

**ARCADIA YOUTH RODEO ASSOCIATION, INC.  
A FLORIDA, COMMUNITY-BASED, NOT-FOR-PROFIT CORPORATION**

**CHAPTER 1:  
PURPOSE OF THE ARCADIA YOUTH RODEO ASSOCIATION, INC.**

SECTION 1. This association shall be known as Arcadia Youth Rodeo Association, Inc., and shall at all times be operated and conducted as a nonprofit association in accordance with the laws of the State of Florida providing for such rights as granted to associations of this kind.

SECTION 2. The Arcadia Youth Rodeo Association, Inc. promotes the interest of children and teenagers, 18 and under, to compete in amateur rodeo competition.

SECTION 3. The goal of the Arcadia Youth Rodeo Association, Inc. is to provide quality events which will allow our youth to advance their rodeo talents in fair competition and the appreciation of good sportsmanship. The Arcadia Youth Rodeo Association, Inc. is dedicated to helping its youth set goals and work to achieve them through a sport they truly enjoy

**CHAPTER 2:  
MEMBERSHIP**

Membership in the Arcadia Youth Rodeo Association, Inc. (“AYRA” or “Association”) is a privilege, not a right. Application as such shall be made on forms, by payments of membership fees, and by the following of procedures as prescribed by the Association. Membership, or application for membership, therefore, may be terminated or rejected by the Board of Directors (“Board”) for cause detrimental or rejected by interest of the Association, its programs, policies, objectives, and harmonious relationship of its members as determined by the Board.

Any person becoming a member of the AYRA shall become familiar with the Rules and By-Laws and shall comply and be bound by the same. Only members in good standing shall be eligible to participate in all activities of the Association when qualified and shall be eligible to receive any awards or benefits sanctioned by the Rules of the Association.

The Board of Directors of the Arcadia Youth Rodeo Association shall expect the cooperation of any member when called upon AYRA officials to represent the AYRA’s interest regarding enforcements of Rules at any AYRA show, for help during a show, including any duties in regard to producing the show, or in any matter of official business.

**CHAPTER 3:  
MEETINGS**

Annual meetings of the members shall be held at such time and place as may be fixed by resolution of the Board of Directors for the transaction of such business as may be brought before the meeting.

Notice of any annual meeting shall be given by publishing in the AYRA newsletter. A notice prominently displayed stating the time and place of such meeting and shall be published not less than thirty (30) days prior to the date of such meeting.

Special meetings of the members may be held at such time and place as may be designated in the notice, whenever called in writing by direction of the President, Arcadia All-Florida Championship Rodeo, or by a majority of the Board of Directors, or by notice signed by not less than twenty percent (20%) of the active members in good standings.

#### **CHAPTER 4: MEMBERSHIP DUES**

The fiscal year of the AYRA runs from October 1<sup>st</sup> through May 30<sup>th</sup>.

- A. All contestant members and non-contestant members will be required to fill out an Membership Application, a Release Agreement form and a Release of Liability form, and must pay the AYRA a membership fee of Twenty Five Dollars (\$25.00) per contestant or Fifty Dollars (\$50.00) for a family membership in order to join the Association.
- B. ALL COMPETITORS MUST BE A MEMBER OF THE AYRA TO COMPETE.
- C. While in good standings, all members shall have equal right, interest and responsibilities in the AYRA. With respect to the Association and its property, members in good standings shall have the right to vote in all general membership meetings and shall have the right to hold office and committee assignments except otherwise limited.

#### **ARTICLE 1: GENERAL RULES**

- A. All members and their parent/guardians must abide by the Rules and Regulations of the AYRA. All members and their parents/guardians are responsible for reading and fully understanding the Rules and Regulations of the AYRA. Not understanding the Rules and Regulations will be no excuse for noncompliance with said Rules and Regulations.
- B. All members and their parents/guardians must accept the decision of the judges and/or Arena Director (or designee) as final. Misconduct of a contestant or representative may cause a disqualification of said contestant. This includes arguing with the judge. If at any time a parent or contestant argues with a judge, the judge first warns the parent or contestant of possible consequences and if the argument persists the contestant can be disqualified for the remainder of the rodeo.
- C. All members will be required to submit to the AYRA Membership Secretaries their signed and notarized Liability Release Agreement, and a copy of their current insurance card as proof of medical coverage, before they will be eligible to participate in any sanctioned rodeos.
- D. During times of inclement weather or arena conditions, AYRA Directors and Officers will meet to discuss the safety of the contestants for the scheduled rodeo. Any changes to the scheduling will be posted on the AYRA web-page on the Arcadia All-Florida Championship website ([www.arcadiarodeo.com](http://www.arcadiarodeo.com)). E-mail notifications will be sent only to those who have provided their e-mail to the Membership Secretaries.

E. Any items not covered in the AYRA rules shall refer to the rules and regulations set by the All-Florida Junior Rodeo Association, or shall be at the Judges' discretion.

F. **Call-Ins: CALL IN #: 863-993-2380.**

Call-ins for the 2009 AYRA Season will be on the Monday before each scheduled rodeo, from 7:00-9:00 p.m.; and on Tuesday, from 7:00-8:00 p.m. You must speak with the Entry Secretary to enter – DO NOT LEAVE A MESSAGE. **You will only be required to call in the first time:** once a member is "called-in" that call-in is good for the whole season. If for any reason a member is not able to compete at a rodeo, you are required to call-out. If you do not call-out for a scheduled rodeo and then do not show up for that rodeo, you must call-in for the next scheduled rodeo in order to compete and you will be required pay the entry fees for the missed rodeo (double-entry fees) at that next rodeo. Members who have called-out for a rodeo are required to call-in for the next rodeo in which they will be competing.

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

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

G. **Call-Outs: CALL-OUT #: 863-993-2380**

Call-outs will be taken the Thursday before each scheduled rodeo, from 7:00-9:00 p.m., and then on the Friday before each scheduled rodeo, from 3:00-5:00 p.m. If you do not call-out for a scheduled rodeo and then do not show up for that rodeo, you must call-in for the next scheduled rodeo in order to compete and you will be required pay the entry fees for the missed rodeo (double-entry fees) at that next rodeo. Members who have called-out for a rodeo are required to call-in for the next rodeo in which they will be competing

## **ARTICLE II: DRESS CODE**

Dress Code for the 2010-2011 AYRA Season is "cowboy dress" and will be enforced upon entry fees being paid for the scheduled rodeo. Dress Code will be required for all competitors while they are competing in the arena, and preparing for their events in roping boxes, warm-up areas, and bucking chutes. Violators will be given verbal notice and an opportunity to change into dress code, or the violator could face a fine or disqualification from the scheduled event and/or rodeo. If a contestant has completed their event(s) and will be in the stands or on the grounds during the remainder of the scheduled rodeo, they may change into regular clothes, but are still required to wear their back tags. Back Tags are to be worn at all times during the scheduled rodeo, whether or not the member is currently competing. (See item E below.)

### Dress Code Requirements:

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

- D. Jeans: When competing in low-rise jeans, the contestant must wear a long enough western style shirt so that it will stay tucked in.
- E. All Contestants will be issued a numbered back-tag. This back-tag has the contestant's membership number and is to be worn by the contestant on the back at all times during the scheduled rodeo, while on the rodeo grounds, on the practice fields and in the rodeo arena, whether or not the contestant is currently competing. Roughstock contestants are not excluded from wearing their back-tags however they may transfer their back-tag to their riding vest when preparing for their ride and while competing. If a member loses their back-tag, there will be a \$5.00 charge for replacing the tag and can be purchased from the Membership Secretaries.

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

**The 2010-2011 AYRA Season is a seven-month season: six (6) rodeos and the finals, with the top ten (10) contestants in each division being eligible to compete.** All events are open for competition to youth members, boys and girls, ages 4 to 18 years of age (as long as they are still in high school), as specified by the following age divisions:

Roughstock:

- Mutton Bustin' – 6 years and under, or 60 lbs or less
- Calf Riding – 7-8 years
- Steer Riding – 9-12 years
- Jr. Bull Riding – 13-14 years
- Sr. Bull Riding – 15-18 years
- Bareback & Saddle Bronc open only to Seniors (no exceptions)

Due to safety issues, there will be no "riding up" allowed in the roughstock division.

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

- Tots – 8 years and under
- Juniors – 9-14 years
- Seniors – 15-18 years

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

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

- A. Points will be awarded to the top ten contestants in each event. Points will be distributed according to the following placement in each event:
  - i) First Place will receive 10 points
  - ii) Second Place will receive 9 points
  - iii) Third Place will receive 8 points

- iv) Fourth Place will receive 7 points
  - v) Fifth Place will receive 6 points
  - vi) Sixth Place will receive 5 points
  - vii) Seventh Place will receive 4 points
  - viii) Eighth Place will receive 3 points
  - ix) Ninth Place will receive 2 points
  - x) Tenth Place will receive 1 point
  - xi) TIES: Points will be added together and divided between contestants.  
(Example: 1<sup>st</sup> and 2<sup>nd</sup> will receive 10+9 points = 19 ÷ 2 = 9.5 points each.)  
Jackpot payout will be split accordingly between the two contestants.
- B. Roughtock qualifying rides will be judged on times pursuant to their specific event rules.
  - C. Barrels, Poles, and Goats points will be awarded from the fastest time to the slowest time, which will include penalties if imposed, pursuant to their specific event rules.
  - D. Roping events points will be awarded from the fastest to the slowest time, which will include penalties if imposed, pursuant to their specific event rules.
  - E. **All contestants must compete in at least three (3) rodeos for their points to accumulate and to be eligible for the finals in their particular event.**
  - F. **There will be an All-Around Cowboy and All-Around Cowgirl in each age division awarded at the end of the season, determined by the accumulated points over the six (6) rodeo shows, and points received at the finals. In order to be eligible for the All-Around awards, the contestant must enter and compete in at least three (3) events in at least three (3) rodeos for that particular event.**
  - G. The top ten (10) contestants in each event will be eligible to compete in the finals. Contestants must enter and compete in the finals to receive their award. Competing in the All-Around category will not preclude any contestant from being in the top ten of the individual events.
  - H. During all events, only the contestant(s) and arena help will be allowed in the arena. Contestants will be allowed in the arena when it is their turn to compete. Each contestant will be allowed to have a parent, other adult, or contestant in the arena to assist them, if the event allows for assistance.
  - I. All contestants must be ready for their event(s). Contestant will be called three (3) times for their event. If contestant is not at the entry gate and ready to compete by the third call, contestant will receive a NO TIME.
  - J. A contestant can be disqualified (DUE TO SAFETY ISSUES) if, in the opinion of, the Arena Director or Judge(s) believe there is a danger to the contestant, other contestants or bystanders, due to that contestant's actions or behavior.

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

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

- A. ALL CONTESTANTS must wear protective gear for their respective events:
- i) **HELMETS MUST BE WORN FOR ALL ROUGHSTOCK EVENTS.** Steer Riders, Junior Bullriders and Senior Bullriders must wear “caged-front” helmets. Appropriately sized helmets are provided at each rodeo show by AYRA, or the contestant may use their own helmet if it meets the AYRA requirements.  
**The only exception to this rule is for the Bareback and Saddle Bronc events; helmets are not required to be worn for these events due to possible safety issues.**
  - ii) **PROTECTIVE VESTS AND MOUTH-GUARDS MUST BE WORN FOR ALL ROUGHTSTOCK EVENTS.**
- B. ONLY the contestant and one helper will be allowed behind the bucking chutes. Failure to comply with this rule could result in disqualification of the contestant. Contestant and helper must both have a hand-stamp indicating a roughstock event for entry into the bucking chute area.
- C. Due to safety issues, there will be no “riding up” in the roughstock divisions.

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

- a) Sheep should be ridden for six (6) seconds, no longer than ten (10) seconds
- b) Judging time will start when the animal’s inside front shoulder passes the plane of the chute.
- c) The contestant will have one (1) minutes from the time he or she sits on the sheep to call for the chutes gate to be opened, provided the sheep is ready. If contestant does not call for the gate to be opened before the time expires, he or she will receive a NO TIME. This rule will be used at the discretion of the Judges and Arena Director.
- d) Points and scoring will be based upon the length of the ride, from longest to shortest amount of time. In cases where there are no “qualified” six (6) second rides, the back-up time of the longest ride will determine the winner and placement of each competitor.

### **SECTION 2: CALF RIDING**

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

### **SECTION 3: STEER RIDING**

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

### **SECTION 4: JUNIOR BULLRIDING**

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

### **SECTION 5: SENIOR BULLRIDING**

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

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

1. No finger wraps, knots or hitches to prevent the rope from falling off the calf, steer, junior or senior bull when the rider leaves the animal are allowed.
2. No more than one person may be on the chute to pull the contestant's rope.

#### **A. Scoring and Penalties:**

- 1) The ride and the animal are to be marked separately.
- 2) The ride will be marked according to how much the contestant spurs the animal.
- 3) Figures used in marking the riding events shall range from one (1) to twenty-five (25), on both the bucking animals and contestant, and will use the full spread.
- 4) If the contestant makes a qualified ride with any part of the rope in the riding hand, he or she is to be marked.
- 5) Contestant's will receive no score for any of the following offenses:
  - a. Being bucked off
  - b. Touching the animal with the free hand
  - c. Using sharp spurs
  - d. Placing spurs or chaps under the rope when the rope is being tightened

- 6) Judges may disqualify a contestant who has been advised that he is next to go if he is not above the animal with his glove on when the previous animal leaves the arena.
- 7) A contestant can be disqualified (DUE TO SAFETY ISSUES) if, in the opinion of, the Arena Director or Judge(s) believe there is a danger to the contestant, other contestants or bystanders, due to that contestant's actions or behavior.

B. Re-Rides:

- 1) The matter of re-rides shall be decided by the judges.
- 2) Contestants shall not influence the judges by asking for a re-ride at any time.
- 3) If a re-ride is given, the judges shall inform the contestant immediately of his marking and the option of a re-ride.
- 4) A contestant may refuse a re-ride and take his current marking.
- 5) The contestant must make his decision regarding the re-ride immediately upon notification by the judges.
- 6) No ride will be given due to faulty or broken equipment furnished by the contestant in any event.
- 7) Re-rides may be given only when stock fails to break, stops or fouls the rider.
- 8) 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, he or she may have a re-ride.
- 9) Contestants who are fouled at the chute will be entitled to a re-ride at the judge's discretion.
- 10) If an animal falls down exiting the chute, a contestant will be given a re-ride at the judge's discretion.
- 11) A contestant may be given a re-ride if the flank comes off or breaks provided the contestant completed a qualified ride.
- 12) If a rider takes the same animal for the re-ride, he must take the marking give on the re-ride.

**SECTION 6: BAREBACK RIDING** – Senior Division Only (Limited to 15 Riders)

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

**EVENT RULES FOR BAREBACK RIDING**

1. Contestant is not to use sharp spurs.
2. Contestant will have the right to call judges to pass on whether or not animal is properly flanked to buck the best of his ability.
3. If any part of the rider contacts the ground, the animal is considered to have fallen.
4. No contestant will ride two head in the same event during performance except for re-rides.

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

A. Scoring and Penalties:

- 1) Ride and animal to be marked separately.
- 2) The ride will be marked according to how much the contestant spurs the animal.
- 3) Figures used in marking the riding events shall range from 1 to 25 on both the bucking animal and the contestant, with the full spread being used.
- 4) If a horse stalls coming out of the chute either judge may tell contestant to take his feet out of the horse's neck and first jump qualification will then be waived.
- 5) Contestant shall receive no score for not following judges' instructions to take feet from the neck of the horse stalled in the chute.
- 6) If the rigging comes off of the horse, if the contestant touches anything with the free hand or is bucked off, the contestant will receive a no score.
- 7) In the opinion of the judges, if a contestant is riding with rowels too sharp or riding with locked rowels, he will receive a no score.
- 8) The contestant will be disqualified for taking any kind of finger tuck or finger wrap.
- 9) Judges may disqualify the contestant who has been advised that he is next to go if he is not above the animal with his glove on when the previous horse leaves the arena.
- 10) A contestant can be disqualified (DUE TO SAFETY ISSUES) if, in the opinion of, the Arena Director or Judge(s) believe there is a danger to the contestant, other contestants or bystanders, due to that contestant's actions or behavior.

B. Re-rides:

- 1) The matter of re-rides shall be decided by the judges.
- 2) No re-ride will be given due to faulty or broken equipment furnished by the contestant in any event.
- 3) Re-rides may be given only when stock fails to break, stops, or fouls the rider.
- 4) Contestants shall not attempt to influence the judges by asking for a re-ride at any time.
- 5) If a re-ride is given, the just shall inform the contestant immediately of his score and the option of a re-ride.
- 6) Contestant may refuse the re-ride and take his current marking.
- 7) The contestant must make his decision regarding the re-ride immediately upon notification by the judges.
- 8) If the contestant accepts the re-ride and takes the same animal back, the contestant must take the marking given on the re-ride.
- 9) If, in the opinion of the judges, a rider makes two honest efforts get out on a chute-fighting animal and is unable to do so, he may draw for a re-ride.
- 10) If an animal that is drawn for a re-ride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the contestant who draws the animal for the re-ride.
- 11) If the animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride in the current (or prior) go-round will take the animal first.
- 12) When a final head is to be ridden in the riding events, at least two additional head of stock will be available for re-rides.
- 13) Contestants who are fouled at the chute and declare the foul will be entitled to a re-ride at the judge's discretion, or the spurring-out rule may be waived.
- 14) If an animal falls down out of the chute, the contestant will be entitled to a re-ride at the judge's discretion.
- 15) If the animal loses the flank, fails to break, stops, or fouls the rider, the contestant may take the same animal back, providing the stock contractor is willing, or he may draw for a re-ride.
- 16) If an animal that is already drawn for another contestant runs off, that contestant must take the animal already drawn for.
- 17) If is the second consecutive time the animal has run off, the animal must be taken out of the draw, and an animal drawn for the contestant out of the re-rides.
- 18) If the pick-up man or horse comes in contact with the bucking horse before qualified time has elapsed, a re-ride will be given on the same animal. The only exception to this rule is if it is the rodeo's last day. On the last day, the contestant may have the same animal back if the stock contractor is willing, or a re-ride will be drawn if requested. If the stock contractor is not willing to the use the same animal, a re-ride will be drawn.
- 19) A contestant will only have the option of a re-ride if the flank comes off the animal and the contestant did not complete a qualified ride, but was qualified up to the point of the flank coming off the animal.

## **SECTION 7: SADDLE BRONC RIDING – Senior Division Only (Limited to 15 Riders)**

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

### **EVENT RULES FOR SADDLE BRONC RIDING**

1. Contestant is not to use sharp spurs.
2. Contestant will have the right to call judges to pass on whether or not animal is properly flanked to buck the best of his ability.
3. No contestant will ride two head in the same event during performance except for re-rides.
4. 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.
5. Horses are to be saddled in the chute.
6. Saddles must not be set too far ahead on the horse's wither.
7. The Middle flank belongs to the contestant, but the stock contractor may have the contestant put the flank behind the curve of the horse's belly.
8. The flank cinch may be hobbled.
9. Contestant may cinch his own saddle.
10. Contestants may pull riggings and cinch saddle from either side.
11. Riding rein and hand must be on the same side.
12. One arm must be free at all times; the contestant must not touch the animal with the free hand at any time during the ride.
13. To qualify, the rider must have spurs over the break of the shoulders and touching the horse when the horse's front feet hit the ground on its initial move out of the chute.
14. The judge, or a person assigned by the Arena Director, on the latch side of the chute gate shall serve as a back-up timer in the bareback riding event. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for time verification on each ride. In any instance where the time is eight (8) seconds (or more) on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight (8) seconds, the judge must go with the whistle.

#### **A. Scoring and Penalties:**

1. Ride and animal to be marked separately.
2. The ride will be marked according to how much the contestant spurs the animal.

3. Figures used in marking the riding events shall range from 1 to 25 on both the bucking animal and the contestant, with the full spread being used.
4. If a horse stalls coming out of the chute either judge may tell contestant to take his feet out of the horse's neck and first jump qualification will then be waived.
5. Contestant shall receive no score for not following judges' instructions to take feet from the neck of the horse stalled in the chute.
6. A contestant will be given a "no score" for any of the following reasons:
  - i) Being bucked off
  - ii) Changing hands on reins
  - iii) Wrapping rein around hand
  - iv) Pulling leather
  - v) Losing stirrup
  - vi) Touching self, animal, saddle, rein, etc. with the free hand
  - vii) Riding with locked rowel or with rowels that will lock on spurs
7. Any contestant using any foreign substance other than dry resin on chaps and saddle shall be disqualified. The judges may examine clothing, saddle, reins and spurs; the exception being made only if local rules make it necessary for the covering of spur rowels.
8. Judges may disqualify the contestant who has been advised that he is next to go if he is not above the animal with his glove on when the previous horse leaves the arena.
9. A contestant can be disqualified (DUE TO SAFETY ISSUES) if, in the opinion of, the Arena Director or Judge(s) believe there is a danger to the contestant, other contestants or bystanders, due to that contestant's actions or behavior.

B. Re-rides:

1. The matter of re-rides shall be decided by the judges.
2. No re-ride will be given due to faulty or broken equipment furnished by the contestant in any event.
3. Re-rides may be given only when stock fails to break, stops, or fouls the rider.
4. Contestants shall not attempt to influence the judges by asking for a re-ride at any time.
5. If a re-ride is given, the judge shall inform the contestant immediately of his score and the option of a re-ride.
6. Contestant may refuse the re-ride and take his current marking.
7. The contestant must make his decision regarding the re-ride immediately upon notification by the judges.
8. If the contestant accepts the re-ride and takes the same animal back, the contestant must take the marking given on the re-ride.
9. If the halter comes off, the contestant must have a re-ride providing the contestant made a qualified ride up to the time the halter comes off. The contestant must re-ride or take a no score for that ride.
10. If an animal that is drawn for a re-ride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the contestant who draws the animal for the re-ride.

11. If the animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride in the current (or prior) go-round will take the animal first.
12. When a final head is to be ridden in the riding events, at least two additional head of stock will be available for re-rides.
13. If, in the opinion of the judges, a rider makes two honest efforts get out on a chute-fighting animal and is unable to do so, he may draw for a re-ride.
14. Contestants who are fouled at the chute and declare the foul will be entitled to a re-ride at the judge's discretion, or the spurring-out rule may be waived.
15. If an animal falls down out of the chute, the contestant will be entitled to a re-ride at the judge's discretion.
16. If the animal loses the flank, fails to break, stops, or fouls the rider, the contestant may take the same animal back, providing the stock contractor is willing, or he may draw for a re-ride.
17. If an animal that is already drawn for another contestant runs off, that contestant must take the animal already drawn for.
18. If is the second consecutive time the animal has run off, the animal must be taken out of the draw, and an animal drawn for the contestant out of the re-rides.
19. If the pick-up man or horse comes in contact with the bucking horse before qualified time has elapsed, a re-ride will be given on the same animal. The only exception to this rule is if it is the rodeo's last day. On the last day, the contestant may have the same animal back if the stock contractor is willing, or a re-ride will be drawn if requested. If the stock contractor is not willing to the use the same animal, a re-ride will be drawn.
20. If, in the opinion of the judges, a saddle bronc deliberately throws himself the contestant shall have the choice of that horse again or he may have a horse drawn for him from the re-ride horses.
21. A contestant will only have the option of a re-ride if the flank comes off the animal and the contestant did not complete a qualified ride, but was qualified up to the point of the flank coming off the animal.

## **ARTICLE V: TIMED EVENTS**

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

- a) **Contestants will be allowed to run only one horse per rodeo show in this event.**
- b) A contestant has two (2) minutes to enter the arena once the arena is ready and their name has been called for the first gate call. If the contestant does not enter the arena for the run prior to the time expiring, she or he will receive a NO TIME.
- c) A contestant will be allowed fifteen (15) seconds from the time they enter the arena until the time is started by the automatic electric timer.
- d) Contestants are required to be checked in the holding area behind the alley at least five (5) riders before they run.
- e) Only five (5) riders are allowed in the holding area at a time.

## **SECTION 2: POLE BENDING**

- a) **Contestants will be allowed to run only one horse per rodeo show in this event.**
- b) A contestant has two (2) minutes to enter the arena once the arena is ready and their name has been called for the first gate call. If the contestant does not enter the arena for the run prior to the time expiring, she or he will receive a NO TIME.
- c) A contestant will be allowed fifteen (15) seconds from the time they enter the arena until the time is started by the automatic electric timer.
- d) Contestants are required to be checked in the holding area behind the alley at least five (5) riders before they run.
- e) Only five (5) riders are allowed in the holding area at a time.

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

#### **General Rules:**

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

#### **Scoring and Penalties:**

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

### Re-Runs:

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

## **SECTION 3: GOAT TYING**

### General Rules:

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

### Scoring and Penalties:

1. The Judge will not flag the contestant out until time is recorded.
2. The tie will be passed on by the field judge and if it is not secure for six (6) seconds, the contestant will receive a NO TIME.
3. If the horse comes in contact with the goat or rope any time during the run, whether mounted or dismounted, there will be a ten (10) second penalty.
4. If the goat should breakaway because of the fault of the horse while the contestant is mounted, the contestant will receive a NO TIME. A contestant is still mounted until both feet are on the ground. If the horse runs over the rope with rider dismounted, then the rider shall receive a flag; then shall be allowed to tie from accumulated time from point of foul.
5. A contestant can be disqualified (DUE TO SAFETY ISSUES) if, in the opinion of, the Arena Director or Judge(s) believe there is a danger to the contestant, other contestants or bystanders, due to that contestant's actions or behavior.
6. If while tying, the contestant becomes tangled in the rope, upon signaling the completion of the tying of the goat, the contestant may be required to stand still instead of moving away from the animal; instruction and scoring will be at the judge's discretion.

## **SECTION 4: BREAKAWAY ROPING**

### **General Rules:**

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

### **Event Rules:**

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

### **Scoring and Penalties:**

1. If the contestant breaks the barrier prior to the calf leaving the box there will be a ten (10) second penalty.
2. Roping the calf without releasing the loop from the hand will disqualify the catch.

3. The contestant shall receive a NO TIME should he or she break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward and un-dally the rope, then stop their horse to make the rope breakaway. (The word “dally” means one complete turn around the saddle horn.)

#### Re-Runs:

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

### **SECTION 5: DALLY TEAM ROPING**

#### General Rules:

1. There will be a sixty (60) second time limit or two loops, whichever comes first.
2. All stock (calves and steers) will be drawn.
3. The roping box shall be part of the arena during the roping event.
4. Once the score line has been set in timed events it will not change in the rodeo, nor can the length of the box be changed.
5. A barrier will be used in this event, with the junior and senior contestants subject to a ten (10) second penalty for a broken barrier.
6. If a barrier is unavailable and lap and tap is necessary, the time will start when the animal crosses the line and is flagged by the line judge, or the time will start when the animal’s nose clears the gate. The decision in this instance will at the Arena Director and Judge’s discretion.
7. The calf “belongs” to the contestant when he or she calls for it, regardless of what happens afterward, with the following exceptions:
  - a) If the calf gets out of the arena, the flag will be dropped and the roper gets the calf back with lap and tap, with the accrued time added from when the calf left the arena.
  - b) In cases of mechanical failure.

#### Event Rules:

1. A team roper may only enter once for points at any given rodeo, as a header or a heeler, with the partner of his or her choice; the partner must be designated at call-in. Team Ropers, however, may compete at that rodeo additional times, as either a header or a heeler, for jackpot money; one of the team members must be a designated roper for points. Each additional entry requires an additional entry fee. Team Ropers will only gain points for the designated entry.

2. In the event one of the partners is unable to compete in the team event, the names of eligible contestants from other teams will be used to randomly draw for a partner for the event. Points will only be awarded to the partner-less contestant.
3. The header's horse must stand backed into the corner of the box.
4. Headers must start from behind the score line, and the header's horse must clear the box before the loop is thrown. No loops should be thrown prior to breaking the barrier.
5. The heeler must start from behind the score line.
6. The time will be taken when the steer is roped and both horses are facing the steer in line (L-shaped or better) with the ropes dallied and tightened. Dally must be kept until inspected by the Judge. (The word "dally" means one complete turn around the saddle horn.)
7. Each team will allowed three (3) loops and three (3) throws in total.
8. No tied ropes will be allowed.
9. The ropers must be mounted when the time is taken.
10. The steer must stand up when roped by either head or heel.
11. If the steer is roped by only one horn, the rider is not allowed to ride up and put the rope over the other horn or the head with his or her hand.
12. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from out of the heel loop with his or her hand.

#### Scoring and Penalties:

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

#### Re-Runs:

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

## **SECTION 6: TIE-DOWN ROPING**

### **General Rules:**

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

### **Event Rules:**

1. The contestant's horse must clear the box before the loop is thrown. No loops should be thrown prior to breaking the barrier.
2. In the case of lap and tap, the contestant's horse must stand backed into the corner of the box.
3. Two loops will be allowed if two ropes are carried, or the rebuilding of first loop is permitted.
4. The "catch as catch can" rule shall apply after the loop has passed over the calf's head.
5. The contestant must rope the calf, dismount, go down the rope, throw the calf by hand and then cross and tie any three legs.
6. If the calf is down when the roper reaches it, the calf must be stood on at least three feet and then be re-thrown. A Field Flaggers Call – or a ten (10) second penalty will be added to the time.
7. If the roper's hand is on the calf when the calf falls, the calf is considered to be thrown by hand.
8. The rope must hold the calf until the roper gets his or her hands on the calf.
9. To qualify as a legal tie, there shall be one or more wraps and a half-hitch or hoeey on the calf. A "hoeey" is a half-hitch with a loop; the tail of the string may be partly or all the way pulled through.

10. The tie must hold for six (6) seconds, and the three legs must remain crossed until passed on by the Judge.
11. The rope will not be removed and the rope must remain slack until the field Judge has passed on the tie.

#### Scoring and Penalties:

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

#### Re-Runs:

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

### **ADDENDUM TO SECTION 6: TIE-DOWN ROPING CHANGES**

ALL GENERAL RULES AS ORIGINALLY STATED WILL APPLY, except for the following changes for the Junior Division. The Junior Tie Down will be separated into 2 categories:

1. Double-Mugging:

Double-Mugging entails an adult who, once the junior competitor has roped his calf, actually throws the calf for the competitor. Once the junior competitor is in control of the calf, they take over the roping of the calf, and the adult moves away.

2. Junior Tie Down: As originally stated in the rules. No adult assistance is allowed to throw the calf for the competitor.

The Junior competitor must indicate upon call-in if he or she will be competing as a double-muggier or as straight tie-down.

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

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

- A. Time Limit:

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

B. General Rules:

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

C. Event Rules:

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

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

D. Scoring and Penalties:

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

E. Reruns:

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

F. Officials:

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. The fairness of the catch and throw will be left to the judges, and their decision will be final.
3. Field flagger is required to watch contestant and steer until animal is turned loose.

4. Barrier judge will stand on the start line on right side of the steer and flag when the animal's nose crosses the line indicating the start of the run.
5. Field flagger will flag when the animal is legally thrown indicating the end of the run.
6. The same judge can be used to flag the start and finish.

G. Stock:

1. Steers must be uniform in height, weight, and breed.
2. Steers must not weigh more than 350 pounds.
3. Steers must have six (6) inches of horn.