

# TOP HAND CHALLENGE YOUTH RODEO

## CHAPTER 1: MEMBERSHIP DUES

All contestant members and non-contestant members will be required to fill out a Release Agreement form and a Release of Liability form.

## ARTICLE 1: GENERAL RULES

- A. All members and their parent/guardians must abide by the Rules and Regulations of THC. All members and their parents/guardians are responsible for reading and fully understanding the Rules and Regulations of THC. Not understanding the Rules and Regulations will be no excuse for noncompliance with said Rules and Regulations.
- B. All members and their parents/guardians must accept the decision of the judges and/or Arena Director (or designee) as final. Misconduct of a contestant or representative may cause a disqualification of said contestant. This includes arguing with the judge. If at any time a parent or contestant argues with a judge, the judge first warns the parent or contestant of possible consequences and if the argument persists the contestant can be disqualified for the remainder of the rodeo.
- C. All members will be required to submit to THC a Liability Release Agreement, and a copy of their current insurance card as proof of medical coverage, before they will be eligible to participate in any sanctioned rodeos.
- D. During times of inclement weather or arena conditions, THC Affiliates will meet to discuss the safety of the contestants for the scheduled rodeo. **Any changes to the scheduling will be posted on the THC website, and posted to their Facebook Group Page.**

- E. Any items not covered in the THC rules shall refer to the rules and regulations set by the National High School Rodeo Association (“NHSRA”), or shall be at the Judges’ discretion.
- F. **Call-Ins will be done**

If for any reason a member is not able to compete at a rodeo, you are required to call-out. If you do not call-out for a scheduled rodeo and then do not show up for that rodeo, you must call-in for the next scheduled rodeo in order to compete and you will be required pay the entry fees for the missed rodeo (double-entry fees) at that next rodeo. Members who have called-out for a rodeo are required to call-in for the next rodeo in which they will be competing.

**\*\*Timed Eventers:** You must notify the Entry Secretary if you will be mounting someone else’s horse for your event, and if you will need a split.

**\*\*Team Ropers:** You must notify the Entry Secretary if you will be a header or heeler.

## ARTICLE II: DRESS CODE

Cowboy Dress Code is required for all competitors while they are competing in the arena. Violators will be given verbal notice and an opportunity to change into dress code, or the violator could face a fine or disqualification from the scheduled event and/or rodeo.

### Dress Code Requirements:

- A. Western Style Shirt: long sleeve, collar and button-down the front must be worn and tucked in at all times; shirtsleeves must be rolled down. The only exception to this rule will be for the rough stock events where a rider may roll up the sleeve up to the elbow on his or her riding arm only while preparing the livestock for the ride and while competing.
- B. Western Hat: Any style.
- C. Boots: No tennis shoe boots will be allowed.

- D. Jeans: When competing in low-rise jeans, the contestant must wear a long enough western style shirt so that it will stay tucked in.

### **ARTICLE III: EVENTS, POINTS AND PLACEMENT**

All events are open for competition to youth members, boys and girls, ages 4 to 18 years of age (as long as they are still in high school), as specified by the following age divisions:

#### Rough stock:

Mutton Bustin'	6 years and under, and 60 lbs or less
Calf Riding	7-8 years
Steer Riding	9-12 years
Jr. Bull Riding	13-14 years
Sr. Bull Riding	15-18 years
Donkey riding.	Tot division only
Saddle Bronc.	Junior Division
Saddle Bronc	Seniors Division
Chute Doggin'	Juniors and Seniors Only
Due to safety issues, there will be no "riding up" allowed in the rough stock division.	

#### Timed Events:

Barrel Racing, Pole Bending, Goat Tying, and Roping Events

Tots –	8 years and under
Juniors –	9-13 years
Seniors –	14-18 years

Tiny Tots are determined at beginning of year

Junior division members who want to "ride up" in the Senior Division may do so with the approval of their parents/guardian, stock contractor, arena and/or rodeo director. Once you move up in divisions, you cannot move back down, and any points earned as a Junior do not transfer to Senior points.

**All Division ages are determined by what the member's age is as of September 1<sup>st</sup>.**

- A. Points will be awarded to the top ten contestants in each event. Points will be distributed according to the following placement in each event:
- First Place will receive 10 points
  - Second Place will receive 9 points
  - Third Place will receive 8 points
  - Fourth Place will receive 7 points
  - Fifth Place will receive 6 points
  - Sixth Place will receive 5 points
  - Seventh Place will receive 4 points
  - Eighth Place will receive 3 points
  - Ninth Place will receive 2 points
  - Tenth Place will receive 1 point
  - TIES: Points will be added together and divided between contestants.  
(Example: 1<sup>st</sup> and 2<sup>nd</sup> will receive  $10+9$  points =  $19 \div 2 = 9.5$  points each.)  
Jackpot payout will be split accordingly between the two contestants.
- B. Roughstock qualifying rides will be judged on times pursuant to their specific event rules.
- C. Barrels, Poles, and Goats points will be awarded from the fastest time to the slowest time, which will include penalties if imposed, pursuant to their specific event rules.
- D. Roping events points will be awarded from the fastest to the slowest time, which will include penalties if imposed, pursuant to their specific event rules.
- E. During all events, only the contestant(s) and arena help will be allowed in the arena. Contestants will be allowed in the arena when it is their turn to compete. Each contestant will be allowed to have a parent, other adult, or contestant in the arena to assist them, if the event allows for assistance.
- F. All contestants must be ready for their event(s). Contestant will be called three (3) times for their event. If contestant is

not at the entry gate and ready to compete by the third call, contestant will receive a NO TIME.

- G. A contestant can be disqualified (DUE TO SAFETY ISSUES) if, in the opinion of, the Arena Director or Judge(s) believe there is a danger to the contestant, other contestants or bystanders, due to that contestant's actions or behavior.
- H. All contestants must compete in at least three (3) rodeos for their points to accumulate and to be eligible for the finals in their particular event.
- I. There will be an All-Around Cowboy and All-Around Cowgirl in each age division awarded at the end of the season, determined by the accumulated points over the six (6) rodeo shows, and points received at the finals. In order to be eligible for the All-Around awards, the contestant must enter and compete in at least three (3) events in at least three (3) rodeos for that particular event.
- J. Everyone will be able to compete in the finals. Points will only be given to those who have competed in at least three (3) rodeos for that particular event.
- K. In the event of a tie in any rodeo event coming into the Top 10 Finals, the tie-breaker will be determined by a run off for the top (3) for that particular event.

#### **ARTICLE IV: ROUGHSTOCK DIVISION**

Rodeo and rodeo events, specifically roughstock events, are considered "extreme sports": they are dangerous activities, and the participation in such events exposes the participant to a substantial and serious risk of property damage and personal bodily injury. The THC undertakes all efforts to provide a safe environment for these competitive events. Therefore, the following rules have been implemented for all roughstock events:

- A. ALL CONTESTANTS must wear protective gear for their respective events:
  - i) **HELMETS MUST BE WORN FOR ALL ROUGHSTOCK EVENTS.** Steer Riders, Junior Bullriders and Senior Bullriders must wear "caged-

front" helmets. Appropriately sized helmets are provided at each rodeo show by THC, or the contestant may use their own helmet if it meets the THC requirements.

**The only exception to this rule is for the Bareback and Saddle Bronc events; helmets are not required to be worn for these events due to possible safety issues.**

- ii) **PROTECTIVE VESTS AND MOUTH-GUARDS MUST BE WORN FOR ALL ROUGHTSTOCK EVENTS.**
- B. ONLY the contestant and one helper will be allowed behind the bucking chutes. Failure to comply with this rule could result in disqualification of the contestant. Contestant and helper must both have a hand-stamp indicating a roughstock event for entry into the bucking chute area.

#### **SECTION 1: MUTTON BUSTIN'**

- a) Sheep should be ridden for four (4) seconds, no longer than ten (10) seconds
- b) Judging time will start when the animal's inside front shoulder passes the plane of the chute.
- c) The contestant will have one (1) minutes from the time he or she sits on the sheep to call for the chutes gate to be opened, provided the sheep is ready. If contestant does not call for the gate to be opened before the time expires, he or she will receive a NO TIME. This rule will be used at the discretion of the Judges and Arena Director.
- d) Points and scoring will be based upon entering and payment of entry fee.
- e) Each contestant gets 1 point per entry.
- f) To be eligible for a buckle a contestant should have entered (4) times.

## **SECTION 2: CALF RIDING**

- a) Minimum time for a qualifying ride is four (4) seconds.
- b) The time will start when the animal's inside front shoulder passes the plane of the chute.
- c) The contestant will have one (1) minutes from the time he or she sits on the calf to call for the chutes gate to be opened, provided the calf is ready. If contestant does not call for the gate to be opened before the time expires, he or she will receive a NO TIME. This rule will be used at the discretion of the Judges and Arena Director.
- d) Points and scoring will be based only upon a qualified ride of four (4) seconds. No points will be given on any rides under the qualifying time.

## **SECTION 3: STEER RIDING**

- a) Minimum time for a qualifying ride is six (6) seconds.
- b) The time will start when the animal's inside front shoulder passes the plane of the chute.
- c) Points and scoring will be based only upon a qualified ride of six (6) seconds. No points will be given on any rides under the qualifying time.

## **SECTION 4: JUNIOR BULLRIDING**

- a) Minimum time for a qualifying ride is eight (8) seconds.
- b) The time will start when the animal's inside front shoulder passes the plane of the chute.
- c) Points and scoring will be based only upon a qualified ride of eight (8) seconds. No points will be given on any rides under the qualifying time.

## **SECTION 5: SENIOR BULLRIDING**

- a) Minimum time for a qualifying ride is eight (8) seconds.
- b) The time will start when the animal's inside front shoulder passes the plane of the chute.

- c) Points and scoring will be based only upon a qualified ride of eight (8) seconds. No points will be given on any rides under the qualifying time.

## **EVENT RULES FOR MUTTON BUSTIN', CALF AND STEER RIDING, AND JUNIOR AND SENIOR BULLRIDING:**

- 1. No finger wraps, knots or hitches to prevent the rope from falling off the calf, steer, junior or senior bull when the rider leaves the animal are allowed.
- 2. No more than one person may be on the chute to pull the contestant's rope.
- A. Scoring and Penalties:
  - 1) The ride and the animal are to be marked separately.
  - 2) The ride will be marked according to how much the contestant spurs the animal.
  - 3) Figures used in marking the riding events shall range from one (1) to twenty-five (25), on both the bucking animals and contestant, and will use the full spread.
  - 4) If the contestant makes a qualified ride with any part of the rope in the riding hand, he or she is to be marked.
  - 5) Contestant's will receive no score for any of the following offenses:
    - a. Being bucked off
    - b. Touching the animal with the free hand
    - c. Using sharp spurs
    - d. Placing spurs or chaps under the rope when the rope is being tightened
  - 6) Judges may disqualify a contestant who has been advised that he is next to go if he is not above the animal with his glove on when the previous animal leaves the arena.
  - 7) A contestant can be disqualified (DUE TO SAFETY ISSUES) if, in the opinion of, the Arena Director or Judge(s) believe there is a danger to the contestant, other contestants or bystanders, due to that contestant's actions or behavior.

**B. Re-Rides:**

- 1) The matter of re-rides shall be decided by the judges.
- 2) Contestants shall not influence the judges by asking for a re-ride at any time.
- 3) If a re-ride is given, the judges shall inform the contestant immediately of his marking and the option of a re-ride.
- 4) A contestant may refuse a re-ride and take his current marking.
- 5) The contestant must make his decision regarding the re-ride immediately upon notification by the judges.
- 6) No ride will be given due to faulty or broken equipment furnished by the contestant in any event.
- 7) If a rider takes the same animal for the re-ride, he must take the marking given on the re-ride.

**SECTION 6: BAREBACK RIDING –**

Senior Division Only (Limited to 15 Riders)

- a) Minimum time for a qualifying ride is eight (8) seconds
- b) The time will start when the animal's inside front shoulder passes the plane of the chute.
- c) Points and scoring will be based only upon a qualified ride of eight (8) seconds. No points will be given on any rides under the qualifying time.

**EVENT RULES FOR BAREBACK RIDING**

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. If any part of the rider contacts the ground, the animal is considered to have fallen.
4. No contestant will ride two head in the same event during performance except for re-rides.

5. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
6. Contestants may pull riggings from either side.
7. Rigging must lie flat on horses back while rigging is being cinched.
8. Stock contractor may call on judge to pass on whether rigging is being set or cinched in a manner that might hurt the horse's back.
9. Judges may require contestant to take his hand out of rigging after a horse is cinched. If the handhold is too tight, rigging will be declared illegal. The stock contractor may request to take such action at his discretion.
10. One arm must be free at all times; the contestant must not touch the animal with the free hand at any time during the ride.
11. To qualify, the rider must have spurs over the break of the shoulders and touching the horse when the horse's front feet hit the ground on its initial move out of the chute.
12. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for time verification on each ride. In any instance where the time is eight (8) seconds (or more) on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight (8) seconds, the judge must go with the whistle.

**A. Scoring and Penalties:**

- 1) Ride and animal to be marked separately.
- 2) The ride will be marked 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 the bucking animal and the contestant, with the full spread being used.

- 4) If a horse stalls coming out of the chute either judge may tell contestant to take his 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 the neck of the horse stalled in the chute.
- 6) If the rigging comes off of the horse, if the contestant touches anything with the free hand or is bucked off, the contestant will receive a no score.
- 7) In the opinion of the judges, if a contestant is riding with rowels too sharp or riding with locked rowels, he will receive a no score.
- 8) The contestant will be disqualified for taking any kind of finger tuck or finger wrap.
- 9) Judges may disqualify the contestant who has been advised that he is next to go if he is not above the animal with his glove on when the previous horse leaves the arena.
- 10) A contestant can be disqualified (DUE TO SAFETY ISSUES) if, in the opinion of, the Arena Director or Judge(s) believe there is a danger to the contestant, other contestants or bystanders, due to that contestant's actions or behavior.

**B. Re-rides:**

- 1) The matter of re-rides shall be decided by the judges.
- 2) No re-ride will be given due to faulty or broken equipment furnished by the contestant in any event.
- 3) Contestants shall not attempt to influence the judges by asking for a re-ride at any time.
- 4) If a re-ride is given, the judge shall inform the contestant immediately of his score and the option of a re-ride.
- 5) Contestant may refuse the re-ride and take his current marking.
- 6) The contestant must make his decision regarding the re-ride immediately upon notification by the judges.
- 7) If the contestant accepts the re-ride and takes the same animal back, the contestant must take the marking given on the re-ride.

- 8) If an animal that is drawn for a re-ride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the contestant who draws the animal for the re-ride.
- 9) If the animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride in the current (or prior) go-round will take the animal first.
- 10) If an animal that is already drawn for another contestant runs off, that contestant must take the animal already drawn for.
- 11) If the pick-up man or horse comes in contact with the bucking horse before qualified time has elapsed, a re-ride will be given on the same animal. The only exception to this rule is if it is the rodeo's last day. On the last day, the contestant may have the same animal back if the stock contractor is willing, or a re-ride will be drawn if requested. If the stock contractor is not willing to use the same animal, a re-ride will be drawn.
- 12) A contestant will only have the option of a re-ride if the flank comes off the animal and the contestant did not complete a qualified ride, but was qualified up to the point of the flank coming off the animal.

**SECTION 7: SADDLE BRONC RIDING –**

Senior Division Only (Limited to 15 Riders)

- a) Minimum time for a qualifying ride is eight (8) seconds
- b) The time will start when the animal's inside front shoulder passes the plane of the chute.
- c) Points and scoring will be based only upon a qualified ride of eight (8) seconds. No points will be given on any rides under the qualifying time.

**EVENT RULES FOR SADDLE BRONC RIDING**

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. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
4. Saddles must not be set too far ahead on the horse's wither.
5. The Middle flank belongs to the contestant, but the stock contractor may have the contestant put the flank behind the curve of the horse's belly.
6. The flank cinch may be hobbled.
7. Contestant may cinch his own saddle.
8. Contestants may pull riggings and cinch saddle from either side.
9. Riding rein and hand must be on the same side.
10. One arm must be free at all times; the contestant must not touch the animal with the free hand at any time during the ride.
11. To qualify, the rider must have spurs over the break of the shoulders and touching the horse when the horse's front feet hit the ground on its initial move out of the chute.
12. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for time verification on each ride. In any instance where the time is eight (8) seconds (or more) on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight (8) seconds, the judge must go with the whistle.

A. Scoring and Penalties:

1. Ride and animal to be marked separately.
2. The ride will be marked 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 the bucking animal and the contestant, with the full spread being used.
4. If a horse stalls coming out of the chute either judge may tell contestant to take his 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 the neck of the horse stalled in the chute.
6. A contestant will be given a "no score" for any of the following reasons:
  - i) Being bucked off
  - ii) Changing hands on reins
  - iii) Wrapping rein around hand
  - iv) Pulling leather
  - v) Losing stirrup
  - vi) Touching self, animal, saddle, rein, etc. with the free hand
  - vii) Riding with locked rowel or with rowels that will lock on spurs
7. Any contestant using any foreign substance other than dry resin on chaps and saddle shall be disqualified. The judges may examine clothing, saddle, reins and spurs; the exception being made only if local rules make it necessary for the covering of spur rowels.
8. Judges may disqualify the contestant who has been advised that he is next to go if he is not above the animal with his glove on when the previous horse leaves the arena.
9. A contestant can be disqualified (DUE TO SAFETY ISSUES) if, in the opinion of, the Arena Director or Judge(s) believe there is a danger to the contestant, other contestants or bystanders, due to that contestant's actions or behavior.

B. Re-rides:

1. The matter of re-rides shall be decided by the judges.
2. No re-ride will be given due to faulty or broken equipment furnished by the contestant in any event.

3. Contestants shall not attempt to influence the judges by asking for a re-ride at any time.
4. If a re-ride is given, the just shall inform the contestant immediately of his score and the option of a re-ride.
5. Contestant may refuse the re-ride and take his current marking.
6. The contestant must make his decision regarding the re-ride immediately upon notification by the judges.
7. If the contestant accepts the re-ride and takes the same animal back, the contestant must take the marking given on the re-ride.
8. If the halter comes off, the contestant must have a re-ride providing the contestant made a qualified ride up to the time the halter comes off. The contestant must re-ride or take a no score for that ride.
9. If an animal that is drawn for a re-ride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the contestant who draws the animal for the re-ride.
10. If the animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride in the current (or prior) go-round will take the animal first.
11. If an animal that is already drawn for another contestant runs off, that contestant must take the animal already drawn for.
12. If the pick-up man or horse comes in contact with the bucking horse before qualified time has elapsed, a re-ride will be given on the same animal. The only exception to this rule is if it is the rodeo's last day. On the last day, the contestant may have the same animal back if the stock contractor is willing, or a re-ride will be drawn if requested. If the stock contractor is not willing to the use the same animal, a re-ride will be drawn.
13. If, in the opinion of the judges, a saddle bronc deliberately throws himself the contestant shall have the choice of that horse again or he may have a horse drawn for him from the re-ride horses.

14. A contestant will only have the option of a re-ride if the flank comes off the animal and the contestant did not complete a qualified ride, but was qualified up to the point of the flank coming off the animal.

## **ARTICLE V: TIMED EVENTS**

### **SECTION 1: BARREL RACING**

- a) **Contestants will be allowed to run only one horse per rodeo show in this event for Points.**
- b) A contestant has two (2) minutes to enter the arena once the arena is ready and their name has been called for the first gate call. If the contestant does not enter the arena for the run prior to the time expiring, she or he will receive a NO TIME.
- c) A contestant will be allowed fifteen (15) seconds from the time they enter the arena until the time is started by the automatic electric timer.

### **SECTION 2: POLE BENDING**

- a) **Contestants will be allowed to run only one horse per rodeo show in this event for points.**
- b) A contestant has two (2) minutes to enter the arena once the arena is ready and their name has been called for the first gate call. If the contestant does not enter the arena for the run prior to the time expiring, she or he will receive a NO TIME.
- c) A contestant will be allowed fifteen (15) seconds from the time they enter the arena until the time is started by the automatic electric timer.



## **EVENT RULES FOR BARREL RACING AND POLE BENDING**

### **General Rules:**

1. Contestants will be allowed to run only one horse per rodeo in each of these events for points.
2. A clearly visible starting line shall be provided.
3. The horse's nose will be timed as it crosses the starting line.
4. A contestant may enter the arena at the speed of her or his choice.
5. During these events, the arena will be dragged at regular intervals which will be determined by the Arena Director.
6. The arena gate must be closed immediately after the contestant enters the arena and kept closed until the pattern is completed and the horse is under control.
7. The starting gate will remain the same throughout the entire rodeo.

### **Scoring and Penalties:**

1. Points will be awarded from the fastest to slowest time, including times with penalties.
2. Knocking over a barrel or pole is a five (5) second penalty, per barrel or pole knocked over.
3. Not following the cloverleaf pattern in the barrel racing, and not following the pole pattern in the pole bending, will result in the contestant receiving a NO TIME.
4. If the horse re-crosses the starting line at any time before the pattern is completed, the pattern will be considered broken and the contestant will be receive a NO TIME.
5. If the contestant's horse breaks the timer light by backing through it before starting the pattern, time for the run will be considered started.
6. A contestant can be disqualified (DUE TO SAFETY ISSUES) if, in the opinion of, the Arena Director or Judge(s) believe there is a danger to the contestant, other

contestants or bystanders, due to that contestant's actions or behavior.

### **Re-Runs:**

1. No re-run will be given due to faulty or broken equipment furnished by the contestant.
2. If a time is missed due a timer's fault or malfunction of the timer, the contestant will receive a re-run at a time designated by the judges and the Arena Director. Penalties will not carry to the re-run.

## **SECTION 3: GOAT TYING**

### **General Rules:**

1. Time limits will be as follows:
  - a) Tots – 60 seconds
  - b) Juniors – 45 seconds
  - c) Seniors – 30 seconds
2. The arena gate must be closed immediately after the contestant enters the arena and must be kept closed until the run is over.
3. A contestant may enter the arena at the speed of his or her choice.
4. The time will be taken between the two flags.
5. Timing will begin when the contestant stands three (3) feet clear of the goat.
6. Timing will stop when the contestant signals the completion of the tie.
7. The tie-out stakes will be a minimum of one hundred (100) feet from the starting line.

### **Scoring and Penalties:**

1. The Judge will not flag the contestant out until time is recorded.
2. The tie will be passed on by the field judge and if it is not secure for six (6) seconds, the contestant will receive a NO TIME.

3. If the horse comes in contact with the goat or rope any time during the run, whether mounted or dismounted, there will be a ten (10) second penalty.
4. If the goat should breakaway because of the fault of the horse while the contestant is mounted, the contestant will receive a NO TIME. A contestant is still mounted until both feet are on the ground. If the horse runs over the rope with rider dismounted, then the rider shall receive a flag; then shall be allowed to tie from accumulated time from point of foul.
5. A contestant can be disqualified (DUE TO SAFETY ISSUES) if, in the opinion of, the Arena Director or Judge(s) believe there is a danger to the contestant, other contestants or bystanders, due to that contestant's actions or behavior.
6. If while tying, the contestant becomes tangled in the rope, upon signaling the completion of the tying of the goat, the contestant may be required to stand still instead of moving away from the animal; instruction and scoring will be at the judge's discretion.

## **SECTION 4: BREAKAWAY ROPING**

### General Rules:

1. Time limits will be as follows:
  - a) Tots – 60 seconds or two (2) loops
  - b) Juniors – 30 seconds or two (2) loops
  - c) Seniors – 30 seconds or one (1) loop
2. The roping box shall be part of the arena during the roping event.
3. Once the score line has been set in timed events it will not change in the rodeo, nor can the length of the box be changed.
4. A barrier will be used in this event, with the junior and senior contestants subject to a ten (10) second penalty for a broken barrier.
5. If a barrier is unavailable and lap and tap is necessary, the time will start when the animal crosses the line and is

flagged by the line judge, or the time will start when the animal's nose clears the gate. The decision in this instance will be at the Arena Director and Judge's discretion.

6. The calf "belongs" to the contestant when he or she calls for it, regardless of what happens afterward, with the following exceptions:
  - a) If the calf gets out of the arena, the flag will be dropped and the roper gets the calf back with lap and tap, with the accrued time added from when the calf left the arena.
  - b) In cases of mechanical failure.

### Event Rules:

1. The contestant's horse must clear the box before the loop is thrown. No loops should be thrown prior to breaking the barrier.
2. In the case of lap and tap, the contestant's horse must stand backed into the corner of the box.
3. Two loops will be allowed if two ropes are carried, or the rebuilding of first loop is permitted.
4. The rope must be attached to the horn so that when the calf hits the end of the rope, the rope is released from the horn. This is the contestant's responsibility.
5. A white cloth 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 "catch as catch can" rule shall apply after the loop has passed over the calf's head.
7. The rope has to be released from the contestant's hand to be a legal catch.

### Scoring and Penalties:

1. If the contestant breaks the barrier prior to the calf leaving the box there will be a ten (10) second penalty.
2. Roping the calf without releasing the loop from the hand will disqualify the catch.
3. The contestant shall receive a NO TIME should he or she break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the

contestant may ride forward and un-dally the rope, then stop their horse to make the rope breakaway. (The word “dally” means one complete turn around the saddle horn.)

Re-Runs:

1. See General Rules 6(a) and 6(b).
2. When there is an electric timer malfunction, the contestant will be given a clean re-run at a time so designated by the Judge and the Arena Director.
3. If the Judge sees that he made an error in flagging, he must declare a re-run before the contestant leaves the arena.

**SECTION 5: DALLY TEAM ROPING**

As team roping numbers are limited this year, team ropers will compete as able, with the members of other age divisions if available as partners. Members will rope one event, with their age division designated. Scores will accrue to each member's age division for all-around. Jackpot payout will be paid out in appropriate age divisions. Year-end prizes will be straight across the event and not separated by age division.

General Rules:

1. There will be a sixty (60) second time limit or three loops for the team, whichever comes first.
2. There will be a sixty (60) second time limit or three loops for the team, whichever comes first.
3. The roping box shall be part of the arena during the roping event.
4. Once the score line has been set in timed events it will not change in the rodeo, nor can the length of the box be changed.
5. A barrier will be used in this event, with the junior and senior contestants subject to a ten (10) second penalty for a broken barrier.
6. If a barrier is unavailable and lap and tap is necessary, the time will start when the animal crosses the line and is flagged by the line judge, or the time will start when the

animal's nose clears the gate. The decision in this instance will be at the Arena Director and Judge's discretion.

7. The steer “belongs” to the contestant when he or she calls for it, regardless of what happens afterward, with the following exceptions:
  - a) If the steer gets out of the arena, the flag will be dropped and the roper gets the steer back with lap and tap, with the accrued time added from when the steer left the arena.
  - b) In cases of mechanical failure.

Event Rules:

1. A team roper may only enter once for points at any given rodeo, as a header or a heeler, with the partner of his or her choice; the partner must be designated at call-in. Team Ropers, however, may compete at that rodeo additional times, as either a header or a heeler, for jackpot money; one of the team members must be a designated roper for points. Each additional entry requires an additional entry fee. Team Ropers will only gain points for the designated entry.
2. In the event one of the partners is unable to compete in the team event, the names of eligible contestants from other teams will be used to randomly draw for a partner for the event. Points will only be awarded to the partner-less contestant.
3. The header's horse must stand backed into the corner of the box.
4. Headers must start from behind the score line, and the header's horse must clear the box before the loop is thrown. No loops should be thrown prior to breaking the barrier.
5. The heeler must start from behind the score line.
6. The time will be taken when the steer is roped and both horses are facing the steer in line (L-shaped or better) with the ropes dallied and tightened. Dally must be kept until inspected by the Judge. (The word “dally” means one complete turn around the saddle horn.)
7. Jr team ropers will be allowed three (3) loops and three (3) throws in total.

8. Senior team ropers will be allowed two (2) loops and two (2) throws in total.
9. No tied ropes will be allowed.
10. The ropers must be mounted when the time is taken.
11. The steer must stand up when roped by either head or heel.
12. If the steer is roped by only one horn, the rider is not allowed to ride up and put the rope over the other horn or the head with his or her hand.
13. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from out of the heel loop with his or her hand.

#### Scoring and Penalties:

1. There will only be three (3) legal head catches: both horns, half head, and around the neck.
2. If the hondo passes over one horn and the loop over the other, the catch is illegal.
3. If the loops figure eights around the horns, the catch is illegal.
4. Bridle catches are legal.
5. Any heel catch behind the shoulders is legal if the rope goes up the heel.
6. One hind foot catch receives a five (5) second penalty.
7. A broken rope or a dropped loop will be considered a NO TIME.

#### Re-Runs:

1. See General Rules 6(a) and 6(b).
2. When there is an electric timer malfunction, the contestant will be given a clean re-run at a time so designated by the Judge and the Arena Director.
3. If the Judge sees that he made an error in flagging, he must declare a re-run before the contestant leaves the arena.

## **SECTION 6:**

### **A. TIE-DOWN ROPING**

#### General Rules:

1. Time limits will be as follows:
  - a) Tots – 60 seconds or two (2) loops
  - b) Juniors – 45 seconds or two (2) loops
  - c) Seniors – 30 seconds or one (1) loop
2. The roping box shall be part of the arena during the roping event.
3. Once the score line has been set in timed events it will not change in the rodeo, nor can the length of the box be changed.
4. A barrier will be used in this event, with the junior and senior contestants subject to a ten (10) second penalty for a broken barrier.
5. If a barrier is unavailable and lap and tap is necessary, the time will start when the animal crosses the line and is flagged by the line judge, or the time will start when the animal's nose clears the gate. The decision in this instance will be at the Arena Director and Judge's discretion.
6. The calf "belongs" to the contestant when he or she calls for it, regardless of what happens afterward, with the following exceptions:
  - a) If the calf gets out of the arena, the flag will be dropped and the roper gets the calf back with lap and tap, with the accrued time added from when the calf left the arena.
  - b) In cases of mechanical failure.

#### Event Rules:

1. The contestant's horse must clear the box before the loop is thrown. No loops should be thrown prior to breaking the barrier.
2. In the case of lap and tap, the contestant's horse must stand backed into the corner of the box.
3. Two loops will be allowed if two ropes are carried, or the rebuilding of first loop is permitted.
4. The "catch as catch can" rule shall apply after the loop has passed over the calf's head.
5. The contestant must rope the calf, dismount, go down the rope, throw the calf by hand and then cross and tie any three legs.

6. If the calf is down when the roper reaches it, the calf must be stood on at least three feet and then be re-thrown. A Field Flaggers Call – or a ten (10) second penalty will be added to the time.
7. If the roper's hand is on the calf when the calf falls, the calf is considered to be thrown by hand.
8. The rope must hold the calf until the roper gets his or her hands on the calf.
9. To qualify as a legal tie, there shall be one or more wraps and a half-hitch or hoeey on the calf. A "hoeey" is a half-hitch with a loop; the tail of the string may be partly or all the way pulled through.
10. The tie must hold for six (6) seconds, and the three legs must remain crossed until passed on by the Judge.
11. The rope will not be removed and the rope must remain slack until the field Judge has passed on the tie.
12. **Junior Tie Down:** As originally stated in the rules. No adult assistance is allowed to throw the calf for the competitor.

#### Scoring and Penalties:

Any contestant entering the roping box without a neck rope on his or her horse will be disqualified once the barrier has been hooked. The Judge will automatically flag the contestant out.

#### Re-Runs:

1. See General Rules 6(a) and 6(b)
2. When there is an electric timer malfunction, the contestant will be given a clean re-run at a time so designated by the Judge and the Arena Director.
3. If the Judge sees that he made an error in flagging, he must declare a re-run before the contestant leaves the arena.

### **DOUBLE MUGGING: (Tot Division only)**

Double-Mugging entails a member or parent who, once the junior competitor has roped his calf, actually throws the calf for the

competitor. Once the junior competitor is in control of the calf, they take over the roping of the calf, and the adult moves away.

1. No barrier will be used.
2. There will be a 60-second time limit (2 loops).

As in all cases, Judges' discretion will be in effect at all times.

## **SECTION 7: CHUTE-DOGGING**

### **A. CHUTE-DOGGING**

#### Time Limit:

1. There will be a thirty (30) second time limit.
2. The thirty (30) second time limit does not include a ten (10) second penalty for moving into throwing position or touching either horn by either hand before the steer's nose crosses the score line.

#### General Rules:

1. Event is for contestant's ages ten (10) and up.
2. Bucking chute shall be part of the arena during dogging events.
3. Once score line (gypsum line) has been set it will not be changed in that go.
4. Score line will be parallel to bucking chutes. It will be set at ten (10) feet in front of the bucking chute. The measurement will be made with the chute gate in the closed position.
5. The line (barrier) judge will flag the start when the animals' nose crosses the line.
6. Steer belongs to contestant when he calls for it, regardless of what happens with the following exceptions:
  - a. In any timed event, if animal escapes from the arena, field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap and tap start. Time already

accumulated will be added to time used to complete the qualifying run.

- b. In cases of mechanical failure.
  - c. If in the opinion of the line judge contestant is fouled by the chute, contestant shall get his steer back, providing contestant declares himself by pulling up.
7. It shall be the arena directors' and judges' responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
  8. This event shall not be conducted with an open catch pen gate at any rodeo.
  9. All steers shall be turned out in the same direction.
  10. A mouthpiece is optional and at the discretion of the rodeo contestant and parents/guardians.

#### Event Rules:

1. A left delivery chute must be used.
2. With steers loaded in bucking chute, contestant gets beside the steer, right hand in front of or behind right front shoulder. When contestant calls for the steer the chute gate will be opened. Contestant must keep right hand in front of or behind shoulder until the steer's nose crosses the score line. If contestant moves into throwing position or touches either horn before steer's nose crosses score line there will be a ten (10) second penalty added to time. If steer is thrown before crossing the score line the contestant will be disqualified.
3. It is the contestant's responsibility to check for broken horns.
4. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plane of the chute gate.
5. If steer gets loose, contestant may take no more than one step to catch steer.
6. After crossing the start line, contestant must bring it to a stop or change its directions and twist it down.

7. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by a contestant putting animal's horns into the ground, it must be let up to all four feet and then thrown.
8. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four legs and head straight.
9. Contestant must have hand on steer when flagged.
10. Contestant is required to turn steer's head so that he can get up.
11. A steer falling in the opposite direction the contestant is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.

#### Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Time 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 illegal.
4. Contestant will be disqualified for any abusive treatment of steer.
5. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.
6. Time should be taken with the average of two (2) times at all rodeos.
7. Contestant will be disqualified if animal is thrown before start line.
8. If steer falls on its own before nose crosses line, steer must be let up and not thrown until steer's nose crosses line.
9. There will be a ten (10) second penalty added if contestant moves right arm to the right horn (throwing position) before start line. This will be referred to as breaking the barrier.

#### Reruns:

1. In any timed event if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. No rerun will be given due to faulty or broken equipment furnished by contestant.
3. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
4. A steer must be rerun before it is used by another contestant. Fresh steers may be added to the herd after they have been released from the bucking chute and thrown down.
5. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.

Officials:

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. The fairness of the catch and throw will be left to the judges, and their decision will be final.
3. Field flagger is required to watch contestant and steer until animal is turned loose.
4. Barrier judge will stand on the start line on right side of the steer and flag when the animal's nose crosses the line indicating the start of the run.
5. Field flagger will flag when the animal is legally thrown indicating the end of the run.
6. The same judge can be used to flag the start and finish.

Stock: Steers must be uniform in height, weight, and breed.

- 7) A point will be given to the contestant for each rodeo.

**Awards for the Tiny Tots are based on the number of events that the contestant has participated in. They must have a total of (4) four points to qualify for awards.**

## **SECTION 8: Tiny Tots Division**

### **A: Barrels and Poles:**

- 1) Most of the rules above apply to the tiny tot division. With exceptions below:
- 2) The division will be divided up between big pattern and small pattern.
- 3) Each contestant can have any help necessary to safely complete 3 barrels.
- 4) Each rodeo the contestant is 1 point for participation.

### **B) Goat Undresssing:**

- 1) This event is a preparation for those beginning to goat tie.
- 2) Each contestant will be able to have a parent/helper to complete this event.
- 3) There will be a starting line.
- 4) The goat will be on the opposite side of the arena.
- 5) The contestant crosses the arena and pulls the ribbon off a goat.
- 6) One or two goats will be used for the whole division.