

# 2016 RULE BOOK



*Winners are not people who never fail, but  
people who never quit*

## MJRC RULES

### **Purpose of the MJRC:**

1. To provide rodeo for cowgirls and cowboys 19-years-old and under (as of January 1<sup>st</sup>)
2. To honor cowgirls and cowboys earning awards with year-end recognition
3. To promote good sportsmanship for all young rodeo athletes
4. To create friendships among rodeo families

President: Ray Holmes

Vice President: Doug Jackson

Association Secretary: Alaina Holmes

Rodeo Secretary: Heidi Lyons

Treasurer: Emily Moore

Board Members: Adam Smith, April Smith, Bobby Rinehart, Stacey Rinehart, Cassie Nichols, Melvin Priest, Terri Priest, Regina Robbins, Tonya Jackson, Karen Dobbs, Johnny Dobbs and Jim Fultz

**INJURY LIABILITY:** The Missouri Junior Rodeo Circuit and board of directors assume no responsibility or liability for injury or damage to the person, property, or animal of any owner, contestant, or assistant. Each participant by the act of entering waives all rights or claims against MJRC and board of directors for injuries he or his property may sustain.

### **GENERAL MJRC RULES:**

1. MJRC rule book is to be the official rule book of the MJRC.
2. The NHSRA rule book shall back up the MJRC rule book in the case of discrepancies.
3. If rule discrepancies still arise, the MJRC rule book shall be backed up by the PRCA rule book.

### **ARENA DIRECTORS:**

- Queen/Princess, silent auction & 50/50: Cassie Nichols
- Goat Tying: Regina Robbins
- Pole Bending: Doug Jackson
- Roping Events: Jim Fultz
- Barrels: Karen and Johnny Dobbs
- Chute Doggin: Tanya Jackson
- Rough Stock: Adam and April Smith
- Mutton Busting: Bobby and Stacy Rinehart

### **PARENTS CODE OF CONDUCT**

Prior to any member or non-member competing in a rodeo, the member or non-member's parents must have on file with the Association a signed "Parents Code of Conduct." In the case of members and non-members eighteen or older, that member or non-member participant may sign the Parents Code of Conduct. Parents may be fined up to \$250 or loss of membership for their child or children as determined by the judge and/or the Board of Directors.

The Parents Code of Conduct is as follows:

#### **PARENTS ARE EXPECTED TO:**

1. Remember that children participate in rodeos to have fun and that the rodeos are for those children, not adults
2. Know the rules of the association and follow them
3. Refrain from using social media to vent your anger about a judges call or board's decision at any MJRC event.
4. Present a positive role model for all contestants and encourage sportsmanship by showing respect and courtesy to other contestants and parents.
5. Demonstrate positive support for all contestants, judges, officials and spectators at every rodeo and every event with MJRC
6. Refrain from any kind of unsportsmanlike conduct with any judge, officials, contestant or parent such as looing, taunting, or using profane language or gestures during the rodeo
7. Act to prevent any behaviors that could endanger the health and wellbeing of the contestants and stock
8. Encourage their child to follow the rules and resolve conflicts without hostility or poor behavior

9. Encourage their child to treat other contestants, judges, officials and spectators with respect regardless of race, creed, color, sex or ability
10. Do not ridicule or yell at their child or other contestants for making a mistake or losing a competition
11. Respect the judges and officials by following the rules for questions about calls or procedures and not confront judges or officials in the arena or from the grandstands during an event.
12. Adhere to the rules forbidding the use of alcohol during the rodeo.
13. Remember that the primary purpose of youth rodeo is to teach responsibility, respect, and character that will serve the contestant well as they become young adults.
14. No animal abuse in the arena.

**AGES:**

PEE WEE age 9 and under as of January 1st

JUNIOR age 10-14 as of January 1st

SENIOR age 15-19 as of January 1<sup>st</sup>

**All contestants shall observe ground rules set by the MJRC.**

1. Married youth are allowed to ride as long as they are within the age limits.
2. If a junior contestant wishes to participate in senior events, he or she must give the secretary notice before the start of the rodeo. Once the decision is made to move up it cannot be reversed. If the decision is made during the rodeo year all junior points will be forfeited.
3. No contestant will be allowed to complete an exhibition run prior to completing their competition run, unless during a specific paid exhibition period prior to the start of the rodeo.
4. Only contestants will be allowed to register complaints and these must be placed first through the Contestant Event Director or Arena Director during the event in which the question arose. Under no circumstance shall a contestant approach a judge with a complaint. A contestant in rough stock events and roping events may ask the judge for a re-ride.
5. No person shall be allowed in the arena during a rodeo performance unless entered in an event or as an assistant. This rule shall be enforced by the Arena Director and Rodeo Officials.
6. In Timed Events, the contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the first barrel/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.
7. All contestants will leave the arena immediately after contesting or assisting.
8. The decision of any judges, flagmen or timers will be final, and no protest by contestant will be permitted, except first through Arena Director or Event Director. Such protest shall be made before the end of the performance in which the question arose. If the Arena Director determines that the protest is based upon a possible misinterpretation of an event rule, Arena Director shall, at the first convenient opportunity, describe the protest and the interpretation of the rule upon which it is based to the judge. If the judge agrees that an erroneous ruling was made and that the error is correctable, then the judge shall modify the ruling accordingly. Otherwise, the decision shall stand.
9. No contestant may talk to a judge or timer in any way while an event is going on. Exception to this rule is for a contestant to ask for a re-ride in rough stock or roping events.
10. Questions may be addressed to the judge no sooner than at the end of the event for that performance. Exception is for a contestant to ask for re-ride in rough stock or roping events. Re-rides must be requested immediately by the contestant.
11. Any contestant violating this regulation may be disqualified by the judges or the arena director.
12. All contestants are required to read the rules carefully, particularly those relating to the contests or events in which they enter.
13. Failure to understand rules will not be accepted as an excuse.
14. Western Shirt—button or snap down shirt, with wrist length sleeves. Must have collar and cuffs.
15. Western boots must be worn and sneaker type "sport shoes" are not acceptable footwear.
16. No sweatshirts, T-shirts, or pullovers allowed.
17. Cowboy Hat—2 1/2 inch minimum brim; five (5) inch minimum crown. Helmets may be worn in lieu of western hats while in competition.
18. No electrical devices may be used by a contestant or on his horse.
19. In rodeo events a complete go-round must be finished before any contestant can compete on his next head of stock or timed event.
20. No contestant may compete on the same head of stock twice at any one rodeo in the same event, except for re-rides or reruns.
21. Rodeo Judges or Arena Directors may inspect any contestant's equipment before, during or after a rodeo performance for safety and rule infractions.
22. No rerun will be awarded due to faulty or broken equipment furnished by the contestant in any event.
23. Contestants, working board members and paid rodeo personnel shall not have to pay a gate entry fee at the performance in which they are competing in as a paid contestant or working employee. Parents, non-competing siblings, and all spectators will pay a gate admission.
24. Contestants should check in and pay fees to the rodeo secretary at least ½ hour prior to the rodeo start. There will be \$10 late fee for anyone who fails to do so.
25. There will be a \$25.00 return check for any returned check regardless of the reason. No check will be accepted from anyone who has more

than 1 returned check.

- 26. If a contestant fails to show up at a MJRC rodeo that they are entered in, without notifying the Rodeo Secretary in advance, entry fees and stock charge will have to be paid in each event before they can compete in another MJRC rodeo.
- 27. A list of members and non-members who have nonpayment of fees, fines, or bad checks will be kept by association secretary. Anyone on this list will not be allowed to enter a MJRC approved rodeo until paid.
- 28. All contestants must use a western saddle on their horse during every timed event, no riding bareback.

**ATTIRE:**

- 1. Contestants, parents, adults, helpers, and assistants must wear western attire: western hat, long sleeved shirt (must be button or snap down shirt, with wrist length sleeves, with collar and cuffs. No sweat shirts, T-shirts or pullover sweaters allowed), western boots, and western trousers at all times during a performance while in the following areas:
  - (a) Arenas
  - (b) Chute areas.
  - (c) Stock working areas.
- 2. Shirt sleeves must be rolled down.
  - (a) The only exception to this rule will be in bareback riding and bull riding; a rider may roll up sleeves two rolls, not to exceed the elbow on riding arm only, when competing.
  - (b) Violators of this rule will be disqualified upon the discretion of the judges or the arena director.
- 3. All Contestants must have shirrtails tucked in at start of their competition.
- 4. Western attire per dress code is required for contestants for all rodeos.
- 5. No tobacco or alcohol patches, stickers or advertising allowed on contestant's attire or equipment.
- 6. Any hat intentionally removed during a performance will result in a 5 second penalty
  - (a) Contestant "must" have their hat on their head when they break the plane of the arena, the plane of the roping box, or the plane of the bucking chute. Failure to do so will result in a 5 second penalty.
- 7. All rodeo personnel must comply with the dress code, with the exception of the Rodeo Secretary, Association Secretary, Timers, and Gate Keeper.

**RULES FOR POINTS**

- 1. Contestants must pay their membership dues PRIOR to competition at that rodeo.
- 2. Contestant must submit a signed, notarized application to the Rodeo Secretary or the association secretary at that rodeo in order for the points to count.
- 3. All members must submit a signed notarized application and a copy of their birth certificate to the association secretary.

**POINTS AND PAYBACK**

- 1. Point system shall be 10-9-8-7-6-5-4-3-2-1.
- 2. In the event a non-member places in the points, the next MJRC member will move into placing for points only. Any controversy shall be addressed with the point tabulator. All will be run thru a point audit system be for they are considered official.
- 3. Any two go-round rodeos will have points given in each go-round and the average. Average will be figured on times.
- 4. Payback will be determined by the number of contestants

# of contestant	Monies	Percent
1-4	1	100
4-8	2	60-40
9-12	3	50-30-20
13 or more	4	40-30-20-10

**FEES**

- 1. A standard set of entry fees will be used at all MJRC approved rodeos.
- 2. A \$9 association fee per contestant, per rodeo, will be collected at entry.
- 3. A rodeo secretary fee of \$1.00 per will be collected at entry.
- 4. There will be a \$2 worker fee collected per entry.
- 5. These fees per contestant, per rodeo will be collected by the rodeo secretary to be distributed for the associations' general fund, finals, and awards.
- 6. A contestant will be charged a \$10.00 late fee if entry is received or taken after call-in.

EVENT	EVENT FEE	STOCK/CHARGE	TOTAL
Senior Bareback	18	20	38
Lil broncs/Pee Wee/Junior Bareback	10	15	25
Bull Riding	18	20	38
Steer Riding	13	11	24
Calf Riding	10	11	21
Chute Dogging	13	11	24
Team Roping	23	11	34
Sr Girls Breakaway	13	11	24
Jr Girls Breakaway	10	11	21
Jr Boys Breakaway	10	11	21
Pee Wee Breakaway	10	11	21
Calf Roping	13	11	24
Sr Barrel/Poles/Goats	13	9	22
Jr Barrel/Poles/Goats	10	9	19
Pee Wee Barrel/Poles/Goats	10	9	19
Mutton Bustin	10	10	20

### JUDGES

1. MJRC APPROVED JUDGES: Judges must be familiar with all approved events, as well as all MJRC rules governing conduct of the Rodeo. If a contestant has a complaint about a judge, a general membership meeting may be requested for the grievance to be heard.
2. In all rough stock events, one judge will carry a stop watch to be used at all rides from start to the time in the judge's opinion the rider disqualifies in any manner. In case of a dispute between the sound of the timers signal and the judges watch as to whether or not the contestant successfully completed the 4, 6, or 8 second ride, the judges watch shall be the official time.
3. In all rough stock events, time will start when the animal's front shoulder passes the plane of the chute.
4. Rough stock should be drawn by the judges or Rodeo Secretary and posted no later than 10 minutes prior to the start of the rodeo.

### MJRC FINALS RODEO

1. MJRC finals rodeo should be held during the fall months. Location and dates to be determined by the MJRC board.
2. Contestants must be paid up members of the MJRC.
3. All contestants at the MJRC finals rodeo must pay a sponsorship fee that is to be determined by the board.
4. At finals the contestant will be charged one office fee per performance.
5. To be eligible to work the finals rodeo, you must be a member in good standings, meaning all fees are fines be paid in full. This includes clowns, judges, timers, pickup men, and contractors.
6. To qualify for the finals in an event, you must have participated in the event at 50% of the rodeos. 100% of the finals points (1<sup>st</sup> go, 2<sup>nd</sup> go, and avg.) will then be added to your adjusted point total to achieve your year end points total. This points total will be used to determine the all-around champion also.

### YEAR END AWARDS

1. Must be a MJRC member in good standings to be eligible for Year End Awards.
2. Tie-Breakers: One award will be awarded per placing per event for Year End Awards. Number of placings awarded will be at the discretion of the Board. In the event of a year-end points tie for any placing, the tie will be broken by:
  - a. Total money won in that event for the year.
  - b. In the event that a tie still exists after considering points and total money won, ties will be broken based on overall average times or points. In timed events, lowest overall average time will be announced the winner. In stock events, highest overall average points will be announced the winner.
3. An event shall average 3 contestants per rodeo in order to award a large year-end award. This ruling may be over-turned based on the MJRC financial status, at the discretion of the Board of Directors.

**ALL AROUND COWBOY COWGIRL:** An All-Around Cowboy or Cowgirl will be chosen on high point. The high point contestant must have competed in and attended finals in 2 or more events. In the event no one places in two events, high point contestant who competed in two or more events will have precedence over one who competed in one event for all-around.

**ROOKIE OF THE YEAR:** Rookie Cowboy and Cowgirl in each age group will be chosen on points the same as All-Around except contestant must be first year competing member in the MJRC.

**STOCK:**

1. Contestant will be disqualified for being in a pen with the livestock at any time except when accompanied by stock contractor, arena director, or a judge, or when assigned to work in those pens.
2. Mistreatment of Rodeo Stock or contestant's horse will result in disqualification.

**RODEO:****Disqualification may occur for, but is not limited to:**

1. Refusing to contest during a performance on an animal drawn for him.
2. Not being ready to compete when called upon. Each contestant will be called 3 times to the gate with 15 seconds between each call. After three calls, the contestant will be disqualified.
3. All contestants of the MJRC must make an effort when competing in the arena.

**Scratches at a Rodeo:**

1. Any contestant that scratches an event after registration that he signed in for at registration.
2. A contestant may drop out of any event due to injury to him or herself or horse. A doctor's or D.V.M.'s excuse must be presented to the rodeo secretary to release the contestant.
  - a. Contestant Rodeo Secretary and Arena Director for authorization.
  - b. A contestant with a visible injury or illness may turn out of any event at a rodeo without a doctor's written excuse provided notification of such turnout is authorized by a judge or Arena Director at that given rodeo. If a contestant has drawn out with a visible injury, he/she must have a doctor's release to resume competition at that rodeo.
3. Any contestant that has been injured and has received medical care at a hospital or urgent care facility must have a doctor's release before the contestant is allowed to resume competition at that rodeo. If a contestant has presented a doctor's release to draw out, he/she must present another doctor's release to resume competition at that rodeo.

**CONDUCT:**

1. A contestant shall not have any association with alcoholic beverages, narcotic or other non-medicinal drugs while in attendance at any approved MJRC event.
2. Contestants will be disqualified for the use of tobacco products while in the arena during any rodeo performance.
3. Rowdiness, quarreling or fighting in the actual domain of the arena at any time, or any place during the duration of the Rodeo will result in disqualification.
4. Conduct or speech of any kind detrimental to the best interests of the MJRC or the sport of rodeo while in attendance, or coming to and going home from a rodeo, will result in disqualification.
5. Contestants will be disqualified for vandalism at any place or any time.
6. Cheating or attempting to cheat will result in disqualification.
7. Any contestants or parents attempting to fix, threaten, bribe, influence, harass or coerce any rodeo official at any time between opening and closing of a rodeo will result in disqualification.

**ARENA DIRECTORS**

1. Purpose of arena directors is to assure that the rodeo is conducted in accordance with MJRC Rule Book, to the best interest of the contestant.
2. Arena Directors will be responsible for carrying out the duties stated herein.
  - a. Management of their respective arena before and during the rodeo.
  - b. Carrying out MJRC rules and responsibilities as stated in rulebook.
  - c. Stock Contractors and host committee will abide by the arena director's decisions.
  - d. It shall be the arena directors' responsibility to see that contestant competes on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
3. Any undesirable conditions will be ruled on by the Arena Director.
4. All judges will meet with Arena Directors before the rodeo and discuss their respective events, and judging procedure.
5. An Arena Director may declare particular animals unsatisfactory. Upon notification, either written or verbal, stock contractor shall eliminate such animal from competition draw.
6. Arena Directors are to be approved by the MJRC board members.
7. In the event any two (2) Board Members question an Arena Directors decision the board may convene and over-rule as a Board decision.

**Timers: Personnel:**

1. Timers must have prior experience with electric timers.
2. Timers must work from the same position in all performances of that go-round.

3. Management must provide a place for official timers and announcers to work without obstruction or interference.
4. Management must position timers at a place that will facilitate for good communications with the Arena Director, judges and announcers.

**Timers: Equipment:**

1. Electric Timers:
  - a. Equipment necessary: Twin units of battery-power electric eyes with one electric-power digital clock and one hand-held battery-power digital watch in thousandths shall be used. The official time shall be the time captured 1<sup>st</sup> by the electric eyes, and second if necessary by the digital watch.
  - b. 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.
  - c. Complete electric timer must be backed up by a flagman. One timer will record the times that appear on the electric eye controlled readout. The other will operate the digital watch and record the average time which is shown thereon. These two timers will operate from the flagman's signals.
  - d. 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 the pattern for each performance.
  - e. Line on fence for flagman should be well marked. These markers should be checked every performance along with the barrel markers and restaked if pulled out. A record of these measurements shall be kept.
  - f. Set timer beforehand in the same height and position and lock the legs.
  - g. Barrels are not to be used as stands for the electric eye timer devices.
2. Electronic Timer Failures:
  - a. The digital handheld watch to be second back up time.
  - b. 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 the Arena Director.
3. Events with 30 second/one minute time limit may have penalties which will exceed the 30 second/one minute time limit.
4. 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.
5. All riding events shall be timed for four (4), six (6), or eight (8) seconds, that time to start when the animal's inside front shoulder passes the plane of the chute.
6. Tie Down Roping, Breakaway Roping, Team Roping, and Steer Wrestling:
  - a. These events shall be conducted with an open catch pen gate at any rodeo. Except for at any rodeo with an average.

**ANIMAL WELFARE**

1. 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.
2. A neck rope and keeper must be used on a horse. If horse stops and calf hits the end of rope in such a manner that calf busts himself, roper will not be responsible. Contestant must adjust rope and reins in such a manner that will prevent horse from dragging calf. Rope to be removed from calf's body as soon as possible after "tie" is completed. Roping calves shall weight at least 180 pounds each, and be strong and healthy.
3. All chain, metal and wire tie-downs, nosebands and bosals must be completely covered where it comes into contact with the horse's skin.
4. The placing of fingers in eyes, lips, or nose of steers while wrestling same is forbidden.
5. Animals for all events will be inspected before the draw, and no sore, lame, sick, or injured animal, or animals with defective eyesight shall be permitted in the draw at any time. Should an animal become sick or be injured between the time it is drawn and the time it is scheduled to be used in competition, that animal shall not be used in competition and another animal drawn for the contestant as provided in the MJRC rule book.
6. No animal shall be beaten, mutilated, or cruelly prodded. Standard cattle prods shall be used as little as possible. In the rough stock events, once an animal is in the chute, no cattle prods will be allowed except in the case of a bareback riding or saddle bronc horse that stalls and only with the agreement of the contestant, stock contractor and judge. Cattle prod will only be used when the horse turns head out of the chute and then it can only be used on the hip or shoulder area. Prods will not be used on bulls once they are in the chute except to move bull from chute to chute.
7. A conveyance must be available and used, if possible, to remove animals from the arena in case of injury. Animals removed from the arena pursuant to this section shall be placed in a situation as isolated and comfortable as possible to reduce stress.
8. No sharp or cutting object in cinch, saddle girth, or flank straps shall be permitted. Only sheepskin-lined flanking straps shall be used on bucking horses and shall be of the quick-release type. Sheepskin-lined flank straps shall be placed on the animal so the sheepskin covered portion is over both flanks, and the belly of the animal. No bull tails will be allowed under flank straps.
9. No "loose ropes" allowed in bareback bronc riding.
10. No stimulants or hypnotics to be used, or given to any animal used for contest purposes.

11. Chutes must be constructed as to prevent injury to stock. Maintenance men and equipment shall be stationed at chutes to assist in removal of any animal should it become caught. The arena shall be free of rocks, holes and obstacles.
12. Clowns are not to abuse stock in any fashion.
13. No small animal or pets allowed in arena where restraint is necessary or subject to injury or attack by another animal.
14. Livestock to be removed from arena after completion of entry in contest.
15. Use of fireworks to fight animals prohibited.
16. Contestant will be disqualified for any mistreatment of Stock.
17. No stock should be confined in vehicles beyond a period of 28 hours without being unloaded, properly fed, and watered. When animals are carried in conveyances in which they do have proper food, water, space, and opportunity to rest, the provisions for unloading shall not apply.
18. Any animal that becomes excessively excited so that it gets down in the chute repeatedly, or tries repeatedly to jump out of the chute, or in any way appears to be in danger of injuring itself, should be released.
19. No foreign objects or ropes may be attached to the horns or any part of the bull after loaded in the chute except in the case of assisting a chute fighting bull and then the rope must be arranged so that it removes itself once the bull is released from the chute.
20. The MJRC animal welfare rules are to be enforced on the entire grounds of any approved rodeo including but not limited to the practice and jackpot arenas, stall areas, warm-up areas, etc.
21. The MJRC makes every effort to ensure that all contestants, contractors, and committees are fully aware of rules regarding humane treatment of all rodeo livestock.

## **PEEWEE BOYS and GIRLS, JUNIOR GIRLS and SENIOR GIRLS**

### **CLOVER-LEAF BARREL RACING**

#### **I. 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. The barrels and the starting line will be permanently marked for the entire go-round.
4. The horse's nose will be timed as it crosses the starting line.
5. A horse can only be ridden one time per age group.
6. 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.
7. Following barrel racing events, the pattern will be dragged or leveled.
8. A contestant may enter the arena at the speed of his/her choice.
9. Contestant may change horses in this event.

#### **II. Time Limit:**

Contestant will be allowed legitimate time from the time he/she enters arena gate until his/her time starts by Field Flagger or electric eye.

Contestant must keep forward motion at all times.

#### **III. Event Rules:**

1. The barrels must be twenty (20) feet, at least, from the arena fence.
2. The arena conditions will enable you to determine the distance that the barrels can be apart, provided they are at least 20 feet from the fence.
3. The clover-leaf pattern is the only approved pattern in this event.
4. Touching barrel is permitted by horse or contestant.
5. The front two barrels shall be twenty (20) yards (60 feet) from the starting line as required by arena conditions.
  - a. The maximum distance between the two front barrels shall be thirty (30) yards (90 feet) arena conditions permitting. The maximum distance between the two front barrels and the back barrel shall be 35 yards (105 feet) arena conditions permitting. This may be changed according to arena conditions.
  - b. The contestant may start on either the right or left barrel.
    - (1) When starting on the right barrel there will be one right turn and two left around the barrels.
    - (2) When starting on the left side, there will be one left and two right turns around the barrels.

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

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. 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.
4. Not following the clover-leaf pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the off side. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.
5. Judge will determine legitimate problem for prestart time.

6. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
7. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.
8. A five (5) second penalty will be assessed if the contestant enters the arena without their hat on their head.
9. 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.
10. Assistant helping contestant will be allowed to assist inside the arena gate but once that forward motion is started from a single spin or pivot the assistant may not assist any further. When using the alleyway and closing the back gate on alleyway for stopping, assistant can offer assistance to riders up to the main arena gate, at the discretion of the arena director.
11. The contestant is allowed a running start if the gate is centrally located. 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.

**V. Reruns:**

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.
3. Contestants will carry any penalties with them if they are granted a rerun. If the barrel racing is moved, postponed or rerun for safety reasons due to ground conditions, reruns will be penalty free.

**POLE BENDING – PEEWEE BOYS and GIRLS, JUNIOR GIRLS and SENIOR GIRLS**

**I. General Rules:**

1. Starting lines in pole bending will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. No two contestants may ride the same horse in the same age group.
4. The horse's nose will be timed as it crosses the starting line.
5. The poles and the starting line will be permanently marked for the entire go-round.
6. During pole bending events, the arena will be dragged at regular intervals, to be determined by the management. Turnouts and releases must be included in the count.
7. Following pole bending events, the pattern will be dragged or leveled.
8. A contestant may enter the Arena at the speed of their choice.
9. Contestant may change horses in this event.

**II. Time Limit:**

Contestant will be allowed legitimate time from the time they enter arena gate until their time starts by Field Flagger or electric eye, but must keep forward motion at all times.

**III. Event Rules:**

1. The pole bending pattern is to be run around six poles.
2. 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.
3. 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.
4. Poles must be straight in line.
5. Touching poles is permitted by horse or contestant.
6. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
7. Diagram of pattern.

**IV. Scoring and Penalties:**

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a pole is a five (5) second penalty, per pole.
4. Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.
5. 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.
6. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive a no time.

7. If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
8. A five (5) second penalty will be assessed if the contestant enters the arena without their hat on their head.
9. 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.
10. Assistant helping contestant will be allowed to assist inside the arena gate but once that forward motion is started from a single spin or pivot the assistant may not assist any further. When using the alleyway and closing the back gate on alleyway for stopping, a assistant can offer assistance to riders up to the main arena gate, at the discretion of the arena director.
11. The contestant is allowed a running start if the gate is centrally located. 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.

#### **V. 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 recorded from digital watches, contestant will be given a rerun at a time designated by the Judges and Arena Director, plus any penalties.
3. 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.

### **BREAKAWAY ROPING**

#### **I. General Rules:**

1. Contestant may change horses in breakaway roping.
2. Roping Box--shall be part of arena during roping events.
3. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
4. Lap and Tap - No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
5. 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.
6. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten-second fine. Otherwise, this will not be considered a broken barrier.
7. If automatic barrier does not work, but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
8. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a rerun without penalties.
9. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
10. 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 arena director's responsibility to see that contestant competes on the stock drawn for her. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
15. Calves horns must be under 2" inches.

**II. Time Limit:** There will be a sixty (60) second time limit. The judge will determine legitimate time allowed before contestant calls for animal.

#### **III. Event Rules:**

1. Rope is to be tied to the saddle horn with nylon string. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A white flag that is visible to the flagman or judge must be attached at the knot end of the rope.

2. Rope must be tied to the horn with a nylon string and may not be run through bridle, tie down, neck rope or any other device.
3. String will be provided and will be inspected by designated official before each contestant competes.
4. The second rope must remain tied until used and must not be broken away from the saddle horn.
5. At a rodeo with an average, only 2 ropes maybe carried. The second loop has to be pre built (it cannot be built once the roper enters the arena). The end/out gate will be closed. The 60 second rule still applies.
6. Only a white cloth must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
7. The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head.
8. Rope must be released from contestant's hand to be a legal catch.
9. Ropers must be mounted when time is taken.

#### **IV. 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 they break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, un-dally the rope and then stop 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. No encouragement can take place by the assistant after the contestant calls for the calf. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.

#### **V. Reruns:**

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be re-penned by itself. Decisions will be made by the arena director about when stock is re-penned.
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. The digital clocks malfunction and no time was recorded from digital watch, 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.

### **GOAT TYING GIRLS**

#### **I. General Rules:**

1. Starting lines in goat tying will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The stake and the starting line will be permanently marked for the entire Rodeo.
4. A contestant may change horses in this event.
5. A contestant may enter the arena at the speed of her choice.
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. Optional: 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. During Goat Tying, it is not necessary to drag the arena at regular intervals, unless deemed necessary by the Arena Director.
12. 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.

**II. Time Limit:** There will be a sixty (60) second time limit

**III. 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 (10) feet in length.
5. Stake should be completely under the ground so that no part of it is visible or above ground.
6. The contestant must be mounted on a horse when entering the arena and must ride from the starting line to 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 leather string, pigging string or rope. No wire is to be used in the goat string.
7. If the goat is down when the contestant reaches it, goat must be elevated high enough 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, hooley 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 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 an extra 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 a different goat regardless of the possible difference in runs or ties on the goat.
16. Assistant helping contestant will be allowed to assist inside the arena gate but once that forward motion is started from a single spin or pivot the assistant may not assist any further. When using the alleyway and closing the back gate on alleyway for stopping, assistant can offer assistance to riders up to the main arena gate, at the discretion of the arena director.
17. The contestant is allowed a running start if the gate is centrally located. 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.

**IV. Scoring and Penalties:**

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. The tie will be passed on by a field judge and if it is not secure for six seconds, the contestant will receive 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 over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
6. If the goat should break away because of the fault of the horse, the contestant will receive no time between flags.
7. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.
8. Assistant helping the goat tying contestant will not be allowed to go past the time line when they are entering the arena or the contestant will receive a no time.

**V. Reruns:**

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

**VII. Equipment**

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

## **BOYS GOAT TYING (Same as girls with these exceptions) (For Pee Wee and Jr boys only)**

### **MJRC Goat Tying Rules with the following addition:**

1. Boys will be required to tie goats with a piggin' string only, except for the peewee boys they may use their choice of string.
2. Contestant must string front leg and then cross and tie any three legs with a piggin' string. There must be at least one wrap around all three legs and finished with a half hitch or hooley. A hooley is a half hitch with a loop, the tail of the string may be partly or all the way pulled through.

## **GOAT UNDECORATING- Pee Wee Boys/Girls 6 & under**

**Time Limit:** There is a sixty (60) second time limit for Goat Undecorating

### **GENERAL RULES**

1. Goat Undecorating goats will NOT be changed during this event. All contestants will use the same goat. Pygmy goats are allowed for this event only.
2. Only one contestant is allowed in the arena at one time.
3. Goat will be staked on a ten (10) foot rope, one hundred (100) feet from the starting line. The stake shall be level with the surface of the ground.
4. Until the time starts, the goat will be held in a vertical position behind the stake by its collar.
5. Time starts when the contestant crosses the start line and rides towards the goat. Time will stop when the contestant crosses the chalk line (chalk line is 15 feet behind goat stake, 115 feet from timer) after the ribbon has been removed.
6. The contestant is to dismount and remove ribbon from the goat's tail.
7. To qualify a legal run, the contestant must remove all or a portion of the ribbon from the goat's tail.
8. If you compete in this event you cannot compete in Peewee goat tying as well, you must choose one or the other.
9. Penalties please refer to GOAT TYING RULES

## **MUTTON BUSTING, GIRLS AND BOYS AGES 6 AND UNDER, 60 POUNDS AND UNDER**

1. Each contestant shall be weighed prior to entering their first rodeo in this event. On that day, the contestant shall be 6 years and under as of January 1<sup>st</sup> of that year, and shall weigh 60 pounds or less. Contestants will only be weighed the first time they enter.
2. No ropes will be tied hard and fast to sheep. No contestant will be tied on the sheep. Only ropes similar to bull and steer riding ropes may be used.
3. This event will be a point and finals event, and will be held at all MJRC sanctioned rodeos. Dress code will be enforced for all contestants and helpers.
4. Mutton Busting is a rough stock event, and as such, a protective vest and helmet must be worn while competing, no exceptions. The helmet must be one manufactured and sold for Rodeo. Bicycle helmets will not be allowed.
5. Number of places paid pack will depend on number of entries.
6. Points earned in Mutton Busting will not be counted toward the All Around.

### **SCORING**

1. Contestants are required to ride 4 seconds to receive a score.
2. Ride and animal to be marked separately.
3. The ride is marked according to how much the contestant spurs the animal.
4. Mutton Busters may ride with only one hand on the rope. Free arm must not touch the animal during the duration of the scoring period.
5. Scoring to be 1-25 points on the stock, and 1-25 points on the contestant, by each judge, for a total possible of 100 points.
6. A 15ft. half circle will be drawn or placed in front of the bucking chutes. If any part of the sheep leaves the circle area, a re-run will not be given. The ride will be scored as is.

## **BULL RIDING-STEERS-CALF RIDING (GIRLS AND BOYS)**

### **I. General Rules:**

1. Contestant is not to use sharp spurs. No part of spur may have sharp edges including rowels and wire locks.
2. Contestant will have the right to call judge to pass on whether or not animal is properly flanked to buck the best of its 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 ropes from either side.
6. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
7. Bull horns must be tipped to a half-dollar, steers tipped to a dime, calves must be tipped or tennis balls may be used to cover sharp ends.

### **II. Time Limit:**

1. Bull must be ridden eight (8) seconds. Steers must be ridden six (6) seconds. Calves must be ridden four (4) seconds.
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

### III. Event Rules:

1. Bell must be under belly of bull.
2. Riding is to be done with one hand and loose rope, with or without handhold.
3. No split finger wrap, no knots or hitches to prevent rope from falling off bull when rider leaves him.
4. No more than two men may be on the chute to pull contestant's rope.
5. The judge on the latch side of the chute gate shall serve as a back-up 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.

### IV. 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 1 to 25 on both bucking animal and contestant and use the full spread.
4. No bell--no marking.
5. If contestant makes qualified ride with any part of rope in riding hand, he is to be marked.
6. 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.
7. 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.

### V. Rerides:

1. The matter of the rerides shall be decided by the judges.
2. If reride is given, judge shall inform the contestant immediately of his marking and an option of a reride.
3. Contestant may refuse reride and take his marking.
4. Contestant must make his decision immediately.
5. No reride will be given due to faulty or broken equipment furnished by contestant in any event.
6. If animal that is drawn for a reride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the man who draws the animal for a reride.
7. If an animal that is drawn for a reride is already drawn for another contestant in a later go-round, the contestant with the reride in the prior go-round will take the animal first.
8. When a final head is to be ridden in riding events, at least two additional head of stock will be available for rerides.
9. Rerides may be given only when stock fails to break, stops, or fouls the rider.
10. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a reride drawn for.
11. Contestants who are fouled at chute and declare will be entitled to a reride at judges' discretion.
12. If animal falls down out of chute contestant will be entitled to a reride at the discretion of the judges.
13. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have reride drawn.
14. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
15. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the rerides.
16. If the pickup man or horse comes in contact with bull before qualified time has elapsed, reride 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 reride drawn if requested. If stock contractor is not willing, reride will be drawn.
17. A contestant will only have the option of a reride 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.

### VI. Equipment

1. Rope must have bell. Bell must be in good shape, cannot be broken. No bell, no marking.
2. Hooks or posts shall not be used on bull ropes.
3. Quick release buckle is optional on bull rope on the off-side.
4. 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.

5. 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.
6. All contestants must wear a protective helmet while contesting in any Calf, Steer, or Bull Riding Event. The helmet shall be one manufactured for Rodeo and sold by retailers. Bicycle helmets will not be allowed.

## **CHUTE DOGGING JR & SENIOR**

### **I. General Rules:**

1. Bucking chute shall be part of the arena during dogging events.  
Once score line (gypsum line) has been set it will not be changed in that go.
2. Score line will be parallel to bucking chutes. It will be set at ten (10) feet in front of bucking chute. The measurement will be made with chute gate in the closed position.
3. The line (barrier) judge will flag the start when the animals' nose crosses the score line.
4. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
  - a. In any timed event, if animal escapes from the arena, field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap and tap start. Time already accumulated will be added to time used to complete the qualifying run.
  - b. In cases of mechanical failure.
  - c. If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up.
5. It shall be the arena directors' 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.
6. This event shall not be conducted with an open catch pen gate at any rodeo.
7. All steers shall be turned out in the same direction and the same chute will be used.
8. All horns tipped to a dime.

### **II. Time Limit:**

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

### **III. Event Rules:**

1. Contestants will be competing in the order as the drawn stock is loaded in the chutes not necessarily the order on the day sheets.
2. A left delivery chute must be used and all chute dogging runs must be made from the same chute.
3. With steers loaded in bucking chute, dogger gets beside the steer, right hand in front of or behind right front shoulder. When dogger calls for the steer the chute gate will be opened. Dogger must keep right hand in front of or behind shoulder until the steer's nose crosses the score line. Left hand must not touch the head until across the score line. If dogger moves into throwing position or touches either horn before steer's nose crosses score line or has left hand on the head, there will be a ten (10) second penalty added to time. If steer is thrown before crossing the score line, the dogger will be disqualified.
4. Chute Dogger must allow steer to maintain forward motion to the score line. Chute Dogger may not choke steer.
5. It is the contestant's responsibility to check for broken horns.
6. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plane of the chute gate.
7. Contestant is considered working the steer when the steer leaves the chute.
8. If steer gets loose, dogger may take no more than one step to catch steer.
9. After crossing the start line, wrestler must bring it to a stop or change its direction and twist it down.
10. If steer is accidentally knocked down or thrown 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.
11. 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.
12. Wrestler must have hand on steer when flagged.
13. Contestant is required to turn steer's head so that he can get up.
14. 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.

### **IV. 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. Contestant will be disqualified for any abusive treatment of steer.
5. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.
6. Time should be taken with the average of two (2) times at all rodeos.
7. Dogger will be disqualified if animal is thrown before start line.
8. If steer falls on its own before nose crosses line, steer must be let up and not thrown until steer's nose crosses line.

9. There will be a 10 second penalty added if dogger moves right arm to the right horn (throwing position) before start line. This will be referred to as breaking the barrier.

#### **V. Reruns:**

1. A steer must be rerun before it is used by another contestant. Fresh steers may be added to the herd after they have been released from the bucking chute and thrown down. It is the responsibility of the steer wrestlers to throw the cattle, at a time mutually agreed upon with the stock contractor.

#### **VII. Equipment:**

1. Bucking chutes will be used to release steers.
2. Gypsum, baby powder, chalk, etc. will be used to mark start line in front of bucking chute.

### **TIE DOWN ROPING**

#### **I. General Rules**

1. Contestant may change horses in Tie Down Roping.
2. Roping Box -- shall be part of the arena during roping events.
3. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.
4. Lap and Tap -- No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
5. 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.
6. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten second fine. Otherwise, this will not be considered a broken barrier.
7. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
8. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, entitling contestant to a rerun without penalties.
9. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
10. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.
11. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
  - b. In cases of mechanical failure.
  - c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself by pulling up. A contestant's rope cannot be fouled by the pull rope.
12. 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.
13. Time to be taken between two flags.
14. This event shall be conducted with an open catch pen gate at any rodeo, except for a rodeo with an average score.
15. Calves horns must be under 2" inches.

#### **II. Time Limit:**

1. There will be a sixty (60) second time limit.
2. The judge will determine legitimate time allowed before contestant calls for animal.

#### **III. 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. One loop permitted, unless an average score is being given. If an average score is being given, 2 loops may be used. Contestant may either carry two loops or rebuild their first loop.
5. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
6. Contestant cannot receive any assistance after crossing starting line.
7. Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Must cross and tie at least three legs.
8. Any catch is legal, catch as catch can rule.

9. If calf is down when 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.
10. If roper's hand is on calf when calf falls, calf is considered thrown by hand.
11. Rope must hold calf until roper gets hand on calf.
12. To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, and a half hitch or hooley (A hooley is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).
13. The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the judge.
14. Six second time will start when roper has remounted and his horse has taken one step forward.
15. 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.
16. Rope will not be removed and rope must remain slack until field judge has passed on tie.
17. In case the field judge flags out a 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.

#### **IV. 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. 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.
9. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.
10. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. 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 calf, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the calf. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.

#### **V. Reruns:**

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 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. If there must be a rerun 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.

### **RIBBON ROPING**

#### **I. General Rules:**

1. This is a mixed event only, one boy and one girl. Boy must rope, girl must run, boy and girl must be in the same age division.
2. Roping Box shall be part of the arena during the roping events.
3. Once score line has been set in timed events it will not be changed in that go nor, can the length of the box.
4. One loop permitted, unless an average score is being given. If an average score is being given, 2 loops may be used. Second loop must be rebuilt not allowed to carry 2 ropes on horse.
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. It is always the decision of the barrier judge whether the barrier is broken.
  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 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 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/she accepts the animal. If contestant pulls up, he/she will receive the same animal back.
  12. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
    - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with the lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run.
    - b. In cases of mechanical failure.
    - c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself/herself by pulling up.
  13. In the ribbon roping a horse must clear the box before a loop is thrown.
  14. Runner must start behind the designated starting line which will be stepped off 10-12 feet from the heading box. Runner must stay behind starting line until calf crosses the starting line.
  15. The finish line will be the plane of the heading box. Flag judge stands on this line.
  16. Time to be taken between two flags.
  17. 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.
  18. This event shall be conducted with an open catch pen gate at any rodeo, except for a rodeo with an average score.
  19. Calves horns must be under 2" inches.

#### **II. Time Limit:**

1. There will be a sixty (60) second time limit.
2. The judge will determine legitimate time allowed before contestant calls for animal.

#### **III. Event Rules:**

1. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
2. Calves may be pushed out by contestant's assistant providing they are ready.
3. Catch as catch can. Any catch that holds the calf is legal.
4. Rope must be tied on.
5. Roper must rope calf, dismount and be in contact with the calf when the Runner removes the ribbon or team will receive a no time. Calf does not need to be flanked.
6. Runner must cross finish line to get time.
7. Flag judge will flag time when runner crosses finish line with ribbon in hand and give to judge or team will receive a no time.
8. Ribbon – flagging tape shall be approximately ½ inch in width and 12 inches long.
9. The ribbon itself must be tied to the top of the tail.
10. Ribbon must be removed by runner.
11. Any part of the ribbon is legal.
12. Rope must hold calf until roper touches calf.

#### **IV. 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. 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.
8. 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.

## **V. Reruns:**

1. In any timed event if animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with the lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. If rope is on animal, contestant will get animal lap and tap with rope on in the chute.
3. No rerun will be given due to faulty or broken equipment furnished by the 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 ribbon roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the roper remains behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.
8. If the roper has legally roped the calf and there is no ribbon on the calf when the runner reaches the calf the team will get a rerun.

## **DALLY TEAM ROPING**

### **I. General Rules:**

1. Contestant may change horses in team roping.
2. Roping Box -- shall be a part of the arena during team roping.
3. Once score line has been set in timed events, it will not be changed in that go nor can length of box be changed.
4. 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.
5. 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.
6. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten-second fine. Otherwise, this will not be considered a broken barrier.
7. If automatic barrier does not work but time is recorded, team will get time, but there will be no penalty for broken barrier.
8. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore, entitling contestant to a rerun without penalties.
9. If automatic barrier fails to work, and stock is brought back, contestants must take the same animal over during or immediately after the same performance.
10. 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.
11. Steer belongs to contestants when they call for it, regardless of what happens with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
  - b. In cases of mechanical failure.
  - c. If, in the opinion of the line judge, contestant is fouled by barrier, contestants shall get their steer back, providing they declare themselves by pulling up. A contestant's rope cannot be fouled by the pull rope.
12. In case the field judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the team will receive a 10-second penalty for any loop used. Team only gets to use remaining loops.
13. 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.
14. Time to be taken between two flags.
15. This event shall be conducted with an open catch pen gate at any rodeo, except for a rodeo with an average score.
16. Two loops permitted, unless an average score is being given. If an average score is being given, 3 loops may be used.

### **II. Time Limit:**

1. There will be a sixty (60) second time limit.
2. The judge will determine legitimate time allowed before contestant calls for animal.

### **III. 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. Team Ropers may enter twice. If a Team Roper decides to either head twice or heel twice, only one time will count towards year end points. In the event they choose to head/heel twice they must switch partners. If Team Ropers choose to switch ends, they may keep the same partner and each run will count towards year end points. Heading is considered an "event" Heeling is Considered an "event".
3. Header will start behind barrier using either box, and must throw the first loop at head.
4. Each contestant will be allowed to carry only one rope.
5. Each team allowed three throws in all.
6. Roping steer without turning loose of the loop will be considered a no catch.
7. Roper must dally to stop steer or change steer's direction.
8. No tied ropes allowed.
9. The word "dally" means one complete turn around the horn.
10. Ropers must be mounted when time is taken.
11. Steer must be standing up when roped by head or heels.
12. No foul catches can be removed by hand.
13. 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.
14. 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.
15. In case the field flag judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back lap and tap, plus time already lapsed and any barrier penalty.

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

1. In order for time to be considered official, barrier flag must operate.
2. 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 the performance. 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. No encouragement can take place by the assistant after the contestant calls for the steer. If the helper starts the horse or holds the horse in any way that effects 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 a team roper is disqualified or injured at a multi-go-round rodeo, that team will be eliminated from that event.
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.

#### **V. Reruns:**

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. If rope is on animal, contestants 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 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 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 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 plane of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.
9. Any questions as to catches in this event will be decided by the judges.

## **SENIOR BAREBACK RIDING (GIRLS and BOYS)**

### **I. EVENT RULES**

1. 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 (also known as marking the horse out).
2. There will be no tape, any adhesive materials or substances other than dry rosin on the rigging or rider's glove.
3. Re-rides:
  - a) Rider is fouled at the chute. Rider must declare immediately by double grabbing or getting off.
  - b) Failure to get out of the chute after 3 honest attempts on a chute fighting animal.
  - c) Stock falling on its side.
  - d) Stock stopping for ½ second or more.
  - e) Stock coming out of chute backwards. Rider must declare immediately.
  - f) Flank strap comes off or breaks.
  - g) Judges decide on matter of re-ride.
4. No hot shots will be used on the animals while rider is mounting or mounted.
5. Rider is disqualified when:
  - a) Rigging comes off.
  - b) Rider's rowels are too sharp and/or are locked.
  - c) Bucked off before time limit
  - d) Rider touches the animal, self or equipment with their free hand.
  - e) If a rider is unable to free his hand from the rigging at any point after the whistle, he shall be disqualified at the discretion of the judges after being brought to their attention by the stock contractor, arena director or pick-up men.
  - f) Horse is not marked out of the chute.
6. Also see Miniature Bareback riding general ground rules.

### **II. TIME LIMIT:**

1. Time starts when animal's inside front shoulder passes the plane of the chute
2. Required to ride 8 seconds to receive a score

### **III. EQUIPMENT:**

1. One-Handed rigging is to be used.
2. Judges will have the final decision on legality of riggings.
3. Neck rolls will be required.
4. Vest are required.
5. Must wear an Athletic Protective Mouth Piece. Mouthpiece may not be trimmed any smaller than the size required to cover all teeth.
6. Halters are to be on bareback horses while being ridden.

### **IV. SCORING:**

1. Rider and animal to be marked separately
2. The rider is marked according to how much he spurs the horse
3. Scoring is 1 to 25 points to the horse and 1 to 25 points to the rider.

## **JUNIOR and PEEWEE BAREBACK RIDING (GIRLS and BOYS)**

1. All rules from the Senior bareback riding apply with these exceptions:
  - a) Time limit is six (6) seconds
  - b) It is not a disqualification if you do not mark the animal out, instead it is a 10-point deduction (5 pts per judge)
  - c) Also see Miniature Bareback riding general ground rules.

## **LIL BRONCS (GIRLS and BOYS 5&under)**

1. All rules from the Senior bareback riding apply with these exceptions:
  - a) Time limit is four (4) seconds
  - b) It is not a disqualification if you do not mark the animal out, instead it is a 10-point deduction (5 pts per judge)
  - c) Also see Miniature Bareback riding general ground rules.
  - d) If you ride in the lil broncs class you cannot ride in the Peewee class.

- e) Points earned in lil broncs will not be counted toward the All Around.
- f) Flanking of the animal is optional at the choice of the parents.

**Miniature Bareback Riding General ground rules:**

**(Rules, Qualified Rides and Quality of the Ride and Animal)**

- 1) Only contestant and one helper is allowed behind the chutes. No one is allowed in the area at any time. Only the arena help or contract personnel will be allowed, unless permission is given by the arena director.
- 2) Every contestant must be above the horse when the previous rider leaves the chute. Failure to do this will lead to D.Q.
- 3) If the contestant is called upon to go, he has 30 seconds to do so or faces D.Q.
- 4) Re-rides will be given for flank failure, interference, fouling. Judge may give re-ride at Judges Discretion alone. Ride must declare themselves if fouled. Rider must make qualified ride if flank comes off or horse turnout backwards to receive re-ride.
- 5) All contestants /parents must be professional. Failure to do so will lead to suspensions from any future events for both contestants and parents.
- 6) All contestants have the right to wear any sponsor shirts or patches. However, the event holds the right to have the contestant wear a sponsor patch.
- 7) No quarreling, arguing or disrespect will be accepted by family or contestant. Violation of rule will lead to disqualification of contestants and families.
- 8) Six (6) second qualification for complete ride. Time will start when the inside shoulder of the horse passed the chute gate plane.
- 9) Ride must use only one (1) hand.
- 10) Ten (10) point deduct for spur out rule. (5 points per judge)
- 11) Rider – 25 and Animal – 25
- 12) Rider who keeps feet in the neck will be considered better spur rider than rider with feet in the cinch.
- 13) Long sleeve shirt, boots and spurs are required for all riders to qualify.
- 14) Cowboy hats are required with in the arena, if contestant want to ride in a helmet he may do so but must wear a hat behind the chutes and when not competing.
- 15) Chaps are optional but considered part of the championship attire.
- 16) No locked or sharpened rowels. Must be bareback riding rowels of 4 or 5 stars.
- 17) All of the riggings must have a pad on underneath of body.
- 18) No prods, spikes or other devices may be placed on the rigging which may affect the horses bucking.
- 19) Neck rolls will be required.
- 20) All contestants and (or) anyone in the arena must wear a cowboy hat and long sleeve collared shirt.
- 21) Contestant is allowed to roll up riding sleeve.
- 22) No adhesive or adhesive sprays may be used on the glove or rigging other than rosin.
- 23) Grabbers, tits and palm pieces are allowed on gloves so long as the contestant is able to demonstrate the ability to get hand free with ease. Anyone not able to get free will not be allowed with said glove or rigging.
- 24) A contestant cannot tie or bind himself to the horse with anything other than his glove.
- 25) Parents will be held responsible for their behavior; unruly conduct will lead to disqualification of Children involved with event.
- 26) Judges will keep a stop watch for each contestant. The judges will have a final call on all matters and their discretion only on re-rides. Equipment, contestant's attitude and behavior will be taken into account.
- 27) Contestant attitude, manor and character will be part of the judge's overall consideration on scoring. Disqualification for cursing or attitude will occur at the judge's discretion only.
- 28) Arena director will be directly involved with all chute procedures and activities. The arena director will interact with the judges on any miss-conduct, language or contestant readiness when call on the ride.
- 29) No contestant or parent may approach or interfere at any time with the judges. Judges are not required to explain decisions in markings and only at their permission after the contest may they be approached. Violation of rule will lead to disqualification of contestants.
- 30) Un-sportsman like conduct may be called upon for disqualification.
- 31) Vest are required and helmet may be worn at contestant's discretion, all contestants wearing helmet will be advised of potential neck injuries.
- 32) A great ride is considered feet in the neck with spurring motion for the entire ride. A good ride is considered feet in the neck for a part of the ride. A poor ride is considered feet in the cinch for the ride. The rides will be marked accordingly.
- 33) Horse is graded on degree of difficulty and kick versus running. All judging criteria is based on PRCA criteria.
- 34) All riggings handholds must be a combo of leather and rawhide. No plastic or metal handholds are allowed.
- 35) Each regional director will be responsible for parents and contestant's actions and behavior.
- 36) Anyone caught harming or purposely injuring a horse will be disqualified. Anyone caught soaking be the chute boss or contractor will be disqualified.
- 37) An 80 lb weight limit will be in effect for the Peewee 9 and under bareback riding. This is before equipment weight. Any kid exceeding this will be moved into the older junior age bracket. (this is to qualify for Vegas only nothing to do with the MJRC, if you are 9 and under Jan 1<sup>st</sup> and weigh over 80 lbs you can still ride in the peewee division for the MJRC points)
- 38) All ponies for 9 and under peewee group shall be under 450 lbs and be Shetlands or minis. All ponies for 10-13 junior group shall be Shetland or Welsh ponies or nature. No ponies in junior division shall top 14 hands in height.
- 39) Cutoff date for age limit is September 1· 2016. If age changes to 10 before date, you will be considered a junior. If you turn 14 before September 1, 2016 you are ineligible. (this is to qualify for Vegas only nothing to do with the MJRC)