

# EDMOND JR. RODEO RULEBOOK 2022



**Edmond Round Up Club  
"Carl Benne Arena"**

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## **WELCOME EDMOND JR. RODEO CONTESTANTS**

The Edmond Jr. Rodeo (EJR) and the Edmond Round-Up Club would like to thank you for your support and participation in the Edmond Jr. Rodeo. We strive to make this an organization that everyone can enjoy and be proud of. If you have a question, please do not hesitate to ask one of our members or board directors, all comments and suggestions are greatly appreciated. Please let us know and we will do our best to make this organization the best it can be.

## **EDMOND JR. RODEO MISSION STATEMENT**

To conduct a safe and family friendly rodeo series for youth up to, but not including 19 years old. The rodeo series has been and will continue to be a learning rodeo with a primary goal of allowing contestants to grow and improve. While competition is encouraged, sportsmanship is demanded.

We are a non-profit organization promoting family fun and good sportsmanship while teaching, learning, and participating in the sport of rodeo. All proceeds go towards year-end awards to reward the youth for their good works and accomplishments.

We have provided you with this rulebook to inform you of our rules. Please make sure you know the rules for your events.

We would like to thank each one of our sponsors that have contributed to these rodeos and have helped to make them happen. We would like for you to take a minute to thank them and give them your business at every opportunity.

## TABLE OF CONTENTS

<b>MEMBERSHIP .....</b>	<b>4</b>
<b>GENERAL RULES FOR CONTESTANTS .....</b>	<b>4</b>
<b>CONTESTANT QUALIFICATIONS .....</b>	<b>5</b>
<b>CONTESTANT DISQUALIFICATION'S .....</b>	<b>5</b>
<b>POINT SYSTEMS.....</b>	<b>7</b>
<b>RODEO OFFICIALS' STANDARDS FOR JUDGES, TIMERS AND SECRETARIES.....</b>	<b>7</b>
<b>DRAWING STOCK .....</b>	<b>10</b>
<b>DRAWING POSITIONS.....</b>	<b>11</b>
<b>ANIMAL WELFARE .....</b>	<b>12</b>
<b>GOAT UNDECORATING (ON FOOT) .....</b>	<b>13</b>
<b>BARREL RACING .....</b>	<b>13</b>
<b>STICK HORSE BARREL RACING.....</b>	<b>15</b>
<b>POLE BENDING.....</b>	<b>15</b>
<b>BREAKAWAY ROPING.....</b>	<b>17</b>
<b>DUMMY ROPING .....</b>	<b>20</b>
<b>GOAT UNDECORATING (ON HORSE).....</b>	<b>21</b>
<b>GOAT TYING .....</b>	<b>21</b>
<b>BULL RIDING.....</b>	<b>23</b>
<b>STEER RIDING.....</b>	<b>25</b>
<b>CALF RIDING .....</b>	<b>27</b>
<b>MUTTON BUSTIN'.....</b>	<b>29</b>
<b>TEAM ROPING.....</b>	<b>29</b>
<b>PAY OUT .....</b>	<b>33</b>

## **MEMBERSHIP**

1. Membership shall be made by application.
2. Contestants are allowed one rodeo weekend without obtaining a membership.
3. Annual membership for each contestant is \$65.00.

## **GENERAL RULES FOR CONTESTANTS**

1. Before any competition, contestants shall have signed all the appropriate forms furnished by the Edmond Jr. Rodeo including the minor's release signed and notarized by the contestant's parents or legal guardian.
2. All contestants shall observe ground rules set by the Edmond Jr. Rodeo.
3. Contestant, or a representative, must work at 50% of the rodeos (6 rodeos) prior to the Edmond Jr. Rodeo Finals. This doesn't mean the whole rodeo... help set barrels/poles, concessions, gates, stripping chutes, rough stock, etc. You will be given a note card at the beginning of the rodeo season. It is the CONTESTANTS responsibility to get this signed by the event director directly after you have worked an event. Sheets must be turned in, completed, by the end of the last rodeo of the regular season (the rodeo prior to finals weekend).
4. Only contestants will be allowed to register complaints, and these must be placed first through the Event Director before the end of the performance in which the question arose.
5. No person shall be allowed in the arena during a rodeo performance unless entered in an event or as an assistant. This rule shall be enforced by the Arena Director, Event Director and Rodeo Officials.
6. Each contestant will be allowed one, and only one assistant in the arena and only one assistant behind the chutes when he or she is contesting. Assistant helping barrel racers and pole benders will not be allowed to go past the plane of the main arena gate when they are entering the arena, with the exception of the age groups 13 and under.
7. In roping timed events and chute dogging, the contestant is allowed a helper in the box to assist in settling the horse and keeping the horse in the corner of the box. When the contestant calls for the animal, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the animal. The helper may have his hands on the horse at such time that the contestant calls for the animal but if the helper starts the horse or holds the horse in any way that affects the contestant's scoring process, the contestant will receive a no time.
8. All contestants will leave the arena immediately after contesting or assisting.
9. Contestant helpers must leave the arena immediately after they have assisted.
10. The decision of any judges, flagmen or timers will be final, and no protest by contestant will be permitted, except first through the Event Director. Such protest shall be made before the end of the performance. If the Event Director determines that the protest is based upon a possible misinterpretation of an event rule, the Event Director shall, at the first convenient opportunity, describe the protest and the interpretation of the rule upon which it is based to the judge. If the judge agrees that an erroneous ruling was made and that the error is correctable, then the judge shall modify the ruling accordingly. Otherwise, the decision shall stand.
11. No contestant may talk to a judge or timer in any way while an event is going on.
12. Questions may be addressed to the judge no sooner than at the end of the event for that performance.
13. Any contestant violating this regulation may be disqualified by the judges or the Event Director.
14. All contestants are required to read the rules carefully, particularly those relating to the contests or events in which they enter.
15. Failure to understand rules will not be accepted as an excuse.
16. Western Shirt - wrist length sleeves shirt with collar and cuffs.

17. Cowboy Western boots must be worn and sneaker type “sport shoes” are not acceptable footwear.
18. No sweatshirts, T-shirts, or pullovers allowed.
19. Cowboy Hat – 2 1/2-inch minimum brim; five (5) inch minimum crown. Helmets may be worn in lieu of western hats while in competition.
20. No electrical devices may be used by a contestant or on his horse.
21. In rodeo events a complete go-round must be finished before any contestant can compete on his next head of stock or timed event.
22. No contestant may compete on the same head of stock twice at any one rodeo in the same event, except for re-rides or reruns.
23. Rodeo Judges and/or Event Directors may inspect any contestant’s equipment before, during or after a rodeo performance for safety and rule infractions.
24. No strap or seat belt apparatus may be used to secure contestant in the saddle, unless given approval by the Event Director or person with a handicap disability.
25. Every contestant will receive a back number.
26. Contestants must wear numbers on their backs and number must be always visible while competing in their events, when at rodeo or on rodeo grounds.

### **CONTESTANT QUALIFICATIONS**

1. The Edmond Jr. Rodeo is open to any single boy or girl who has never been married and was 18 years old or younger as of January 1<sup>st</sup> of the current year.
2. Each contestant must pay membership dues.
3. Each contestant must provide a copy of their birth certificate.
4. Each contestant must provide a W-9 form.
5. Each contestant must sell \$100 in raffle tickets by designated due date.
6. The contestant’s age as of January 1<sup>st</sup> of the current year defines the contestant’s age group.
7. Contestants can compete in their age group and/or a higher age group (riding up). Contestant’s will be eligible for all monies.
8. Any contestant competing in an event of an older age group (riding up) will only be eligible for day money ONLY.
9. Contestants are not allowed to ride below their age group or ride down. If a contestant is discovered riding down at any time, all points for that event are forfeited and redistributed. Also, the contestant will not be refunded entry fees. It is the contestant and contestant’s parent or legal guardian responsibility to comply with this rule.

### **CONTESTANT DISQUALIFICATION'S**

1. Contestant can be disqualified by Judges, Arena Director, or Event Director, for any offense listed under this section.
2. Contestant shall be notified as soon as possible by the person or persons disqualifying the Contestant.
3. All disputed calls must be settled in the arena, at the completion of the event or performance, by the Arena Director, Event Director, and Judges, provided the contestant has followed the required procedure of such dispute.
4. Any contestant will be disqualified from an event for any of the following offenses. If they are disqualified for any of these offenses, they may be disqualified from all events at the Rodeo, at the discretion of the event directors.
  - a. ATTIRE:

1. Contestants must wear western attire: western hat, long sleeved shirt (must be wrist length sleeved shirt, with collar and cuffs. No sweatshirts, T-shirts or pullover sweaters allowed), cowboy western boots, and western trousers at all times during a performance while in the following areas:  
(4 & Under ages do not need to wear a western hat)
    - a) All competition arenas
    - b) Chute areas.
    - c) Stock working areas.
  2. Shirt sleeves must be rolled down.
    - a) The only exception to this rule will be in bull riding; a rider may roll up sleeves as necessary to eliminate either a hang up or to accommodate necessary wrapping and/or support for the elbow. After competition, contestant must adhere to attire rules.
    - b) Violators of this rule will be disqualified upon the discretion of the judges or the event director.
  3. Contestants must wear numbers on their backs and number must be visible at all times while competing in their events, when at rodeo or rodeo grounds.
  4. All Contestants must have shirttails tucked in at start of their competition.
  5. No tobacco or alcohol patches, stickers or advertising allowed on contestant's attire or equipment.
- b. STOCK:
1. Contestant will be disqualified for being in a pen with the livestock at any time except when accompanied by stock contractor, arena director, or a judge, or when assigned to work in those pens.
  2. Mistreatment of Rodeo Stock or contestant's horse.
- c. RODEO:
1. Refusing to contest during a performance on an animal drawn for him.
  2. Any contestant that scratches an event after registration that he signed in for at registration.
    - a) A contestant may drop out of any event due to injury to him or herself or horse. A doctor's or D.V.M.'s excuse must be presented to the rodeo secretary to release the contestant.
    - b) Contestant must notify Rodeo Secretary and Event Director for authorization.
    - c) A contestant with a visible injury or illness may turn out of any event at a rodeo without a doctor's written excuse provided notification of such turn out is authorized by a judge or Event Director at that given rodeo. If a contestant has drawn out with a visible injury, he/she must have a doctor's release to resume competition.
    - d) Any contestant that has been injured and has received medical care at a hospital or urgent care facility must have a doctor's release before the contestant is allowed to resume competition. If a contestant has presented a doctor's release to draw out, he/she must present another doctor's release to resume competition.
  3. Not being ready to compete when called upon.
  4. All contestants must make an effort when competing in the arena.
  5. If an effort is not made, it shall result in disqualification.
  6. Any contestant or member will be disqualified from the rodeo for any of the following offenses.

7. CONDUCT:

- a) Having any association with alcoholic beverages, vaping, marijuana products, tobacco products, and narcotic or other non-medicinal drugs while in attendance at any Edmond Jr. Rodeo, whether at or on rodeo grounds or going to or from the rodeo. Contestants will be disqualified for the use of those products.
- b) Rowdyism, quarreling or fighting in the actual domain of the arena at any time, or any place during the duration of the Rodeo.
- c) Conduct or speech of any kind detrimental to the best interests of the Edmond Jr. Rodeo or the sport of rodeo while in attendance or coming to and going home from a rodeo.
- d) Cheating or attempting to cheat.
- e) Any contestants or parents attempting to fix, threaten, bribe, influence, harass or coerce any rodeo official at any time between opening and closing of a rodeo.

**POINT SYSTEMS**

- 1. The number of points which could be earned per event at a rodeo would be evenly distributed through 10 places.
  - a. Points per event:

<u>Places 1-10</u>	<u>Points</u>
1 <sup>st</sup>	10
2 <sup>nd</sup>	9
3 <sup>rd</sup>	8
4 <sup>th</sup>	7
5 <sup>th</sup>	6
6 <sup>th</sup>	5
7 <sup>th</sup>	4
8 <sup>th</sup>	3
9 <sup>th</sup>	2
10 <sup>th</sup>	1

- 1. Placing points will be awarded only to contestants in their age group, who qualify in an event through 10 places, all other contestants will be awarded one point for participation.
- 2. All-Around Cowboy & Cowgirl
  - a. All-Around awards will be given to boys and girls in each age group. Boys’ and girls’ All-Around points will be compiled separately.
  - b. All-Around age breakdown is as follows: 6 & Under, 7 to 9, 10 to 13 and 14 to 18. There will not be an All-Around awarded for the 4 & Under category.
  - c. The contestant must qualify in at least two events for the finals to be eligible for All-Around awards.

**RODEO OFFICIALS’ STANDARDS FOR JUDGES, TIMERS AND SECRETARIES**

- 1. Arena Directors:
  - a. Purpose of arena directors is to assure that the rodeo is conducted in accordance with Rule Book to the best interest of the contestant.
  - b. Arena Directors will be responsible for carrying out the duties stated herein.
    - i. Management of their respective arenas before and during the rodeo.
    - ii. Stock Contractors and event directors will abide by the arena director’s decisions.

- c. It shall be the judge's responsibility to see that contestant competes on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
  - d. Any undesirable conditions will be ruled on by the Arena Director.
  - e. All judges will meet with Arena Directors before the rodeo and discuss their respective events, and judging procedure.
2. Rodeo Secretary:
- a. Receptacle containing order of position numbers to be drawn must be held above the drawing secretary's head and numbers shaken between each number drawn. Numbers as drawn will be assigned to list of contestants. List to be in non-alphabetical random order. Rodeo Secretary may have the option of using a computerized random draw for positions.
  - b. Positions must be drawn in all events.
  - c. Rodeo secretary is required to post information as to when and where draw will be held.
  - d. The draw at all rodeos shall be posted where the contestants can examine it.
  - e. Rodeos that have slack stock to run before or after scheduled performances shall post the order of events and the draw on the bulletin board.
  - f. Judges' score sheets will be turned in to the Rodeo Secretary and posted after each performance.
  - g. Scores will not be changed once turned in, except for an obvious mathematical error, and judges, only, will make these changes.
  - h. Master score sheets will not leave the office, except with the approval of the Secretary.
3. Timers: Personnel:
- a. Timers must have prior experience with electric timers.
  - b. Timers must work from the same position in all performances of that go-round.
  - c. Rodeo officials must provide a place for official timers and announcers to work without obstruction or interference.
  - d. Rodeo officials must position timers at a place that will facilitate for good communications with the Arena Director, judges and announcers.
  - e. Timers for the go-round may not be changed after the first performance except for sickness or injury, or by the request of an Association official because of timer's incompetence, or through agreement of the Rodeo Committee.
4. Timers: Equipment:
- a. Electric Timers:
    - i. Equipment necessary: Twin units of battery-power electric eyes with one electric-power digital clock and one battery-power digital clock and two (2) hand-held battery-power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time.
    - ii. 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.
    - iii. Complete electric timer must be backed up by a flagman. One timer will record the times that appear on the electric eye-controlled readout. Two timers will operate the digital watches and record the average time which is shown thereon. These two timers will operate from the flagman's signals.

- iv. Permanent markers should be put in the ground for the electric eyes. Electric eyes should be placed on the starting line no closer together than the width of the first two barrels and for the electric eyes to be centered on the pattern for each performance.
  - v. Line on fence for flagman should be well marked. These markers should be checked every performance along with the barrel markers and re-staked if pulled out. A record of these measurements shall be kept.
  - vi. Set timer beforehand in the same height and position and lock the legs.
  - vii. Barrels are not to be used as stands for the electric eye timer devices.
- b. Electronic Timer Failures:
- i. The battery digital clock will be the first backup time and digital hand-held watches to be second back up time.
  - ii. When both the digital clocks malfunction and no time was recorded from digital watches, contestant will be given a rerun at a time designated by the Judges and the Arena Director.
  - iii. Events with 30 second/one-minute time limit may have penalties which will exceed the 30 second/one-minute time limit.
  - iv. Lap and Tap – No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal’s nose crosses the starting line.
  - v. Breakaway Roping and Team Roping: These events shall not be conducted with an open catch pen gate at any rodeo.
- c. Judges – General:
- i. Judges and flagmen for rodeos shall be chosen with regard to their integrity, ability and availability.
  - ii. All judges will meet with Arena Directors before the rodeo and discuss their respective events, and judging procedure.
  - iii. Judges must read and be knowledgeable of the rule book before judges’ meeting with Arena Directors and officials.
  - iv. No barrier judge, field flag judge, or riding judge may be changed during the course of a go-round, except in the case of sickness or incompetence and then by the request of an official in agreement with rodeo committee.
  - v. Judges must be present and supervise drawing of stock and changing of positions.
  - vi. Judges must remain available at all times.
  - vii. Committee and Judges will meet and discuss problems encountered during any event.
  - viii. Judges must remain available to the rodeo office until the rodeo secretary has made a final check of the rodeo books.
  - ix. The decision of any judges, flagmen or timers will be final, and no protest by contestant will be permitted, except first through the event director, or Arena Director. Such protest shall be made before the end of the performance or slack in which the question arose. If the Event Director or Arena Director determines that the protest is based upon a possible misinterpretation of an event rule, the Event Director or Arena Director shall, at the first convenient opportunity, describe the protest and the interpretation of the rule upon which it is based to the judge. If the judge agrees that an erroneous ruling was made and that the error is correctable, then the judge shall modify the ruling accordingly. Otherwise, the decision shall stand.
  - x. A judge shall conduct himself in a manner fitting and proper to one afforded the honor of officiating at any approved contest.

- xi. Any misconduct on the part of the judge at any rodeo, such as drinking immediately prior to or during the contest, or use of abusive language, showing obvious favoritism to, or discrimination against, either an individual or a horse performing in the contest, or any misconduct unbecoming to one in his position, will make him subject to a complete and impartial hearing of the cause of the complaint before the appropriate committee.
  - xii. If one judge is injured and cannot score a ride, the other judge's score will be used as other score.
  - xiii. It shall be the judge's responsibility to see that contestant competes on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
- d. Judges – Scoring:
- i. Judges are required to keep a record book and mark all penalties, no-times, and any change or working order of contestants in all events they are judging.
  - ii. After each performance, judge will check his records with the recording secretary in the events he or she is judging and make necessary changes if error has occurred.
  - iii. Judges score sheets will be turned in to the Rodeo Secretary and posted after each performance.
  - iv. Markings must be totaled by the judges and checked by the secretary in the presence of the judges.
  - v. Scores will not be changed once turned in, except for an obvious mathematical error, and judges only will make these changes.
  - vi. Judges are required to mark on their books any turned out stock and report it to the Rodeo Secretary and the Arena Director.
- e. Bullfighters:
- i. There must be a minimum of two (2) bullfighters at any rodeo.

### **DRAWING STOCK**

#### Drawing Rough Stock:

1. All stock is to be numbered and drawn for by number.
2. All stock in contest events must be drawn by number by a judge.
3. There must always be as many as four exact copies made of the draw, one to be posted, one copy for each judge and one or more copies for the Secretary's records.
4. Receptacle containing numbers to be drawn must be held above the drawing judge's head and numbers shaken between each number drawn.
5. Drawing must be conducted so any Event Director may witness the draw.
6. No more than two feature animals allowed for each performance of go-round.
7. In case stock is sick, crippled, or already shipped, replacement will be drawn from re-ride animals. The contractor must have the consent of judges and Arena Directors to remove any stock from the grounds.
8. No pens of stock may be drawn for more than one go-round in advance.
9. Pens of stock shall be drawn by the judge and secretary shall provide judge with an exact copy of the draw.
10. Stock will be drawn for contestant until he has been disqualified or turned stock out.
11. All stock used in the finals at all rodeos must be approved by Arena Directors, Judges.
12. No contestant may compete on the same head of stock twice at any one rodeo in the same event, except for re-rides or reruns.

#### Drawing Stock – Optional Rules – In Riding Events:

1. All animals including re-rides will be put in the draw.

#### Drawing Stock – Re-rides:

1. Stock for re-rides must be drawn before go-round and must be posted.
2. No contestant will ride two head in the same event during a performance except for re-rides.
3. Feature animals may be held out of re-ride draw then returned to the draw for the go-round.
4. Any stock in original draw that is turned out – this means not bucked or contested on – automatically goes into the re-ride if needed.
5. Any animal drawn for a re-ride but not used in that go-round may be held out of the draw for re-rides in the following go-round along with feature animals then will be returned for the go-round draw after the re-rides have been drawn.
6. Re-rides may be drawn before end of event in which re-ride is given.
7. An animal can be drawn for a re-ride only one time in a go-round.
8. If an animal marked to go the last performance of the go-round is drawn in the re-ride stock, that animal's position must be traded with one marked to go the first performance before the go-round is drawn.
9. After drawn re-rides and those animals that are turned out are used for re-rides, all stock out that go-round except feature animals and animals already doubled back will be put in the hat and additional re-ride for that go-round drawn.
10. Stock out the last performance of a go-round may be held out of the draw for additional re-rides if it becomes necessary to draw back at all animals out in the go-round to get enough re-rides.
11. Re-rides in the Bull Riding contest at all rodeos shall be drawn from all animals in the draw with no more than five feature animals excluded.
12. Feature animals equaling one-half of the number of final riders may be held out of the re-rides draw.
13. If re-ride is given on an animal twice in a row, animal will automatically be declared unsatisfactory and must be replaced and taken from the draw.

#### Timed Event Stock:

All timed event stock shall be run through event chutes and through arena previous to start of contest, where conditions permit .

### **DRAWING POSITIONS**

1. Position must be drawn in all events.
2. Riding stock will be placed before the draw.
3. Receptacle containing order of position numbers to be drawn must be held above the drawing secretary's head and numbers shaken between each number drawn. Numbers as drawn will be assigned to list of contestants. List to be in non-alphabetical random order. Positions may be computer drawn.
4. All positions are to be drawn by the secretary before the livestock draw, to allow time for program to be drawn up.
5. Rodeos closing entries five or more days in advance shall draw positions at least 48 hours before the first performance.
6. There will be no placing of contestants.
7. There will be no trading of positions.
8. If a contestant is unable to be at a rodeo due to sickness or injury, he may be held until later in the go-round, with written consent of Rodeo Secretary and Event Director.
9. In all rodeo events, sick or injured contestant shall not be held back past the end of the go-round.

10. In the timed events, sick or injured contestant shall not be held back past the original end of the run on the cattle. If the timed events are back-to-back, no contestant may be held back due to injury beyond the end of the original pen in which he/she was drawn.
11. Stock contractors shall bring at least three head of stock in the timed events into the chute according to position drawn at the start of each go-round unless contestants are riding the same horse.
  - a. In this case, first man in position not riding this horse shall be moved up to the position to be split.
  - b. This pertains to scheduled and unscheduled performances.

### **ANIMAL WELFARE**

1. All chain, metal and wire tie-downs, nosebands and bosals must be completely covered where it comes into contact with the horse's skin.
2. The placing of fingers in eyes, lips, or nose of steers while wrestling same is forbidden.
3. Animals for all events will be inspected before the draw, and no sore, lame, sick, or injured animal, or animals with defective eye-sight shall be permitted in the draw at any time. Should an animal become sick or be injured between the time it is drawn and the time it is scheduled to be used in competition, that animal shall not be used in competition and another animal drawn for the contestant.
4. No animal shall be beaten, mutilated, or cruelly prodded. Standard cattle prods shall be used as little as possible. In the rough stock events, once an animal is in the chute, no cattle prods will be allowed. Prods will not be used on bulls once they are in the chute except to move bull from chute to chute.
5. No bull tails will be allowed under flank straps.
6. No stimulants or hypnotics to be used or given to any animal used for contest purposes.
7. Chutes must be constructed as to prevent injury to stock. Maintenance men and equipment shall be stationed at chutes to assist in removal of any animal should it become caught. The arena shall be free of rocks, holes and obstacles.
8. Bullfighters are not to abuse stock in any fashion.
9. No small animal or pets allowed in arena where restraint is necessary or subject to injury or attack by another animal.
10. Livestock to be removed from arena after completion of entry in contest.
11. Use of fireworks to fight animals prohibited.
12. Contestant will be disqualified for any mistreatment of Stock.
13. No stock should be confined in vehicles beyond a period of 28 hours with-out being unloaded, properly fed, and watered. When animals are carried in conveyances in which they do have proper food, water, space, and opportunity to rest, the provisions for unloading shall not apply.
14. Any animal that becomes excessively excited so that it gets down in the chute repeatedly, or tries repeatedly to jump out of the chute, or in any way appears to be in danger of injuring itself, should be released.
15. No foreign objects or ropes may be attached to the horns or any part of the bull after loaded in the chute except in the case of assisting a chute fighting bull and then the rope must be arranged so that it removes itself once the bull is released from the chute.
16. Any Stock contractor or rodeo personnel, guilty of mistreatment of livestock may be fined by the Board of Directors with a fine not to exceed \$500.00.
17. All animal welfare rules are to be enforced on the entire grounds of any rodeo including but not limited to the arena and warm-up areas, etc.
18. The Edmond Jr. Rodeo makes every effort to ensure that all contestants, contractors, and committees are fully aware of rules regarding humane treatment of all rodeo livestock.

## GOAT UNDECORATING (ON FOOT)

### I. General Rules:

1. Starting lines in goat tying will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The stake and the starting line will be permanently marked for the entire go-round.
4. Time to be taken between two flags.

### II. Event Rules:

1. This event is open to girls and boys.
2. The goat should be held back behind the stake facing contestant. The rope should be tight. The goat should be released when the flagman signals for time to start.
3. The goat should be tied with a rope that is at least ten (10) feet in length.
4. The contestant must be standing behind the timer and must run from starting line to goat, remove ribbon from tail of goat and return to starting line with the ribbon.
5. The goat will be staked a maximum distance of 100 feet from the timer line.

## BARREL RACING

### I. General Rules:

1. Starting lines in clover-leaf barrel racing will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. There shall be a minimum of 75' allowed for stopping, from starting line in barrels back to arena fence as arena conditions allow.
4. The barrels and the starting line will be permanently marked for the entire go-round.
5. The horse's nose will be timed as it crosses the starting line.
6. During barrel racing events, the arena will be dragged at regular intervals, to be determined by the Arena Director and Event Director. Turnouts and releases must be included in the count.
7. Following barrel racing events, the pattern will be dragged or leveled.
8. A contestant may enter the arena at the speed of her choice.
9. Arena gate must be closed immediately after she enters the arena and kept closed until pattern is completed and her horse is under control.

### II. Time Limit:

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

### III. Event Rules:

1. This event is open to boy and girls, except for the 14-18 age group, which is girls only.
2. The barrels must be twenty (20) feet, at least, from the arena fence.
3. The arena conditions will enable you to determine the distance that the barrels can be apart, provided they are at least 20 feet from the fence.
4. The clover-leaf pattern is the only approved pattern in this event.
5. Touching barrel is permitted by horse or contestant.
6. The front two barrels shall be twenty (20) yards (60 feet) from the starting line as required by arena conditions.
  - a. The maximum distance between the two front barrels shall be thirty (30) yards (90 feet) arena conditions permitting. The maximum distance between the two front barrels and the back barrel shall be 35 yards (105 feet) arena conditions permitting.
  - b. The contestant may start on either the right or left barrel.
    - (1) When starting on the right barrel there will be one right turn and two left around the

barrels.

(2) When starting on the left side, there will be one left and two right turns around the barrels.

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

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a barrel is a five (5) second penalty, per barrel. Should barrel be knocked over and it sets up on opposite end, the five (5) second penalty will be assessed.
4. Not following the clover-leaf pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the off side. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.
5. Contestant will be allowed legitimate time from the time she enters arena gate until her time starts by Field Flagger or electric eye.
6. Judge will determine legitimate problem for prestart time.
7. 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.
8. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.
9. If the arena requires an alleyway to meet the 75' requirement to start and stop, it is considered part of the arena and all rules apply to that alleyway.
10. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.
11. 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.
12. Assistant helping barrel racers will not be allowed to go past the plane of the main arena gate when they are entering the arena, or the contestant will receive a no time. When using the alleyway and closing the back gate on alleyway for stopping, assistant can offer assistance to riders up to the main arena gate, at the discretion of the arena director.
13. Contestant must run in the order drawn. Failure to do so may result in a no time at the discretion of the judges and arena director.

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

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
2. The battery digital clock will be the first backup time and digital hand-held watches to be second backup time. When both the digital clocks malfunction and no time was recorded from digital watches, contestant will be given a rerun at a time designated by the Judges and Arena Director, plus any penalties.
3. Contestants will carry any penalties with them if they are granted a rerun. If the barrel racing is moved, postponed or rerun for safety reasons due to ground conditions, reruns will be penalty free.

#### **VI. Optional Rules:**

1. Equipment necessary: Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) handheld battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time.

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

1. Western type equipment, including saddle, must be used.
2. Use of a hackamore or other types of bridles is the optional choice of the contestant.
3. Judge may prohibit the use of bits or equipment that he may consider severe.
4. Equipment necessary: Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) handheld battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time.
5. Complete electric timer must be backed up by a flagman. One timer will record the times that appear on the electric eye-controlled readout. Two timers will operate the digital watches and record the average time which is shown thereon. These two timers will operate from the flagman's signals.
6. Permanent markers should be put in the ground for the electric eyes. Electric eyes should be placed on the starting line no closer together than the width of the first two barrels and for the electric eyes to be centered on pattern for each performance.
7. Position on fence for flagman should be well marked. These markers should be checked every performance along with the barrel markers and re-staked if pulled out. A record of these measurements shall be kept.
8. Set timer beforehand in the same height and position and lock the legs.
9. Barrels are not to be used as stands for the electric timer devices.
10. Barrels to be 55 U.S. gallon light steel drum with both ends intact.

### **STICK HORSE BARREL RACING**

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

1. Contestant must use the stick horse that is provided by the Edmond Jr. Rodeo and may not make any modifications.
2. Standard clover leaf pattern using buckets approximately 10 feet apart.
3. Failure to complete the pattern is a no-time.
4. Stick horse must stay between the legs of the contestant otherwise it will be considered a no time.
5. Five (5) second penalty for each overturned bucket.

### **POLE BENDING**

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

1. Starting lines in pole bending will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The horse's nose will be timed as it crosses the starting line.
4. There shall be a minimum of 75 feet allowed for stopping, from starting line in poles back to arena fence as arena conditions allow.
5. The poles and the starting line will be permanently marked for the entire go-round.
6. During pole bending events, the arena will be dragged at regular intervals, to be determined by the Arena Director and Event Director. Turnouts and releases must be included in the count.
7. Following pole bending events, the pattern will be dragged or leveled.
8. A contestant may enter the Arena at the speed of her choice.
9. Arena gate must be closed immediately after she enters the arena and kept closed until pattern is completed and her horse is under control.

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

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

**III. Event Rules:**

1. This event is open to boy and girls, except for the 14-18 age group, which is girls only.
2. The pole bending pattern is to be run around six poles.
3. No flags to be used on poles.
4. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be twenty-one (21) feet apart. End pole must be twenty (20) feet, at least, from fence.
5. Poles shall be set on top of the ground, six (6) feet in height, and with no base larger than fourteen (14) or less than twelve (12) inches in diameter.
6. Poles must be straight in line.
7. Touching poles is permitted by horse or contestant.
8. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.

**IV. Scoring and Penalties:**

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a pole is a five (5) second penalty, per pole.
4. Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.
5. Contestant will be allowed legitimate time from the time she enters the arena gate until her time starts by Field Flagger or electric eye. Judge will determine legitimate problem for prestart time.
6. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken, and run will receive no time.
7. If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
8. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.
9. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye-controlled times will remain unaltered.
10. Assistant helping pole benders will not be allowed to go past the plane of the main arena gate when they are entering the arena, or the contestant will receive a no time. When using the alleyway and closing the back gate on alleyway for stopping, assistant can offer assistance to riders up to the main arena gate, at the discretion of the arena director.
11. Contestant must run in the order drawn. Failure to do so may result in a no time at the discretion of the judges and arena director.

**V. Re-Runs:**

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
2. The battery digital clock will be the first backup time and digital hand-held watches to be second back up time. When both the digital clocks malfunction and no time was recorded from digital

watches, contestant will be given a rerun at a time designated by the Judges and Arena Director, plus any penalties.

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

#### **VI. Optional Rules:**

1. **Equipment necessary:** Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) hand held battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time.

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

1. Western type equipment, including saddle, must be used.
2. Use of a hackamore or other types of bridles is the optional choice of the contestant.
3. The judge may prohibit the use of bits or equipment that he may consider severe.
4. **Equipment Necessary:** Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) hand held battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time.
5. Complete electric timer must be backed up by flagman. One timer will record the times that appear on the electric eye-controlled readout. Two timers will operate the digital watches and record the average time which is shown thereon. These two timers will operate from the flagman's signals.
6. Permanent markers should be put in the ground for the electric eyes.
7. Position on fence for flagman should be well marked. These markers should be checked every performance along with the pole markers and re-staked if pulled out. A record of these measurements shall be kept.
8. Set timer beforehand in the same height and position and lock the legs.
9. Barrels are not to be used as stands for the electric eye timer devices.
10. Poles used for this event must have rubber bases.

### **BREAKAWAY ROPING**

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

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

9. If barrier equipment hangs on animal and contestant tries the animal, she accepts the animal. If contestant pulls up, she will receive the same animal back.
10. Calf belongs to contestant when she calls for it, regardless of what happens, with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
  - b. In case of mechanical failure.
  - c. If, in the opinion of the line judge, contestant is fouled by barrier, contestant shall get her calf back, providing contestant declares herself by pulling up. A contestant's rope cannot be fouled by the pull rope.
11. A contestant must be on her horse and her horse must break the plane of the barrier with her draw breaking the plane of the score line before she is allowed to compete.
12. Time to be taken between two flags.
13. It shall be the arena director's responsibility to see that contestant competes on the stock drawn for her. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
14. This event shall not be conducted with an open catch pen gate at any rodeo.

## **II. Time Limit:**

There will be a thirty (30) second time limit for age groups 10-13 and 14-18.

There will be a one (1) minute time limit at rodeos for age groups 9 & under.

The judge will determine legitimate time allowed before contestant calls for animal.

## **III. Event Rules:**

1. This event is open to boys and girls.
2. 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 solid color (no pattern/printing) flag that is visible to the flagman or judge must be attached at the knot end of the rope.
3. 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.
4. String will be provided and will be inspected by designated official before each contestant competes.
5. The second rope must remain tied until used and must not be broken away from the saddle horn.
6. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
7. Only a solid color cloth (no pattern) 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.
11. Ropers must be mounted when time is taken.

12. In case the field judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the contestant will receive a 10-second penalty for any loop used. Contestant to only get to use remaining loop.

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

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

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

1. In any timed event, if an animal escapes from the arena, flag will be dropped, and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be re-penned by itself. Decisions will be made by the arena director about when stock is re-penned.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
5. A calf must be rerun before it is used by another contestant.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
7. In breakaway roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the break- away roper remains behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure, at judge's discretion.

**VI. Optional Rules:**

1. At any rodeo in any roping event, the Edmond Jr. Rodeo may implement a ground rule limiting breakaway roper to one loop.
2. Electric timers are option.

**VII. Equipment:**

1. Cattle neck ropes on calves must be tied with string or rubber bands or breakaway hondo.
2. No metal snaps or hardware shall be used on cattle neck ropes in the breakaway roping event.
3. Adjustable slide shall be used on all cattle neck ropes for cattle used in breakaway roping event.
4. Western type equipment must be used.
5. A mechanical barrier must be used.

**VIII. Livestock Requirements:**

1. Calves must be uniform in weight and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. If Horned, calves horn size: Tipped to a dime and no longer than two inches.

**IX. Officials:**

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. A third official may be used to help determine legal catches or any infractions of the rules. This official need not be mounted.
3. Flag judge will make final decision.
4. 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.
5. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
6. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
7. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
8. Barrier Judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
9. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.

**DUMMY ROPING**

**I. General Rules:**

- a. Calf dummy will be used.
- b. Bell collar catch is the only legal catch.
- c. Roper must stand behind designated line to deliver rope and must not step over the line. Ropers stepping over the line will be disqualified.
- d. Roper gets one (1) loop per round, rope until you miss. Ropers will have a rope-off if tie occurs.
- e. The board (line) will be moved back approximately 1 ft for each round.
- f. Roper may "fish" the rope on before completing the run.
- g. Roper must deliver loop and pull slack tight around calves' neck to show completion of run-
- h. "Fishing" is legal but slack must be pulled tight around the calf's neck to show completion of run and to stop the timer.
- i. Last contestant roping will win the event. Remaining contestants will split points and jackpot as appropriate.

## GOAT UNDECORATING (ON HORSE)

### I. General Rules:

1. The goat should be held back behind the stake facing the contestant. The rope should be tight. The goat should be released when the flagman signals for time to start.
2. The distance from the starting line to the goat will be 100 feet.
3. The goat should be tied with a rope that is at least ten (10) feet in length.
4. The contestant must be mounted on a horse and must ride from starting line to goat, dismount, and remove ribbon from tail of goat.
5. Time will start when contestant crosses the start line and will stop when the judge flags for the time to stop.
6. A ten (10) second penalty will be given, if the horse touches the goat or tether rope when the rider still has control of horse.

## GOAT TYING

### I. General Rules:

1. Starting lines in goat tying will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The stake and the starting line will be permanently marked for the entire go-round.
4. A contestant may enter the arena at the speed of her choice.
5. Arena permitting, the gate will be in the center between the two goats allowing each contestant the same length run at the goat.
6. Arena gate must be closed immediately after she enters the arena and kept closed.
7. Time to be taken between two flags.
8. Time will start when the horse's nose crosses the starting line. Goat Holder must release the goat when the flag starts the time.
9. Have collars the same and snug. Ropes the same length. Goats the same size and weight.
10. Flagmen stand in identical places each performance.
11. One goat to be tied in the center of the arena. This will be reversed on next go. All goats used in the draw to be tied a maximum of five (5) runs before another run on the goats can begin.
12. During Goat Tying, the arena will be dragged at regular intervals, to be determined by the Arena Director.
13. Goat handlers must stand directly behind goat. Judges and directors will position themselves, so they are able to have a clear view of the goat rope and horse.

### II. Time Limit:

There will be a thirty (30) second time limit with optional one (1) minute time limit at rodeos.

### III. Event Rules:

1. This event is open to girls and boys.
2. There should be at least a 15-yard starting line.
3. Starting line will be 100 feet from stake.
4. The goat should be tied to a stake with a rope ten (10') foot in length.
5. Stake should be completely under the ground so that no part of it is visible or above ground.
6. The contestant must be mounted on a horse when entering the arena and must ride from the starting line to the goat, dismount from the horse, throw the goat by hand, cross, wrap and tie by hand, at least three (3) feet together with a leather string, pigging string or rope. No wire is to be used in the goat string.

7. If the goat is down when the contestant reaches it, goat must be elevated high enough that it has the opportunity to regain its feet and then stand clear of the goat when the tie is finished.
8. Legs must remain crossed and secure for 6 seconds after completion of tie. While the judge is performing the 6-second procedure, the contestant will make no gestures, motions or noises to distract the goat. This will be considered trying to take an unfair advantage and will result in a disqualification. Contestant must clear the goat immediately after the tie had been flagged.
9. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a half hitch, hooey or knot. The contestant must tie the goat by hand with no pre-made wraps, coils, knots, hooeys or half hitch.
10. Time will start when the horse's nose crosses the starting line.
11. Time will stop when contestant signals the completion of the tie.
12. The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time limit on the tie - for the goat's legs to remain crossed and tied. If contestant gets rope that is holding goat wrapped around her leg, she may ask the judge if she can remove it. After getting permission from judge, removing rope and moving back three (3) feet her six (6) second time limit will start.
13. Qualified persons other than goat tying contestants will be used as goat holders.
14. If a goat is injured, the contestants involved with the injured goat will automatically be assigned the extra goat regardless of the possible difference in runs or ties on the goat.

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

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

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

1. No run will be given due to faulty or broken equipment furnished by contestant in any event.
2. If the goat should break away, it will be left to the judges' discretion whether she will get a rerun.
3. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any penalties.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

#### **VI. Optional Rules:**

1. Electric timer and at least two (2) digital watches shall be used, with the time indicated by the electric timer, or, if necessary, the average of the watches used by the official timers to be the official time.

**VII. Equipment:**

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

**VIII. Livestock Requirements:**

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

## **BULL RIDING**

**I. General Rules:**

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

**II. Time Limit:**

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

**III. Event Rules:**

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

**IV. Scoring and Penalties:**

1. Ride and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.

4. No bell – no marking.
5. If contestant makes qualified ride with any part of rope in riding hand, he is to be marked.
6. Contestant will receive no score for any of the following offenses.
  - a. Being bucked off.
  - b. Touching animal, equipment or person with free hand.
  - c. Using sharp spurs.
  - d. Placing spurs or chaps under the rope when the rope is being tightened.
7. Judges may disqualify a bull rider who has been advised he is next to go if he is not above the animal with his glove on when the previous bull leaves the arena.

**V. Re-rides:**

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

**VI. Equipment:**

1. Rope must have bell. Bell must be in good shape, cannot be broken.  
No bell, no marking.

2. Hooks or posts shall not be used on bull ropes.
3. Quick release buckle is optional on bull rope on the off-side.
4. All contestants must wear helmets approved for rodeo events.
5. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouthpiece may not be trimmed any smaller than the size required to cover all teeth.
6. All contestants must wear a vest designed to protect the chest and back while contesting in the Bull Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.

**VII. Livestock Requirement:**

1. All horned bulls must have horns tipped to at least the size of a half-dollar, cut back or kept out of the draw. This is the responsibility of the stock contractor at the discretion of the Arena Director and the judges.

**STEER RIDING**

**I. General Rules:**

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

**II. Time Limit:**

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

**III. Event Rules:**

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

**IV. Scoring and Penalties:**

1. Ride and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
4. No bell – no marking.

5. If contestant makes qualified ride with any part of rope in riding hand, he is to be marked.
6. Contestant will receive no score for any of the following offenses.
  - i. Being bucked off.
  - ii. Touching animal, equipment or person with free hand.
  - iii. Using sharp spurs.
  - iv. Placing spurs or chaps under the rope when the rope is being tightened.
7. Judges may disqualify a steer rider who has been advised he is next to go if he is not above the animal with his glove on when the previous bull leaves the arena.

**V. Re-rides:**

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

**VI. Equipment:**

1. Rope must have bell. Bell must be in good shape, cannot be broken.  
No bell, no marking.
2. Hooks or posts shall not be used on bull ropes.

3. Quick release buckle is optional on bull rope on the off-side.
4. All contestants must wear helmets approved for rodeo events.
5. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouthpiece may not be trimmed any smaller than the size required to cover all teeth.
6. All contestants must wear a vest designed to protect the chest and back while contesting in the Steer Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.

**VII. Livestock Requirement:**

1. All horned steers must have horns tipped to at least the size of a half-dollar, cut back or kept out of the draw. This is the responsibility of the stock contractor at the discretion of the Arena Director and the judges.

**CALF RIDING**

**I. General Rules:**

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

**II. Time Limit:**

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

**III. Event Rules:**

1. This event is open to boys only.
2. Bell must be under belly of calf.
3. Riding is to be done with one hand and loose rope, with or without handhold.
4. No split finger wrap, no knots or hitches to prevent rope from falling off calf when rider leaves him.
5. No more than two men may be on the chute to pull contestant's rope.
6. The judge on the latch side of the chute gate shall serve as a back-up timer in the calf riding event or a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is six 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 six seconds, the judge must go with the whistle.
7. Points and payout will be based on the contestant's score on a "qualified ride" and then by contestants who have ridden for the longest amount of time until all placings are filled.

**IV. Scoring and Penalties:**

1. Ride and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.

4. No bell – no marking.
5. If contestant makes qualified ride with any part of rope in riding hand, he is to be marked.
6. Contestant will receive no score for any of the following offenses.
  - i. Being bucked off.
  - ii. Touching animal, equipment or person with free hand.
  - iii. Using sharp spurs.
  - iv. Placing spurs or chaps under the rope when the rope is being tightened.
7. Judges may disqualify a calf rider who has been advised he is next to go if he is not above the animal with his glove on when the previous bull leaves the arena.

**V. Re-rides:**

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

**VI. Equipment:**

1. Rope must have bell. Bell must be in good shape, cannot be broken.  
No bell, no marking.

2. Hooks or posts shall not be used on bull ropes.
3. Quick release buckle is optional on bull rope on the off-side.
4. All contestants must wear helmets approved for rodeo events.
5. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouthpiece may not be trimmed any smaller than the size required to cover all teeth.
6. All contestants must wear a vest designed to protect the chest and back while contesting in the Calf Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.

**VII. Livestock Requirement:**

1. All horned calves must have horns tipped to at least the size of a half-dollar, cut back or kept out of the draw. This is the responsibility of the stock contractor at the discretion of the Arena Director and the judges.

**MUTTON BUSTIN'**

**I. General Rules:**

1. This event is open to boy and girls.
2. Vest and helmet are mandatory. If the contestant does not have one, the Edmond Round Up Club will provide one. Mouthpieces are not required but highly recommended.
3. The contestant may use a rope on the sheep, or they can hold on with their hands and feet. Laying on top of the sheep in a bear hug is acceptable.
4. The time should stop when any part of the rider's upper body touches the ground or if the free hand (on what begins as a one-handed ride) touches the animal.
5. No re-rides will be given in the Mutton Bustin' with the exception, in the opinion of the judge; the contestant was fouled by the chute or interfered by arena personnel.
6. Contestant's riding with one (1) hand will be scored higher than a contestant riding with both hands. Points and payout will be based on the contestant's score on a "qualified ride" and then by contestants who have ridden for the longest amount of time until all placings are filled.

**TEAM ROPING**

**I. General Rules:**

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

9. If barrier equipment hangs on animal and contestants try the animal, they accept animal. If contestants pull up, they will receive the same animal back.
10. Steer belongs to contestants when they call for it, regardless of what happens with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump, or any loop used.
  - b. In cases of mechanical failure.
  - c. If, in the opinion of the line judge, contestant is fouled by barrier, contestants shall get their steer back, providing they declare themselves by pulling up. A contestant's rope cannot be fouled by the pull rope.
  - d. In case the field judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the team will receive a 10-second penalty for any loop used. Team only get to use remaining loops.
11. A contestant must be on his/her horse and his/her horse must break the plane of the barrier with his/her draw breaking the plane of the score line before he/she is allowed to compete.
12. Time to be taken between two flags.
13. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
14. This event shall not be conducted with an open catch pen gate at any rodeo.

## **II. Time Limit:**

There will be a thirty (30) second time limit for all age groups.

The judge will determine legitimate time allowed before contestant calls for animal.

## **III. Event Rules:**

1. This event is to be one event only. It may be entered as 2 boys, 2 girls, or 1 boy and 1 girl on one team.
2. A team roper can only enter once at any rodeo, once as a heeler and once as a header.
3. All changes in lists of roping order to split horses, etc., must be made before any stock for that event is loaded in chute.
4. After stock is loaded, ropers must rope in order listed.
5. Header will start behind barrier using either box, and must throw the first loop at head.
6. Heeler must start from behind barrier line.
7. Time will be taken when steer is roped, both horses facing steer in line with ropes dallied and tight, horse's front feet must be on the ground.
8. Each contestant will be allowed to carry only one rope.
9. Each team allowed three throws in all.
10. Roping steer without turning loose of the loop will be considered a no catch.
11. Roper must dally to stop steer or change steer's direction.
12. The tie-on rule will be allowed for adults over 50, children under 13, and females on the heel end only. Steer must be standing up when roped by the header and/or the heeler.

13. The word “dally” means one complete turn around the horn.
14. Ropers must be mounted when time is taken.
15. No foul catches can be removed by hand.
16. 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.
17. 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.
18. In case the field flag judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back lap and tap, plus time already lapsed and any barrier penalty.

**IV. Scoring and Penalties:**

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestants out until time is recorded.
3. Judge is to flag time, then flag contestants out if run is not legal.
4. There will be a ten-second penalty assessed for breaking the barrier.
5. Roping steer without releasing loop from hand will disqualify catch.
6. Contestants will be disqualified for any abusive treatment of steer or their horses.
7. There will be only three (3) legal head catches:
  - a. Both horns.
  - b. Half a head.
  - c. Around the neck.
8. If hondo passes over one horn, the loop over the other, the catch is illegal.
9. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
10. No rattling of chute. A timed event contestant may not have someone rattle the chute for him/her. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
11. When the contestant calls for the steer, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the steer. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.
12. Any heel catch behind both shoulders is legal if rope goes up heels.
13. One hind foot receives five-second penalty.
14. The direction of the steer’s body must be changed before the heel loop can be thrown. Any loop thrown before the completion of the initial switch will be considered a crossfire and no time will be recorded. However, if the steer stops or sets up before the switch, it must only be moving forward for the heel loop to be legal.
15. Steer must not be handled roughly at any time, and ropers may be disqualified if, in the opinion of the field judge, they have intentionally done so.
16. In the event a team roper is disqualified or injured at a multi-go-round rodeo, that team will be eliminated from that event.
17. If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight feet before steer regains his feet or team will receive no score.
18. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.
19. Broken rope or dropped rope will be considered no time.

20. If the front foot is in the loop when the header dallies, turns off and changes the direction of the steer, it will be an automatic no time.
21. Time should be taken with the average of two (2) times at all Rodeos.

**V. Reruns:**

1. In any timed event, if an animal escapes from the arena, flag will be dropped, and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. 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 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.
6. If artificial horns are jerked off, contestants will receive rerun on same steer, with no penalties other than barrier penalties.
7. In team roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the header and heeler remain behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure, at judge's discretion.

**VI. Optional Rules:**

1. At any rodeo in any roping event, may implement a ground rule limiting team ropers to one loop each roper.
2. Electric timers are optional.

**VII. Equipment:**

1. Cattle neck ropes on steers must be tied with string, or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the team roping event.
3. Adjustable slide shall be used on all cattle neck ropes for cattle used in team roping event.
4. A mechanical barrier must be used.

**VIII. Livestock Requirement:**

1. Steers must be uniform in weights and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. All steers shall have horns properly wrapped.
4. During any performance, if an animal escapes the chutes or pens before it is called for by the contestants, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. At least three (3) head of animals will be brought back together. No animal may be re-penned by itself. Decisions will be made by the arena director about when stock is re-penned.
5. Cattle may be steers and heifers with horns.

**IX. 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. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants, each performance.
5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
6. If barrier flagman is used, the animal is to be flagged when crossing starting or deadline, in front of flagman.
7. Barrier judge shall be sure than nobody can stand close enough to barrier or barrier equipment to tamper with same.
8. A tape must be on hand for the barrier judge to measure score line.
9. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
10. Adjusting length of barrier trip rope will be accomplished only by tying knots in the rope on either end.
11. Any questions as to catches in this event will be decided by the judges.

### **PAY OUT**

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

- a. All monies will be paid after each event.
- b. General rules will apply to pay-off of prize money. The number of monies (places) paid will vary accordingly to the number of contestants. With the exception of Calf Riding and Mutton Bustin', if fewer contestants qualify than the number of monies (places) to be paid, payout percentages will be refigured.
- c. The number of monies paid will vary accordingly to the following schedule:
 

1-3 Entered	1 Money	100%
4-7 Entered	2 Monies	1st 60%, 2nd 40%
8-11 Entered	3 Monies	1st 50%, 2nd 30%, 3rd 20%
12-15 Entered	4 Monies	1st 40%, 2nd 30%, 3rd 20%, 4th 10%
16-19 Entered	5 Monies	1st 33%, 2nd 27%, 3rd 20%, 4th 13%, 5th 7%
20 or more	6 Monies	1st 29%, 2nd 24%, 3rd 19%, 4th 14%, 5th 9%, 6th 5%
- d. Maximum number of monies (places) to be paid not to exceed six (6) except for the ties and splits.