

NORTHWEST YOUTH  
RODEO  
ASSOCIATION  
2009  
RULEBOOK



NORTHWEST YOUTH  
RODEO ASSOCIATION  
Adopting, Amending or  
Rescinding Standing Rules

Standing Rules will be considered for adoption annually at the Fall Membership Meeting. If the need arises to adopt them before that time, they may be adopted individually by calling a special meeting, allowing fifteen (15) days notice to all Officers, Directors, and Contestant Members.

Standing Rules must be adopted by a majority vote at the annual or special business meeting. Although such a rule remains in effect until rescinded or amended, contestants must be notified by mail immediately of any new rules, rescinded rules, or amended rules.

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## **SECTION I - MEMBERSHIP**

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### **A. ASSOCIATION MEMBERSHIP ELIGIBILITY**

1. Pre-Pee Wee Division: two (2) through five (5) years of age.
2. Pee Wee Division: six (6) through ten (10) years of age.
3. Junior Division: eleven (11) through thirteen (13) years of age.
4. Senior Division: fourteen (14) through seventeen (17) years of age or in last year of high school (maximum age nineteen (19) years).
5. The age of the contestant as of January 1st of that year shall apply to that contestant for the entire year.
6. Birth certificate, current proof of medical insurance and a Notarized Minor's Release form is required to be on file for all contestants prior to participating in any NYRA affiliated event.
7. Junior and Senior contestants must provide a copy of their school report cards, or other proof of attendance in an educational program accepted by the State Board of Education, for the most current reporting period to date of rodeo.

### **B. MEMBERSHIP DUES**

1. General Membership dues are due annually in the spring of each year. The Board of Directors will determine date and amount of dues.
2. Contestants not having an annual membership may enter an approved NYRA Rodeo as a permit contestant. Permit contestants must pay all fees in cash or money order. A permit can be obtained for \$15 and is good for only one (1) rodeo. Individuals who have paid their permit fee, entry fees, have approved insurance, school records and are in good standing with the NYRA can enter and compete for individual awards at one (1) NYRA rodeo. Individuals will only be allowed to enter one (1) time on a permit.
3. New Memberships will be accepted at any time. Individuals who have paid their dues with the Association, and are in good standing with the NYRA, can enter and compete for individual awards at all NYRA sanctioned rodeos. Any individual points earned will accumulate towards qualifying for Year End Awards.
4. Year end Award fees must be submitted and recorded in NYRA files prior to the start of the second (2nd) rodeo.

### **C. ANNUAL MEMBERSHIP BENEFITS**

1. Each annual member will receive a copy of the Association Rule Book. Additional copies are available for \$2.00 each.
2. Each annual member will be informed of all sanctioned point rodeos.
3. Each paid membership may include a subscription to an official Association publication.

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**D. POINT SYSTEM**

1. Points will be awarded at each rodeo in the following: Bull Riding, Saddle Bronc, Bareback, Barrel Racing, Goat Tying, Goat Tail Tying, Pole Bending, Pre-Pee Wee Flag Race, Tie Down Roping, Breakaway Roping, Chute Dogging, Calf Tying, Pre Pee Wee Flag Race and Open Division Team Roping.

Placing	Points	Placing	Points
1st	10	6th	5
2nd	9	7th	4
3rd	8	8th	3
4th	7	9th	2
5th	6	10th	1

2. Points will count only when annual membership dues and entry fees have been paid to the Secretary/Treasurer prior to a NYRA point rodeo.

3. In case of a tie, the total number of points available involved in the tie will be added, then divided equally to the nearest tenth of a point. Awards will be presented on the basis of a coin toss if necessary.

4. All-Around awards will be given to the contestant with the most points under D-1 above. Every contestant that wishes to participate for year-end individual awards must compete in 51% or more of that NYRA sanctioned event for the year and be in good standing with the NYRA. If a contestant wants to compete for All-Around, he/she must enter in three (3) or more events at 51% of the rodeos for the year and earn points in each of the three (3) events, and be in good standing with the NYRA. If in a particular group no one achieves the above requirements in three (3) events, then that group will switch to the same rules based on two (2) events.

5. In the event that a team roper places more than once in a given rodeo, the highest points will be counted for All-Around at that given rodeo and for All-Around Year End Awards.

6. All points earned in Open Division Team Roping will be accumulated towards Year End High Point Header and High Point Heeler awards.

7. For All-Around Awards, the tie breaking decision will be based on the contestant with the most 1st, 2nd, 3rd places, etc.

**E. ENTRIES**

1. Entry sign-up date and time will be decided by the Board. Members pre-paid, pre-entry have first priority.

2. No shows...Unexcused. Any contestant that does not show for entries entered and/or does not pay entry fee(s) as required,

will pay all entry fees in full plus a \$20.00 fee per contestant for each day entered at one (1) NYRA Rodeo. Individuals will only be allowed to enter one (1) time on a permit.

3. No shows...Excused. Any contestant must submit a written excuse to the Board within five (5) days of the missed rodeo. The Board has fourteen (14) days to act upon the excuse. The decision of the Board is final.

4. The Board will have the option to limit gaming and rough stock events.

5. Rodeo Office will open a minimum of three (3) hours prior to the start of the performance.

6. Rodeo Office will close the books on all events one hour prior to the start of the performance. All contestants must have fees paid before the books close.

#### **F. GRIEVANCES/COMPLAINTS**

1. A \$25.00 fee will be charged to anyone filing a grievance. The fee and the grievance are to be filed with the Board prior to the end of the affected performance. If the grievance is found to be valid, the fee will be refunded. The Board has fourteen(14) days to reach a decision. The decision of the Board is final.

2. Only contestants will be allowed to register complaints, and they must be placed through the contestant or adult event director. All event directors have the authority to ask the arena director and judges to hear a complaint. A decision must be made before the start of the next performance.

### **SECTION II - HORSES AND EQUIPMENT**

#### **A. HORSES**

1. Pre-Pee Wee and Pee Wee horses used in gaming competition in an Association approved rodeo must be fifty-six (56) inches or under. There will be a half (1/2) inch allowance for shod horses

2. Horses will be measured on a flat surface. The horse will stand flat-footed with head level and be measured from the foot to the highest point of the withers.

3. Junior/Senior horses may be unlimited in size.

4. Pre-Pee Wee and Pee Wee horses must be measured prior to the first time the horse is used in competition at a Association approved rodeo and re-measured each year by a designated team of three (3), consisting of two (2) directors and one (1) senior contestant not having previous ownership or use of the horse.

5. Contestants will be allowed to borrow a horse for goat and roping events only. Immediate family members may share a horse.

6. Contestants will ride in their own age group. Contestant may elect to ride up one level in gaming and roping events only.

Contestants moving up in one event will have to move up in all of their roping and gaming events. Contestants moving up will be considered a member of that higher age group.

7. Contestants will ride in their own age group in all rough stock events for safety reasons.

8. No exhibition rides.

## **B. Equipment**

1. Contestants must use proper Western equipment. Western saddle blanket and western tack is required.
2. If contestants' own equipment breaks during any event, no re-ride will be given. Worn out equipment does not warrant a re-ride.
3. The judge shall have the authority to remove any equipment believed to be inhumane or dangerous.
4. All contestants are responsible to supply their own equipment.

## **SECTION III - CONTESTANTS**

### **A. Contestant General Rules**

1. A meeting of all rodeo contestants and officials should be held before the beginning of the rodeo season and rules read.
2. Competing Contestants must dress in Western attire. This includes long-sleeve western-style shirts, western boots and western hat. No midriff can be exposed; shirttails must be tucked in. Volunteers are welcome to dress comfortably but must have safe shoes, no open toes.
3. All contestant, members or permit riders must wear their entry number on their back so it is visible to judges and spectators. Contestants must also wear their number while in the arena, chute area, stock working area or the contestant waiting area.
4. All contestants must wear an appropriate event helmet or western hat in the arena. No ball caps are allowed during performances.
5. For safety reasons, contestants may enter the arena in the following manner: (Adopted 2006)
  - a. Leading a horse on foot with rider mounted;
  - b. Leading a horse with another horse with the rider mounted;
  - c. Leading a horse into the arena and rider mounting once through the gate;
  - d. Horse and rider may enter the arena at the speed of their discretion as long as it is in a safe manner. There will be no running out of the arena & the White Line rule in pole bending will be enforced. The Judge(s) has the discretion to disqualify any rider that is jeopardizing the safety of themselves, the horse(s) or any bystanders. Caution must be exercised at all times. (Adopted 2007)
6. Senior Boys and Senior Girls events will follow NHSRA rules.
7. No run or re-ride will be given due to faulty or broken equipment furnished by contestant in any event.

## **B. Contestant Disqualifications**

1. All contestants are required to read all the rules carefully. Failure to understand rules will not be accepted as an excuse. The Board of Directors may disqualify or ban any contestant, parent or guardian for violation of Association rules or for any of the following offenses:
  - a. Unsportsmanlike conduct by participant, parents or guardians.
  - b. Contestants that shake off or purposely remove their hat will be disqualified for that event.
  - c. Any unmanageable horse for safety reasons.
  - d. Running horses or ponies outside of the arena.
  - e. Horses rearing uncontrollably in roping box.
  - f. Fighting or quarreling by a participant, parent or guardian.
  - g. Mistreatment of stock on rodeo grounds.
  - h. Trading or any attempt to trade stock.
  - i. Property damage by contestants or their associates not immediately reported to the NYRA President or Vice President.
  - j. Any contestant found drinking alcohol, taking drugs, or under the influence of same at any time during a NYRA event, will be disqualified from competing at any NYRA sanctioned rodeo for the balance of the year and will not be eligible for Year End Awards.
  - k. Board of Directors may suspend any contestant's points for a bad check or non-payment of entry fees and/or fines. There shall be a fine of \$25.00 levied on any member issuing a NSF check to any NYRA approved rodeo, and such contestant will be ineligible to participate in any future approved rodeos until the check in question and/or the fines are paid in full, in cash, prior to the opening of the books for any future sanctioned NYRA rodeo. Following a NSF check, cash or money order will be required for entry fees.

## **C. Sanctioned Approved Rodeos**

1. Sanction slips must be turned in to the Association Secretary thirty (30) days prior to the rodeo (or to a Board Member if the secretary is not available).
2. Each organization sponsoring an Association Rodeo will receive two (2) sets of rules and post them on the rodeo grounds.
3. All results of an approved Association Rodeo must be turned in to the secretary immediately after the rodeo or the points will not count.
4. Annual members will have preference over permit holders at all sanctioned Association Rodeos.
5. If all Association rules are not complied with, points from that rodeo will not count.
6. The Directors may cancel any sanctioned rodeo for failure

to abide by the rules of the Association.

#### **D. Flaggers, Timers and Judges**

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1. Judges, timers, flaggers and arena help must be people of experience and be members of the Association for insurance purposes. If the Association does not consider the people chosen by a given rodeo to have adequate experience, the directors will replace them.
2. The same two (2) flaggers must flag the entire event (games) for the rodeo.
3. Flaggers must stand five to ten (5-10) feet from the starting line.
4. The starting lines and location of barrels, poles and goats must be marked permanently for the entire rodeo.
5. All rodeos are required to use watches or an electric eye in tenths of a second. There shall be two (2) timers, except in a case of an electric eye being used, and then only one (1) flagger and one (1) back-up timer are required. Flagger to start clock in rough stock events.

#### **E. Alcohol, Injuries and Tickets**

1. No member will be allowed to consume, or be under the influence of alcohol or drugs in proximity of contestant's staging areas during performances or slack. If a person is found to be intoxicated and/or an endangerment to the safety of our rodeo functions, the person(s) will be removed by an necessary means.
2. In case of injury, no person is to pick up the child except the parent/guardian or medical attendants.
3. All raffle tickets must be returned at the final rodeo. If a contestant has awards coming, they will not receive them until tickets and money are in to the secretary or raffle chairperson.

### **SECTION IV - GAMING EVENTS**

#### **A. PRE-PEE WEE FLAG RACE**

1. There shall be a barrel set 120' (one hundred and twenty) feet from the starting line with a two (2) lb. coffee can filled three quarters full with sand or soil and centered on the top of the barrel. A wooden stake, fourteen (14) inches long and a minimum of 7/8" (seven-eighths) in diameter shall be placed in the can with a flag wrapped and tacked with a 4 (four) inch square remaining.
2. Rider crosses starting line goes down and around barrel and carried flag back across starting line.
3. Knocking over the can and or barrel is a five second penalty. Dropping the flag before crossing the finish line is a disqualification.
4. Contestant must maintain forward motion circling the barrel in the same direction attempting to grab the flag.

**Barrel Racing**

Pre-Pee Wee, Pee Wee measurement: Three barrels shall be placed in a triangular formation. #1 and #2 barrels are set 30 feet from the start/finish line and 75 (seventy-five) feet apart. #3 barrel is 90 feet from #1 and #1 barrels.

**I. Time Limit**

Contestant will be allowed legitimate time from time contestant enters arena gate until contestant's time starts by Field Flagger or Electric Eye.

**II. General Rules**

1. Junior and Senior Barrel Racing - starting lines in cloverleaf barrel racing will be subject to ground rules.
2. Senior Division - This is a girl's event only as per NHSRA rules. Senior girls to follow all NHSRA rules.
3. A clearly visible starting line shall be provided.
4. There shall be a minimum of 75' (seventy-five) allowed for stopping, from starting line back to arena fence.
5. The barrels and the starting line will be permanently marked for the entire rodeo.
6. The horse's nose will be timed as it crosses the starting line.
7. During barrel racing events, the arena will be raked at regular intervals, to be determined by the directors.
8. Contestants must enter the arena under control.
9. 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.
10. Contestant may change horses in this event.

**III. Event Rules**

1. The barrels must be twenty (20) feet, at least, from the arena fence.
2. The arena conditions will enable you to determine the distance that the barrels can be set apart, provided they are at least 20 feet from the fence.
3. The cloverleaf pattern is the only approved pattern in this event.
4. Touching a barrel is permitted by horse or contestant.
5. The front two barrels shall be sixty (60) feet from the starting line.
6. The maximum distance between the two front barrels shall be ninety(90) feet; arena conditions permitting. The maximum distance between the two front barrels and the back barrel shall be one-hundred-five (105) feet; arena conditions permitting.
7. The contestant may start on either the right or the left barrel.
  - A. When starting on the right barrel there will be one (1) right and two (2) left turns around the barrels.
  - B. When starting on the left barrel there will be one (1) left and two (2) right turns around the barrels.

#### **IV. Scoring & Penalties**

1. Judge is to flag time, ensure time is recorded, then flag contestant out if run is not legal.
2. Knocking over a barrel is a five (5) second penalty, per barrel. Should barrel be knocked over and it sets up on opposite end, the five (5) second penalty will be assessed.
3. Not following the cloverleaf pattern will receive a no time. A broken pattern shall be defined as breaking forward motion or retracing tracks to finish the pattern and/or passing the plane of the barrel on the off side. Example: should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.
4. Contestant will be allowed legitimate time from the time contestant enters arena gate until contestant's time starts by field flagger or electric eye.
5. Judge will determine legitimate problem for exceeding pre-start time.
6. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and contestant will receive no time.
7. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.
8. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.

#### **V. Reruns**

1. No re-run will be given due to faulty or broken equipment furnished by contestant.
2. The battery digital clock will be the first back-up time and digital hand-held watches to be second back-up time. When both the digital malfunction and no time was recorded from digital watches, contestant will be given a re-run at a time designated by the Judges and Arena Director, plus any penalties.

#### **VI. Optional Rules**

1. Equipment necessary: twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) hand held battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time.

## **C. Pole Bending**

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### **I. Time Limit**

Contestant will be allowed legitimate time from the time contestant enters arena gate until contestant's time starts by field flagger or electric eye.

### **II. General Rules**

1. Starting lines in pole bending will be subject to ground rules.
2. Senior Division: This is a girl's event only as per NHSRA rules. Senior girls will follow NHSRA rules except for rule #10 in the Gaming General Rules section will be followed by all contestants of the NYRA.
3. A clearly visible starting line shall be provided.
4. The horse's nose will be timed as it crosses the starting line.
5. There shall be a minimum of seventy-five (75) feet allowed for stopping, from starting line in poles back to arena fence.
6. The poles and the starting line will be permanently marked for the entire rodeo.
7. During pole bending events, the arena will be raked at regular intervals, to be determined by the directors.
8. 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.
9. A contestant may change horses in this event.
10. A white line will divide the start/finish line when 2 lanes of poles are run simultaneously (drawn perpendicular to the start/finish line) during the pole bending event. A contestant may not cross this white line until: 1) the contestants are finished with their pattern and have crossed back through the timer. 2) The contestants have their horses under control and come to a stop 3) the contestant in the other lane has completed their pattern (with the exception of arenas with two entry/exit gates). 4) If the PEEWEE lane is not lined up with the gate, the parent may help or assist the PEEWEE in stopping at the white line. (Adopted for 2009)

### **III. Event Rules**

1. The pole bending pattern is to be run around six poles.
2. No flags to be used on poles.
3. Poles to be colored red, white and blue by six-inch strips.
4. The distance from the starting line to the first pole shall be twenty-one (21) feet and spacing between the poles shall be twenty-one (21) feet apart. End pole must be twenty (20) feet, at least, from the fence.
5. Poles shall be set on top of the ground, six (6) feet in height, and with no base larger than fourteen (14) or less than twelve (12) inches in diameter.
6. Poles must be straight in line.
7. Touching poles is permitted by horse or contestant.
8. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.

#### **IV. Scoring and Penalties**

1. Judge is to flag time, ensure time is recorded, then flag contestant out if run is not legal.
2. Knocking over a pole is a five (5) second penalty, per pole.
3. Not following the pole-bending pattern will result in 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.
4. If horse re-crosses 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 time, time will be considered started.
6. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.

#### **V. RE-RUNS**

1. No re-run will be given due to faulty or broken equipment furnished by contestant.
2. The battery digital clock will be the first backup time and digital hand-held watches to be second back-up time. When both the digital clocks malfunction and no time was recorded from digital watches, contestant will be given a re-run at a time designated by the Judges and Arena Director, plus any penalties.

#### **VI. OPTIONAL RULES**

Equipment Necessary: Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) hand held battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by official times to be the official time.

#### **D. GOAT TYING Pee Wee and Pre-Pee Wee Boys and Girls**

##### **I. GENERAL RULES**

1. Pee Wee and Pre-Pee Wee will tie a ribbon around the goats tail. It must stay tied for six (6) seconds. Ribbon will be provided by the Association and will be twelve (12) inches in length. Ribbon will not be pre-tied.
2. The starting line will be seventy (70) feet from the goat for Pee Wee and Pre-Pee Wee.

3. All horns shall be wrapped or made so as not to injure a contestant.
4. Time limit is sixty (60) seconds.

### **GOAT TYING JUNIORS and SENIORS**

- I. **TIME LIMIT** is thirty (30) seconds.

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### **II GENERAL RULES**

1. Starting lines in goat tying will be subject to ground rules.
2. The stake and the starting line will be permanently marked for the entire go-round or rodeo.
3. A clearly visible starting line shall be provided.
4. A contestant may change horses in this event.
5. Arena permitting, the gate will be in the center between the two goats allowing each contestant the same length run at the goat.
6. Arena gate must be closed immediately after contestant enters the arena and kept closed.
7. Time to be taken between the two (2) flags.
8. Time will start when the horse's nose crosses the starting line.
9. Tie all goats down three (3) times before the rodeo.
10. Have collars the same and snug. Ropes the same length. Goats the same size and weight.
12. Flaggers stand in identical places at each performance.
13. During goat tying, the arena will be raked at regular intervals, to be determined by the arena director.
14. Goat handlers must stand directly behind the goat. Judges and directors will position themselves so they are able to have a clear view of the goat rope and horse.

### **III. EVENT RULES**

1. There should be at least a fifteen (15) yard starting line.
2. Starting line will be one hundred (100) feet from stake.
3. The goat should be tied to a stake with a rope ten (10) feet in length.
4. Stake should be completely under the ground so that no part of it is visible or above ground.
5. The contestant must be mounted on a horse and must 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 stood on at least three (3) feet, (goat must be elevated by contestant so that at least three (3) feet must be dangling straight underneath the goat, and goat must be re-thrown) and then cross and tie at least three (3) 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 (6) seconds after completion of tie.
8. To qualify as a legal tie, there will be one or more wraps, and half hitch, hooey or knot.
9. Time will start when the horse's nose crosses the starting line.

10. Time will stop when contestant signals the completion of the tie.
11. The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time limit on the tie - for the goat's legs to remain crossed and tied. If contestant gets rope that is holding goat wrapped around contestants leg, contestant may ask the judge if contestant can remove it. After getting permission from judge, removing rope and moving back three (3) feet contestants six (6) second time limit will start.
12. Qualified persons other than goat tying contestants will be used as goat holders.

#### **IV. 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 (6)seconds, the contestant will receive no time.
4. Contestant will receive a no time for touching the goat or tie string after signaling contestant is finished.
5. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope at any time, a ten second penalty will be assessed to said contestant between flags.
6. If the goat should break away because of the fault of the horse, the contestant will receive no time between flags.

#### **V. RERUNS**

1. No run 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 re-run.
3. 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 penalties.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

#### **VI. OPTIONAL RULES**

Electric timer and at least two (2) digital watches shall be used, with the time indicated by the electric timer, or, if necessary, the average of the watches used by the official timers to be the official time.

#### **E. JUNIOR BOYS CALF TYING**

##### **I. TIME LIMIT**

There will be a thirty (30) second time limit.

##### **II. GENERAL RULES**

1. Starting lines in calf tying will be subject to ground rules.

2. The stake and the starting line will be permanently marked for the entire go-round.
3. A clearly visible starting line shall be provided.
4. A contestant may change horses in this event.
5. Arena gate must be closed immediately after contestant enters the arena and kept closed.
6. Time to be taken between two flags.
7. Time will start when the horse's nose crosses the starting line.
8. Tie all calves down three (3) times before the rodeo.
9. Have collars the same and snug. Ropes the same length. Calves the same size and weight.
10. Flagmen stand in identical places each performance.
11. During calf tying, the arena will be raked at regular intervals, to be determined by the Arena Director.
12. Calf handlers must stand directly behind calf. Judges and Directors will position themselves so they are able to have a clear view of the calf rope and horse.

### **III. EVENT RULES**

1. There should be at least a forty-five (45) foot starting line from arena fence.
2. Starting line will be one-hundred (100) feet from stake.
3. The calf should be tied to a stake with a rope ten (10) feet in length.
4. Stake should be completely under the ground so that no part of it is visible or above ground.
5. The contestant must be mounted on a horse and must ride from the starting line to the calf, dismount from the horse, throw the calf by hand, then cross and tie at least three legs together with a pigging string and stand clear of the calf.
6. If the calf is down when the contestant reaches it, calf must be stood on at least three (3) feet, (calf must be elevated high enough that it has the opportunity to regain its feet, and calf must be re-thrown).
7. Legs must remain crossed and secure for six (6) seconds after completion of tie.
8. To qualify as a legal tie, there will be one or more wraps, a half hitch & a hoey.
9. Time will start when the horse's nose crosses the starting line.
10. Time will stop when contestant signals the completion of the tie.
11. The contestant must move back three (3) feet from the calf before the judge will start the six (6) second time limit on the tie for the calf's legs to remain crossed and tied. If contestant gets rope that is holding calf wrapped around contestants leg, contestant may ask the judge if the contestant may remove it. After getting permission from judge, removing rope and moving back three (3) feet, contestants six (6) second time limit will start.
12. Qualified persons other than calf tying contestants will be used as calf holders.

### **IV. SCORING AND PENALTIES**

1. Judge is to flag time, ensure that time is recorded, then flag contestant out if run is not legal.

2. The tie will be approved by a field judge and if it is not secure for six (6) seconds, the contestant will receive no time.
3. Contestant will receive a no time for touching the calf or pigging string after signaling contestant is finished.
4. If the contestant's horse crosses over the rope or calf, or if the contestant's horse comes in contact with the calf or rope at any time, a ten second penalty will be assessed to said contestant's time.
5. If the calf should break away because of the fault of the horse, the contestant will receive no time.

#### **V. RE-RUNS**

1. If the calf should break away, it will be left to the judges' discretion whether contestant will get a re-run.
2. 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 penalties.
3. If the judge sees he has made an error in flagging, he must declare a re-run before the contestant leaves the arena.

#### **VI. OPTIONAL RULES**

Electric timers and at least two (2) digital watches shall be used, with the time indicated by the electric timer, or, if necessary, the average of the watches used by the official timers to be the official time.

#### **ROUGH STOCK EVENTS**

##### **I. GENERAL RULES**

1. Rough stock contestants will follow National High School Rodeo Association (NHSRA) rules except as noted below.
2. Open to Pee Wee and Junior girls & boys. Senior girls do not participate as per NHSRA rules.
3. Helmets designed specifically for rough stock events are highly recommended and an additional waiver signed by parent or guardian will be required for any contestant that chooses not to wear one.
4. Vest designed to protect the chest and back of rider must be worn in the following events: saddle bronc riding, bareback riding and bull riding. This applies to all age divisions for all approved sanctioned association rodeos.  
The vest shall be one manufactured and sold by retailers for rodeo or equestrian events.
5. Mouthpieces are mandatory for all age divisions.
6. Contestant will ride in their own age group in all rough stock events for safety reasons.
7. No contestant shall be forced to ride by parents or anyone else. Chute boss, judge(s) and board of directors will enforce this ruling.
8. Pee Wee and Junior contestants shall ride for six (6) seconds. Senior contestants shall ride for eight (8) seconds.
9. Pee Wee and Junior contestants have the option of riding one (1) handed or two(2)handed. Seniors must ride with one(1) hand.

10. If a contestant elects to ride one (1)handed, the contestant will be disqualified if the free hand comes in contact with the bucking stock or comes in contact with the contestant's body. Pee Wee and Juniors may elect to ride two-handed.
11. Junior contestants must make an attempt to mark their horses out. An attempt will be the judge's decision and the judges will explain at the rough stock meeting prior to each rodeo. Judges decision will be final.
12. Pee Wee division contestants are not required to have heels or rowels over the break of the shoulders, touching the horse when the horse's front feet hit the ground on the first jump out of the chute.
13. Contestant will be in control of the ride. If contestant is hanging off the side more than 45 degrees, not in control, contestant will be disqualified for safety reasons.
14. No one under the age of six (6) years of age shall be allowed to ride rough stock.
15. Senior rough stock must be ridden for eight (8) seconds. Pee Wee & Junior rough stock must be ridden for six (6) seconds.
16. Time to start when the animal's inside front shoulder passes the plane of the chute.
17. Contestant will have the right to call judges to pass on whether or not the animal is properly flanked and cinched.
18. The judge on the latch side of the chute gate shall serve as a back-up timer in the rough stock events. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is eight (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.

## **BAREBACK RIDING**

### **I. 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 to the best of his 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 re-rides.
5. Contestant may pull riggings from either side.
6. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that Performance and only that time or score taken.

### **II. EVENT RULES**

1. To qualify, the senior rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground on its initial move out of the chute.
2. Rigging must lie flat on horses back while rigging is being cinched.
3. 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.
4. Judges may require contestant to take his hand out of rigging after a horse is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request to take such action.
5. Only NON-Binding rigging shall be used in the PW, JR & SR divisions. To be enforced by the Rough Stock director and/or Judge(s) (adopted for 2009)

### **III. SCORING AND PENALTIES**

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

### **IV. 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 anytime.
3. If a re-ride is given, judge shall inform the contestant immediately of his mark and an option of a re-ride.
4. Contestant may refuse re-ride and take his mark.
5. Contestant must make his decision immediately.
6. If an animal that is drawn for a re-ride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the contestant who draws the animal for a re-ride.
7. If animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride in the prior go-round will take the animal first.
8. When a final head is to be ridden in the riding events, at least two additional head of stock will be available for re-rides.
9. If, in the opinion of the judges, a rider makes two honest attempts to get out on a chute-fighting animal and is unable to do so, he may have a re-ride drawn for.
10. Contestants who are fouled at chute and declare will be entitled to re-ride at judge's discretion, or the spurring out rule may be waived.
11. If animal falls down out of chute, contestant will be entitled to a re-ride at the discretion of the judges.

12. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have re-ride drawn.

13. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.

14. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the re-rides.

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15. If the pick-up man or horse comes in contact with bucking horse before qualified time has elapsed, re-ride will be given on same animal drawn. Only exception to this rule is if it is the rodeo's last day. The last day, contestant may have same animal back if stock contractor is willing, or re-ride drawn if requested. If stock contractor is not willing, re-ride will be drawn.

## **CHUTEDOGGING: JUNIOR & SENIOR Divisions** (Amended for 2009)

### **I. TIME LIMIT**

There will be a thirty (30) second time limit.

### **II. GENERAL RULES**

1. The event initiates from the bucking chute.
2. Once score line has been set, it will not be changed for that rodeo.
3. If judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
4. Time to be taken between two flags.
5. Steer belongs to contestant when he calls for it, regardless of what happens.
6. It shall be the Arena Directors responsibility to see that Contestants 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.

### **III. EVENT RULES**

1. Time will start when the steer's nose crosses the starting line.
2. The dogger can place left hand on left horn and right hand over neck, until the steer crosses the score line.
3. The tailer (male/female) will start in the chute and may have no other contact with the steer except the tail. The tailer may only slow forward motion of the steer. The use of the tailer is an option.
4. Tailer must be an NYRA Member or an adult. They are subject to contestant rules if acting as a tailer. A violation of rules by tailer will disqualify the contestant they are helping.
5. Tailer must not render any assistance to contestant while contestant is working with steer.
6. Tailer may tail the steer all the way to the start line in the Junior Division only. (Amended for 2009)
7. Contestant is considered working with the steer when steer leaves the chute.
8. If steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by dogger putting animal's horns into the ground, it must be let up to all four feet and then thrown.
9. 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.

10. Dogger must have hand on steer when flagged.
11. If a steer falls in the opposite direction the dogger is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.

#### **VI. OFFICIALS**

1. There will be two flaggers. One will stand on the score line, which will be at the end of the swing of the gate (approximately eight (8)feet), the other judge to flag the field.
2. Once a contestant has been flagged out,he will receive no stock back.
3. The fairness of throw will be left to the judges, and their decision will be final.
4. Field flagger is required to watch contestant and steer until animal is turned loose.

#### **VII. OPTIONAL RULES**

Electric timers are optional.

#### **BULL RIDING**

##### **I. GENERAL RULES**

1. Open to Pee Wee and Junior boys and girls, senior girls do not participate as per NHSRA rules.
2. Contestant is not to use sharp spurs. No part of spur may have sharp edges including rowels and wire locks.
3. Contestant will have the right to call judge to pass on whether or not animal is properly flanked to buck the best of its ability.
4. Fall -if any part of rider contacts ground, animal has fallen.
5. No contestant will ride two head in the same event during a Performance except for re-rides.
6. Contestants may pull ropes from either side.
7. 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.

##### **II. EVENT RULES**

1. Bell must be under belly of bull.
2. No finger wraps, no knots or hitches to prevent rope from falling off bull when rider leaves him.
3. No more than two men may be on the chute to pull contestant's rope.

##### **III. SCORING AND PENALTIES**

1. Rider and animal to be scored separately.
2. Figures used in scoring the riding events shall range from one (1) to twenty-five (25) on both the animal and the contestant and use the full spread.
3. No bell -- no score.
4. If contestant makes qualified ride with any part of rope in riding hand, he is to be scored.
5. Contestant will receive no score for any of the following Offenses:
  - A. Being bucked off.
  - B. Touching animal, equipment or person 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 bull rider who has been advised they are next to go if they are not above the animal with this glove on when the previous bull leaves the arena.

#### **IV. RE-RIDES**

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1. The judges shall decide the matter of the re-rides.

2. Contestants shall not influence the judges by asking for a re-ride at anytime.

3. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.

4. Contestant may refuse re-ride and take their marking.

5. Contestant must make their decision immediately.

6. If 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 a re-ride.

7. If an animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with re-ride in the prior go-round will take animal first.

8. When a final head is to be ridden in riding events, at least two additional head of stock will be available for re-rides.

9. If, in the opinion of the judges, a rider makes two honest attempts to get out on a chute-fighting animal and is unable to do so, they may have a reride at judges' discretion.

10. Contestants who are fouled at chute and declare will be entitled to a re-ride at judges' discretion.

11. If animal falls down out of chute contestant will be entitled to a re-ride at the discretion of the judges.

12. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have reride drawn.

13. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.

14. 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.

15. If the pickup man or horse comes in contact with bull before qualified time has elapsed, re-ride will be given on the same animal drawn Only exception to this rule is if it is that rodeo's last day. The last day, contestant may have same animal back if stock contractor is willing, or re-ride will be drawn.

### **SENIOR BOYS SADDLE BRONC RIDING**

#### **I. GENERAL RULES**

1. Contestant is not to use sharp spurs.

2. Contestant will have the right to call judges to pass on whether animal is properly flanked to buck the best of its ability.

3. Fall-if any part of rider contacts ground, the animal has fallen.

4. No contestant will ride two head in the same event during a Performance except for re-rides.

5. Contestants may pull riggings, and cinch saddle from either side.

## **II. EVENT RULES**

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1. Either stock contractor or contestant has the right to call the judges to pass on whether or not horse is properly flanked to buck its best.
2. Riding rein and hand must be on the same side.
3. Horse to be saddled in chute.
4. Rider may cinch own saddle.
5. Saddles 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 shoulder and touching horse when horse's front feet hit the ground on it's initial move out of the chute.
9. One arm must be free at all times and must not touch animal with the free hand.

## **III. SCORING AND PENALTIES**

1. Ride and animal to be scored separately.
2. Figures used in scoring the riding events shall range from one (1) to twenty-five (25) on both the animal and the contestant and use the full spread.
3. 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.
4. Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
5. A rider will be given a no score for any of the following reasons:
  - A. Being bucked off;
  - B. Changing hands on reins;
  - C. Wrapping rein around hand;
  - D. Dulling leather;
  - E. Losing stirrup;
  - F. Touching self, animal, saddle, rein, etc. with free hand;
  - G. Riding with locked rowel, or rowels that will lock on spurs.
6. Anyone using any foreign substance other than dry resin on chaps and saddle shall be disqualified. The judges will examine clothing, saddle, rein and spurs and exception be made if local rules make it necessary for the covering of spur rowels.
7. Judges may disqualify bronc rider who has been advised he is next to go if he is not above the animal with his glove on, if used, when previous horse leaves the arena.

## **IV. RE-RIDES**

1. The matter of re-rides shall be decided by the judges.
2. Contestants shall not influence the judges by asking for a re-ride at any time.
3. If re-ride is given, judge shall inform the contestant Immediately of his marking and an option of a re-ride.
4. Contestant may refuse re-ride and take his marking.

5. Contestant must make his decision immediately.
6. If halter comes off, rider must have re-ride providing contestant has made a qualified ride up to the time that the halter comes off. Rider must take the re-ride or take no score for that ride.
7. If an animal that is drawn for a re-ride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the man who draws the animal for a re-ride.
8. If an animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the 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 re-rides.
  
10. If, in the opinion of the judges, a rider makes two honest attempts to get out on a chute-fighting animal and is unable to do so, he may have a re-ride given.
11. Contestants who are fouled at the chute and declare will be entitled to a reride at judges' discretion, or the spurring out rule may be waived.
12. If animal falls down out of the chute, contestant will be entitled to a re-ride at the discretion of the judges.
13. If animal loses flank, fails to break, stops or fouls the rider, rider may take same animal back, providing stock contractor is willing, or he may have reride drawn.
14. If rider takes same animal back, he must take that marking given on reride.
15. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
16. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the rerides.
17. If the pick-up man or horse comes in contact with bucking horse before qualified time has elapsed, re-ride will be given on the same animal drawn.
18. The last day, contestant may have same animal back if stock Contractor is willing or re-ride drawn if requested. If stock contractor is not willing, reride will be drawn.
19. If in the opinion of the judges, a saddle bronc deliberately throws himself the rider shall have the choice of that horse again or he may have a horse drawn for him from the re-ride horses.

#### **BREAKAWAY**

Breakaway roping will use National High School Rodeo Association (NHSRA) rules except for the following:

- A. Pee Wee will use lap and tap system.  
Juniors & Seniors will use barrier.
- B. Open to Pee Wee and Junior boys and girls.

#### **I. TIME LIMIT**

There will be a thirty (30) second time limit.

## II. GENERAL RULES

1. Contestant may change horses in breakaway roping.
2. Roping Box -- shall be part of arena during roping events.
3. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
4. Lap and tap --- No barrier to be used. Barrier judge is used to flag the start. Judge shall flag the animal when animal's nose crosses the starting line.
5. It is always the decision of the barrier judge whether the barrier is broken.
6. 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 rope is broken and string unbroken, barrier judge may assess a ten-second penalty. Otherwise, this will not be considered a broken barrier.
7. If automatic barrier does not work, but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
8. If barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a re-run without penalties.
9. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
10. If barrier equipment hangs on animal and contestant tries the animal, contestant accepts the animal. If contestant pulls up, contestant will receive the same animal back.
11. Calf belongs to contestant when contestant calls for it, regardless of what happens, with the following exceptions:
  - A. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap and tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a ten (10)second penalty for any jump or any loop used.
  - B. In case of mechanical failure.
  - C. If, in the opinion of the line judge, contestant is fouled by the barrier, contestant shall get their calf back, providing ontestant declares themselves by pulling up.
12. In breakaway, a horse must clear the box before a loop is thrown.
13. Time to be taken between two flags.
14. It shall be the arena director's responsibility to see that Contestant competes 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.
15. This event shall not be conducted with an open catch pen gate at any rodeo.

## III. EVENT RULES

1. Two loops will be allowed if two ropes are carried.
2. Ropes are to be tied to the saddle horn with nylon string.

A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A white flag that is visible to the flagger or judge must be attached at the knot end of the rope.

3. Rope must be tied to the horn with a nylon string and may not be run through bridle, tie down, neck rope or any other device.
4. String will be provided and will be inspected by designated official before each contestant competes.
5. The second rope must remain tied until used and must not be broken away from the saddle horn.
6. No loops are to be rebuilt.
7. If second loop falls from saddle or contestant's hand before used, it cannot be rebuilt.
8. The catch-as-catch-can rule shall apply after the loop has passed over the calf's head.
9. Rope must be released from contestant's hand to be a legal catch.
10. In case the field flag judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back lap and tap, plus time already lapsed and any barrier penalties.

#### **IV. SCORING AND PENALTIES.**

1. In order for time to be considered official, barrier flag must operate.
2. Judge is to flag time, ensure time is recorded, then flag contestant out if run is not legal.
3. There will be a ten-second penalty assessed for breaking the barrier.
4. Contestant will be disqualified for any abusive treatment of calf or contestants horse.
5. The contestant will receive no time should contestant break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, un-dally the rope and then stop contestant's horse to make the rope break away.
6. If any part of the pusher breaks the plane of the chute gate before the calf releases the barrier, the contestant receives a no time.
7. No rattling of chute. This applies in both the performance and slack. The contestant and/or person rattling the chute shall be disqualified.

#### **V. RE-RUNS**

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying, plus barrier penalties, if any.
2. 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, that animal will be returned during or at the end of that performance in the same manner it 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 re-penned by itself. Decisions will be made by the arena director about when stock is re-penned.
3. No re-run will be given due to faulty or broken equipment furnished by the contestant.

4. If the judge sees that an error has been made in flagging, a re-run must be declared before the contestant leaves the arena.
5. A calf must be re-run before it is used by another contestant.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a re-run at a time designated by the Judges and the Arena Director, plus any barrier penalties. If there are barrier penalties, then lap and tap start.

## **VI. OFFICIALS**

1. There shall be two or more timers, a field flag judge and a barrier judge.
2. A third official may be used to help determine legal catches or any infractions of the rules. This official need not be mounted.
3. Flag judge will make final decision.
4. A field flag judge must ask contestant if they want a second loop. Once a contestant has been flagged out, they will receive no stock back.
5. Barrier judge is responsible for changing barrier string whenever it may have been weakened, or on request of next contestant.
6. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
7. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
8. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
9. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.

## **SENIOR BOYS TIE DOWN ROPING**

Tie Down Ropers will use National High School Rodeo Association rules.

### **I. TIME LIMIT**

There will be a thirty (30) second time limit.

### **II. GENERAL RULES**

1. Contestants may change horses for tie down roping.
2. Roping box -- shall be part of the arena during roping events
3. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
4. It is always the decision of the barrier judge whether the barrier is broken.
5. 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 penalty. Otherwise, this will not be considered a broken barrier.
6. If automatic barrier does not work but time is recorded contestant will get time, but there will be no penalty for broken barrier.

7. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, entitling contestant to a re-run without penalties.
8. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
9. If barrier equipment hangs on animal and contestant tries the animal, he accepts the animal. If contestant pulls up, he will receive the same animal back.
10. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
  - A. In any timed event, if an animal escapes from the arena, the field judge will drop the flag and all watches will be stopped. Contestant will receive original animal back with a lap and tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a ten (10) second penalty for any jump or any loop used.
  - B. In cases of mechanical failure.
  - C. If in the opinion of the line judge contestants is fouled by barrier, contestant shall get his calf back providing contestant declares himself by pulling up.
11. In tie down roping horse must clear the box before the loop is thrown.
12. Time to be taken between flags.
13. It shall be the arena director's responsibility to see that the 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.
14. This event shall not be conducted with an open catch pen gate at any rodeo.

### **III. EVENT RULES**

1. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
2. Calves may be pushed out by contestant's assistant providing they are ready. If not, arena director will have worker to push calves.
3. Two loops will be permitted.
4. If roper intends to use two loops, he must carry two ropes.
5. No loops can be rebuilt.
6. If second loop falls from saddle or contestant's hand before used, it cannot be rebuilt.
7. Contestant cannot receive any assistance after crossing the starting line.
8. Contestant must rope calf, dismount, go down the rope and throw the calf by hand. The contestant must cross and tie at least three legs.
9. Any catch is legal, catch as catch can rule.
10. If calf is down when roper reaches it, calf must be stood on at least three feet (Calf must be elevated high enough that it has the opportunity to regain its feet) and calf must be re-thrown.
11. If roper's hand is on calf when calf falls, calf is considered thrown by hand.
12. Rope must hold calf until roper gets hand on calf.

13. To qualify as a legal tie, there shall be one or more wraps, and a half hitch and a hooley (A hooley is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).

14. The tie must hold six (6) seconds, and three legs must remain crossed until accepted by the judge.

15. Six-second time will start when roper has remounted and his horse has taken one step forward.

16. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.

17. Rope will not be removed and rope must remain slack until field judge has passed on tie.

#### **IV. SCORING AND PENALTIES**

1. In order for time to be considered official, barrier flag must operate.

2. Judge is to flag time, ensure that the time is recorded, then flag contestant out if run is not legal.

3. There will be a ten (10) second penalty assessed for breaking the barrier.

4. Roping calf without releasing loop from hand will disqualify catch.

5. Contestant will be disqualified for any abusive treatment of calf or his horse.

6. Any intentional dragging of calf regardless of distance will result in a no time. Intentional dragging shall be defined as caused by contestant.

Excessive dragging shall be defined as moving the calf six (6) or more feet after the contestant has called for time. However, if in the opinion of the judge, the dragging was caused by something outside of the control of the contestant, the judge may give the contestant his time. Dragging the calf while the contestant is tying the calf will not be considered excessive dragging.

7. Roper will be flagged out for touching the calf, pigging string or by touching the rope to train his horse after giving final signal, or by dragging the calf after he remounts his horse.

8. If any part of the pusher breaks the plane of the chute gate before the calf releases the barrier, the contestant receives a no time.

9. No rattling of chute. . The contestant and/or person rattling the chute shall be disqualified.

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

#### **V. RE-RUNS**

1. In any timed event if the 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 penalty, if any.

2. If rope is on animal, contestant will get animal back lap and tap with rope on it in chute.

3. No re-run will be given due to faulty or broken equipment furnished by contestant.

4. If the judge sees that an error has been made flagging, he must declare a re-run before the contestant leaves the arena.

5. A calf must be re-run before it is used by another contestant.

6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field contestant will be given a re-run at a time designated by the Judges and the Arena Director, plus any barrier penalty. If there is barrier penalty, then lap and tap start.

7. If there must be a re-run of calves to complete a go-round, all calves must be tied down before any stock is drawn.

## **VI. OFFICIALS**

1. There shall be two (2) or more timers, a field flag judge, and a barrier judge.

2. A field flag judge must ask contestants if they want a second loop. Once a contestant has been flagged out, he will receive no stock back.

3. Barrier judge is responsible for changing the barrier string whenever it may have been weakened, or on request of the next contestant.

4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.

5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty it must be replaced.

6. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.

7. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.

8. Judge must watch calf during the six (6) second period.

9. Judge will start six (6) second time when roper remounts and his horse has taken one step forward. If roper's rope comes off calf as roper starts to work with tie the six (6) second time will start when roper clears the calf.

10. Rope will not be removed and rope must remain slack until field judge has passed on tie.

11. If the horse excessively drags the calf after roper has dismounted, field judge may stop horse.

13. If a calf kicks loose, the judge will stop watch and check time to determine if tie was legal.

## **TEAM ROPING -- Open to all Divisions except Pre-Pee Wee**

Contestant may enter twice as a header or heeler. Contestant must change partner. Points will be awarded to Paid entry contestants only. "Draw" partners are not eligible for points, prizes and/or payouts.

### **I. TIME LIMITS**

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

### **II. GENERAL RULES**

1. Contestant may change horses for team roping.

2. Roping Box -- shall be a part of the arena during team roping.

3. Once score line has been set in timed events, it will not be changed in that go nor can length of box be changed.

4. It is always the decision of the barrier judge whether the barrier is broken.

5. Should the barrier break at any point other than designated.

Breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten (10) second fine. Otherwise, this will not be considered a broken barrier.

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6. If automatic barrier does not work but time is recorded, team will get time, but there will be no penalty for broken barrier.

7. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore, entitling contestant to a re-run without penalties.

8. If automatic barrier fails to work, and stock is brought back, contestants must take the same animal over during or immediately after the same performance.

9. If barrier equipment hangs on animal and contestants try the animal, they accept animal. If contestants pull up, they will receive the same animal back.

10. Steer belongs to contestants when they call for it, regardless of what happens with the following exceptions:

A. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap and tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a ten (10) second penalty for any jump or any loop used.

B. In cases of mechanical failure.

C. If, in the opinion of the line judge, contestant is fouled by barrier, contestants shall get their steer back, providing they declare themselves by pulling up.

11. In team roping, a horse must clear the box before a loop is thrown

12. Time to be taken between two flags.

13. It shall be the arena director's responsibility to see that Contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

14. This event shall not be conducted with an open catch pen gate at any rodeo.

### **III. EVENT RULES**

1. This event is to be one event only. It may be entered as two (2) boys, two (2) girls, or one (1) boy and one (1) girl on one (1) team.

2. All changes in lists of roping order to split horses, etc. must be made before any stock for that event is loaded in the chute.

3. After stock is loaded, ropers must rope in order listed.

4. Header will start behind barrier using either box or must throw the first loop at head.

5. Heeler must start from behind the barrier line.

6. Time will be taken when steer is roped at head and heels, with both horses attempting to face the steer (does not need to be in a straight line with one another) with ropes dallied and tight. (Adopted for 2009)

7. Each contestant will be allowed to carry only one (1) rope.

8. Each team allowed three (3) throws in all.

9. Roping steer without turning loose of the rope will be considered a no catch.
10. Roper must dally to stop steer or change steer's direction.
11. No tied ropes allowed.
12. The word "dally" means one complete turn around the horn.
13. Ropers must be mounted when time is taken.
14. Steer must be standing up when roped by head or heels.
15. No foul catches can be removed by hand.
16. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his hands.
17. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from loop by hand. However, should the front foot or feet come out of the heel loop by the time the field judge drops his flag, time will be counted.
18. In case the field flag judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back lap and tap, plus time already lapsed and any barrier penalty.

#### **IV. SCORING AND PENALTIES**

1. In order for time to be considered official, barrier flag must operate.
2. Judge is to flag time, ensure the time is recorded, then flag contestants out if run is not legal.
3. There will be a ten (10) second penalty assessed for breaking the barrier.
4. Contestants will be disqualified for any abusive treatment of steer or their horses.
5. There will be only three (3) legal head catches:
  - A. Both horns;
  - B. Half a head; or
  - C. Around the neck
6. If hondo passes over one horn, the loop over the other, the catch is illegal.
7. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
8. Any heel catch behind both shoulders is legal if rope goes up heels
9. One hind foot receives a five (5) second penalty.
10. The steer's entire body must be turned and moving forward in tow before the heel loop can be thrown. However, if the steer stops it must only be in tow for the heel loop to be legal. Any heel loop thrown in the switch is considered crossfire and is illegal and will receive a no time.
11. 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.
12. In the event a team roper is disqualified or injured, that team will be eliminated from that event.
13. If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight (8) feet before steer regains his feet or team will receive no score.

14. If any part of the pusher breaks the plane of the chute gate before the steer releases the barrier, the contestant receives a no time.
15. Broken rope or dropped rope will be considered no time.
16. Time should be taken with the average of two(2)times at all rodeos

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#### **V. RE-RUNS**

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. If rope is on animal, contestant will get animal lap and tap with rope on it in the chute.
3. No re-run will be given due to faulty or broken equipment furnished by contestant.
4. If the judge sees that an error has been made in flagging, he must declare a re-run before the contestants leave the arena.
5. A steer must be re-run before it is used by another contestant.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a re-run at a time designated by the Judges and the Arena Director, plus any barrier penalties. If there is a barrier penalty, then lap and tap start.
7. If artificial horns are jerked off contestants will receive re-run on same steer, with no penalties other than barrier penalties.

#### **VI. OFFICIALS**

1. There shall be two (2) or more timers, a field flag judge and a barrier judge.
2. Once contestants have been flagged out, they will receive no stock back.
3. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants, each performance.
5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
6. If barrier judge is used, the animal is to be flagged when crossing the starting or deadline, in front of flagman.
7. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
8. A ten (10) foot tape must be on hand for the barrier judge to measure score line and check ten (10) barrier ring rule.
9. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
10. Adjusting length of barrier trip rope will be accomplished only by tying knots in the rope on either end.
11. Any questions as to catches in this event will be decided by the judges.

**QUEEN AND COURT****General Rules**

1. Queen and Court must be able to take care of their own horse and equipment.
2. Association is not responsible for chaperoning the Queen and Court.
3. The Association Court will be chosen from any current member. The Court must ride a horse 56" or under, except Juniors and Seniors may have any size horse.
4. Three (3) judges will be picked by the Board at a regular Meeting.
5. The Association Queen and Court will be judged 40% on personality and communication skills, 20% on appearance and 40% on riding ability.
6. The Association Queen and Court will be required to attend 51% of all rodeos, preferably not missing more than two unless it is previously cleared with the Board of Directors.
7. Once chosen Queen, she cannot serve as Queen again, but may be voted on the court again.
8. The Court is requested to attend the Pendleton Round-up Parade in September.
9. Tryouts shall be announced one (1) month prior to the competition. The Court tryout will be held on Sunday morning at a rodeo at least (1) week prior to the coronation dance.
10. Tryouts are open to public viewing.
11. Reigning court may not wear their current court attire for tryouts.
12. The coronation dance can be held at a rodeo of choice.
13. Queen and Court must be active members twelve (12) months prior to tryouts.
14. If possible, the Court should consist of one (1) qualified Pee Wee, one (1) qualified Junior and one (1) qualified Senior. The Queen being the highest scoring contestant based on our scoring system. In addition, there may be escorts to accompany the Court and carry the flag at all Court attended events.
15. There shall be a Court chaperone/advisor appointed by the Board. If possible, this person should not be related to any Court Member. The advisor would be responsible for:
  - A. Scheduling appearances;
  - B. Assist with selection of court attire;
  - C. Communicating with Board of Directors on Court activities;
  - D. Accounting of court financial status to the Board of Directors;
  - E. Organizing Court members during appearances and carry out directives from the Board concerning the Court.
  - F. Assist the Court with obtaining sponsorships.
  - G. Encourage Court members to join in decision making thus growing as individuals as well as, learning to work as a team.

## LIVESTOCK REQUIREMENTS

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### GENERAL

1. Calves must be uniform in weight and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. 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.
4. 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, that animal will be returned by the Arena Director and the labor crew during or at the end of that performance in the same manner he 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 re-penned by itself. Decisions will be made by the Arena Director about when stock is re-penned.
5. Boys calf roping calves:
  - A. Minimum weight 180 lbs.
  - B. Maximum weight 250 lbs.

### Bull Riding

1. All horned bulls must have horns tipped to at least the size of a half-dollar, cut back or kept out of the draw. This is the responsibility of the stock contractor at the discretion of the arena director and the judges.

### Breakaway Roping

1. Calves must be uniform in weight and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. If horned, not to exceed two (2) inches.
4. Girls breakaway calves:
  - A. Minimum weight 180 lbs.
  - B. Maximum weight 350 lbs.

### Goat Tying

1. Goats shall be uniform in size with a weight limit of fifty (50) to seventy(70) pounds per goat.
2. Sharp horns shall be tipped.

### Team Roping

1. Steers must be uniform in weight and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. All steers shall have horns properly wrapped.

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

#### **Chute Dogging**

1. Animals used for this event(s) should be inspected and objectionable ones eliminated.
2. During any performance if a steer 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, that steer will be returned by the arena director and the labor crew during or at the end of that performance in the same manner 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.
3. Chute Dogging Cattle:
  - a. A minimum weight of 450 lbs.
  - b. A maximum weight of 550 lbs.

#### **DRAWING FOR 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 (4) exact copies made of the draw, one (1) to be posted, one (1) copy for each judge and one(1) 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 numbers shaken between each number drawn.
5. Drawing must be conducted so any Event Director may witness the draw.
6. No more than two feature animals allowed for each performance of go round.
7. In case stock is sick, crippled or already shipped, replacement will be drawn from re-ride animals. The contractor must have the consent of Judges and Arena Directors to remove any stock from the grounds.
8. No pens of stock shall be drawn by the Judge 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 contestant until he has actually been disqualified or turned stock out.
11. All stock used in the finals at all rodeos must be approved by Arena Directors and Judges.
12. No contestant may compete on the same head of stock twice at any rodeo in the same event, except for re-rides or re-runs.

#### **DRAWING STOCK OPTIONAL RULES IN RIDING EVENTS**

1. All animals including re-rides will be put in the draw.

2. Two head of feature animals per performance may be held out if used that performance.
3. Pens of stock may be drawn in order to allow stock contractor time to get livestock to the arena.

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#### **DRAWING STOCK -- RE-RIDES**

1. Stock for re-rides must be drawn before go-round and must be posted.
2. No contestant will ride two head in the same event during a Performance except for re-rides.
3. Feature animals may be held out of re-ride draw then returned to the draw for the go-round.
4. Any stock in original draw that is turned out - this means not bucked or contested on - automatically goes into the re-ride if needed.
5. Any animal drawn for a re-ride but not used in that go-round may be held out of the draw for re-rides in the following go-round along with feature animals, then will be returned for the go-round draw after the re-rides have been drawn.
6. Re-rides may be drawn before end of event in which re-ride is given.
7. An animal can be drawn for a re-ride only one time in a go-round.
8. If an animal marked to go the last performance of the go-round is drawn in the re-ride stock, that animal's position must be traded with one marked to go the first performance before the go-round is drawn.
9. After drawn re-rides and those animals that are turned out are used for re-rides, all stock out that go-round except feature animals and animals already doubled back will be put in that hat and additional re-ride for that go-round drawn.
10. Stock out the last performance of a go-round may be heldout of the draw for additional re-rides if it becomes necessary to draw back at all animals out in the go-round to get enough re-rides.
11. Re-rides in the bull riding contest at all rodeos shall be drawn from all animals in the draw with no more than five (5) feature animals excluded.
12. Feature animals qualifying one-half of the number of final riders may be held out of the re-rides draw.
13. If re-ride is given on an animal twice in a row, animal will automatically be declared unsatisfactory and must be replaced and taken from the draw.

#### **DRAWING TIMED EVENT 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 numbers shaken between each number drawn.
5. Drawing must be conducted so that any Event Director may witness the draw.

6. In any finals, contestant may draw their own animals in the presence of the Judges if management desires.
7. If stock is not drawn in front of the chutes, time and place of the draw must be posted on the bulletin board or at the chutes.
8. In case stock is sick, crippled or already shipped, replacement will be drawn from re-run 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 shipped or replaced in the draw.
9. No pens of stock may be drawn for more than one performance in advance.
10. Pens of stock shall be drawn by the Judge and Secretary shall provide Judge with an exact copy of the draw.
11. Stock will be drawn for a contestant until he has actually been disqualified or turned stock out.
12. All stock used in the finals at all rodeos must be approved by the Arena Directors, Judges and Livestock Inspection Committee.
13. 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.
14. 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.
15. In timed events, no drawn stock can be held over from one performance to the next or overnight.
16. When calves are not fresh, reruns will be drawn from the whole herd used in the draw, not from those calves that are missed.
17. When calves are fresh, reruns shall be drawn from missed calves when reruns amount to less than ten percent 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.
18. If there are not enough calves which are missed in the 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.
19. 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. 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.

## **EQUIPMENT**

### **A. Calf Roping**

1. Pigging string - a piece of rope used for securing animals.
2. Cattle neck ropes on calves must be tied with string or rubber bands.
3. No metal snaps or hardware shall be used on cattle neck ropes in the calf roping event.

4. Adjustable slide shall be used on all cattle neck ropes for cattle used in calf roping events.
5. An automatic barrier must be used.

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### **Bareback Riding**

1. Riding to be done with one-handed rigging and contestant must supply own rigging or may be two-handed rigging for Pee Wee's and Juniors.
2. Rigging shall be leather and shall not be more than ten (10) inches in width at the hand-hold and not over six (6) inches wide at the "D" ring. Latigo cannot be blocked in the "D" ring. Riggings will use a standard "D" ring to be set to sit flat on horses back when cinched. No freaks will be allowed. Only rawhide may be used under the body of the handhold. There will be no rawhide restrictions with the exception of no rawhide may be within one (1) inch of the back of the rigging body excluding the "D" ring wrap which may be no more than two (2) inches up from the bottom of the body. The rigging body must also be spread nine (9) inches apart at the back of the rigging four (4) inches down from the center. The handle bars under the rigging body must be tapered down to at least one fourth (1/4) inch at the end of the handle bar.
3. Rider may have a single layer of leather under handhold which will extend at least one (1) inch on both sides of the center of the handhold not be skived and shall be glued down.
4. No fiberglass or metal will be allowed in riggings or handholds. Only leather or rawhide is allowed for handhold, with maximum of three-fourths (3/4) inch of rawhide allowed. Flat-head rivets and/or screw and "T" nuts are allowed to secure handhold. The only other metal allowed will be in the "D" rings.
5. Quick release buckle is optional on bareback rigging.
6. Cinches on bareback riggings shall be made of mohair and shall be at least eight (8) inches in width at the center but may be tapered to accommodate cinch "D" rings.
7. Required bareback pads are to completely cover the underside of the riggings and are to extend a full two (2) inches behind the rigging.
8. Pads used under riggings must be leather covered on both sides. If they are hair pads, they must be at least one (1) inch thick; and if a foam pad, at least one (1) and one-quarter (1/4) inches thick. In addition, the pad must have leather over the bars one-eighth (1/8) inch thick extending at least one-half (1/2) inch on either side and the back of the handle bars.
9. In addition to the pad, a piece of leather a minimum of one-eighth (1/8) inch thick and 4" square must be glued or sewed to the pad and centered in comparison to the total body length of the rigging. This piece of leather shall be placed so that half (1/2) of it extends behind the rigging and the remaining two (2) inches is under the rigging.
10. The rider's glove will be a plain glove with no flaps, rolls, wedges, welds or gimmicks.
11. Only NON-Binding rigging shall be used in all divisions. (Adopted 2009)

12. There will be no adhesive material other than dry resin used on rigging or on rider's glove.

13. Stock contractors will have the right to have judges pass on whether riggings are objectionable. Judges are to decide on all riggings and pad.

14. All bareback horses will be haltered during competition.

### **C. Bull Riding**

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Hooks or posts shall not be used on bull ropes.

Quick release buckle is optional on bull rope on the offside.

### **D. Saddle Bronc Riding**

1. Riding to be done with a plain halter, one rope-rein and an association saddle. Contestant must supply own equipment.

2. Standard halter must be used unless agreement is made by both contestant and stock contractor.

3. Stock contractors may furnish their own halters and contestants may use them. If contestant borrows halter, he accepts the equipment as his own.

4. Dry resin may be used on chaps and saddle.

5. Contestant saddle specifications:

#### **A. Rigging**

1. Three-quarter (3/4) double front edge of "D" ring must pull no further back than directly below center point of swell.

2. Standard e-z or ring type saddle "D" must be used and cannot exceed five and three-quarter (5 3/4) inch outside width measurement.

#### **B. Swell Undercut**

1. No more than two (2) inches-one(1)inch on each side.

#### **C. Gullet**

1. Not less than four (4) inches wide at center of fork of covered saddle.

#### **D. Tree**

1. Saddles must be built on standard tree.

2. Specifications:

(a) Fork - fourteen (14) inches wide

(b) Height - nine (9) inches maximum

(c) Gullet-five and three-quarters(5 3/4)inches wide

#### **E. Cantle**

1. Five (5) inches maximum height

2. Fourteen (14) inches 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 (8) inches in width at the center, but may be tapered to accommodate cinch "D" or rings.

### **E. Barrel Racing**

1. Western type equipment must be used.

2. Use of a hackamore or other types of bridles is the optional choice of the contestant.

3. Judge may prohibit the use of bits or equipment that he may Consider severe.

4. Equipment necessary: Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2)hand held battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time.

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Complete electric timer must be backed up by a flagman. One timer will record the times that appear on the electric eye controlled readout. Two timers will operate the digital watches and record the average time which is shown thereon. These two timers will operate from the flagman's signals.

6. Permanent markers should be placed on the starting line no Closer together than the width of the first two barrels and for the electric eyes to be centered on pattern for each performance.

7. Position on fence for flagman should be well marked. These Markers should be checked every performance along with the barrel markers and re-staked if pulled out. A record of these measurements shall be kept.

8. Set timer beforehand in the same height and position and clock the logs.

9. Barrels are not to be used as stands for the electric timer devices

10. Both ends of barrels to be intact.

#### **F. Pole Bending**

1. Western type equipment must be used.

2. Use of a hackamore or other types of bridles is the optional choice of the contestant.

3. Judge may prohibit the use of bits or equipment that he may Consider severe.

4. Equipment necessary: See #4 under barrel racing.

5. Poles used for this event must have rubber bases.

#### **G. Breakaway Roping**

1. Cattle neck ropes on calves must be tied with string or rubber bands.

2. No metal snaps or hardware shall be used on cattle neck ropes in the breakaway roping event.

3. Adjustable slide shall be used on all cattle neck ropes for cattle used in breakaway roping event.

4. Western type equipment must be used.

5. An automatic barrier must be used.

#### **D. Goat Tying**

1. Leather thong, pigging string or rope (pigging string is a piece of rope usedfor securing animal).

2. Western type equipment must be used.

#### **E. Team Roping**

1. Cattle neck ropes on steers must be tied with string or rubber bands.

2. No metal snaps or hardware shall be used on cattle neck ropes in the team roping event.
3. Adjustable slide shall be used on all cattle neck ropes for cattle used in team roping event.
4. An automatic barrier must be used.

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#### MISSION STATEMENT

As members of the N.Y.R.A. our mission is to maintain "Values and Traditions", they are #1 in priority. Teamwork is essential in promoting a rodeo, it is very important to have well-rounded participation and membership input so our rodeo is clearly headed in the right direction. Involvement will be even more critical as we meet challenges facing your Association in the years ahead. Members must be heard, and we must listen fully to their recommendations. It is essential to keep membership advised even on the most controversial issues. None of us want to think about our economic situation, but it confronts us in daily living and clearly shows us that it is time to cultivate a solid basis for stability. As members, listen and act with wisdom, be kept informed of the wants of the memberships, be involved with your "RODEO". The most important issue for all of us to look at is that we provide an atmosphere where families can work, play and learn together.

Welcome to the world of Youth Rodeo

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