

# **MANDAN HORSE AND SADDLE CLUB RULE BOOK For Family Rodeos**

This booklet is intended as a guide for contestants, arena personnel, judges and others involved in the Mandan Horse & Saddle Club family rodeos. A resource used to create this booklet includes the National High School Rodeo Association Rulebook. We have adjusted some rules to better fit the format of MHSC rodeos. We hope contestants will become familiar with these rules before competing. Please consult the rulebook before questioning a judge, club officer or other rodeo volunteers about a possible infraction.

Compiled in 2006

Revised as approved by board of directors April 2, 2007; Sept. 4, 2008; Oct. 22, 2008; May 5, 2010; April 12, 2011; March 15, 2012; March 5, 2013; March 18, 2014; March 17 2016, May 4, 2017; April 10, 201, March 25, 2020 and Jan. 20, 2021.

Updates approved in 2021 are underlined.

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## GENERAL RULES AND GUIDELINES

1. Rodeos will start on time. **Advance entries are required. The deadline is midnight on the MONDAY preceding competition for [on-line entries](#). Fees may be mailed to entry coordinator prior to rodeo or must be paid by 8 a.m. on the day of the rodeo. If mailed, rodeo fees must be postmarked by Monday preceding rodeo. Draw outs are 48 hours prior to rodeo via email to entry coordinator. Draw out fees will be collected if less than 48 hour notification is given, unless contestant has a vet or medical release. Online entry system will not allow contestants to enter UNLESS they have their membership and liability waivers submitted to the membership/entry coordinator.**
2. All contestants must sign an annual Waiver of Liability before competing. If the contestant is under 18 years of age, a parent or legal guardian must sign the waiver.
3. Western hats, long sleeved collared shirts, and boots are required for all events. All events involving a contestant mounted on a horse require the use of a western stock saddle unless otherwise specified. Contestants in calf and steer riding must wear protective helmets and vests. Western hats must be on the contestant's head at the time he or she enters the arena. Failure to do so will result in a 5-second penalty.
4. Please discipline your horse at home. Animals shall not be beaten, mutilated, or cruelly prodded. This is a family-oriented organization and children are watching at all times. Such behavior, as determined by the judge, will result in disqualification, from the rodeo from the time of the infraction through the remainder of the day's events.
5. If your horse kicks, tie a ribbon on its tail to alert others.
6. This organization encourages safety, good horsemanship, good sportsmanship and fun. No inappropriate language, profanity, or gestures will be tolerated.
7. Only the contestant who is announced as being "up" is allowed in the alley way. Any other contestants present in the alley way will result in a disqualification for that event, with the exception of a rider who is assisting the current contestant, at the discretion of the judge.
8. A contestant may enter the arena gate at the speed of his or her choice, however, beginning to run prior to entering the alley will result in a disqualification, at the discretion of the judge. Circling a horse prior to running is allowed.
9. Sixty Second Rule: Refusal to enter arena gate or to call for cattle in a timely manner. Contestants will be called 3 times with a 60-second time limit from the moment the contestant's name is called the first time. If entry is not made into the arena, or cattle have not been called for at the expiration of the 60 seconds, the contestant is disqualified from the event.
10. Points shall be awarded to the top six in each class with 1st place being worth 6 points and 6th place being worth 1 point. If fewer than six entrants in the class, points shall be awarded according to the number of entries. The Open Team Roping and Open Breakaway Roping will not count toward all-around points. Any senior team roper in the Pro-Am will receive cash and prizes at each rodeo, plus, points toward the year-end award, but will not accumulate points toward the all-around.

11. All-around and other overall awards at a rodeo shall be presented to the contestant(s) within each age category with the most total points within that age category (open events included). In order to qualify for the overall awards, contestant must have competed in at least two events.
12. In the event of a tie for any award in the beginner or peewee divisions, the club will purchase the additional award(s) provided the value does not exceed \$150. The participant who receives the award on the event day will be decided by a coin toss or by mutual agreement between the parties involved. Winners in tie situations at individual rodeos in the beginner or peewee divisions with the prize exceeding \$150 and in the junior and senior divisions will be determined based on: 1) dollars won in qualifying events (open team roping excluded), 2) the number of events the contestant earned points in; and 3) the number of events the contestant entered. Equal prizes in tie situations for year-end awards will be presented in all age categories. If a tie occurs in an event, and a material prize is involved, another prize will be awarded. Points and monetary prizes will be split equally between or among contestants tying in an event. If no contestant places 1-3 in an event, the corresponding payout amount will go back to the club.
13. Divisions are based on contestant age as of January 1. Cash payouts are ONLY awarded within a contestant's age division. However, if contestants wish to enter a comparable event in the age division above their own, they are welcome to do so but it will be treated as an exhibition. Exhibition entry fees will be collected, but are not part of the cash payout in any division. Contestants will only be allowed to do one exhibition per comparable event. Comparable events are as follows:
  - Calf Riding – Steer Riding
  - Goat Tail Tying – Goat Tying
  - Dummy Roping – Breakaway Roping

Points earned in open events apply to any division, with the exclusion of Open Team Roping and Open Breakaway Roping.
14. Contestants may enter an event only once. Multiple contestants may compete on the same horse in the same event.
15. Stock will not be drawn. Contestants will be required to take stock in gate or chute order.
16. Exhibition runs are not allowed except as outlined in rule 13 when the event is not available in the contestant's own age division.
17. The judge's or flagging person's ruling is final. The judge may at his or her discretion consider the sightings of arena personnel in issuing a ruling. PLEASE RESPECT THE JUDGE'S DECISION.
18. In the event of an unresolved dispute, any complaints should be immediately brought to the attention of the president, who in turn will call a meeting of the grievance committee to discuss the particular issue at hand. The grievance committee -- chaired by the MHSC president and comprised of the vice president, secretary, treasurer and arena director -- will issue a final decision in consultation with the judge. If one of the grievance committee member's child or family member is involved in the incident, that

person/member shall step down and remaining committee members shall appoint a member at large to take his or her place. Any grievance must be presented to the committee before the presentation of awards for that rodeo. No grievances will be considered after winners are announced and awards are presented. If the grievance is about an event or a judge's decision in an event, the grievance must be presented to the committee by the end of the event or before the next event begins.

19. Any contestant, regardless of gender, may enter the breakaway roping and the tie-down roping events.
20. Junior and Senior contestants are encouraged to leave the arena for a broken pattern.
21. In the event a club member gives the club a NSF check, the club member and/or family members will be on a CASH ONLY basis for the remainder of the current season.

## **DUMMY ROPING**

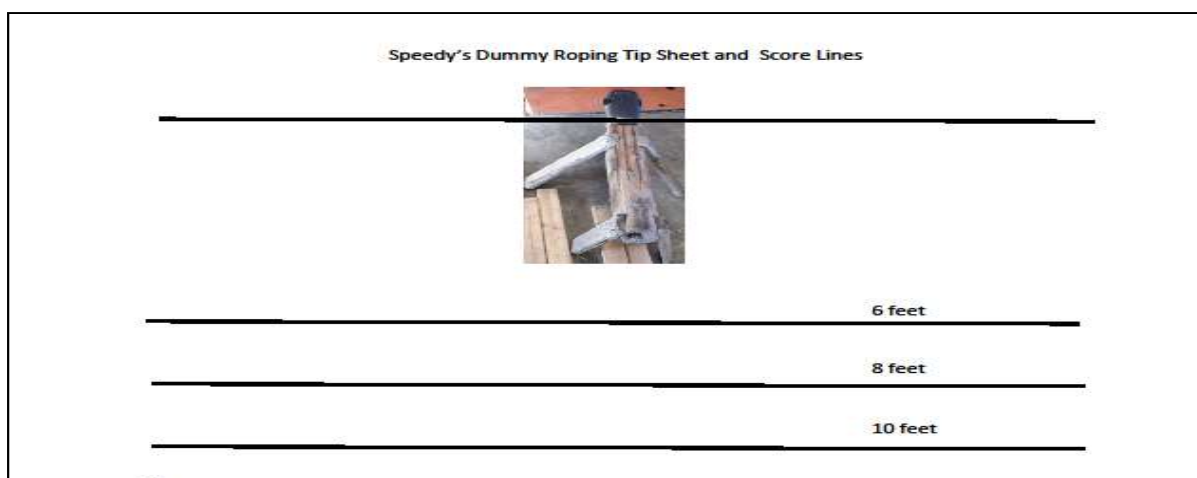
No horses are involved in the beginner's or peewee's dummy roping event. Hats are optional. Contestants must provide their own ropes and shall rope with only the length of their lariat. No strings or other extensions may be attached. Contestants shall rope a dummy calf head. To qualify as a legal catch, the rope must be around the dummy calf's neck. Any figure-eight catch is not legal. Any full body catch (the equivalent of a calf running through the rope) also is not legal. Contestants crossing the score line shall forego that throw.

Three rounds of competition shall be held at distances of 6, 8 and 10 feet. A contestant qualifying with a legal catch in either of two chances shall advance through successive rounds of competition, backing up the score line 2 feet each round, until finalists are determined. The score line in each round shall be clearly marked on the ground. Contestants not successful on their first throw shall have a second chance. Contestants who do not catch in either of 2 attempts will be eliminated from advancing further in the competition. If a contestant step on or crosses the score line, they lose that throw.

Finalists will then compete in two rounds of timed competition. Time will begin when contestant crosses a line marked with a rope on the ground 20 feet from the dummy head. Contestants shall stand no closer than a score line marked with a board 6 feet from the head of the dummy when throwing their loop. Time will stop when the contestant pulls the slack from the rope. Timed rounds of competition shall be flagged by two officials.

Placing will be determined according to the total time on 2 runs. Qualified times on 2 runs shall place before a qualified time on only 1 run.

### **Diagram of Dummy Roping Setup**



# BARREL RACING

Resource: (NHSRA Rules)

## 1. Event Rules:

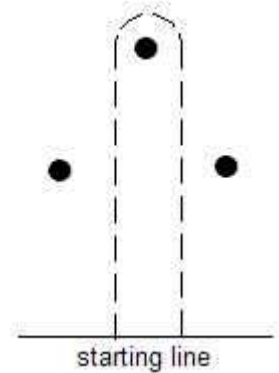
- a. If arena permits, All barrels must be 20 yards or further apart.
- b. The cloverleaf pattern is the only approved pattern in this event.
- c. The barrels must be 20 feet, at least, from the arena fence.
- d. Touching a barrel is permitted by horse or contestant.
- e. The front two barrels shall be 20 yards from the starting line.
  1. The maximum distance between the two front barrels shall be 30 yards (90 ft) arena conditions permitting. The maximum distance between the 2 front barrels and the third barrel shall be 35 yards (105 ft) arena conditions permitting.
  2. The contestant may start on either the right or left barrel.
    - a. When starting on the right barrel there will be one right turn and two left around the barrels.
    - b. When starting on the left barrel, there will be one left and two right turns around the barrels.
- f. Arena shall be dragged at regular intervals, ideally every 10 runs, to be determined by arena committee.
- g. The pattern for the Beginner Barrel Race (6 & under) will be staked 10 feet in from the set pattern, the electric eye will remain the same.

## 2. Scoring and Penalties:

- a. Timed event judge will not flag contestant out until time is recorded.
- b. Judge is to flag time, then flag contestant out if run is not legal.
- c. Knocking over a barrel is a 5 second penalty.
- d. Not following the clover leaf pattern will receive a no time.
  1. Going by the barrel on the wrong side as far as the Point of the Shoulder.
  2. Extra loops in the pattern other than those called for.
- e. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
- f. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.
- g. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
- h. Sixty Second Rule: Refusal to enter arena gate within 60 seconds. Contestants will be called 3 times with a 60-second time limit from the moment the contestant's name is called the first time. If entry is not made into the arena, at the expiration of the 60 seconds, the contestant is disqualified from the event.
- i. A contestant may enter the arena at the speed of his or her choice. The gate will be closed after the contestant enters the arena and will remain closed until the pattern is completed and the contestant has complete control over his/her mount.
- j. The judge may disqualify a contestant for beginning to run their horse prior to entering the alley to the arena gate.
- k. The judge may disqualify a contestant for excessive use of crop, whip, bat or rope.
- l. Any barrel racer that is lead or has help past the plain of the electric eye will be considered ASSISTED.
- m. All UNASSISTED contestants WILL automatically be placed ahead of those contestants who were assisted.

## KEYHOLE

Timing shall begin and end as soon as the horse triggers the electric eye. Pattern will consist of three tires set in a triangle. Two base tires shall be 21 feet from the electric eye and 5 feet off center of first pole bending stake. The third tire shall be placed on the second pole bending stake (42 feet from electric eye). The pattern will be raked after every 10 runs, or as determined by arena director. **Contestant and horse must round third tire and return across the finish line. Stepping on a tire or jumping over a tire will result in a disqualification.**



A contestant may enter the arena gate at the speed of his or her choice, however, beginning to run prior to entering the alley will result in a disqualification, at the discretion of the judge.

The gate will be closed after the contestant enters the arena and will remain closed until the pattern is completed and the contestant has complete control over his/her mount. **Sixty Second Rule:** Refusal to enter arena gate in a timely manner. Contestants will be called 3 times with a 60-second time limit from the moment the contestant's name is called the first time. If entry is not made into the arena at the expiration of the 60 seconds, the contestant is disqualified from the event.

Any contestant that is lead or has help past the plain of the electric eye will be considered ASSISTED. All UNASSISTED contestants WILL automatically be placed ahead of those contestants who were assisted.

## POLE BENDING

(Resource: NHSRA Rule Book)

The pole bending pattern is to be run around 6 poles. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be 21 feet apart. End pole must be 20 feet, at least, from fence. Poles shall be set on top of ground, 6 feet in height, and with no bases larger than 14 inches or less than 12 inches in diameter. Poles must be straight in line.

A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly. Touching a pole is permitted by horse or contestant.

The pattern for the Beginner Pole Bending will be run with 4 poles vs 6. The last 2 poles furthest from the electric eye shall be omitted.

### 1. Scoring and Penalties:

- a. Timed event judge will not flag contestant out until time is recorded.
- b. Judge is to flag time, then flag contestant out if run is not legal.
- c. Knocking over a pole is a five (5) second penalty, per pole.
- d. Not following the pole bending pattern will receive a no time.
  1. Going by a pole or on the wrong side as far as the Point of the Shoulder.
  2. Extra loops in the pattern other than those called for.
- e. If a horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive to time.
- f. If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.

- g. When the electric eye fails to work for one or more contestants the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
- h. Sixty Second Rule: Refusal to enter arena gate in a timely manner. Contestants will be called 3 times with a 60-second time limit from the moment the contestant's name is called the first time. If entry is not made into the arena, at the expiration of the 60 seconds, the contestant is disqualified from the event.
- i. A contestant may enter the arena at the speed of his or her choice. The gate will be closed after the contestant enters the arena and will remain closed until the pattern is completed and the contestant has complete control over his/her mount.
- j. The judge may disqualify a contestant for beginning to run their horse prior to entering the alley to the arena gate.
- k. A judge may disqualify a contestant for excessive use of a bat, crop, whip, or rope.
- l. Arena shall be dragged at regular intervals, ideally every 10 runs, to be determined by arena committee.
- m. Any pole bender that is lead or has help past the plain of the electric eye will be considered ASSITED.
- n. All UNASSISTED contestants will automatically be placed ahead of those contestants who were assisted.

## **GOAT TYING**

Resource: (NHSRA Rule Book)

**Time limit: 30 seconds.**

### **1. Event Rules:**

- a. There should be at least a 15 yard starting line.
- b. Stake will be 100 ft from starting line.
- c. Stake should be completely under the ground so that no part of it is visible.
- d. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from his/her horse, and throw the goat by hand.
- e. If the goat is down when the contestant reaches it, goat must be stood on at least three feet (goat must be elevated by contestant so that at least 3 feet must be dangling straight underneath goat, and goat must be re-thrown) and then cross and tie any three legs together with a leather thong, pigging string, or rope and step back 3 ft from the goat.
- f. Legs must remain crossed and secure for 6 seconds after completion of tie.
- g. To qualify as a legal tie, there will be one or more wraps, half hitch and a hooley or knot.
- h. Time will start when the contestant crosses the starting line.
- i. Time will stop when contestant signals the flagger, by throwing their hands in the air, that the tie is complete.
- j. If contestant gets yard rope wrapped around their leg, they may ask the judge if they can remove it. After getting permission from judge, remove rope and move back 3 ft; the 6 second time limit will then start.
- k. The goat will be held at the end of the stake rope until the contestant starts the time.

### **2. Scoring and Penalties:**

- a. Timed event judge will not flag contestant out until time is recorded.



- b. Judge is to flag time, then flag contestant out if run is not legal
- c. The tie will be passed on by a field judge and if it is not secure for six (6) seconds, the contestant will receive no time
- d. Contestant will receive a no time for touching the goat or tie string after signaling she is finished
- e. If the contestant runs over the goat, or rope with their horse while mounted, there will be a no time. A contestant is still mounted until both feet are on the ground
- f. If a contestants horse runs over the goat or gets tangled in the goat's rope, contestant will receive a 10 second penalty.
- g. Sixty Second Rule: Refusal to enter arena gate in a timely manner. Contestants will be called 3 times with a 60-second time limit from the moment the contestant's name is called the first time. If entry is not made into the arena at the expiration of the 60 seconds, the contestant is disqualified from the event.
- h. A contestant may enter the arena at the speed of his or her choice. The gate will be closed after the contestant enters the arena and will remain closed until the tie is completed.
- i. The judge may disqualify a contestant for beginning to run their horse prior to entering the alley to the arena gate.

### **JR. BOYS' GOAT TYING**

1. Refer to Goat Tying Rules with the following addition: a. Boys will be required to tie goats with a piggin' string only. b. Contestant must string front leg first and then cross and tie any three legs with a piggin' string. There must be at least one wrap around all three legs and finished with a half hitch or hooley. A hooley is a half hitch with a loop, the tail of the string may be partly or all the way pulled through.

### **GOAT TAIL TYING**

Contestant must be mounted on a horse. The goat will be staked 100 ft from the starting line. The contestant must dismount from their horse, and tie a ribbon around the tail. The goat will be held during the entire event, at the stake. When the contestant is finished, they will throw their hands in the air to signal they are done.

#### **1. Scoring and Penalties:**

- a. The string will be provided. No preformed knots are allowed. The string must be straight.
- b. A contestant may enter the arena at the speed of his or her choice. The gate will be closed after the contestant enters the arena and will remain closed until the tie is completed.
- c. The judge or show personnel will not flag contestant out until time is recorded.
- d. The judge or show personnel is to flag time, then flag contestant out if run is not legal.
- e. There will be arena personnel available to hold the horse by the goat. This will be left up to the discretion of the contestant's family.
- f. Sixty Second Rule: Refusal to enter arena gate in a timely manner. Con-testants will be called 3 times with a 60-second time limit from the moment the contestant's name is called the first time. If entry is not made into the arena, at the expiration of the 60 seconds, the contestant is disqualified from the event.
- g. The judge may disqualify a contestant for beginning to run their horse prior to entering the alley to the arena gate.

## OPEN CHUTE DOGGING

**Time limit:** 30 seconds.

### General Rules:

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

### Event Rules:

1. With steers loaded in bucking chute, dogger gets beside the steer, left hand on the left horn, right hand on or behind right front shoulder. When dogger calls for the steer the chute gate will be opened. Dogger must keep right hand on or behind shoulder until the steer's nose crosses the start line. If dogger moves into throwing position before steer's nose crosses start line there will be a 10-second penalty added to time. If steer is thrown before crossing the start line the dogger will be disqualified.
2. Only the contestant and one helper are allowed in the chute with the steer.
3. There will be no tailing of steers from the chute.
4. Contestant is considered working the steer when the steer leaves the chute.
5. If steer gets loose, dogger may take no more than one step to catch steer.
6. After crossing the start line, wrestler must bring it to a stop or change its direction and twist it down.
7. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all 4 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 4 feet and head straight.
9. Wrestler must have hand on steer when flagged.
10. Contestant is required to turn steer's head so that he can get up. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.

### **Scoring and Penalties:**

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

### **Reruns:**

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

### **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 contestants leave the arena.
4. A steer must be rerun before it is used by another contestant.
5. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties.

## **DALLY TEAM ROPING**

### **1. Divisions**

- a. Open – Open to partners of any age or rating. May enter twice as long as the second entry is with a different partner or in a different role. Only two loops will be allowed. This event shall be conducted with an **open** catch pen gate.
  - b. Senior – Open to partners age 15 or older. May enter only once. Only two loops will be allowed. This event shall be conducted with an **open** catch pen gate.
  - c. Pro-Am – At least one partner must be a junior or beginner contestant (age 14 or younger as of January 1). Each contestant may enter only once. Only two loops will be allowed. This event shall be conducted with an **open** catch pen gate.  
If one of the contestants in the Pro-Am is a senior, they will not be eligible for points but will receive a cash payout and prize, if applicable.
2. Time Limit - There will be a 30-second time limit for all divisions.

### **General Rules:**

1. The score or start line will be set at 10 feet in front of boxes or at a distance determined by the stock contractor and line judge. A rope barrier will be used. If equipment is not available or is not functioning properly, a barrel and flagger will be used.

2. Time to be taken from the snap of the barrier flag or between two flags.
3. The barrier will be considered broken if the animal is roped before its nose crosses the starting line and a 10-second penalty will be applied.
4. Steer belongs to contestant when they call for it, regardless of what happens with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge must drop flag and all watches will be stopped. Contestant will move to the bottom of the order and receive another animal in chute run order with a lap and tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any loop used.
  - b. In cases of mechanical failure.
5. In team roping, a horse must clear the box before a loop is thrown.
6. Time to be taken from the snap of the barrier flag or between two flags.

### **Event Rules:**

1. Any changes in lists of roping order to split horses, etc. must be made before any stock for that event is loaded in the chute.
2. After stock is loaded, ropers must rope in order listed.
3. Time will be taken when steer is roped, both horses facing in line with ropes dallyed and tight, horse's front feet must be on the ground.
4. Each contestant may carry only one rope.
5. Roping steer without turning loose of the loop will be considered a no-catch.
6. Roper must dally to stop steer or change steer's directions.
7. Tie on dally is not allowed unless the contestant has prior approval by the MHSC board. Approval must be obtained 7 days prior to the event. Approval is based on the contestants capability due to injury or other special circumstance.
8. The word dally means one complete wrap around the saddle horn.
9. Ropers must be mounted when time is taken.
10. Steer must be standing up when roped by head or heels.
11. No foul catches can be removed by hand.
12. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his hands. Fishing is allowed.
13. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from loop by hand. However, should the front foot or feet come out of the heel loop by the time the field judge drops his flag, time will be counted.
14. In case the field flag judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back lap and tap, plus time already lapsed and any barrier penalty.
15. Sixty Second Rule: Refusal to enter arena or to call for cattle in a timely manner. Contestants will be called 3 times with a 60-second time limit from the moment the contestant's name is called the first time. If entry is not made into the arena, or cattle have not been called for at the expiration of the 60 seconds, the contestant is disqualified from the event.

### **Scoring and Penalties:**

1. Timed event judge will not flag contestants out until time is recorded.
2. Judge is to flag time, then flag contestants out if run is not legal.
3. There will be a 10-second penalty assessed for breaking the barrier.
4. Roping steer without releasing loop from hand will disqualify catch.

5. Contestants will be disqualified for any abusive treatment of steer or their horses.
6. There will be only three legal head catches:
  - a) Both horns
  - b) Half a head
  - c) Around the neck
7. If hondo passes over one horn, the loop over the other, the catch is illegal.
8. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
9. No rattling of chute. A timed event contestant may not have someone rattle the chute for him/her. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
10. Any heel catch behind both shoulders is legal if rope goes up heels.
11. One hind foot receives five-second penalty.
12. The steer's entire body must be turned and moving forward in tow before the heel loop can be thrown. However, if the steer stops it must only be in tow for the heel loop to be legal. Any heel loop thrown in the switch is considered a crossfire and is illegal and will receive a no time.
13. Steer must not be handled roughly at any time, and ropers may be disqualified if, in the opinion of the field judge, they have intentionally done so.
14. In the event a team roper is disqualified or injured, that team will be eliminated from that event.
15. If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over 8 feet before steer regains his feet or team will receive a no time.
16. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.
17. Broken rope or dropped rope will be considered a no time.
18. If the front foot is in the loop when the header dallies, turns off and changes the direction of the steer, it will be an automatic no time.
19. Time should be taken with the average of 2 times at all rodeos.

### **Reruns:**

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

### **Officials:**

1. There shall be two or more timers, a field flag judge and a barrier judge.
2. A field flag judge must ask contestants if they want a second loop. Once contestants have been flagged out, they will receive no stock back.

3. If barrier flagman is used, the animal is to be flagged when crossing starting or deadline, in front of flagman.
4. Any questions as to catches in this event will be decided by the judges.

## **BREAKAWAY ROPING**

### **Divisions**

1. Open - Shall be conducted with an open catch pen gate. Allowed only one loop.
2. Senior – Shall be conducted with an open catch pen gate. Allowed only one loop.
3. Junior - Shall be conducted with an open catch pen gate. Allowed only one loop.

### **Time Limit:**

1. There will be a 30-second time limit.

### **General Rules:**

1. The score or start line will be set at 10 feet in front of boxes or at a distance determined by the stock contractor and line judge. A rope barrier will be used. If equipment is not available or is not functioning properly, a barrel and flagger will be used.
2. Time to be taken from the snap of the barrier flag or between two flags.
3. The barrier will be considered broken if the animal is roped before the designated breaking point and a 10-second penalty will be applied.
4. Calf belongs to contestant when called for, regardless of what happens, with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a Lap and Tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any loop used.
  - b. In case of mechanical failure.
5. In breakaway, a horse must clear the box before loop is thrown.

### **Event Rules:**

1. Any changes in lists of roping order to split horses, etc. must be made before any stock for that event is loaded in the chute.
2. After stock is loaded, ropers must rope in order listed.
3. Ropes are to be tied to the saddle horn with nylon string. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A white flag that is visible to the flagman or judge must be attached at the knot end of the rope.
4. Rope must be tied to the horn with a nylon string and may not be run through bridle, tie down, neck rope or any other device.
5. String will be provided and will be inspected by designated official before each contestant competes.
6. Should the contestant miss with the first loop and their second loop becomes uncoiled or loose and touches the ground, a no time will be received.
7. Only a white cloth must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
8. The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head.
9. Rope must be released from contestant's hand to be a legal catch.

10. In case the field flag judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back Lap and Tap, plus time already lapsed and any barrier penalty.

13. Ropers must be mounted when time is taken.

14. Sixty Second Rule: Refusal to enter arena or to call for cattle in a timely manner.

Contestants will be called 3 times with a 60-second time limit from the moment the contestant's name is called the first time. If entry is not made into the arena, or cattle have not been called for at the expiration of the 60 seconds, the contestant is disqualified from the event.

### **Scoring and Penalties:**

1. Timed event judge will not flag contestant out until time is recorded.

2. Judge is to flag time, then flag contestant out if run is not legal.

3. There will be a 10-second penalty assessed for breaking the barrier.

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

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

6. The contestant will receive no time should she break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop her horse to make the rope break away.

7. No rattling of chute. A timed event contestant may not have someone rattle the chute for her. The contestant and/or person rattling the chute shall be disqualified.

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

### **Reruns:**

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.

2. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, the contestant will receive a rerun.

3. No rerun will be given due to faulty or broken equipment furnished by contestant.

4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

5. When the digital clock malfunctions 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.

### **Officials:**

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

2. A third official may be used to help determine legal catches or any infractions of the rules. This official need not be mounted.

3. Flag judge will make final decision.

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



## CALF RIDING & STEER RIDING

### Time Limit:

1. Calf or steer will be ridden 6 seconds.
2. Time will start when the animal's inside front shoulder passes the plane of the chute.

### General Rules:

1. Contestant is not to use sharp spurs. No part of spur may have sharp edges including rowels and wire locks.
2. Contestant will have the right to call judge to pass on whether or not animal is properly flanked to buck the best of its ability.
3. Fall—if any part of rider contacts ground, animal has fallen.
4. No contestant will ride two head in the same event during a performance except for re-rides.
5. Contestants may pull ropes from either side.
6. Contestant must compete on stock in gate order.
7. Calf Riding and Steer Riding are considered the same event under “General Rules” #12.
8. Cattle may be used more than once in the same performance.
9. Contestants must ride for 6 seconds to be given a “Scored Ride”. Riders bucking off before the 6 second whistle will be marked as a “Buck Off” and receive a “Ground Time” as their score. All riders receiving a Scored Ride will automatically be placed above any and all Ground Times for placing.
10. Contestants receiving Ground Times will place behind those receiving Scored Rides. The Contestants placing of Ground Times shall be longest time placing ahead of shortest ground time.

### Event Rules:

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

### Scoring and Penalties:

1. Ride and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
3. If contestant makes qualified ride with any part of rope in riding hand, he is to be marked.
4. Contestant will receive no score for any of the following offenses.
  - a. Being bucked off, will then receive “GroundTime”
  - b. Touching animal, equipment or person with free hand, Will then receive “Ground Time”



- c. Using sharp spurs, will be disqualified
- d. Placing spurs or chaps under the rope when the rope is being tightened, will be disqualified

### **Re-rides:**

1. The matter of the re-rides shall be decided by the judges.
2. Contestants shall not influence the judges by asking for a re-ride at any time.
3. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.
4. Contestant may refuse re-ride and take his marking.
5. Contestant must make his decision immediately.
6. No re-ride will be given due to faulty or broken equipment furnished by contestant in any event.
7. Re-rides may be given only when stock fails to break, stops, or fouls the rider.
8. Contestants who are fouled at chute and declare will be entitled to a re-ride/rerun at judges' discretion.
9. If animal falls down out of chute contestant will be entitled to a re-ride at the discretion of the judges.
10. If animal fails to break, stops, or fouls rider, rider may have a re-ride.
11. Contestant may be given a re-ride only if the flank strap stays on for the full six seconds, providing the contestant completed a qualified ride.

## **TIE DOWN ROPING**

### **Divisions**

1. Senior - Shall be conducted with an open catch pen gate. Allowed only one loop.
2. Junior - Shall be conducted with an open catch pen gate. Allowed only one loop.

### **Time Limit:**

There will be a 30-second time limit for the Senior division and 60-second time limit for the Junior Division.

### **General Rules:**

1. The score or start line will be set at 10 feet in front of boxes or at a distance determined by the stock contractor and line judge. A rope barrier will be used. If equipment is not available or is not functioning properly, a barrel and flagger will be used.
2. Time to be taken from the snap of the barrier flag or between two flags.
3. The barrier will be considered broken if the animal is roped before the designated breaking point and a 10-second penalty will be applied.
4. Calf belongs to contestant when called for, regardless of what happens, with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a Lap and Tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any loop used.
  - b. In case of mechanical failure.
5. In tie down, a horse must clear the box before loop is thrown.

### **Event Rules:**

1. After stock is loaded, ropers must rope in order listed.
2. Should the Junior contestant miss with the first loop and their second loop becomes uncoiled or loose and touches the ground, a no time will be received.
3. Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Must cross and tie at least three legs.
4. Any catch is legal, catch as catch can rule.
5. If calf is down when roper reaches it, calf must be stood on at least three feet. (Calf must be elevated high enough that it has the opportunity to regain its feet) and calf must be re-thrown.
6. If roper's hand is on calf when calf falls, calf is considered thrown by hand.
7. Rope must hold calf until roper gets hand on calf.
8. To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, and a half hitch or hooey.
9. The tie must hold six seconds and three legs must remain crossed until passed on by the judge.
10. Six second time will start when roper has remounted and his horse has taken one step forward.
11. If roper's rope comes off calf as roper starts to work with the tie, the six second time will start when roper clears the calf.
12. Rope will not be removed and rope must remain slack until field judge has passed on the tie.
13. In case the field flag judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back Lap and Tap, plus time already lapsed and any barrier penalty.
14. Any intentional dragging of calf regardless of distance will result in a no time. Intentional dragging shall be defined as caused by contestant. Excessive dragging of calf will receive a no time. Excessive dragging shall be defined as moving the calf six or more feet after the contestant has called for time. However, if in the opinion of the judge, the dragging was caused by something outside of the control of the contestant, the judge may give the contestant his time. Dragging the calf while the contestant is tying the calf will not be considered excessive dragging.
15. Roper will be flagged no time for touching calf, or string or by touching rope to train his horse after giving finish signal, or by dragging calf after he remounts horse.
16. Sixty Second Rule: Refusal to enter arena or to call for cattle in a timely manner. Contestants will be called 3 times with a 60-second time limit from the moment the contestant's name is called the first time. If entry is not made into the arena, or cattle have not been called for at the expiration of the 60 seconds, the contestant is disqualified from the event.

### **Scoring and Penalties:**

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. There will be a 10-second penalty assessed for breaking the barrier.
4. Roping calf without releasing loop from hand will disqualify catch.
5. Contestants will be disqualified for any abusive treatment of a calf or their horse.
6. No rattling of chute. A timed event contestant may not have someone rattle the chute for them. The contestant and/or person rattling the chute shall be disqualified.
7. Time should be taken with the average of two (2) times at all Rodeos.

### **Reruns:**

1. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, the contestant will receive a rerun.
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. When the digital clock malfunctions 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.

**Officials:**

1. There shall be two or more timers, a field flag judge, and a barrier or line judge.
2. A third official may be used to help determine legal catches or any infractions of the rules. This official need not be mounted.
3. Flag judge will make final decision.
4. A field flag judge must ask contestants if they want a second loop. Once a contestant has been flagged out, they will receive no stock back.