

Stock should be run through chutes and arena before the start of the first performance. All gates and alleys should be kept clear of contestants.

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