

Langley Riders Society Rodeo Rules of Competition

Objectives

To promote and control contests, events, competitions under the organization of the Langley Riders Society.

To organize, control, manage and supervise rodeo and rodeo events for the mutual benefit and safety of contestants and non contestants.

To organize, control, manage and supervise the conditions and well being of livestock.

To assist in the promotion of keeping the Western Heritage alive in British Columbia.

Definitions

"Society" means or refers to the Langley Riders Society and or the Committees set up to organize and promote a function on behalf of the Langley Riders Society.

"Contestant" means any individual who has entered into competition in any event put on by the Langley Riders Society.

"Local Entry" means a contestant who has entered into an event put on by the Langley Riders Society but is not a registered member of the Langley Riders Society.

"Non Contestant" means any individual who is not a contestant and can either be a member of the Langley Riders Society or not.

"Proper Attire" is defined as a long sleeve western shirt or blouse, western boots, jeans or western pants, western hat or safety helmet. English riding boots will be permitted.

"Turn Out Fees" shall be defined as the event entry fee plus any stock charges, arena charges or timer charges if applicable.

Section 1 **Contestants and Members**

General

- 1) All contestants must be 19 years of age and sign a waiver releasing the Society from liability. Any contestant under the age of 19 years of age must have a parent or legal guardian sign for them. Proof of age must be presented upon request.
- 2) All contestants and non contestants when in the arena or behind the chutes must be in proper attire with the exception of mutton busting/sheep riding contestants. No contestant shall be penalized for wearing safety equipment.
- 3) No person shall be allowed in the arena or behind the chutes during a rodeo or competition performance unless he/she has signed a waiver releasing the Committee and the Langley Riders Society from liability.
- 4) No person shall be allowed in the arena unless entered into an event or has received permission from the Arena Director or the judges.
- 5) All contestants are required to read and have knowledge of the rules, particularly those relating to the contests or events in which they have entered. Failure to understand rules and regulations will not be accepted as an excuse.
- 6) Horses that are known to have a habit of kicking when approached from the rear are to have a red ribbon attached to the tail.
- 7) Provision of a horse for Steer Undecorating, Steer Dobbing, Barrel Racing, Goat Tying, Goat Tail Tying, Goat Decorating, Calf Tying, Calf Decorating, Pole Bending, Stake Race and Breakaway Roping is the responsibility of the contestants.
- 8) All hazers used in events that allow hazers to be used must be contestants that are registered to perform at the rodeo either on Day One (1) or Day Two (2).
- 9) No contestant may receive assistance at performing their event to be eligible for a legal time or to be eligible for awards.
- 10) Roping boxes shall be a part of the arena during the events that use the boxes.

Section 2

A: Suspensions and Disqualifications

- 1) The Langley Riders Society or Event Committee may suspend or disqualify a contestant, non contestant who is in violation of any governing rules, regulations or policies of the Langley Riders Society.
- 2) Contestants and non contestants may be suspended or disqualified from the Society or events for any of the following offences.
 - [a] Issuing or tendering bad cheques
 - [b] non-payment of entrance fees or fines.
 - [c] quarrelling in the arena
 - [d] any conduct or speech of any kind detrimental to the best interest of the Society goals and policies.
 - [e] attempting to fix, threaten, bribe, influence or harass the judges at any time. Talking with a judge or timer while an event is in progress. Violation of this rule shall be reported by the judges or timers involved, the arena director or the stock contractor.
 - [f] Failure to abide by the rules, regulations or bylaws of the Society.
- 3) Contestants and non contestants may not talk to judges or timers while an event is going on. Questions may be addressed to the Event Secretary or Arena Director. Questions to the judges or timers are to be done through the Event Secretary, Arena Director or an Event Director at the end of the performance.

B: Contestant Disqualification

- 1) A contestant can be disqualified and or fined for any of the following offences:
 - [a] being under the influence of liquor, illegal drugs in the arena.
 - [b] rowdyism or quarrelling in or around the arena.
 - [c] mistreatment of stock or animals in or around the arena or rodeo grounds.
 - [d] refusing to contest during a performance on a animal that has been drawn for him/her.
 - [e] not being ready to compete when called upon
 - [f] cheating or attempting to cheat.
 - [g] unnecessary delay in taking of stock. (this rule to be applied by the judges when a legitimate complaint has been lodged by the chute boss).
- 2) Contestants must make an honest effort when competing in the arena. If an honest effort is not made the contestant is liable for disqualification.
- 3) CSA approved hockey helmets, face cage or mouth guard, protective vest must be worn in all riding (Rough Stock) events

C: Turning out of stock, not showing up for the rodeo or withdrawing from an event

- 1) Contestants who have entered the rodeo but whom who turn out stock or do not show up for their events or shall be subject to the following:
 - [a] Contestants turning out stock or not showing up for their events or withdrawing from an event must pay turn out fees.
 - [b] The Society will maintain a list of those individuals who must pay outstanding turn out fees before they will be eligible to participate at another Society event.
 - [c] Turn out fees will be waived or entry fees refunded only in cases where the contestant has obtained a Medical Release from a doctor or a Veterinarian Release or a Visable Injury Release
 - [d] A contestant entered in more than one event may be released from one or more events. The contestant may compete in other events in which they are entered. All rules pertaining to notification and release verification will apply.
 - [e] It will be the contestants responsibility to complete the required releases to have turn out fees waived or entry fees refunded.

Section 3 CONDUCT OF A RODEO

A) GENERAL

1) **Rodeo events**

Mutton Busting/Sheep Riding

(Contestants body weight must be 45 lbs or 21 Kgs or less and minimum 2 years of age)

<u>Pee Wee</u> Barrel Racing	<u>Jr. Boys</u> Steer Daubing Pole Bending Steer Riding Calf Decorating Barrel Racing	<u>Jr. Girls</u> Steer Daubing Pole Bending Steer Riding Goat Tying Barrel Racing	<u>Sr. Girls</u> Pole Bending Steer Undecorating Steer Riding Goat Tying Barrel Racing	<u>Sr. Boys</u> Pole Bending Steer Undecorating Steer Riding Calf Tying Barrel Racing
<u>Junior</u> Barrel Racing Breakaway Roping	<u>Senior</u> Barrel Racing Breakaway Roping	<u>Amateur</u> Steer Daubing Pole Bending Cow Riding Barrel Racing	<u>Tiny Mite</u> Stake Race Goat Tail Tying Goat Decorating Barrel Racing Sheep Riding Dummy Roping	

2) Points

[a] To qualify for the All Around awards, points in each event are calculated according to the number of contestants in each event.

Number of Contestants	7 or more	6	5	4	3	2	1
1st place	7 pts	6 pts	5 pts	4 pts	3 pts	2 pts	1 pt
2nd place	5 pts	4 pts	3 pts	2 pts	1 pt		
3rd place	4 pts	3 pts	2 pts	1 pt			
4th place	3 pts	2 pts	1 pt				
5th place	2 pts	1 pt					
6th place	1 pt						

[b] Mutton Busting/Sheep Riding and Dummy Roping does not qualify for points when calculating for the separate Tiny Mite All Around and Runner-Up awards.

[c] Amateur events and Breakaway Roping do not qualify for points when calculating the All Around Cowboy and Cowgirl awards.

3) Awards

[a] Trophy buckles will be awarded to first place contestants in all events excluding Open and Amateur events.

[b] Prizes from 2nd - 4th place for Senior and Junior

[c] Prizes from 2nd - 6th place for Tiny Mites

[d] Open, Amateur and Breakaway Roping events, 75% of entry fees will be jackpotted and paid out as follows:
 First place - 50% Second place - 30% Third place - 20%

[e] Each age category will receive an All Around award.

[f] To be eligible for the Youngest Contestant, the contestant must not be assisted while participating in his or her event.

[g] No contestant may be assisted at performing his or her event to be eligible for awards.

[h] For Timed and Game events, assistance may be given provided the assistance does not go beyond the start/finish line.

5) First Aid and Safety Markings

[a] The Society will provide ambulance or adequate first aid personnel with Level 3 certification and equipment for all performances. It will be the decision of the Arena Director or the Directors of the Society to suspend the rodeo if these requirements are not met.

[b] There will be a 3/4 Safety Line marked out in the arena which is intended to give safe stopping distances for livestock and contestants. The 3/4 Safety Line will be three quarters the distance of the arena measured from the headers and healers boxes.

[c] There is to be an individual appointed by the Society to position themselves with a flag or horn on the 3/4 Safety Line and signal to the judges when the contestant has crossed the Safety Line.

Section 4 Rodeo Office

A) Registration and Entry Fees

- [a] All contestants are responsible to see that their event entry fees are paid and registration documentation has been filled out prior to competition.
- [b] Events that require the contestant to pay a separate stock charge, Jr./Sr. Boys Steer Riding, Jr./Sr. Girls Steer Riding, Amateur Cow Riding.
- [c] Event that requires contestants to pay a separate arena fee and timer fee, Amateur Barrel Racing (Open, Senior, Junior, Pee Wee categories)
- [d] The Society has set dates and times for registrations. It will be the contestants responsibility to register on those dates and times. Failure to do so will result in contestant having to pay a late entry fee.
- [e] If a contestant has outstanding turn out fees unpaid, the contestant will not be permitted to register for any events until those fees have been paid.
- [f] A contestant will be permitted to pay outstanding turn out fees and current event entry fees at the same time.
- [g] Refund of entry fees will only be available in accordance to Rule: Section 2, C

B) Visible Injury Release, Doctors Release, Veterinarian Release

1) Visible Injury Release

- [a] A Visible Injury Release form is available at the Rodeo Office and is to be signed by both Judges.
- [b] This release can be used by a contestant if a contestant has been injured and is unable to participate in registered events.
- [b] A contestant entered in more than one event may be released out of one or more events and compete in other events in which they are entered. All rules pertaining to notification and release verification will apply.
- [c] It will be the contestants responsibility to complete the required releases to draw out of a rodeo or events.

2) Doctors/Veterinarian Release Form

- [a] A Doctors/Veterinarian Release Form is available at the Rodeo Office.
- [b] This release form must be completed and signed by a doctor or veterinarian within forty-eight (48) hours after the end of the final performance of the rodeo.
- [c] The Society must receive this form within fourteen (14) days from the date of the last performance of the rodeo.
- [d] It will be the contestants responsibility to complete the required releases to draw out of a rodeo or events.

C) Officials

- [a] Rodeo officials are in the public eye in an official capacity. Their manner, appearance and conduct both in and out of the arena should reflect credit to the sport of rodeo and the Langley Riders Society. Any conduct by an official deemed to be detrimental to the sport of rodeo will be dealt with by the Society.
- [b] Any communication to a judge, flagman or timers must be directed through the Arena Director or the Event Chairman or an Event Director.
- [c] Whenever it is necessary to make an exception to the rules due to unusual circumstances, the judges must confer with the Society Directors present to discuss the possibility of any unfair treatment to contestants entered at such rodeo.
- [d] It will be the judges or Society Directors responsibility to see that the Rodeo Office is run in a proper manner.
- [e] Judges must remain available to the rodeo office until the rodeo secretary has made a final check of the books.
- [f] Neither Barrier Judge nor the Field Flag Judge may be changed during the course of the rodeo except for sickness or injury.
- [g] Timers for a rodeo may not be changed except for sickness or injury or after conferring with the judges at the request of an Society official due to the timers incompetence.
- [h] At least 2 stop watches in tenths of a second are to be used and times from the stop watches are only to be recorded to the tenth (1/10) of a second. The exception will be in events that require the recording of time to the one-hundredth (1/100) of a second.

D) Timers

- [a] There is to be a minimum of two (2) timers used for rodeo events.
- [b] Timers must work from the same position during a performance event go round.
- [c] The Society is to provide a place for official timers and announcers to work without obstruction or interference.
- [d] Timers are not to be changed after the first performance except for sickness or injury reasons or other reasons agreed to by the Arena Director and the Society committee.

E) Posting Markings

- [a] Judges are responsible to see that event markings are posted in a public place so that contestants can view markings.
- [b] Any discrepancies in the posted markings are to be brought to the attention of the Arena Director or the Society Event Chairman. At which point the rodeo secretary and judges can be conferred with to verify the proper postings.

F) Stock

- [a] Judges are to meet with the Arena Director or appointed Society Director prior to the rodeo to make sure that all rodeo stock is the appropriate size, breed and is healthy to participate in their event.

G) Sick or Crippled Stock

- [a] If an animal that is drawn into an event becomes sick or crippled before its time to be contested upon, a judge must pass on the animal. The livestock's well being is first and foremost before it is to be put into competition.
- [b] The Society is to provide a drag or sled to remove any injured animals from the arena as quickly and humanly as possible.
- [c] A qualified Veterinarian should be in attendance at all times during the rodeo performance, if this is not possible the telephone numbers of available Vets must be easily accessible at the rodeo office.

Section Five Rodeo Entry System

A) Entries

- [a] All contestants are required to register and pay set entry fees established by the Society.
- [b] Contestant contesting positions for their event will be established by the order in which contestants register for the event. (i.e. First contestant to register for Breakaway Roping will be the first contestant to compete in their event)

B) Drawing Stock

- [a] All stock both Riding and Barrier Event Stock will be chute run.

Section Six Stock

A: General

- 1) Riding stock is not to have horns
- 2) Steers used for Steer Riding are to be a maximum of five hundred (500) pounds or (227 Kgs)
- 3) Cows used for Cow Riding are to be a maximum of one thousand (1000) pounds or (454 Kgs)
- 4) Every effort should be made to get smaller steers or heifers for the Junior riding events.
- 5) Stock used for Breakaway Roping must all have horns or all be muleys.
- 6) All goats must be uniform in size and between 45 - 75 pounds. All horns must be tipped or covered.
- 7) If possible smaller goats should be used for Goat Tail Tying.
- 8) A minimum of 3 goats for each event is essential.
- 9) Calves must be uniform in size and not larger than 150 pounds.

Section Seven Riding Events: Rough Stock

A: General

- 1) When a rider has been advised by the chute boss he is next to go, the contestant must be above the animal with their glove on when the previous animal leaves the arena.
- 2) CSA approved hockey helmets with face cage or mouth guard and protective vest must be worn in all rough stock riding events.
- 3) A qualified bull fighter is essential.
- 4) Contestants will be called to their stock only two (2) times. If the contestant fails to appear then they will be disqualified and are subject to turn out fines.
- 5) The use of prods or other similar devices is prohibited. The only exception shall be on a chute stalling animal and only with the contestants and contractors permission. The prod is only to be administered by a qualified person. The prod is not to exceed twelve (12) inches or (30.5 cm) in length.
- 6) If a prod is used without the contestants consent, the contractor shall be fined two hundred and fifty (250) dollars and the contestant given the automatic option of a re-ride.

B: Rerides

- 1) Rerides may be awarded in all riding events.
- 2) The matter of rerides shall be totally at the discretion of the judges, however a reride must be awarded in the following situations;
 - [a] An animal fails to break (runs off) or stops during the ride.
 - [b] The rider is fouled at the chute or in the arena, and the rider declares themselves or does not go on with the ride.
 - [c] If the rider makes a qualified ride until the flank comes off.
 - [d] If the animal deliberately throws itself or falls.
 - [e] If a rider makes (2) two honest attempts to get on a chute fighting animal and is unable to do so.
- 3) At no time shall a reride be given if the contestants own equipment breaks or fails.
- 4) If a re-ride is awarded on a qualified ride, the judges must have a mark on the ride. The fact that a reride has been awarded it is to be announced and in all cases the choice of accepting the mark or taking the reride is the contestant's. If the contestant elects to a reride they must get on the reride animal or be disqualified.
- 5) If a reride is awarded the contestant may take the same animal back, provided the stock contractor and contestant is willing. If either do not agree, the reride must come from the reride stock.
- 6) A contestant shall not ask for a reride.

C: Judging

- 1) Ride and animal to be marked separately.
- 2) Ride to be marked from (1) one to (25) twenty-five.
- 3) The animal to be marked from (1) one to (25) twenty-five.
- 4) Judges must watch complete ride at all times. (Even if the rider is disqualified at the gate.)
- 5) Both judges will use a stop watch. Both judges stopwatches will count for the full (8) eight or (6) seconds.
In all rough stock events time is started when the animals inside front shoulder passes the plane of the chute. Should there be any discrepancies between the length of the ride, the time shall be taken from the stop-watch that is at the latch side of the chute.
- 6) Judges will use a colored flag to indicate disqualification violations by already established hand signals. This pertains to all rodeo events.

D: Jr./Sr. Boys Steer Riding, Jr./Sr. Girls Steer Riding/ Amateur Cow Riding

- 1) All contestants must wear CSA approved hockey helmets with face cage or mouth guard and protective vest.
- 2) Maximum of (2) two helpers to pull contestants rope, one helper to turn out steer or cow.
- 3) Rope may be pulled from either side.
- 4) Junior Steer Riding and Sr. Girl contestants are to ride for (6) six seconds.
Senior Boys Steer Riding contestants are to ride for (8) eight seconds. Riding to be done with one (1) or two (2) hands.
- 5) Jr. Steer Riding and Sr. Steer Riding contestants have the option to ride with one (1) or two (2) hands.
- 6) Amateur Cow Riding and Sr. Boy Steer Riding contestants are to ride for (8) eight seconds. Riding to be done with (1) one hand.
- 7) If a Junior or Senior contestant starts with (1) hand they must finish with one (1) hand. If the contestant starts with two (2) hands they may change during the ride to one (1) hand but then must ride the remainder of the ride with one hand.
- 8) A loose rope is to be used for riding with or with out hand hold. No knots or hitches to prevent rope from falling off steer or cow when rider leaves him. Rope must have a bell, (no bell, no marking). Bell must be under the belly of the steer or cow. Time to start when the animals inside front shoulder passes the plane of the chute. If the rider makes a qualified ride with any part of the rope in the riding hand they are to be marked.
- 9) Rider will be disqualified for any of the following offences:
 - [a] being bucked off
 - [b] touching the animal with free hand
 - [c] using sharp spurs
 - [d] fouling the animal by holding gate
 - [e] In Amateur Cow Riding, touching the animal with the riders head shall be considered a disqualification.

Section Eight Timed Events

A: General Rules for Jr./Sr. Girls Goat Tying, Jr. Boys Calf Decorating, Sr. Boys Calf Tying, Tiny Mite Goat Tail Tying, Tiny Mite Goat Decorating.

- 1) The arena gate must be closed immediately after the contestant enters the arena and must be kept closed.
- 2) There will be a (1) one minute time limit for Jr./Sr. Girls Goat Tying, Jr. Boys Calf Decorating, Sr. Boys Calf Tying.
- 3) There will be a two (2) minute time limit for Tiny Mite Goat Tail Tying and Tiny Mite Goat Decorating.
- 4) There will be a minimum (45) forty-five foot or (14 meters) start line that is clearly marked.
- 5) The start line will be (100) one hundred feet or (30.5 meters) from the stake.
- 6) Goats or calves are to be tethered on a (10) ten foot or (3 meter) rope with a snug collar to a stake.
 - [a] Goats are to be contested starting on the contestants right then left, right, left.
 - [b] Calves are to be contested starting on the contestants right then left, right, left.
- 7) Stakes must be completely covered under the ground so that no part of it is visible above the ground.
- 8) Animals are to be uniform in size and will not be tied more than (6) six times in a section.
- 9) Goats will be rotated after every (3) three ties and calves will be rotated after every (2) two ties.
- 10) Goats and calves for tying must be tied at least (3) three one (1) to three (3) hours prior to rodeo performance.
- 11) Goats and calves must be held facing the starting line at the furthest point away from the contestant and must be released when the horses nose crosses the start line.
- 12) All goats or calves must be on their feet and thrown before the contestant begins their tie. The exception being when the calves supplied by the rodeo committee are over one hundred fifty (150) pounds or (68 Kgs), the person holding the calf will have it thrown for the contestant and pass it over to them when they take the front leg.
- 13) If a contestants horse comes into contact or crosses over the calf or goat or the rope holding the calf or goat before the contestant has signaled for time. There will be a ten (10) second penalty added to the contestants time.
- 14) If the goat or calf should break away because of the fault of the horse the contestant shall receive a "No Time".
- 15) Time will start when the nose of the contestants horse crosses the start line. The judge is to flag time when the contestant signals time at the completion of the tie. The judge must flag for time first then flag the contestant out for any infractions. The judge is not flag a contestant out until time has been recorded.
- 16) A legal tie for Goat Tail Tying will be around the goats tail.

- 17) A legal tie for Goat Tying and Calf Tying will consist of any (3) three legs crossed and tied with a leather thong, pigging string or rope for goats and a pigging string for calves. To qualify as a legal tie there will be (1) one or more wraps and a half hitch, hooley or knot.
- 18) The tie will be passed by the field judge and if the tie does not stay secure for six (6) seconds for Goat Tying and Calf Tying the contestant will be disqualified. Timing of the tie will begin when the contestant stands clear of the animal. If the animal gets up the judge will stop the watch and show the contestant the time on the watch. The contestant will receive a "No Time" for touching the animal or the tie after signaling for time.
- 19) No reruns will be given due to faulty equipment furnished by the contestant in any of the events.
- 20) If the goat or calf should break away as a result of faulty equipment furnished by the rodeo committee the contestant is to be given a rerun.
- 21) If the contestant has been interfered with during their run it will be up to the judges discretion to award a rerun.
- 22) A contestant will be assessed a (5) five second penalty if their hat is not on when entering the arena at the start of their run.
- 23) Times will be recorded to the tenth of a second
- 24) No contestant may be assisted at performing his or her event. For timed events assistance may be given provided the assistance does not go beyond the start/finish line. A contestant will receive no time if this rule is violated.

B: Tiny Mite Goat Tail Tying

- 1) If possible small goats should be used for these events. Horns must be tipped or covered.
- 2) There is a two (2) minute time limit for this event.
- 3) A plastic ribbon approximately one (1) inch wide and eighteen (18) inches long will be supplied by the rodeo committee
- 4) Contestant is to ride their horse across the start line up to the area of the goat, dismount their horse then tie the ribbon around the goats tail.
- 5) Ribbon must go around the goat's tail and stay on for (3) three seconds after the contestant signals for time.
- 6) The contestant is to tie the ribbon around the goats tail and then declare time by throwing their hands in the air.

C: Tiny Mite Goat Decorating

- 1) If possible small goats should be used for this event. If goats have horns they should be tipped or covered.
- 2) There is a two (2) minute time limit for this event.
- 3) Contestant is to ride their horse to the area of the goat, dismount, go to the goat and place an elastic band around one of the front legs of the goat. Once the contestant has done that they are to throw their hands into the air to declare time.
- 4) The contestant is to move back away from the calf three (3) feet or (1 meter) after declaring time before the judge will pass on the three (3) second decorating time.
- 5) The goat is to remain decorated for three (3) seconds
- 6) The elastic band will be supplied by the rodeo committee

D: Jr./Sr. Girls Goat Tying

- 1) Goats must be uniform in size and breed, forty (40) to (75) seventy-five pounds or (18 Kg to 34 Kg)
- 2) Horns shall be tipped or covered.
- 3) One (1) minute time limit for this event.
- 4) Goats must stay tied for six (6) seconds after the contestant signals for time.
- 5) Goats are to be tied with a leather thong, pigging string or rope.
- 6) The goats legs are to be crossed and remain crossed, minimum of one (1) wrap and tied.
- 7) Goats must be thrown. If the goat is down or goes down while the contestant is attempting to throw the goat, the goat must be elevated high enough that it has the opportunity to regain its feet.
- 8) Contestants are not permitted to raise the goat above their waist when throwing the goat nor is the contestant permitted to slam the goat to the ground. This will be viewed as busting the goat which is abuse and the contestant will be disqualified.
- 9) The contestant is to move back away from the goat three (3) feet or (1 meter) after declaring time before the will start the six (6) second time limit on the tie. If the contestant gets the rope holding the goat wrapped around their legs they must ask permission from the judge to remove it. After getting permission from the judge they may remove it then move back three (3) feet or (1 meter) at which point the judge will start the six (6) second time limit on the tie.
- 10) The contestant will be disqualified if they touch the goat or tie string after having signaled for time. The only exception to this rule will be in the case of the contestant having to untangle themselves from the rope that is holding the goat.

E: Senior Boys Calf Tying

- 1) Calves must be uniform in size and weigh no more than one hundred and fifty (150) pounds. (68.04 Kg). Calves over 150 pounds (68.04 Kgs) are to be thrown for the contestant and held down while the contestant performs the tie.
- 2) Calves are to stay tied for (6) six seconds after the contestant signals for time.
- 3) Contestants are not permitted to raise the calf above their waist nor is the contestant permitted to slam the calf to the ground. This will be viewed as busting the calf which is abuse and the contestant will be disqualified.
- 4) The contestant is to move back away from the calf three (3) feet or (1 meter) after declaring time before the judge will start the six (6) second time limit on the tie. If the contestant gets the rope holding the calf wrapped around their legs they must ask permission from the judge to remove it. After getting permission from the judge they may remove it then move back three (3) feet or (1 meter) at which point the judge will start the six (6) second time limit on the tie.
- 5) The contestant will be disqualified if they touch the calf or tie string after having signaled for time. The only exception to this rule will be in the case of the contestant having to untangle themselves from the rope that is holding the calf.
- 6) The calf legs are to be crossed and remain crossed, minimum of one (1) wrap and tied.
- 7) Calf must be thrown. If the calf is down or goes down while the contestant is attempting to throw the calf, the calf must be elevated high enough that it has the opportunity to regain its feet.
- 8) If suitable calves can not be found at the time of the rodeo then calves may be substituted for goats.

F: Jr. Boys Calf Decorating

- 1) If possible smaller calves than the ones used for calf tying should be used for these events.
- 2) There is a one (1) minute time limit for this event.
- 3) Contestant is to ride their horse to the area of the goat, dismount, go to the goat and place an elastic band around one of the front legs of the goat. Once the contestant has done that they are to throw their hands into the air to declare time.
- 4) The contestant is to move back away from the calf three (3) feet or (1 meter) after declaring time before the judge will pass on the three (3) second decorating time.
- 5) The calf is to remain decorated for three (3) seconds.
- 6) The elastic band will be supplied by the rodeo committee.

Section Nine Games

A: General Rules for Jr./Sr Boys Pole Bending, Jr./Sr. Girls Pole Bending, Jr./Sr. Girls Barrel Racing, Jr./Sr. Boys Barrel Racing, Jr./Sr. Barrel Racing, Amateur Barrel Racing, Amateur Pole Bending, Tiny Mite Barrel Racing, Tiny Mite Stake Race, Pee Wee Barrel Racing

- 1) A (5) five second penalty will be assessed for each barrel or pole knocked over during the race.
- 2) A contestant may, from a riding position hold a barrel or pole from falling. Hitting or knocking a barrel or pole will not result in a penalty.
- 3) Knocking over a barrel is a (5) five second penalty per barrel. Should a barrel be knocked over and it sets up on the opposite end, the (5) five second penalty will be assessed.
- 4) The contestant will be allowed a reasonable and legitimate amount of time from the time they enter the arena gate until their time starts by the Field Flagger or electric eye. The judge will determine legitimate time for any problem during the pre-start.
- 5) A running or standing start will be allowed, There is to be no open gates in any of these events. The gate must be closed immediately after the contestant enters the arena and is to remain closed during the contestants run.
- 6) If the contestants horse breaks the timers light by backing through before starting the pattern, time will be considered started.
- 7) A broken pattern during a run will result in disqualification, no time awarded for the run.
- 8) The pattern shall be considered broken when:
 - [a] The contestants horse backs up recrossing the path that it has already taken.
 - [b] If while in in a forward motion the horse recrosses the path that it has already taken.
 - [c] If the contestants horse crosses the starting line at anytime before the pattern is completed.
- 9) There must be a minimum of a (50) feet or [15.25 meters] of stopping distance after pattern has been set. Patterns will be adjusted to fit arena size, pattern will be sized to fit with safety being the first consideration.

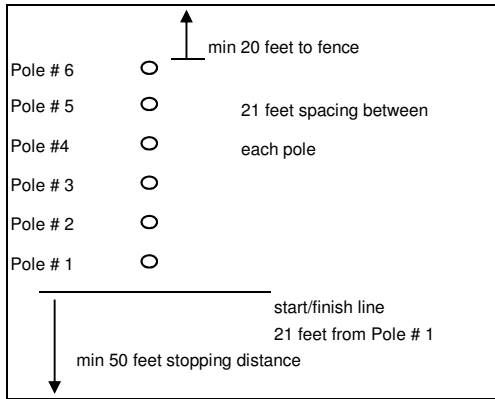
- 10) Judges are required to flag the events whether the electric timer is used or not. When the electric timer is used, judges shall watch to see that no one walks in front of the electric eye and shall further make sure that each pattern is completed properly. If contestant fails to complete the pattern for the event correctly it will result in a disqualification. The Flag Judge shall first flag the time and then flag the contestant out.
- 11) The electric eye timer must be used whenever possible. Times are to be timed to the one-one hundredth (1/100th) of a second. It must be backed up by two (2) timers using stop watches and recording their times to the nearest one-tenth (1/10) of a second. Both the electric eye and the timers times are to be recorded. When the electric eye is being used and there is less than fifty percent (50%) contestants that did not get an electric eye time, the contestants are to receive the average calculated from the two timers recorded times for that run.
- 12) Judges are required to flag events.
Manual timers will time on the judges flag. The Judge is to flag when the nose of the horse crosses the start line in the beginning of the run and when the nose of the horse crosses the finish line at the end of the run.
- 13) The contestant must complete the race on the horse in order to have a time recorded.
- 14) The start/finish line must be permanently staked and visibly marked and must not change at anytime.
- 15) Permanent markers are to be put into the ground for the electric eye timer. This is to mark the placement location of the timer. If the electric eye is placed in a permanent location it must be located in a place that will not change the start/finish distances once the patterns have been marked. (i.e. the timer being permanently mounted on or in a timer box on the fence).
- 16) Once the pattern has been set there is to be no practicing on the marked course. For the purpose of practicing barrels, poles or stakes markers must be minimum of fifteen (15) feet or (4.5 meters) away from the set pattern markers.
- 17) If a contestant starts their run and time is missed due to electric timer or flagman not being ready, a rerun will be given. Reruns are to be run at the end of the go round or section.
- 18) If there is obvious interference during a run the contestant may get a rerun at the judges discretion.
- 19) A contestant is to be given a five (5) second penalty if they enter the arena without their hat.
- 20) The use of bats and spurs will be allowed. Disqualification of the contestant will result if the contestant is guilty of batting their horse in front of the shoulder during an event.
- 21) A contestant may hang onto the saddle or use both hands on the reins if they so desire.
- 22) A contestant will be disqualified for not being ready to contest when called upon. Ill-mannered horses will be disqualified at the judges discretion.
- 23) Patterns will be raked after every five (5) runs.
- 24) A contestant will be assessed a (5) five second penalty if their hat is not on when entering the arena at the start of their run.
- 25) Contestants will not be penalized for wearing safety helmets.
- 26) All events will be closed gate events.
- 27) No contestant may be assisted at performing his or her event. For game events assistance may be given provided the assistance does not go beyond the start/finish line. A contestant will receive no time if this rule is violated.

B: Stake Racing

- 1) There will be two (2) poles one-hundred and five (105) feet or thirty-two (32) meters apart. (Use the first and 6th pole of the pole pattern).
- 2) The start line shall be twenty-one (21) feet or (6.4 meters) from the first pole.
- 3) Failure to complete the pattern correctly or breaking the pattern shall result in disqualification.
- 4) A five (5) second penalty shall be added to the contestants time for each pole knocked over.
- 5) A contestant may start to the right or to the left of the first pole but then must run the rest of the pattern in a figure 8 pattern.

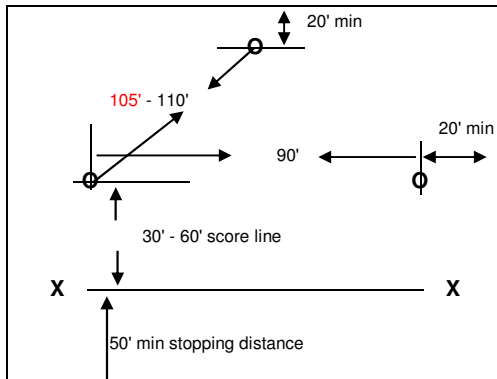
C: Pole Bending

- 1) The pole bending pattern is run around six (6) poles, the first (1st) pole being set twenty-one (21) feet or (6.4 meters) from the start line. Poles two, three, four, five and six (2, 3, 4, 5, 6) are then to be set up in a straight line with the poles spaced out every twenty-one feet or (6.4 meters)
- 2) There must be a minimum of twenty (20) feet or (6.1 meters) between the number six (6th) pole and the fence.
- 3) Poles are to be set on top of the ground.
- 4) The judge or flagman will adjust the pole alignment so a fair start is received by each contestant.
- 5) Poles should be six (6) feet or (1.83 meters) in height, with the base of the pole being between twelve (12) to fourteen (14) inches in diameter or (30.5 cm to 35.5 cm). If possible they should be constructed from PVC pipe and painted with six (6) inch or (15 cm) red, white and blue stripes. There is to be no flags used on the poles.
- 6) Failure to complete the pattern correctly or breaking the pattern will result in disqualification.
- 7) A five (5) second penalty will be added to the contestants time for each pole knocked over.
- 8) A contestant may start on either the right or left side of the first pole, but then must run the pattern accordingly.



D: Barrel Racing

- 1) Barrels are to be forty-five (45) Imperial gallon or (204.5 Liter) metal drums. No open ended drums.
- 2) Contestants may start on either the right or left barrel. When starting on the right there will be one (1) right and two (2) left turns around the barrels. When starting on the left there will be one (1) left turn and two (2) right turns around the barrels. The flag judge will not flag contestant out until a time has been recorded, it is after time has been recorded the flag judge will flag the contestant out if the run is not legal.
- 3) Barrels are to be set up in a cloverleaf pattern with ninety (90) feet or (27.5 meters) between barrels 1 and 2. Distance between barrels 1 and 3 and 2 and 3 are to be of equal distance. Minimum distance to be one hundred and five (105) feet or (32 meters), maximum one hundred and ten (110) feet or (33.5 meters). Each barrel must be a minimum of twenty (20) feet or (6.1 meters) off the fence. There must be a minimum of fifty (50) feet or (15.3 meters) of stopping distance from the start/finish line to the fence. The score line for the barrel pattern can be a minimum of thirty (30) feet or (9.1 meters) maximum sixty (60) feet or (18.3 meters).
- 4) Arena size will determine the size of the pattern over the minimum requirements.
- 5) Barrel pattern must be set up to allow contestants to run the barrel pattern equally and fairly either in the left or right handed pattern.



Section Ten

Barrier Events

Jr. Boys/Girls Steer Daubing, Amateur Steer Daubing, Sr. Boys/Girls Steer Undecorating, Sr./Jr. Breakaway Roping

A: General Rules

- 1) A contestant must have a hazer for Daubing and Undecorating and may have one if roping horned stock in the Breakaway roping event.
- 2) The hazer must not render any assistance to the contestant while the contestant is working the steer. If the hazer bats, blocks or purposely turns the steer back before the safety line the contestant will be disqualified.
- 3) There is a thirty (30) second time limit in all events.
- 4) The animal belongs to the contestant when he or she calls for it.
- 5) Stock from the previous contestant must be out of the arena before the next competitor competes.
- 6) A contestant will be assessed a five (5) second penalty if they lose their hat before entering the arena.
- 7) All stock used in these events are to be similar and uniform in size for each event
- 8) Lap and Tap - no barrier to be used. If barrier judge is used to flag the start, the judge shall flag the animal when the nose of the animal crosses the start line.
- 9) The catch pen gate shall remain open for all events.
- 10) Contestants who have pushers pushing their stock out of the chute will be given a no time for their run if the pusher, while pushing the animal goes beyond the chute gate before the barrier has been released.
- 11) If the stock coming out of the chute fails to break the neck rope and the contestant remains behind the plane of the barrier for approximately ten (10) seconds, the animal shall be considered a sulking animal and is to be replaced and the contestant given a rerun.
- 12) The Flag Judge shall first flag the time and then flag the contestant out.
- 13) During any performance or go round if an animal escapes the chutes or pens before it is called for by the contestant or if the automatic barrier fails to work that contestant will be entitled to a rerun and have that same animal back. The contestant will contest on that animal at a time later in the performance or go round and after the animal has been brought back by the arena crew. No animal is to be brought back by itself and must be brought back with a minimum of two (2) other animals.
- 14) If in any of the Barrier events an animal escapes the arena, the field judge will drop the flag to stop time. The contestant then will receive the same animal back with a Lap and Tap start. Time that has already accumulated and any barrier penalties will be added onto a qualified run. If time was not recorded then ten (10) seconds plus any barrier penalties will be added to a qualified run.

B: Barrier

- 1) Mechanical barriers must be used when barriers are required and there must be a score line at the point where the barrier trips. No electronic barriers are to be used.
- 2) Barrier equipment must be inspected by the judge before each timed event. It will be left to the judges to see that the barrier is operating properly and if not the barrier is to be made to do so.
- 3) When setting up the score line, the age of the contestants must be taken into consideration, and the speed of the running stock.
- 4) The Barrier Judge is responsible to change the barrier string if it has become weakened or has been requested by the contestant to change it. The Barrier Judge is also responsible to see that neck ropes are put on the animals properly.
- 5) Neck ropes must be tied with string. No metal snaps or hardware shall be used on neck rope in the timed events.
- 6) If the barrier neck rope flies up and hits the contestant or their rope impairing them, the contestant must declare themselves for them to be given a rerun. The contestant must declare themselves by not continuing on to contest the stock and stopping their horse.
- 7) Height of the barrier in timed events shall be from thirty-two (32) to thirty-six (36) inches or (84 cm to 92 cm) measured at the center of the box.
- 8) Contestant times are to be recorded to the tenth (1/10th) of a second.

C: Breaking the Barrier

- 1) A ten (10) second penalty will be added to the contestants time for breaking the barrier.
- 2) In all Barrier events, a barrier will not be considered broken unless the ring drops within ten (10) feet or (3.05 meters) of the post.

D: Barrier Failure

- 1) In order for a time to be considered official barrier flag must operate.
- 2) If the mechanical barrier malfunctions in any way contestant must take a rerun provided the contestant has made a qualified run. If, in the judges opinion, the barrier malfunction caused the contestant to be disqualified the contestant will be allowed a rerun.
- 3) If the mechanical barrier fails to work and an official time has not started contestant will get stock back if a qualified run is made.

E: Score line

- 1) Arena conditions and age of contestants will determine score length. Length of the score line is to be set by the judges after consulting the stock contractor and event director if they are present.
- 2) Once a score line has been set in timed events it will not be changed for the course of the rodeo. The length of the timed event boxes cannot be changed either.
- 3) The Roping score line will be five (5) feet or (1.5 meters) less than the roping box unless otherwise decided upon by the judges, stock contractor and event representative if they are present.
- 4) In barrier events the timed event boxes ideally should be a minimum of fourteen (14) feet or (4.3 meters) in length.
- 5) To measure a score line correctly the barrier is to be put up with the pin in the barrier ring holding the pin in place. Measure from the post where the pin goes to the point where the barrier rope touches the ground. Set the score line eighteen (18) inches or (46 cm) beyond that point.

F: Safety Line - 3/4 Line

- 1) A safety line will be established by the Judges and the Arena Director at three quarters (3/4) of the arena size.
- 2) The safety line will be in effect for all barrier events.
- 3) A field flagger will assigned to sit on the fence at the three quarter (3/4) line and use an air horn to signal when the contestant's horse's nose has crossed the line.

G: Field Judge

- 1) When flagging timed events field flagger must position themselves so as to not hinder the contestants.
- 2) In any timed event if an animal escapes from the arena, the field flagger will drop the flag and watches will be stopped. Contestants will get the same animal back with a Lap and Tap start. Time that has already been spent will be added to the time of a qualified run. If flag is not dropped or if timer misses the flag and time is not recorded contestant will get the same animal back with a lap and tap start plus ten (10) seconds added to a qualified run time plus any barrier penalty incurred.
- 3) The Field Judge will not flag contestant out until time is recorded. Judge is to flag time then flag contestant out if run is not legal.
- 4) If the Judge sees that they have made an error in flagging they must declare a rerun before the contestant leaves the arena.

H: Breakaway Roping

- 1) Breakaway ropers are to come out of the heelers box if roping calves or muley stock. Ropers are to come out of the headers box if contestant is roping horned stock and may have a hazer if they so wish.
- 2) If contestant is roping horned cattle there will four (4) legal catches permitted.
 - a] Both horns
 - b] Half a head
 - c] Full head catch
 - d] If the rope passes over the head, the rope may draw up on any part of the animals body.
- 3) If contestant is roping muleys then it must be a full legal head catch passing over the head. If the rope passes over the head the catch as catch can rule applies.
- 4) No figure eight (8) patterns in the loop will be allowed in the catch. This is an illegal catch.
- 5) Two (2) loops will be permitted if two (2) ropes are carried. No loops can be rebuilt.
- 6) The rope must be attached to the horn of the saddle with string in such a manner as to allow the end of the rope to be released from the horn when the steer hits the end of the rope. The rope is not to be run through the bridle, tie down, neck rope or any other device. String will be provided by the rodeo committee and how it is attached can be inspected by the judge. String supplied by the rodeo committee will be the only string permitted to be used.
- 7) A colored ribbon or piece of colored tape or cloth must be attached to the end of the rope so that the judge can see when the rope breaks free from the horn of the saddle. The judge is to flag for time when the rope breaks free of the saddle horn.

- 8) Rope must be released from the contestants hand to be a legal catch. After roping the steer, failure to release loops from hand will result in disqualification of the catch.
- 9) The contestant will receive a no time if they break rope away from saddle horn by hand. If the rope should dally around the horn the contestant may ride forward, undally the rope then stop their horse to make the rope break away.
- 10) The catch pen is to be open for this event.
- 11) Contestant is not permitted to throw a loop before their horse has left the box. Penalty will be a no time awarded.

I: Steer Daubing

- 1) Daubing mops are to be uniform and in standard size. Mops are to be thirty (30) to thirty-six (36) inches or (76 cm to 92 cm) in length.
- 2) Daubing solution is to be flour and water or another solution approved by the Society.
- 3) Mops are to be knocked off thoroughly to ensure animal is actually daubed and not allowing solution to be transferred through the air and thrown onto the animal.
- 4) Steer Daubers are to start their run out of the headers box.
- 5) Contestants must contact the steer with the daubing mop within the designated area, then raise the mop above shoulder height to signal for time.
- 6) Steer will be inspected by the field judge to ensure that daubing mop has contacted the steer. If contestant has signaled for time and it is obvious that the mop has not contacted the animal, the contestant will be flagged out and will receive no time.
- 7) Contestants are not permitted to use a windmill style of wind up to daub the steer. The daubing mop must be held in a forward position then lowered down to tag the animal then raised back up past the point of the contestants shoulders. Failure to comply with this rule will result in the contestant being flagged out.
- 8) The catch pen is to be open for this event.

J: Steer Undecorating

- 1) Flags will be attached to the animals with adhesive glue or strong tape. Flags will be attached to the hip above the tail on the steer. All flags are to be attached to the steers in a uniformed manner thus allowing each contestant the same opportunity to undecorate the steer they are contesting on.
- 2) Steer Undecorating contestants are to come out of the headers box.
- 3) Once clear of the chute the contestant may undecorate the steer from either side of the animal.
- 4) If the flag falls off through no fault of the contestant, they will be given a rerun.
- 5) The catch pen is to be open for this event.

Section Eleven Other Events

A: Tiny Mite Dummy Roping

- 1) There will be three (3) legal catches permitted.
 - a] Whole head
 - b] Half a head
 - c] Both horns
- 2) Illegal catches.
 - a] A catch when the rope is not in contact with any part of the Jakesteer head.
 - b] A catch with a figure eight (8) pattern in the loop.
- 3) The starting point will be from a line twelve (12) inches or (30 cm) behind the Jakesteer.
- 4) Touching or stepping over the line will result in disqualification.
- 5) Contestant must stand to the left side of the Jakesteer to compete.
- 6) Go rounds: each contestant will be permitted one loop per go round. When a roper successfully catches the Jakesteer they will advance to the next go round.
- 7) After all contestants have competed in a go round the Jakesteer will be moved another twelve (12) inches or (30 cm) away from the line.
- 8) Points are to be awarded to contestants in the following manner:
 - a] Horn catch 3 Points
 - b] Half head catch 2 Points
 - c] Neck catch 1 Point
- 9) Tie breaker: Ties will be broken by the roper with the most points. Any ties remaining after the points are considered will remain a tie.
- 10) The Association to supply the Jakesteer or a suitable substitute.

B: Tiny Mite Mutton Busting/ Sheep Riding

- 1) Time limit for this event will be four (4) seconds.
- 2) Safety helmets are mandatory and are to be worn by the contestant.
- 3) Maximum weight of contestants is forty-five (45) pounds or (21 Kgs).
- 4) Scoring of contestants will be based upon the time length of the ride, the contestants control, and the difficulty of the ride.