Canadian Collegiate Rodeo Association

Rulebook

Revised November 2026

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General Rules

Memberships

1. All academic, trade, and apprentice competitors must have a current CCRA Membership.
2. In order to compete in the upcoming season, members must be 25 and under as of July 31.
3. To qualify for an academic CCRA membership, the following must be fulfilled.
    a. Must attend a Canadian College, University, Polytechnic or Trades program.
    b. Must be in good standing with their Post Secondary Institution, their designated CCRA team, and the CCRA.
    c. Must be a member of a CCRA team.
    d. Must attempt a nine-credit course load or equivalent in a minimum of one semester within May 1 to April 30. The member must be in good standing and meet GPA requirements.
    e. Maintain a 2.0 Grade Point Average per semester.
    f. If a non-first year student is entering into a new program, their 2.0 Grade Point Average will only be looked at in the new program.
    g. CCFR eligibility will be based on spring rodeo eligibility and remaining in good standing within their institution.
4. Apprenticeship students are also eligible for a CCRA Membership.
    a. May attend, but are not required to attend a Canadian College, University or Polytechnic.
    b. If attending a Canadian College, University or Polytechnic, must be in good standing with their Post Secondary Institution, their designated CCRA team, and the CCRA.
    c. Must be a member of a CCRA team. If attending a Canadian College, University or Polytechnic, must represent their designated CCRA team. If a member is not enrolled in a Canadian College, University or Polytechnic, the member will represent the CCRA team of their graduating institution unless otherwise determined by the Board of Directors.
    d. A student athlete registered in an apprenticeship program who complete their on-campus course prior to the end of the term (Sept-Dec or Jan-April) will remain eligible to participate for that institution pending confirmation of an approved work placement for their apprenticeship program in that term (Sept-Dec or Jan-April) Approval for the work placement will be provided by the institution or workplace where the student is participating.

    e. A copy of your bluebook / apprenticeship card / acceptance letter must be provided to the rodeo office.
5. To qualify for a CCRA Permit membership, the following must be fulfilled.
    a. Only for Roughstock Riders in Bareback, Saddle Bronc and Bull Riding – at the discretion of the board of directors each calendar year.
    b. Permit members must be 21 and under as of July 31.
    c. Must be a High School, Amateur Rodeo, or CPRA Novice Card Holder.
    d. Must be approved of by the CCRA Board.
    e. Must adhere parameters as set out on the Roughstock Permit Membership application
6. Members who withdraw from their program, fail their program or are not in good standing with their institution, are not eligible to rodeo under a permit membership.
7. No membership dues will be refunded under any circumstances.
8. Membership and permit renewals will not be granted until all outstanding accounts are paid in full to the CCRA.
9. The annual membership fees are determined by the CCRA Board of Directors on an annual basis and are subject to change. The fees shall be set each year and published on the CCRA website and membership form. This will include a mandatory group insurance plan expense for each member.
10. The Board of Directors will decide each year if there will be permit memberships allowed. The annual membership fees are determined by the CCRA Board of Directors annually and are subject to change. The fees shall be set each year and published on the CCRA website and membership form. This will include a mandatory group insurance plan expense for each member.
11. Members must be on their designated CCRA teams. There will be no switching of teams unless the member has moved schools or location.
    a. If the General Manager is not in school, their most recent alumni team will become their designated team.
12. All members are required to read the rules carefully, particularly those relating to the events in which they enter. Failure to understand rules will not be accepted as an excuse. Any member in violation of the Rules and Regulations shall be subject to such fine or suspension or both as determined by the Board of Directors acting in its absolute sole discretion.
13. No memberships will be processed on entry closing day, contestants must have a paid membership prior to entering the rodeo.
14. By becoming a member of the CCRA, the member releases the Association the right to use his/her name and/or picture for the good of the Association and of the sport of rodeo as long as there is no commercial endorsement or resale involved.
15. The Board will expect the co-operation of any member when called upon by one of the Association officials to represent the Association interests regarding enforcement of rules at any approved rodeo or in any matter of official business.

16. No CCRA member can sue or take legal action against the Association, or any Director or Officer.
17. All rodeo personnel will be required to sign a CCRA waiver prior to the rodeo. No exceptions. This is the responsibility of the rodeo committees to provide to the rodeo office.
18. Any proposed rule book changes must be posted to the CCRA website for 30 days. Any suggestions will be discussed and voted on by the CCRA Board of Directors.

General Rules

1. The rulebook for the CCRA is under the interpretation of the CCRA Board of Directors. The Board of Directors have the ability to have the final say on rule discrepancies.
2. When a committee is hosting a season rodeo or the CCFR, a minimum of one EMT must be present during the time of the rodeo. It is also required to have an additional qualified personnel present. An ambulance is not mandatory but is highly recommended and at the discretion of the hosting committee.
3. Permit members are only eligible to compete during the season rodeos for cash payout but are not eligible to win hardware prizes. They are also not eligible to win the year end Season Leader awards.
4. The hosting committee has the ability to create & enforce ground rules
    a. All hosting Committees have the authority to create ground rules specific to their rodeo
    b. Ground rules will be posted a minimum of 48 hours prior to the rodeo on the website
    c. Ground rules will supercede the rulebook

Fines

5. The CCRA Executive, Judges, Board Members, and Event Directors can enforce fines.
6. Contestants will not be eligible to compete at any sanctioned rodeos or the CCFR if they have outstanding fines.
7. Fines will increase if a contestant has multiple offences or on the extent of the offence. This will be at discretion of the CCRA Executive.
8. The CCRA Fines are as follows:
    a. Missed mandatory meeting - $25
    b. Schooling your horse, ZERO tolerance. $100
    c. Arena lap fees - $25 per lap. A lap means crossing your tracks in any way – no circles in front of the roping chute.
    d. Poor Sportmanship, of any kind, including towards livestock - $100
    e. Western attire one hour before and one hour after the rodeo, including slack and is applicable to all competitors regardless of draw. Western attire includes team vests. - $50
    f. Hat/Helmet

i. If a contestant is not wearing a hat or helmet before the timer line for Barrel Racing, Pole Bending, and Goat Tying - $50
ii. If a contestant is not wearing a hat or helmet at the time of entering the roping box for Team Roping, Tie Down Roping, Steer Wrestling, and Breakaway Roping - $50
iii. If a contestant does not have their hat or helmet on at the time of nodding their head in the Roughstock events - $50

g. Top three and bottom three barrel racers and pole benders will be required to rake in the opposite performance. Slack barrel racers to rake in the performance and the performance to rake in slack. If it is all one performance, top 6 and bottom 6 will have duties in the opposite half they are drawn. Fine of $50.
h. Late fee for entry payment. Entry fees must be paid prior to the first performance - $25
i. Event Director missed responsibilities - $100
j. No notification of turnout and turning out with no valid reason - $25
k. Working horses around the barrel or pole pattern or not finishing a broken pattern at competition speed - $25
l. Other event rule breaks - $25

Appeal & Payment of Fines

9. If there is a discrepancy on fines, the member must email the rodeo secretary to make an appeal, which the board will then vote on.
10. There will be a 10 calendar day discrepancy period following the incurrence of a fine.
    a. This is the only period during which members can dispute their fine. After these 10 calendar days, if fines are not resolved or paid, members will be drawn out of the following rodeos until payment is received.
    b. By June 1 of the current rodeo year, any outstanding fines will be shared among other associations.

Entry Fee

1. Entry Fee breakdown per day will be as follows:
    - $30 Entry Fee (Per event, Per day)
    - $10 Committee Fee (Per event, Per day)
    - $5 Finals Fee (Per event, Per day)
    - $5 Admin Fee (Only one admin fee taken a day, no matter the amount of events)
    - $5 Timed Event Stock Charge (In applicable events entered, per event, per day)
    - $10 Roughstock Stock Charge (In applicable events entered, per event, per day)

2. Payment of Entry Fees
    a. All entry fees are to be paid in full prior to the first performance. Failure to do so will result in a fine of $25.
    b. Entry Fees are preferred to be paid via E-Transfer. The rodeo office will indicate per rodeo if other payments options are available.
    c. If the contestant chooses to E-Transfer, the E-Transfer must be sent before 9pm on the Wednesday of the rodeo weekend. The rodeo office will have the option to discontinue the ability to E-Transfer.

Point System

1. There is only one point system used to qualify for the Canadian College Finals Rodeo.
2. One contestant constitutes an event.
3. The number of points which could be earned per event at a sanctioned qualifying rodeo would be evenly distributed through 10 places.

Points per event:

Places 1 – 10	Points
1st	100
2nd	90
3rd	80
4th	70
5th	60
6th	50
7th	40
8th	30
9th	20
10th	10

4. Each contestant in team roping will receive points earned of same value as contestants of other events. Any points earned in team roping will belong to the contestant.
5. In case of a tie, points will be added together and split evenly between the tied contestants. All ties will be settled in the same way throughout the qualifying year.
6. All-Around Cowboy and Cowgirl would be determined for the year by total points earned in all events.
7. In the event that there are not enough contestants or qualified times/runs up to 10th place, points will not be awarded in the missing places.
8. Points will be cumulative throughout the year and utilized to qualify for the CCFR.

Payout

1. Thirty dollars ($30.00) from every entry in each event is added to the event payout. The number of spots paid out is dependent on the number of contestants entered as stated below.

< 5 entries	100%
5 – 10 entries	60% / 40%
11 – 20 entries	50% / 30% / 20%
21 – 30 entries	40% / 30% / 20% / 10%
>31 entries	29% / 24% / 19% / 14% / 9% / 5%

2. There will be no ground money given out during regular season rodeos. This money will be set aside to cover CCFR expenses.
3. In CCRA regular season events, $100 per day will be added to the payout for events with less than 10 member entries. The payout structure will remain dependent on contestants entered and the added money will be split equally between each hole paid.

Draw & Set Ups

1. When drawing for event performances, preference will be given to the top 20 competitors in the event based on current standings or standings from the season prior, at the discretion of the Secretary and General Manager.
    a. If a performance cannot be filled with these competitors, the remaining open positions will be drawn at random.
    b. At the discretion of the hosting committee.
2. CCRA members can only be set up if they need to be. Set ups will only be allowed because of school related functions such as class schedules, exams, or field trips. Family matters and extenuating circumstances will be at discretion of the General Manager and Secretary.

Veterinarian Release Procedures / Visible Injury

1. If a contestant is vet releasing out of a CCRA rodeo they must notify the rodeo secretary no later than 24 hours prior to the performance they are up, that they are sending a vet release to the rodeo office. If they have not notified the office 24 hours prior to the performance they are up in, they will be required to pay their entire entry fee plus additional fines where applicable.
2. To be valid, a vet release must be written on the veterinarian's stationary and sent to the rodeo office by the Monday following the rodeo that the contestant vetted out of.

3. Once a contestant vet releases out of the rodeo, they will not be eligible to compete in the remainder of the rodeo in the specific events that they have vetted out of. Vet release may not be used by go-rounds only.
4. If secretary is notified of withdrawal because of vet release prior to her competing in an event, her entry fee is not to be included in payoff. The contestant will still be required to pay the fee portion of their entry fee. If no notification is provided, the entry fee will be included in the payout portion and the member is required to pay their full entry fee.
5. Contestants are eligible to receive a visible injury sign off if their horse is visibly hurt during the performance or before competition. To do so, the contestant must see the rodeo office for a Visible Injury form and approach the judge to get it signed. Visible injuries will not be included in payout and the contestant will get the entry fee portion of their entry fees back. They will still be required to pay the fee portion.

Turnouts, Medical Outs

1. The rodeo entry office shall be notified by contestants no later than 24 hours prior to the performance that he/she is turning out. Should circumstances change that make it possible for a contestant to compete after a turn out notification has been made, it will be his/her responsibility to notify that rodeo individually. If his/her stock is available, the contestant may be allowed to compete at discretion of the rodeo office. If timed event stock has already been drawn excluding this contestant, it shall not be redrawn.
2. A contestant who notifies the rodeo secretary no later than 24 hours prior to the performance and turns out will not be fined for a turn out penalty; however, will still be responsible for his/her entry fees. If the contestant is unable to contact the rodeo secretary for whatever reason, he/she will be fined accordingly. A contestant who does not notify the rodeo secretary will be responsible for his/her entry fees as well as a $25 fine.
3. Contestants are eligible to receive a visible injury sign off if the contestant is visibly hurt during the performance or before competition. In order to do so, the contestant must see the rodeo office for a Visible Injury form and approach the judge to get it signed. Visible injuries will not be included in payout and the contestant will get the entry fee portion of their entry fees back. They will still be required to pay the fee portion.
4. A contestant may doctor release, thus waiving all obligations of the payout portion of the entry fee and any turn out fines, providing:
5. The rodeo secretary is notified of the intended doctor release no later than 24 hours prior to the performance for which the contestant's first (1st) go-round competition is scheduled; or the doctor release is authorized by the judge of a given rodeo. If no notification is given, the contestant may be fined and responsible for their entire entry fee.
6. A doctor's note must be received by the rodeo secretary no later than the Monday following the rodeo.
7. A contestant who is doctor released shall not be eligible to participate or compete in that event in another rodeo for five (5) days after the performance for which the release was turned in. It will be that contestant's responsibility to notify the rodeo secretary of rodeos

already entered so that he/she will be drawn out. (EXAMPLE: If release is used for competition scheduled for the fifth (5th) of the month, the first (1st) day the released contestant is eligible to participate or compete will be the tenth (10th) of the month.)

8. A contestant who is doctor released in one (1) event may compete in another.
9. A contestant turning out at any time will receive no time or marking for that go-round and will not be eligible for payout in that event.
10. Stock turned out will not be brought back for the turned-out contestant.
11. In the Ladies Barrel Racing and Pole Bending events only, if a contestant does not wish to compete due to unsafe ground conditions deemed by the judges/executive, contestant must get both judges to sign off thereby allowing that contestant to visible and not be fined a turn out fee. The contestant's entry fees will not be returned.

Dress Code

1. All contestants must be properly dressed in western attire one hour before, during, and one hour after the rodeo performance including slack. This is applicable to all competitors regardless of the draw. Contestants may be subject to a fine at the discretion of the event directors and/or executive.
2. Western Attire includes a cuffed and collared western shirt (shirt tail tucked in), jeans, cowboy boots, team vest, and cowboy hat or helmet at the discretion of the board.
3. Contestants must wear team vests as provided by their respective teams. Not wearing the team vest can result in a fine.
4. Each student member shall wear a protective vest while competing and practicing in any of the rough stock events. Each student member is also required to wear a helmet with a face mask and an protective mouthpiece while competing and practicing in bull riding. Selection of protective equipment shall be the responsibility of the student member and shall be of a design, construction, and condition reasonably likely to protect against risks of injury inherent in the event in which the student member is participating. The adequacy of protective equipment shall be subject to the approval of rodeo coach, event director and/or rodeo judge.
5. All student members are encouraged to wear protective equipment reasonably likely to protect against the risks of injury inherent in the event in which the member is competing or practicing.

Travel

1. If a contestant is unable to travel due to a Travel Advisory if it is below -25 Degrees Celsius including windchill, an effort will be made to schedule a set up at the rodeo. If a set-up is unable to be scheduled during the rodeo and the travel advisory conditions continue to prevent the contestant from attending the rodeo, the contestants event entry fee portion will be fully refunded with no additional turnout fine. The contestant would still be subject to paying the committee fee, finals fee, admin fees, and stock charges. The contestant must notify the rodeo office 2 hours prior to the start of the performance that they are set to compete in. Fines may be applied at the discretion of the board if no notification is given.

Event Directors

1. Event Directors will be elected yearly at the second fall rodeo of the year. Selected Event Directors will receive a portion of their CCRA Membership reimbursed. Repayment is made after the season is completed. Expectations and decisions regarding the event directors eligibility of deserving repayment is made at the discretion of the CCRA Executive and Board of Directors.
2. All Event Directors are responsible for the following:
    a. To be thoroughly educated in the rules of their event.
    b. To serve as the link between members and the Board relaying suggestions, complaints, etc., concerning their events.
    c. To represent the competitors in their respective events in all discussions with the Board in the manner in which the contestants in those events so request.
    d. To be available to serve the Board and members in any way for the betterment of the association.
    e. To help make decisions if a situation is not covered by the rulebook.
    f. To oversee their respective events at each rodeo and be present in the arena when their event is happening.
    g. To serve as an intermediary between contestants and judges, committees, and contractors.
    h. To name a spokesperson to assist or perform his/her duties if unable to attend a rodeo. Both the spokesperson and the Event Director reserve the right to approach the judge with issues and concerns for their respective event.
    i. Each event director is expected to obtain a minimum of $500 in sponsorship to be used at the CCFR for their respected event. Deadline for this sponsorship if February 28.
    j. The Board of Directors reserve the right to remove an Event Director from their position.

Bareback Riding

1. Inspect stock prior to the first performance/slack.
2. Ensure competitors are ready to get on their animals in a timely manner.

Barrel Racing

1. Ensure the hosting rodeo committee has barrels.
2. Haul barrel covers, stakes, and tape measures to and from rodeos.
3. Pattern to be marked at least 1 hour prior to first performance/slack. Pattern is still to be measured if there are lasers in place.
4. Create a duties list for each rodeo and share with the rodeo office.
5. Must be in the arena at the time of the event to sign off on duties and watch/write down any rule breaks.

Breakaway Roping

1. Inspect stock prior to the first performance/slack.
2. Furnish nylon breakaway string.
3. Assist the judge at the line and check the calf draw before each run.
4. Inspect each ropers flag and breakaway string before entering the box.
5. Make sure all rodeo personnel are present prior to the start of the event.
6. Ensure the spotter is clearly identified prior to the start of the rodeo.

Bull Riding

1. Inspect stock prior to the first performance/slack
2. Ensure competitors are ready to get on their animals in a timely manner.

Goat Tying

1. Inspect stock prior to the first performance/slack.
2. Pattern to be marked at least 1 hour prior to first performance/slack. Pattern is still to be measured if there are lasers in place.
3. Bring goat leads (10' long with snaps on each end).
4. Assist with switching of goats or delegate who will.
5. Tie all fresh goats down three (3) times before the Rodeo.

Pole Bending

1. Ensure the hosting rodeo committee has poles.
2. Ensure the poles have a minimum of 2 out of the 3 listed colors (Red, White, & Blue). These colors must have 2' spacing.
3. Ensure the poles are weighted.
4. Haul stakes and tape measures to and from rodeos.
5. Pattern to be marked at least 1 hour prior to first performance/slack. Pattern is still to be measured if there are lasers in place.
6. Create a duties list for each rodeo and share with the rodeo office.
7. Must be in the arena at the time of the event to sign off on duties and watch/write down any rule breaks.

Tie Down Roping

1. Inspect stock prior to the first performance/slack.
2. Assist the judge at the line, designate two ropers to untie calves, and check the draw before each run.
3. Inspect the neck rope before roper enters the box.
4. Make sure calves are tied enough prior to competition.

Team Roping

1. Inspect stock prior to the first performance/slack.
2. Assist the judge in lining steers and check the draw before each run.

Saddlebronc Riding

1. Inspect stock prior to the first performance/slack.
2. Ensure competitors are ready to get on their animals in a timely manner.

Steer Wrestling

1. Inspect stock prior to the first performance/slack.
2. Assist the judge at the line and check the draw before each run.
3. Make sure all fresh steers have been thrown enough prior to competition.

Events

Bareback Riding

Time Limit

1. Horses must be ridden for 8 seconds.
2. Time to start when the animals inside front shoulder passes the plane of the chute.

General Rules

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

Event Rules

1. This event is open to boys only.
2. To qualify, the 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.
3. Rigging must be equipped with protective pad extending one inch past the body of the rigging. It must be between the rigging and the horse.
4. Stock contractor may call on judge to pass on whether rigging is being set or cinched in a manner that might hurt horse's back.

5. Judges may require contestant to take his hand out of rigging after a horse is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may re quest to take such action.
6. One arm must be free at all times.
7. The judge on the latch side of the chute gate shall serve as a backup timer in the bareback riding event or a person assigned by the Arena Director may serve as the back- up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight seconds, the judge must go with the whistle.

Scoring and Penalties

1. Ride and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in making the riding events shall range from 0 to 25 on both bucking animal and contestant and use the full spread.
4. If a horse stalls coming out of the chute, either judge may tell contestant to take his feet out of the horse's neck and first jump qualification will then be waived.
5. Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
6. If the rigging comes off horse, touching anything with free hand or if contestant is bucked off, contestant will receive a no score.
7. In the opinion of the judges, if a contestant is riding with rowels too sharp or riding with locked rowels, he will receive a no score.
8. Contestant will be disqualified for taking any kind of finger tuck, or finger wrap.
9. 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.

Re Rides

1. The matter of re rides shall be decided by the judges.
2. Contestants shall not influence the judges by asking for a re ride at any time.
3. If re ride is given, judge shall inform the contestant immediately of his marking and an option of a re ride.
4. Contestant may refuse re ride and take his marking.
5. Contestant must make his decision immediately.
6. No re ride will be given due to faulty or broken equipment furnished by contestant in any event.
7. If an animal that is drawn for a re ride is already drawn for another contestant in the same go- round, the contestant with the animal drawn will take it before the man who draws the animal for a re ride.

8. If animal that is drawn for a re ride is already drawn for another contestant in a later go-round, the contestant with the re ride in the prior go- round will take the animal first.
9. When a final head is to be ridden in the riding events, at least two additional head of stock will be available for re rides.
10. Re rides may be given only when stock fails to break, stops, or fouls the rider.
11. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a re ride drawn for.
12. Contestants who are fouled at chute and declare will be entitled to re ride at judge's discretion, or the spurring out rule may be waived.
13. If animal falls down out of chute, contestant will be entitled to a re ride at the discretion of the judges.
14. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
15. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contest ant out of the re rides.
16. If the pickup man or horse comes in contact with bucking horse before qualified time has elapsed, re ride will be given on the re ride horse that is drawn.
17. A contestant will only have the option of a re ride if the flank comes off the animal and the contestant did not complete a qualified ride but was qualified up to the point of the flank coming off.

Equipment

1. Riding to be done with one-handed rigging and contestant must supply own rigging.
2. Rigging shall be leather and shall not be more than ten (10) inches in width at the handhold and not over six (6) inches wide at the "D" ring. Latigo cannot be blocked in the "D" ring. Riggings will use a standard "D" ring to be set to sit flat on horses back when cinched. No freaks will be allowed. Only rawhide may be used under the body of the hand-hold. There will be no rawhide restrictions with the exception of no rawhide may be within one (1) inch of the back of the rigging body excluding the "D" ring wrap which may be no more than two (2) inches up from the bottom of the body. The rigging body must also be spread nine (9) inches apart at the back of the rigging four (4) inches down from the center. The 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 inch on both sides of the center of the handhold not to be skived and shall be glued down.
4. No fiberglass or metal will be allowed in riggings or hand-hold. Only leather or rawhide is allowed for hand-hold, with a maximum of three- fourths (3/4) inch of rawhide allowed. Flat-head rivets and/or screws and "t" nuts are allowed to secure hand- hold. The only other metal allowed will be in the "D" rings.
5. Cinches on bareback riggings shall be made of mohair or neoprene and shall be at least eight (8) inches in width at the center but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.

6. Required bareback pads are to completely cover the underside of the riggings and are to extend a full two inches behind the rigging.
7. Pads used under riggings must be leather covered on both sides. No hair pads will be allowed. If a foam pad is used, it must be high density foam at least 3/4 of an inch thick. In addition, the pad must have leather over the bars one- eighth (1/8) inch thick extending at least one-half (1/2) inch on either side or the back of the handlebars.
8. In addition to the pad, a piece of leather a minimum of 1/8 inch thick and 4" square must be glued or sewed to the pad and centered in comparison to the total body length of the rigging. This piece of leather shall be placed so that 1/2 of it extends behind the rigging and the remaining 2" is under the rigging.
9. The rider's glove will be a plain glove with no flaps, rolls, wedges or gimmicks. An extra piece of leather may be used at the base of the little finger only. It must be on the inside of the glove and is not to extend out from the seam more than 5/8 inch and can be no more than 5/8 inch thick. On the outside of the glove, there are to be no horizontal cuts from the second knuckle back. On the inside (palm side), only vertical cuts or slits allowed on fingers only
10. A palm piece may be used in glove which will be at least once inch wide and three inches long and will be glued in.
11. There will be no adhesive material other than dry resin used on rigging or on rider's glove. Benzoin may be used. (see page 130)
12. Stock contractors will have the right to have judges pass on whether riggings are objectionable. Judges are to decide on all riggings and pads.
13. All contestants must wear an Athletic Protective Mouthpiece while contesting. Mouthpiece may not be trimmed any smaller than the size required to cover all teeth.
14. All contestants must wear a vest designed to protect the chest and back while contesting in the Bareback Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.
15. No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on bareback horses or saddle broncs. Spur rowels must have five or more points.

Barrel Racing

Time Limit

1. Time limit for arena entry – 45 seconds will start once your name is called for the first time. The judge can start the stopwatch at the time the contestants name is called for the first time and contestant will be unable to compete if they fail to start their run within this limit.

General Rules

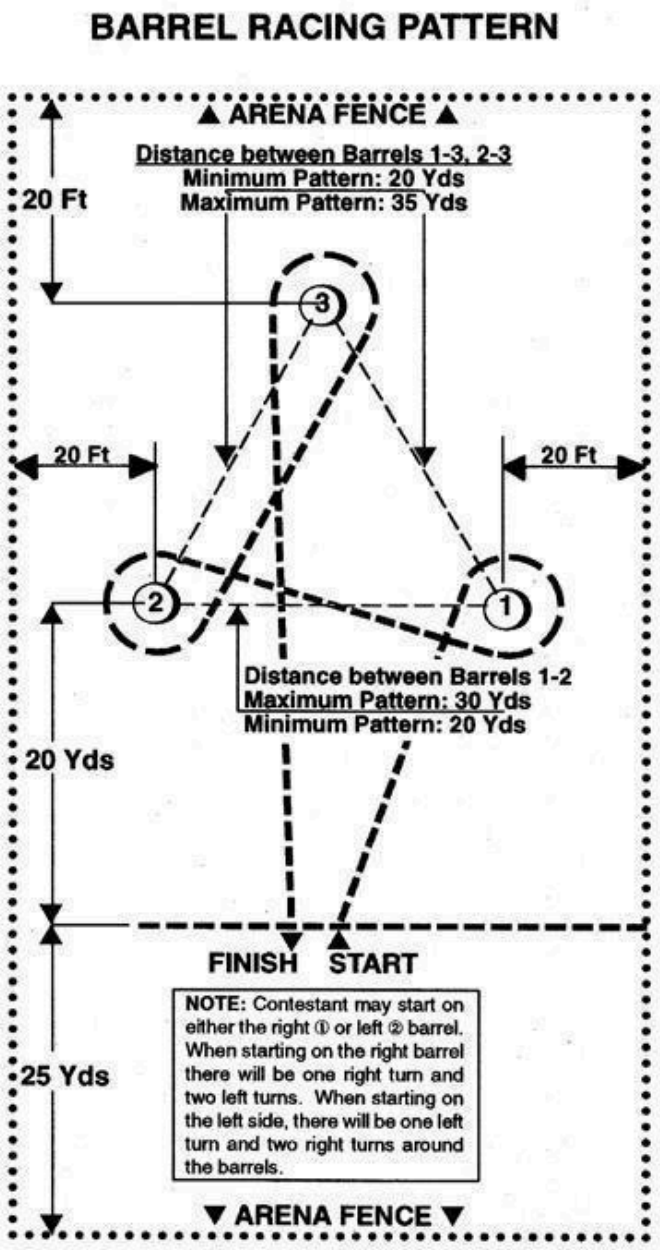
1. Starting lines in clover- leaf barrel racing will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. There shall be a minimum of 45 feet allowed for stopping, from starting line in barrels back to arena fence as arena conditions allow.
4. The barrels and the starting line will be permanently marked for the entire go- round.

5. The horse's nose will be timed as it crosses the starting line.
6. A barrel horse shall not be ridden by more than one contestant in this event at any one rodeo, both contestants will receive no time.
7. During barrel racing events, the arena will be dragged at regular intervals, to be determined by the management. Turnouts and releases must be included in the count.
8. Following barrel racing events, the pattern will be dragged or levelled.
9. A contestant may enter the arena at the speed of her choice.
10. Backing horses into the arena will result in no time. Must keep forward motion upon crossing the plane of the arena.
11. Arena gate must be closed immediately after she enters the arena and kept closed until pattern is completed and her horse is under control.
12. The Ladies Barrel Racing can be postponed or cancelled at any time at the discretion of our judges/event directors/executive due to poor ground conditions or weather.
    a. In the Ladies Barrel Racing and Pole Bending events only, if a contestant does not wish to compete due to unsafe ground conditions deemed by the judges/event directors/executive, contestant must get both judges to sign off thereby allowing that contestant to visible and not be fined a turn out fee. The contestant's entry fees will not be returned.
13. Contestant may change horses in this event.
14. Any discrepancies must be brought immediately to the event director and judges before the event is complete.
15. If a contestant runs out of turn, it will be an automatic No Time. Under special circumstances, the Judge and Arena Director can decide to roll to the next person.

Event Rules

1. This event is open to girls only.
2. The arena conditions will enable you to determine the distance that the barrels can be apart, provided they are at least 14 feet from the fence.
3. The clover- leaf pattern is the only approved pattern in this event.
4. Touching a barrel is permitted by horse or contestant.
5. The minimum distance of the barrels (first and second) from the start line is 40 feet.
6. The maximum distance between the two front barrels shall be thirty (30) yards (90feet) arena conditions permitting. The maximum distance between the two front barrels and the back barrel shall be 35 yards (105 feet) arena conditions permitting.
7. The contestant may start on either the right or left barrel.
8. When starting on the right barrel there will be one right turn and two left around the barrels.
9. When starting on the left side, there will be one left and two right turns around the barrels.
10. When a contestant breaks pattern or stops forward motion, they must leave the arena immediately or finish at competition speed.

Diagram of Pattern:



Scoring and Penalties

1. One judge is to be located at the scoring line while the second judge is to be located at the end of the ally/arena.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. 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.
5. Not following the clover- leaf pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks or backing up to finish the pattern and/or passing the plane of the barrel on the offside. 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.
6. Contestant will be allowed legitimate time from the time she enters arena gate until her time starts by Field Flagger or electric eye.
7. When a pattern is broke or the competitor is having problems in the arena, they must leave the arena or finish at competition speed. Failure to do so may result in a fine.
8. Judge will determine legitimate problem for prestart time.
9. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken, and run will receive no time.
10. If contestant's horse breaks timer light, by backing through before starting pattern, contestant will be given a no time.
11. If the arena requires an alleyway to meet the 45 feet requirement to start and stop, it is considered part of the arena and all rules apply to that alleyway.
12. 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.
13. Assistant helping barrel racers will not be allowed to go past the plane of the main arena gate when they are entering the arena, or the contestant will receive a no time. When using the alleyway and closing the back gate on alleyway for stopping, assistant can aid riders up to the main arena gate, at the discretion of the arena director.
14. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the first barrel. If a side or corner gate is used, a single spin or pivot is acceptable in either direction or by the Arena Director's approval. Failure to comply will be a no time. Contestant must be mounted when entering the arena.
15. Time will be taken to the second decimal.

Re Runs

1. No rerun 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 backup time. When both the digital clocks malfunction and no time was recorded from digital watches, contestant will be given a rerun at a time designated by the judges and arena director, plus any penalties.

Equipment

1. Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) handheld 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.
2. Western type equipment must be used.
3. Use of a hackamore or other types of bridles is the optional choice of the contestant.
4. Complete electric timer must be backed up by a flag man. 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.
5. Permanent markers should be put in the ground for the electric eyes. Electric eyes 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.
6. Position on fence for flagman should be well marked. These markers should be checked every performance along with the barrel markers and restaked if pulled out. A record of these measurements shall be kept.
7. Set timer beforehand in the same height and position and lock the legs.
8. Barrels are not to be used as stands for the electric timer devices.
9. Barrels to be 55 U.S. gallon light steel drum with both ends intact.

Breakaway Roping

Time Limit

1. There will be a thirty (30) second time limit not including penalties.
2. Time limit for arena entry – 45 seconds can start any time after the barrier is strung. The judge can start stopwatch any time and contestant will be unable to compete if they fail to start their run within this limit.

General Rules

1. Contestant may change horses in breakaway roping.
2. Roping Box—shall be part of arena during roping events.
3. Refer to Score Line Diagram.
4. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
5. Lap and Tap - No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
6. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating- the-barrier penalty.

7. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten- second fine. Otherwise, this will not be considered a broken barrier.
8. If automatic barrier does not work, but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
9. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a rerun without penalties.
10. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance. If barrier equipment hangs on animal and contestant tries the animal, she accepts the animal. If contestant pulls up, she will receive the same animal back.
11. Calf belongs to contestant when she calls for it, regardless of what happens, with the following exceptions:
    a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap- and- tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10- second penalty for any jump, or any loop used.
    b. In case of mechanical failure.
    c. If, in the opinion of the line judge, contestant is fouled by barrier, contestant shall get her calf back, providing contestant declares herself by pulling up. A contestant's rope cannot be fouled by the pull rope.
12. A contestant must be on her horse and her horse must break the plane of the barrier with her draw breaking the plane of the score line before she is allowed to compete.
13. Time to be taken between two flags.
14. It shall be the contestant's responsibility to check their stock to make sure it is the stock drawn for them or results in a no time.
15. Any discrepancies must be brought immediately to the event director and judges before the event is complete. The second/third run of cattle may not start until the discrepancy is resolved.
16. If a contestant runs out of turn, it will be an automatic No Time. Under special circumstances, the Judge and Arena Director can decide to roll to the next person.

Event Rules

1. This event is open to girls only.
2. One loop only.
3. Rope is to be tied to the saddle horn with nylon string of any color. Colorful or white cloth with dimensions of six inches by six inches must be attached to end of rope.

Nothing may be used on the rope to keep loop from drawing tight. No knots in breakaway ropes in front of the tie string.

4. Rope must be tied to the horn with a nylon string and may not be run through bridle, tie down, neck rope or any other de vice.
5. String will be provided and will be inspected by designated official before each contestant competes.
6. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
7. For catch to be legal, it must be a bell collar catch. This means that the calf's entire head must go through the loop and rope must come tight around the calf's neck. It cannot catch legs, feet or just ears.
8. Rope must be released from contestant's hand to be a legal catch.
9. Ropers must be mounted when time is taken.
10. In case the field judge flags out a roper that still legally has one loop coming, the judge may give the same calf back, lap and tap, plus time already lapsed and any barrier penalties. Contestant to only get to use remaining loop.
11. Event will be run with an open gate.
12. A spotter is mandatory in the breakaway to help identify legal catches. The spotter may be the Timed Event Chute Boss, Arena Director, or Judge. The spotter must remain the same person for the entire rodeo.

Scoring and Penalties

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten- second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or her horse.
7. The contestant will receive no time should she break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop her horse to make the rope break away.
8. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.
9. No rattling of chute. A timed event contestant may not have someone rattle the chute for her. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
10. When the contestant calls for the calf, no further assistance can take place after that. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.
11. Time should be taken with the average of two (2) times at all Rodeos.
12. Time will be taken to the first decimal.

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 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 repenned by itself. Decisions will be made by the arena director about when stock is repenned.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
5. A calf must be rerun 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 rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
7. In breakaway roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the breakaway roper remains behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

Officials

1. There shall be two 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. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
5. 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.
6. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be re placed.
7. Barrier Judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
8. Height of barrier in timed events shall be from 32” to 36” measured at the center of the box.

Livestock

1. Calves must be uniform in weight and breed.
2. Animals used for this event should be inspected by the rodeo committee, judges, and the event director prior to the first performance. Objectionable ones to be eliminated prior to the first performance.
3. If horned, not to exceed the length of the animal's ear. Only one horn has to be over the length of the ear to be classified.
4. Girls' breakaway calves:
5. Minimum weight 180 pounds.
6. Maximum weight 550 pounds.

Equipment

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. A mechanical barrier must be used.

Bull Riding

Time Limit

1. Bull will be ridden eight seconds.
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

General Rules

1. Contestant is not to use sharp spurs. No part of spur may have sharp edges including rowels and wire locks.
2. Fall - If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
3. No contestant will ride two head in the same event during a performance except for re-rides.
4. Contestants may pull ropes from either side.
5. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
6. Any discrepancies must be brought immediately to the event director and judges before the event is complete.

Event Rules

1. This event is open to boys only.

2. Bells must be under belly of bull.
3. Riding is to be done with one hand and loose rope, with or without handhold.
4. No split finger wraps, no knots or hitches to prevent rope from falling off bull when rider leaves him.
5. No more than two men may be on the chute to pull contestant's rope.
6. The judge on the latch side of the chute gate shall serve as a backup timer in the bull riding event or a person assigned by the Arena Director may serve as the back- up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight seconds, the judge must go with the whistle.

Scoring and Penalties

1. Rider and animal to be marked separately. Ride will be marked according to how much the contestant spurs the animal.
2. Figures used in marking the riding events shall range from 0 to 25 on both bucking animal and contestant and use the full spread.
3. If contestant makes qualified ride with any part of rope in riding hand, he is to be marked.
4. No bell = no marking.
5. Contestant will receive no score for any of the following offenses.
    a. Being bucked off.
    b. Touching animal, equipment or person with free hand.
    c. Using sharp spurs.
    d. Placing spurs or chaps under the rope when the rope is being tightened.
6. Judges may disqualify a bull rider who has been advised he is next to go if he is not above the animal with his glove on when the previous bull leaves the arena.

Re Rides

1. The matter of the re rides shall be decided by the judges.
2. Contestants shall not influence the judges by asking for a re ride at any time.
3. If re ride is given, judge shall inform the contestant immediately of his marking and an option of a re ride.
4. Contestant may refuse re ride and take his marking.
5. Contestant must make his decision immediately.
6. No re ride will be given due to faulty or broken equipment furnished by contestant in any event.

7. If animal that is drawn for a re ride is already drawn for another contestant in the same go- round, the contestant with the animal drawn will take it before the man who draws the animal for a re ride.
8. If an animal that is drawn for a re ride is already drawn for another contestant in a later go- round, the contestant with the re ride in the prior go- round will take the animal first.
9. When a final head is to be ridden in riding events, at least two additional head of stock will be available for re rides.
10. Re rides may be given only when stock fails to break, stops, or fouls the rider.
11. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a re ride drawn for.
12. Contestants who are fouled at chute and declare will be entitled to a re ride at judges' discretion.
13. If animal falls down out of chute contestant will be entitled to a re ride at the discretion of the judges.
14. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock con tractor is willing, or he may have re ride drawn.
15. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
16. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the re rides.
17. If the pickup man or horse comes in contact with 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 drawn if requested. If stock contractor is not willing, re ride will be drawn.
18. A contestant will only have the option of a re ride if the flank comes off the animal and the contestant did not complete a qualified ride but was qualified up to the point of the flank coming off.

Equipment

1. Rope must have bell. Bell must be in good shape, cannot be broken. Bell must be under the belly of the bull/ No bell, no marking.
2. Hooks or posts shall not be used on bull ropes.
3. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouthpiece may not be trimmed any smaller than the size required to cover all teeth.
4. All contestants must wear a vest designed to protect the chest and back while contesting in the Bull Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.
5. All contestants must wear helmets approved for rodeo events.

Livestock

1. All horned bulls must have horns tipped to at least the size of a toonie, cutback or kept out of the draw. This is the responsibility of the stock contractor at the discretion of the Arena Director, the judges, and the event director.

Goat Tying

Time Limit

1. There will be a thirty (30) second time limit not including penalties. '
2. Time limit for arena entry – 45 once your name is called for the first time. The judge can start stop watch any time and contestant will be unable to compete if they fail to start their run within this limit.

General Rules

1. Starting lines in goat tying will be subject to ground rules and clearly visible.
2. The stake and the starting line will be permanently marked for the entire go- round.
3. A contestant may change horses in this event.
4. A contestant may enter the arena at the speed of her choice.
5. Backing horses into the arena will not be allowed. Must keep forward motion into main arena. If there is an alleyway, the contestant may back in to.
6. Arena gate must be closed immediately after she enters the arena and kept closed.
7. Time to be taken between two flags.
8. Tie all goats down three (3) times before the Rodeo. If goats have been used at a previous rodeo, they do not have to be tied down before the rodeo.
9. Have collars the same and snug. Ropes the same length. Goats the same size and weight.
10. Flagmen stand in identical places each performance.
11. All goats used in the draw to be tied a maximum of five (5) runs before another run on the goats can begin.
12. During Goat Tying, the arena will be dragged at regular intervals, to be determined by the Arena Director.
13. Goat handlers must stand directly behind goat. Judges and directors will position themselves, so they are able to have a clear view of the goat rope and horse.
14. Any discrepancies must be brought immediately to the event director and judges before the event is complete. The second/third run of goats may not start until the discrepancy is resolved.
15. If a contestant runs out of turn, it will be an automatic No Time. Under special circumstances, the Judge and Arena Director can decide to roll to the next person.

Event Rules

1. This event is open to girls only.
2. There should be at least a 15-yard starting line.
3. Starting line will be 100 feet from stake.
4. The goat should be tied to a stake with a rope ten feet in length.
5. Stake should be completely under the ground so that no part of it is visible or above ground.
6. The contestant must be mounted on a horse when entering the arena and must ride from the starting line to the goat, dismount from her horse, throw the goat by hand, cross, wrap and tie by hand, at least three (3) feet together with a pigging string.
7. If the goat is down when the contestant reaches it, goat must be elevated high enough that it has the opportunity to regain its feet and then stand clear of the goat when the tie is finished.
8. Legs must remain crossed and secure for 6 seconds after completion of tie. While the judge is performing the 6- second procedure, the contestant will make no gestures, motions or noises to distract the goat. This will be considered trying to take an unfair advantage and will result in a disqualification.
9. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a half hitch, hooey or knot. The contestant must tie the goat by hand with no pre-made wraps, coils, knots, hooeys or half hitch.
10. Time will start when the horse's nose crosses the starting line.
11. Time will stop when she signals the completion of the tie.
12. The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time limit on the tie - for the goat's legs to remain crossed and tied. If contestant gets rope that is holding goat wrapped around her leg, she may ask the judge if she can remove it. After getting permission from judge, removing rope and moving back three (3) feet then her six (6) second time limit will start.
13. Qualified persons other than goat tying contestants will be used as goat holders.
14. If you are holding a single performance rodeo and the entire goat tying contestants are run at one time, you must have a spare goat in case one of the other goats gets injured.
15. If a goat is injured, the contestants involved with the injured goat will automatically be assigned the spare goat regardless of the possible difference in runs or ties on the goat.

Scoring and Penalties

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. The tie will be passed on by a field judge and if it is not secure for six seconds, the contestant will receive a no time.
4. Contestant will receive a no time for touching the goat or tie string after signaling she is finished.

5. If the contestant's horse crosses and/or contacts the rope and/or the peg there will be a 10-second penalty. If the contestant's horse comes in contact with the goat, it will result in no time.
6. If the goat should break away because of the fault of the horse, the contestant will receive no time between flags.
7. Time should be taken with the average of two (2) times.
8. Time will be taken to the first decimal.
9. Assistant helping the goat tying contestant will not be allowed to go past the plane of the main arena gate when they are entering the arena, or the contestant will receive a no time.

Re Runs

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 she will get a rerun.
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.

Livestock

1. Goats shall be uniform in size and breed with a weight limit of 40 to 60 pounds per goat. Pigmy goats are not allowed to be used in the goat tying event.
2. Sharp horns shall be tipped.
3. If you are holding a single performance rodeo and the entire goat tying contestants are run at one time, you must have an extra goat in case one of the other goats get injured.

Equipment

1. 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
2. Only a piggen string to be used.
3. Western type equipment must be used.

Pole Bending

Time Limit

1. Time limit for arena entry – 45 seconds once the contestants name is called for the first time. The judge can start stop watch any time and contestant will be unable to compete if they fail to start their run within this limit.

General Rules

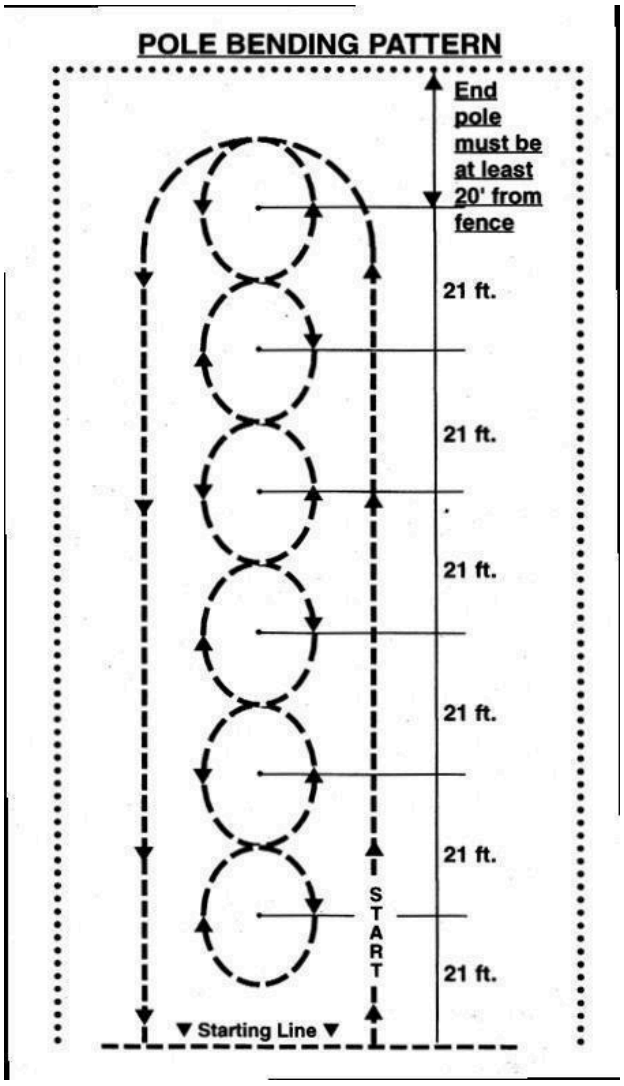
1. Starting lines in pole bending will be subject to ground rules. It must also be clearly visible.
2. A pole horse shall not be ridden by more than one contestant in this event at any one rodeo, both contestants will receive no time.
3. There shall be a minimum of 45 feet allowed for stopping, from starting line in poles back to arena fence as arena conditions allow.
4. The poles and the starting line will be permanently marked for the entire go- round.
5. During pole bending events, the arena will be dragged at regular intervals, to be determined by the management. Turnouts and releases must be included in the count.
6. Following pole bending events, the pattern will be dragged or levelled.
7. A contestant may enter the arena at the speed of her choice.
8. Backing horses into the arena will result in no time. Must keep forward motion upon crossing the plane of the arena.
9. Arena gate must be closed immediately after she enters the arena and kept closed until pattern is completed and her horse is under control.
10. Contestant may change horses in this event.
11. The Pole Bending can be postponed or cancelled at any time at the discretion of our judges/event directors/executive due to poor ground conditions or weather.
    a. In the Ladies Barrel Racing and Pole Bending events only, if a contestant does not wish to compete due to unsafe ground conditions deemed by the judges/event directors/executive, contestant must get both judges to sign off thereby allowing that contestant to visible and not be fined a turn out fee. The contestant's entry fees will not be returned.
12. Any discrepancies must be brought immediately to the event director and judges before the event is complete.
13. If a contestant runs out of turn, it will be an automatic No Time. Under special circumstances, the Judge and Arena Director can decide to roll to the next person.

Event Rules

1. This event is open to girls only.
2. The pole bending pattern is to be run around six poles.
3. No flags to be used on poles.
4. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be twenty-one (21) feet apart. End pole must be twenty (20) feet, at least, from 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.

9. When a contestant breaks pattern or stops forward motion, they must leave the arena immediately or finish at competition speed. Failure to do so will result in a $25 fine.

Diagram of Pattern



Scoring and Penalties

1. One judge is to be located at the scoring line while the second judge is to be located at the end of the ally/arena.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. If a pole hits the ground and is set back up at any point during the run, it will remain a five (5) second penalty, per pole.
5. Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the offside. Example: Should a contestant run by a pole and 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.
6. Contestant will be allowed legitimate time from the time she enters the arena gate until her time starts by Field Flagger or electric eye. Judge will determine legitimate problem for prestart time.
7. Competitors must leave the arena immediately or finish at competition speed due to a broken pattern or having other problems in the arenas.
8. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken, and run will receive no time.
9. If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
10. 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.
11. Assistant helping pole benders will not be allowed to go past the plane of the main arena gate when they are entering the arena or the contestant will receive a no time.: When using the alleyway and closing the back gate on alleyway for stopping, assistant can aid riders up to the main arena gate, at the discretion of the arena director.
12. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the pole. If a side or corner gate is used, a single spin or pivot is acceptable in either direction or by the Arena Director's approval. Failure to comply will be a no time. Contestant must be mounted when entering the arena.
13. Time will be taken to the second decimal.

Re Runs

1. No rerun 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

3. recorded from digital watches, contestant will be given a rerun at a time designated by the judges and arena director, plus any penalties.
4. Contestants will carry any penalties with them if they are granted a rerun. If the pole bending is moved, postponed or rerun for safety reasons due to ground conditions, reruns will be penalty free.

Equipment

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) handheld 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.
5. Complete electric timer must be backed up by a flag man. 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 put in the ground for the electric eyes. Electric eyes 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 restaked if pulled out. A record of these measurements shall be kept.
8. Set timer beforehand in the same height and position and lock the legs.
9. Barrels are not to be used as stands for the electric eye timer devices.
10. Poles used for this event must be weighted.
11. Poles must be a minimum of 2 out of the 3 listed colors. (Red, White, & Blue). Poles must have 2' feet spacing between each color.

Tie Down Roping

Time Limit

1. There will be a thirty (30) second time limit not including penalties.
2. Time limit for arena entry – 45 seconds can start any time after the barrier is strung. The judge can start stop watch any time and contestant will be unable to compete if they fail to start their run within this limit.

General Rules

1. Contestant may change horses in Tie Down Roping.
2. Roping Box — shall be part of the arena during roping events.

3. Refer to Score Line Diagram.
4. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.
5. Lap and Tap — No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
6. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating- the-barrier penalty.
7. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten second fine. Otherwise, this will not be considered a broken barrier.
8. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for bro ken barrier.
9. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, entitling contestant to a rerun without penalties.
10. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
11. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.
12. Calf belongs to contestant when he calls for it, regard less of what happens, with the following exceptions.
    a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap- and- tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10- second penalty for any jump or any loop used.
    b. In cases of mechanical failure.
13. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself by pulling up. A contestant's rope cannot be fouled by the pull rope.
14. A contestant must be on his horse and his horse must break the plane of the barrier with his draw breaking the plane of the score line before he is allowed to compete.
15. Time to be taken between two flags.
16. It shall be the contestant's responsibility to check their stock to make sure it is the stock drawn for them or results in a no time.
17. Any discrepancies must be brought immediately to the event director and judges before the event is complete. The second/third run of cattle may not start until the discrepancy is resolved.

18. If a contestant runs out of turn, it will be an automatic No Time. Under special circumstances, the Judge and Arena Director can decide to roll to the next person.

Event Rules

1. This event is open to boys only.
2. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
3. Calves may be pushed out by contestant's assistant providing they are ready.
4. Contestant cannot receive any assistance after crossing starting line.
5. Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Must cross and tie at least three legs.
6. Any catch is legal, catch as catch can rule.
7. 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.
8. If roper's hand is on calf when calf falls, calf is considered thrown by hand.
9. Rope must hold calf until roper gets hand on calf.
10. To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, and a half hitch or hooey (a hooey is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).
11. The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the judge.
12. Six second time will start when roper has remounted and his horse has taken one step forward.
13. 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.
14. Rope will not be removed and rope must remain slack until field judge has passed on tie.
15. In case the field 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. If time was not recorded, the contestant will receive a 10- second penalty for any loop used. Contestant to only get to use remaining loop.
16. The event can be run with a closed gate.

Scoring and Penalties

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten- second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or his horse.
7. 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 of calf will receive a no time. Excessive dragging shall be defined as moving the calf six or more feet after the contestant has called for time. However, if in the opinion of the judge, the dragging was caused by something outside of the control of the contestant, the judge may give the

contestant his time. Dragging the calf while the contestant is tying the calf will not be considered excessive dragging.

8. If a calf is jerked down, the contestant will be disqualified.
    a. Jerk down is defined as calf is jerked over backwards between ten (10) and two (2) on a standard clock or between thirty (30) and one hundred and fifty (150) degrees with the animal landing on his back or head with all four feet in the air.
9. Roper will be flagged no time for touching calf, or string or by touching rope to train his horse after giving finish signal, or by dragging calf after he remounts horse.
10. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.
11. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
12. When the contestant calls for the calf, no further assistance can take place after that. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.
13. Time should be taken with the average of two (2) times at all Rodeos.
14. Time will be taken to the first decimal.

Re Runs

1. In any timed event if animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with 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 chute.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the judge sees he has made an error in 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 rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, 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.
8. In Tie Down Roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the calf roper remains behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

Officials

1. There shall be two 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 to change barrier string whenever it may have been weakened, or on request of the next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be re placed.
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. Flagger must watch calf during the six 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. Start watch, and then watch calf, counting to six seconds.
12. 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 stopwatch and check time to determine if tie was legal.

Equipment

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 Tie Down Roping event.
4. Adjustable slide shall be used on all cattle neck ropes for cattle used in Tie Down Roping event.
5. A mechanical barrier must be used.

Livestock

1. Calves must be uniform in weight and breed.
2. Animals used for this event should be inspected by the Rodeo Committee, Event Director, and the Judges prior to the first performance/slack. Objectionable ones will be eliminated prior to the first performance/slack.
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 repenned by itself. Decisions will be made by the arena director about when stock is repenned.

5. Boys' Tie Down Roping Calves:
    a. Minimum weight 180 lbs.
    b. Maximum weight 250 lbs.

Team Roping

Time Limit

1. There will be a thirty (30) second time limit not including penalties.
2. Time limit for arena entry – 45 seconds can start any time after the barrier is strung The judge can start stop watch any time and contestant will be unable to compete if they fail to start their run within this limit.

General Rules

1. Contestant may change horses in team roping.
2. Roping Box — shall be a part of the arena during team roping.
3. Refer to Score Line Diagram.
4. Once score line has been set in timed events, it will not be changed in that go nor can length of box be changed.
5. Lap and Tap - no barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
6. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating- the-barrier penalty.
7. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string un broken, barrier judge may assess a ten- second fine. Otherwise, this will not be considered a broken barrier.
8. If automatic barrier does not work but time is recorded, team will get time, but there will be no penalty for broken barrier.
9. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore, entitling contestant to a re run without penalties.
10. If automatic barrier fails to work, and stock is brought back, contestants must take the same animal over during or immediately after the same performance.

11. 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.
12. Steer belongs to contestants when they call for it, regardless of what happens with the following exceptions:
    a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap- and- tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10- second penalty for any jump or any loop used.
    b. In cases of mechanical failure.
13. If, in the opinion of the line judge, contestant is fouled by barrier, contestants shall get their steer back, providing they declare themselves by pulling up. A contestant's rope cannot be fouled by the pull rope.
14. In case the field judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the team will receive a 10- second penalty for any loop used. Team to only get to use remaining loops.
15. A contestant must be on his/her horse and his/her horse must break the plane of the barrier with his/her draw breaking the plane of the score line before he/she is allowed to compete.
16. Time to be taken between two flags.
17. It shall be the contestant's responsibility to check their stock to make sure it is the stock drawn for them or results in a no time.
18. Any discrepancies must be brought immediately to the event director and judges before the event is complete. The second/third run of cattle may not start until the discrepancy is resolved.
19. If a contestant runs out of turn, it will be an automatic No Time. Under special circumstances, the Judge and Arena Director can decide to roll to the next person.
20. The field judge shall drop the flag when the animal is roped by its head and heels, and both horses are facing the animal in line with ropes dallied and tight.
21. Dally only, no tying on.

Event Rules

1. This event is to be one event only. It may be entered as 2 boys, 2 girls, or 1 boy and 1 girl on one team.
2. Points will follow the individual.
3. A dally team roper can only enter once at any rodeo with the partner of his or her choice.
4. All changes in lists of roping order to split horses, etc., must be made before any stock for that event is loaded in chute.
5. After stock is loaded, ropers must rope in order listed.
6. Header will start behind barrier using either box, and must throw the first loop at head.

7. Heeler must start from behind barrier line.
8. Time will be taken when steer is roped, both horses facing steer in line with ropes dallied and tight, horse's front feet must be on the ground and flag is dropped.
9. Each contestant will be allowed to carry only one rope.
10. Roping steer without turning loose of the loop will be considered a no catch.
11. Roper must dally to stop steer or change steer's direction.
12. No tied ropes allowed.
13. The word "dally" means one complete turn around the horn.
14. Ropers must be mounted when time is taken.
15. Steer must be standing up when roped by head or heels.
16. No foul catches can be removed by hand.
17. 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.
18. 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.
19. 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.
20. Event will be run with an open gate.

Scoring and Penalties

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestants out until time is recorded.
3. Judge is to flag time, then flag contestants out if run is not legal.
4. There will be a ten- second penalty assessed for breaking the barrier.
5. Roping steer without releasing loop from hand will disqualify catch.
6. Contestants will be disqualified for any abusive treatment of steer or their horses.
7. There will be only three (3) legal head catches:
    a. Both horns.
    b. Half a head.
    c. Around the neck.
8. If hondo passes over one horn, the loop over the other, the catch is illegal.
9. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
10. No rattling of chute. A timed event contestant may not have someone rattle the chute for him/her. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
11. When the contestant calls for the steer, no further assistance can take place after

that. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.

12. Any heel catch behind both shoulders is legal if rope goes up heels.
13. One hind foot receives five- second penalty.
14. The direction of the steer's body must be changed before the heel loop can be thrown. Any loop thrown before the completion of the initial switch will be considered a crossfire and no time will be recorded. However, if the steer stops or sets up before the switch, it must only be moving forward for the heel loop to be legal.
15. 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.
16. In the event that one partner in the team roping is disqualified, becomes injured or is unable to rope at the rodeo, the other roper may find another partner. The new partner may not already be entered in the Team Roping during that rodeo.
    a. The new partner will not be eligible to earn points in the team roping at that rodeo but may win money.
    b. The non-competing roper will be responsible for the entire entry fee once the final draw has been posted. In the case of a medical turn out, the non-competing roper is still required to pay the entire entry fee. No additional turn out fees will apply if a substitute is found.
17. If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight feet before steer regains his feet or team will receive no score.
18. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.
19. Broken rope or dropped rope will be considered no time.
20. If the front foot is in the loop when the header dallies, turns off and changes the direction of the steer, it will be an automatic no time.
21. Time should be taken with the average of two (2) times at all Rodeos.
22. Time will be taken to the first decimal.

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, contestants will get animal 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 he has made an error in flagging, he must declare a rerun before the contestants leave the arena.
5. A steer must be rerun 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 barrier penalties, then lap and tap start.
7. If artificial horns are jerked off, contestants will receive rerun on same steer, with no penalties other than barrier penalties.
8. In team roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the header and heeler remain behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

Officials

1. There shall be two timers, a field flag judge and a barrier judge.
2. A field flag judge must ask contestants if they want a second loop. 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 re placed.
6. If barrier flagman is used, the animal is to be flagged when crossing starting or deadline, in front of flagman.
7. Barrier judge shall be sure than nobody can stand close enough to barrier or barrier equipment to tamper with same.
8. A tape must be on hand for the barrier judge to measure score line.
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.

Equipment

1. Cattle neck ropes on steers must be tied with string, or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the team roping event.

3. Adjustable slide shall be used on all cattle neck ropes for cattle used in team roping event.
4. A mechanical barrier must be used.

Livestock Requirement

1. Steers must be uniform in weights and breed.
2. Animals used for this event should be inspected by the Rodeo Committee, Event Director, and the Judges prior to the first performance/slack. Objectionable ones will be eliminated prior to the first performance/slack.
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 three (3) head of animals will be brought back together. No animal may be repenned by itself.

Saddlebronc Riding

Time Limit

1. Saddlebronc riding shall be timed for eight (8) seconds.
2. Time to start when animal's inside front shoulder passes the plane of the chute.

General Rules

1. Contestant is not to use sharp spurs.
2. Fall - If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
3. No contestant will ride two head in the same event during a performance except for re rides.
4. Contestants may pull riggings, and cinch saddle from either side.
5. Any discrepancies must be brought immediately to the event director and judges before the event is complete.

Event Rules

1. This event is open to boys only.
2. Riding rein and hand must be on the same side.
3. Horses to be saddled in chute.
4. Rider may cinch own saddle.
5. Saddles shall not be set too far ahead on horse's wither.
6. Middle flank belongs to rider, but contractor may have rider put flank behind curve of horse's belly.

7. Flank cinch may be hobbled.
8. To qualify, rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground on its initial move out of the chute.
9. One arm must be free at all times and must not touch animal with the free hand.
10. The judge on the latch side of the chute gate shall serve as a backup timer in the saddle bronc riding event or a person assigned by the Arena Director may serve as the back- up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight seconds, the judge must go with the whistle.
11. 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 is taken.

Scoring and Penalties

1. Ride and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 0 to 25 on both bucking animal and contestant and use the full spread.
4. If a horse stalls coming out of the chute, either judge may tell contestant to take his feet out of the horse's neck and first jump qualification will then be waived.
5. Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
6. A rider will be given a no score for any of the following reasons:
    a. Being bucked off.
    b. Changing hands on reins.
    c. Wrapping rein around hand.
    d. Pulling leather.
    e. Losing stirrup.
    f. Touching self, animal, saddle, rein, etc., with free hand.
7. Riding with locked rowel or rowels that will lock on spurs. 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.
8. 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 arena.

Re Rides

1. The matter of re rides shall be decided by the judge.
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 the halter comes off. Rider must re ride or take no score for that ride.
7. No re ride will be given due to faulty or broken equipment furnished by contestant in any event.
8. If an animal that is drawn for a re ride is already drawn for another contestant in the same- go- round, the contestant with the animal drawn will take it before the man who draws the animal for a re ride.
9. If an animal that is drawn for a re ride is already drawn for another contestant in a later go- round, the contestant with the re ride in the prior go- round will take the animal first.
10. When a final head is to be ridden in riding events, at least two additional head of stock will be available for re rides.
11. Re rides may be given when stock fails to break, stops, or fouls the rider.
12. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a re ride given.
13. Contestants who are fouled at chute and declare will be entitled to a re ride at judges' discretion, or the spurring out rule may be waived.
14. If animal falls down out of chute, contestant will be entitled to a re ride at the discretion of the judges.
15. 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.
16. If rider takes same animal back, he must take that marking given on re ride.
17. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
18. 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.
19. If the pickup man or horse comes in contact with bucking horse before qualified time has elapsed, re ride will be given on the same animal drawn.
20. The last day, contestant may have same animal back if stock contractor is willing or re ride drawn if re quested. If stock contractor is not willing, re ride will be drawn.
21. 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.

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

Equipment

1. Riding to be done with a plain halter, one rope- rein and association saddle and contestant must supply own saddle.
2. Standard halter must be used unless agreement is made by both contestant and stock contractor.
3. Stock contractors may furnish their own halters and contestants may use them. If 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:
        i. 3/4 double- front edge of "D" ring must pull not further back than directly below center point of swell.
        ii. Standard E-Z or ring type saddle "D" must be used and cannot exceed 5 3/4 inch outside width measurement.
    b. Swell Undercut:
        i. No more than two inches—one inch on each side.
    c. Gullett:
        i. Not less than four inches wide at center of fork of covered saddle.
    d. Tree:
        i. Saddles must be built on standard tree.
    e. Specifications:
        i. Fork — 14" wide.
        ii. Height — 9" maximum.
        iii. Gullett — 5 3/4" wide.
    f. Cantle:
        i. 5" maximum height.
        ii. 14" maximum width.
6. Stirrup leather must be hung over bars.
7. Saddle should conform to the above measurements with a reasonable added thickness for leather covering.
8. No freaks allowed.
9. Front cinch on bronc saddle shall be mohair or neoprene and shall be at least eight (8) inches in width at the center, but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.
10. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouth piece may not be trimmed any smaller than the size required to cover all teeth.
11. All contestants must wear a vest designed to protect the chest and back while contesting in the Saddlebronc Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.

12. No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on bareback horses or saddlebroncs. Spur rowels must have five or more points.

Steer Wrestling

Time Limit

1. There will be a thirty (30) second time limit not including penalties.
2. Time limit for arena entry – 45 seconds can start any time after the barrier is strung. The judge can start stop watch any time and contestant will be unable to compete if they fail to start their run within this limit.

General Rules

1. Contestant may change horses between go's in Steer Wrestling.
2. Dogging Box—shall be part of the arena during dogging events.
3. Refer to Score Line Diagram.
4. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.
5. Lap and Tap - No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
6. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating- the-barrier penalty.
7. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string un broken, barrier judge may assess a ten- second fine. Otherwise this will not be considered a broken barrier.
8. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for bro ken barrier.
9. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a rerun without penalties.
10. If automatic barrier fails to work and stock is brought back, contestant must take same animal over during or immediately after the same performance.
11. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.
12. Steer belongs to contestant when he calls for it, regard less of what happens, with the following exceptions:
    a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap- and- tap start. Time already accumulated will be added to time used to

complete the qualifying run. If time is not recorded, the contestant will receive a 10- second penalty for any jump or any loop used.

b. In cases of mechanical failure.

13. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his steer back, providing contestant declares himself by pulling up.
14. Time to be taken between two flags.
15. It shall be the contestant's responsibility to check their stock to make sure it is the stock drawn for them or results in a no time.
16. 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.
17. Any discrepancies must be brought immediately to the event director and judges before the event is complete. The second/third run of cattle may not start until the discrepancy is resolved.
18. If a contestant runs out of turn, it will be an automatic No Time. Under special circumstances, the Judge and Arena Director can decide to roll to the next person.

Event Rules

1. This event is open to boys only.
2. Contestant must furnish own hazer and horse.
3. Anyone jumping from the off side in the steer wrestling must notify the rodeo secretary when entering, and if possible, the barrier should be arranged on the off side for such contestants.
4. Hazers are subject to contestant rules if acting as a hazer, a violation of rule by hazer will disqualify the contestant they are helping.
5. Hazer must not render any assistance to contestant while contestant is working with steer.
6. Contestant is considered working with steer when steer leaves the box.
7. Steer must be caught from horse.
8. If contestant jumps at steer, he accepts him as sound.
9. If steer gets loose, dogger may take no more than one step to catch steer.
10. After catching steer, wrestler must bring it to a stop or change its direction and twist it down.
11. If steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
12. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.
13. Wrestler must have hand on steer when flagged.
14. Contestant and hazer must use the same horse they leave chute with.
15. Hazer will be allowed to catch dogger's horse.
16. Contestant is required to turn steer's head so that he can get up.

17. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.
18. Event will be run with a closed gate.

Scoring and Penalties

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

Re Runs

1. In any timed event if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. No rerun will be given due to faulty or broken equipment furnished by contestant.
3. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
4. A steer must be rerun before it is used by another contestant. Fresh steers may be added to the herd after they have been bulldogged from horseback and thrown down. It is the responsibility of the steer wrestlers to throw the cattle, at a time mutually agreed upon with the stock contractor.
5. If fresh steers are missed in the steer wrestling, any steer missed in competition must be thrown down immediately following the performance or section of slack in which the steer was drawn. Such steer shall be thrown down by a person appointed by the Steer

Wrestling Event Director. Each steer missed in competition is to be thrown no more than one time.

6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
7. In steer wrestling, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the steer wrestler and hazer remain behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

Officials

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
3. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
4. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be re placed.
5. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
6. Height of barrier in timed events shall be from 32” to 36” measured at the center of the box.
7. The fairness of catch and throw will be left to the judges, and their decision will be final.
8. Field flagger is required to watch contestant and steer until animal is turned loose.

Equipment

1. Cattle neck ropes on steers must be tied with string, or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the steer wrestling event.
3. Adjustable slide shall be used on all cattle neck ropes in steer wrestling event.
4. The steer wrestling chute must have at least 30 inches clearance inside the chute and at the gate when in an open position.
5. In steer wrestling the score may be no longer than the length of the steer wrestling box, minus six feet, unless other arrangements are approved by the arena director.
6. Length of box to be measured from center of back end of box to center of barrier.
7. A mechanical barrier must be used and there must be at least a 12- foot box.

Livestock

1. Cattle used for steer roping, cutting or other events shall not be used for steer wrestling.
2. Animals used for this event should be inspected by the Rodeo Committee, Event Director, and the Judges prior to the first performance/slack. Objectionable ones will be eliminated prior to the first performance/slack.
3. Fresh steers added to bunch that have not been used must be bulldogged from horseback and thrown down. It is the responsibility of steer wrestlers to throw the cattle at a time mutually agreed upon with the stock contractor.
4. When fresh cattle are used, any fresh steer not thrown down during competition will be thrown down after completion of go-round. Contestants will be responsible to throw down such steers under the supervision of the arena director.
5. Contestant will not be required to compete on a crippled steer or steer with broken horn.
6. 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 re-penned by itself. Decisions will be made by the arena director about when stock is re-penned.
7. Boys Steer Wrestling Cattle:
    a. A minimum weight of 450 lbs.
    b. A maximum weight of 550 lbs.
8. Steer Wrestling cattle that are barred from any other association cannot be used

Score Line Diagram

Score Line Diagrams

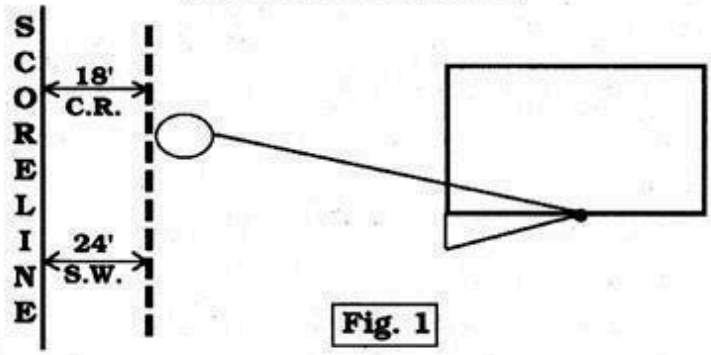


Fig. 1

SCORE LENGTHS: Length of the score line to be determined according to the livestock, the length of the arena, and the arena conditions. All score lengths are subject to Directors' or representatives' approval.

CR,BK: Mininum length of score will be the length of the roping box minus four (4) feet. Maximum length of score will be eighteen (18) feet.

SW: The score may be no longer than the length of the steer wrestling box minus six (6) feet, unless the box is less than fourteen (14) feet. In that instance the length of the score would be a maximum of the length of the box minus five (5) feet.

TR: The minimum length of the team roping score line shall be the length of the box minus two (2) feet.

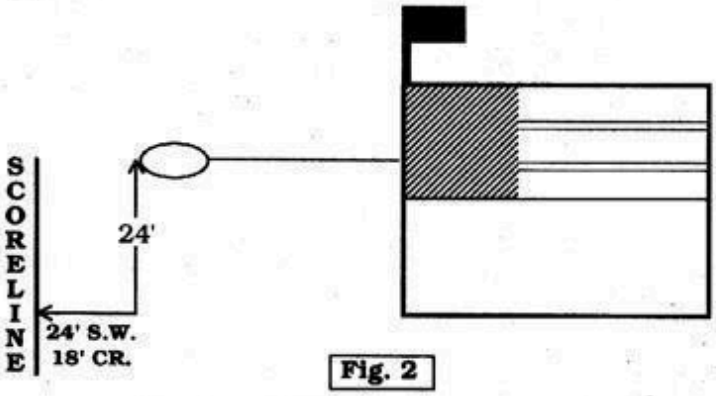


Fig. 2

Varsity Championship

General

1. Each CCRA approved team will be eligible for the Varsity Championship.
2. At each rodeo, each team will pick out four male contestants and four female contestants for the varsity team for that specific rodeo. Contestants placed on the varsity team will have points counted for each event they participate in. Points will be awarded according to how each member does. Duplicate events are allowed per varsity team.
3. Permit members are not eligible to be on a varsity team.
4. Permit rider points will not be counted therefore points will be strictly based on collegiate members.
5. Varsity teams can change between rodeo to rodeo, but the contestants must be selected 24 hours prior to the first performance of the rodeo.
6. The championship will be based on points and will be presented at the CCFR.
7. In the case where a team does not have four male contestants and four female contestants, they may have more than four contestants of the same gender selected or have a contestant selected in two separate events.

Canadian College Finals Rodeo

Qualification

1. The top twelve students in each event who are in good standing with the CCRA will be eligible to compete at the CCFR. CCFR eligibility will be based on spring rodeo eligibility and remaining in good standing within their institution. Additionally, students must have complied with all fundraisers, and paid all fees and fines prior to the Finals.
2. If there is a tie for twelfth place, each contestant will advance to the Finals. If there is a tie for twelfth in the team roping, both contestants and their partner according to standings will make it.
3. If there are not twelve contestants in an event throughout the year, all students who entered a regular season rodeo will be eligible to compete as long as they are in good standing and meet all requirements.
4. If there are more than twelve contestants who competed in the regular season rodeos, but less than twelve who have accumulated points, the executive will decide on who is eligible to compete. This decision will mainly be based on rodeo count.
5. If there are less than twelve contestants to complete in an event, it will be up to the executive to decide if there will be high school contestants invited to compete at the Finals. Invitees will pay entry fees and compete for the payout but will not be eligible to win the championship or any hardware prizes.

6. If there is a tie for anything below twelfth place that needs to be broken, it will be up to the executive to decide who is eligible to compete. This decision will mainly be based on rodeo count.
7. Permit riders are eligible to compete at the CCFR as long as they have a rodeo count of 50% or greater of season rodeos. They are only eligible to compete for payout and no hardware prizes or championships.

General

1. All students competing at the CCFR must cooperate with the ground rules of the hosting committee/CCRA puts in place. Failure to cooperate with the rules could result in disqualification from the Finals.
2. Each team affiliated with the CCRA must bring in a minimum of $500 for sponsorship for the CCFR.
3. Each team affiliated with the CCRA must provide at least two volunteers for every performance of the CCFR.
4. In case of a tie for the championship, the winner will be selected with the better average from the weekend.

Payout

1. Each event at the College Finals will pay out first through fourth place per contestant:
   • First - $500
   • Second - $300
   • Third - $200
   • Fourth - $100
2. In any event that there are not 4 qualified runs or times in a Finals event, 50% of the ground money will be paid out and 50% of the ground money will be kept to cover CCFR expenses.
3. There will be no payout in the average.
4. In case of a tie, money will be added together and split evenly between the tied contestants.

Points

1. Each round at the College Finals will give points from first through fifth place in each event:
   a. First – 100
   b. Second – 90
   c. Third – 80
   d. Fourth – 70
   e. Fifth – 60

2. The average is defined as the best cumulative time or best cumulative score dependent on the event. Points will be awarded in the average from 1st to 12th starting at 120 points, then 110 points etc.
3. The Collegiate and High Point Champions will be awarded based on points.
4. In case of a tie, points will be added together and split evenly between the tied contestants.