

Lone Star Rodeo Company Rulebook

To provide quality and professional rodeos for the betterment of the overall sport and what it provides to the communities and the people that are involved.

General Rules

As with all events, matters may arise that is not explained in this rulebook. Lone Star Rodeo Company reserves the right to make the final decision for the betterment first and foremost for the rodeo livestock and all other parties involved.

All rodeo contestants will be in dress code two (2) hours before the start of the performance anywhere on rodeo grounds. The overall reason for rodeos is for the spectators to enjoy the sport of rodeo and to watch cowboys and cowgirls, therefore you should look like cowboys and cowgirls. Dress code is defined as: Long sleeve collared button/snap shirt, Jeans, Cowboy/cowgirl hat or helmet, cowboy/cowgirl boots.

All timed event contestants entered in performance are required to carry a flag if asked in grand entry. Rodeo performance will run as posted at the rodeo. All stock will be run in order as drawn and posted in slack and performances. All ground rules will be posted at each and every rodeo and can be viewed by the contestant at any time. Ground rules regarding two loops, run in run out, and jerk down rule will be posted when applies.

If the management or committee furnishes back numbers, contestants must wear them while competing so as to be visible to the judges and spectators.

Management will provide EMT's and ambulance on site or near-by for all performances, including slack.

Stock contractor will provide box pads to be used in timed event boxes.

Stock contractor will provide electric eye timers for the barrel race event.

No dogs will be permitted to run loose in any rodeo buildings if permitted at all. No dogs shall run loose on rodeo grounds during rodeo.

Contestant is provided with position of event. If not ready when called upon contestant will be considered a turn out which may subject to fine if not notified.

Rodeo Entries

Rodeo entry will be taken on a first come, first serve basis.

Call ins for rodeos will be the Monday prior to the rodeo date. Rodeo books will always be provided from 9am-3pm CST.

Information should be given in the following order: event, performance, name, home town and state.

Immediately upon arrival at the rodeo contestant shall find secretary and make payment of fees due. Checks will NOT be accepted for entry fees cash only. No stock will be given until entry fees have been paid.

When a specific performance has been guaranteed to a contestant by the rodeo entry taker, there shall be no drawing out or changing performances after the books closing time. If you choose to draw out past closing time it will be considered as a notified turnout.

A minimum of four (4) contestants in bareback riding and saddle bronc riding, and ten (10) contestants in all other events must be accepted before calling the performance full. If at least four contestants per performance are not entered in an event, management may cancel the event or pay mount money. If an event is cancelled because there are not enough entries, the added money for that event may be used for mount money.

All positions that are offered by a stock contractor must be filled for that performance, and the remainder of contestants, if any, will be in slack.

Contestants will only request entry date/time of performance. Show or slack will be drawn by the entry secretary immediately after the books close.

When a particular rodeo performance is full of entries, entry secretary will form a waiting list on a first come, first serve basis for that performance. When other performances are full, entry secretary will then use the waiting list. Contestants WILL be responsible for verifying if his/her entry will be accepted.

Entry secretary will accept entries for a rodeo "date" performance and slack held following. After books are closed, she and one other person shall draw positions for each "date". This will determine when contestants will compete, performance or slack, and in what order. When slack is offered prior to the performance, or on a day other than the rodeo performance, it will be treated as a separate contest and will be drawn accordingly.

There will be no call backs available. You will find out your position when you pay your fees at the rodeo.

If late entries are taken in the timed events due to lack of contestants, and performance

positions have already been drawn; they will be placed at the top of the list; except in the cowgirls barrel racing, they will be placed at the bottom of the list. If stock has already been drawn, an animal will be drawn for the late entrant and the previous draw will not change.

Arena

The arena is defined as the area within the arena fence and extending from the front of the bucking chutes and/or the plane of the center gate and including the roping boxes.

No person shall be allowed in the arena during a rodeo performance unless entered in an event or unless he has signed a waiver releasing the management and producer from liability. Contestants in the arena must not interfere with the work of press and professional photographers, or with the vision of the spectators.

Disqualifications/Fines

Any member tampering with competition livestock will be disqualified for the remainder of that particular rodeo and may be subject to fine.

Code of Conduct

Any mistreatment of livestock or contestant's horse is subject to \$50 fine by judges' discretion. Contestant must pay fine before he/she can compete again.

A contestant will be fined \$50 for penning any personal horse in the bucking chutes, roping or steer wrestling boxes.

If a contestant, entered in two or more events, turns out in one event and pays fees and fines, he gets his stock in other events, if desired.

Faulty equipment: All equipment used by contestant is their responsibility and no re-rides or re-runs will be given due to faulty equipment. Borrowed equipment is accepted as contestant's own.

If a contestant is not ready to compete when their position is called upon, he/she will be considered a no show and their stock will be turned out.

Postponements

Rainouts: In the event of inclement weather, if a performance is postponed and

contestants cannot be present for the rescheduled performance, they shall have the option to draw out.

In case of rainout, the contestants who are entered that night who intended to draw out must do so that night by advising the rodeo secretary of their intentions to draw out.

Stock contractor or committee has authority for postponement.

In the event of a rainout, rainout date must be rescheduled within three (3) days or the added money will be divided and performances will be paid as a separate rodeo.

Cancelled or postponed rodeos cannot be rescheduled before 2:00pm on the Sunday of the rodeo.

Injury of Contestants

The management assumes no responsibility for injury or damage to the person, property or stock of any owner, contestant or assistant. Each participant by the act of paying his/her fees and signing of waiver waives all claims against the management for injuries he/she or their property may sustain.

No person shall be allowed in the arena during a rodeo performance unless entered in that event or unless he/she has signed a waiver releasing the management and producers from liability. This rule is to be enforced by an officiating judge or arena director.

Humane Rules

A veterinarian shall be reasonably available at every rodeo and will examine, treat, or recommend disposal of any injured animal after its removal from the arena. When destruction of an animal is recommended, such destruction will take place as soon as possible.

A conveyance of a type on which injured animals may be easily placed without causing additional injury must be made available at all rodeos to remove animals from the arena in case of injury.

If an animal is injured in the process of contesting in the timed events, the contestant shall not receive another head during that go-round.

Calves must be strong and healthy.

A pen, corral, or truck bed shall be prepared to receive injured animals removed from the arena with an adequate bedding laid down for their comfort.

Chutes, corrals, mangers, etc., must be constructed as to prevent injury to stock. All

areas in which stock is kept and the arena shall be free of rocks, holes, and obstacles. The judges will determine the safe condition of the above with all maintenance and repair expense born by the owner of the chutes, corrals, mangers, etc.

No contract performer will abuse rodeo stock or animals used in their acts in any way. Arena help may be fired and/or contestant may be disqualified for any mistreatment of stock.

No stock belonging to contestant or stock contractor should be confined to vehicles beyond a period of 24 hours without being unloaded, properly fed and watered, providing that when animals are carried in conveyances in which they do have proper food, water, space, and opportunity to rest, the provision for unloading shall not apply.

All horse flank straps are to be provided with protective lining and shall be of the quick release type. Flank straps are to be fastened onto the animals so that the protective lining portion covers belly and both flanks and shall be kept in good repair. No tacks, spiders or foreign objects will be allowed on flanks.

Use of fireworks on any animal will be prohibited.

No sick or injured animals, whether discovered before or after the draw will be permitted to be used in competition.

Any individual deliberately abusing livestock in a rodeo arena, or on rodeo grounds, regardless of whether the abuse happens during a qualified or unqualified run, will be removed from the arena, totally disqualified from the rodeo and subject to fine.

Animals will be inspected and objectionable ones eliminated before drawing.

Timed event cattle shall not be loaded in the release chute more than five minutes before the beginning of that event.

Any member tampering with competition livestock will be disqualified for the remainder of that particular rodeo and may be subject to fine.

Hazer must not hit steer in the face before catch is made, or render any assistance to contestant while he is working steer. Failure to observe this rule will disqualify the contestant.

Humane Equipment Rules

Equipment must meet the following humane specifications as well as those found in the event rules:

1. A leather covered hair pad **MUST** be on the entire underside of the bareback rigging

next to the animal and extend a full two inches from the back of the rigging body, kept in good condition.

2. Bull riding is to be done with one hand and loose rope. No knots or hitches to prevent rope from coming off of bull when rider leaves bull will be permitted.
3. In bareback, contestant will be disqualified for riding with locked rowels, or rowels that will lock during ride.
4. In all riding events, contestants will be disqualified for riding with rowels too sharp in the opinion of the judges.
5. In calf roping contestant MUST adjust neck rope and reins in a manner that will prevent horse from dragging calf. If a horse turns his tail to the calf and drags the calf roper has dismounted, field judge may stop the horse.
6. There will be no exposed wire in any of the bats used on horses in the arena.
7. No stimulants or hypnotics are to be given to any animal used for contest purposes.
8. No small animals or pets allowed in the arena where restraint if necessary or where subject to injury or attack by another animal.
9. Livestock shall be removed from arena after completion of entries in contest.

Drawing of Livestock

Numbers will be unfolded, uniform size and will be drawn from a smooth interior container. The actual number of animal must be used in the draw.

Bucking horses cannot be used in both saddle bronc and bareback riding at the same rodeo. In all riding events, results of draw will be posted for at least one hour before the first performance.

Stock contractors will be allowed to designate two head of horses and two head of bulls that are to be used only one time per night. Animals so designated must be available and in the draw at each performance unless visibly injured or sick. Stock contractor may designate different feature animals for each performance.

The draw for all stock at a rodeo shall be kept even, except when a pen is built. This method is used for the entire rodeo, including all performances and slack. Stock may be drawn daily, but must be kept even from previous runs. When drawing for slack, the

herd must be finished completing the herd. After the herd has a complete run then you may draw from the entire herd again to finish the draw for the slack.

To build herd for second performance:

1. Take feature animals and put in the draw
2. From the remainder of the herd, draw enough animals to cover the number of contestants in that performance. $1)+2)+3) =$ herd to be drawn from second performance. Now that the herd is build randomly, draw an animal for each contestant in that performance. Example: (Ten bull riders in that performance. Have three bulls left to finish run. Take those three bulls plus two feature bulls. Now draw five more bulls from herd not in that performance.)

No contestant may compete on the same head of stock twice in the same event at the same rodeo except a team roper who has entered with two different partners. Should the same animal be drawn, judges will draw another animal for the contestant.

All stock is to be drawn by at least one judge. Draw must take place on the rodeo grounds.

Re-ride animals are to be drawn following completion of drawing for event. Stock will be drawn one night at a time.

Any animal(s) not competed on in the performance will be the first re-rides to be used before going to the re-ride pen drawn.

If a mistake is made in the drawing of livestock, the draw will be a redraw from the point of the error. If the mistake is discovered after the contest has begun, all contestants will finish competing during the performance and the rodeo will not be delayed. Following that performance, animals will be a redraw from the point of error, and all contestants involved will be given a rerun for that performance.

All livestock must be marked or tagged with legible numbers before drawn.

If an animal is disqualified from competition after the draw has been made, a new animal will be drawn by a judge for the contestant from the balance of animals that are not already drawn. Disqualified animals will remain disqualified for the remainder of that rodeo.

All calves and steers for the performance of the rodeos will be drawn NOT more than five hours and NOT less than one hour before each performance. A list will be posted NOT less than one hour before each performance. Performance positions will be drawn for all timed events including barrel racing.

Stock contractor may decide when slack is to be run. The stock contractor is not required to take more entries per event for one slack performance than for another. Clarification: Stock contractor or person taking entries has the option to even out the entries in the slack performances.

Slack in timed events shall be drawn immediately following the performance in which it is run. When slack is not run immediately after the performance, slack will be drawn before slack is scheduled.

Payoff

Immediately after completion of rodeo, secretary shall make payment to winning contestants as follows: One head or any number of head of stock, added money and fees for total number of entries are to be totaled. Ten percent of this total should be deducted to be held out for the Finals. The ten percent money and all other charges will be deducted from the total prize money before determining the number of places or payoff scale to be paid. The prize money should be paid as follows:

Bareback and Saddle Bronc Riding:

- 1-4 2 money – 60%, 40%
- 5-8 3 money – 47%, 33%, 20%
- 9-15 4 money – 40%, 30%, 20%, 10%
- 6-25 5 money – 34%, 27%, 20%, 13%, 6%
- 26&up 6 money – 29%, 24%, 19%, 14%, 9%, 5%

All other events

- 1-4 1 money – 100%
- 5-8 2 money – 60%, 40%
- 9-15 3 money – 47%, 33%, 20%
- 16-25 4 money – 40%, 30%, 20%, 10%
- 26-35 5 money – 34%, 27%, 20%, 13%, 6%
- 36&up 6 money – 29%, 24%, 19%, 14%, 9%, 5%

Computation of payoff on team roping will be evaluated on individual winnings, not on team basis.

Prize money will be paid to winners of event only. When only five contestants qualify for a six-money payoff, then the five-money scale will be used. In the event that there are no qualifying contestants in an event then the ten percent money will still be held out for the Finals and the stock contractor will retain all other monies. If only one qualified ride is made that contestant shall receive all prize money, etc.

Average: A contestant must compete on every head of stock drawn for him in that event in order to place in the average. When two or more head of stock are given, an average must be paid. When two head are given, an average shall pay the same amount of money as the day money.

Prize money will be mailed to the contestant if not present by the secretary the following week of the rodeo.

Rodeo secretaries will be allowed to charge for mailing prize money if they use money orders.

Rodeo Judges

Rodeo Judges are required to wear white shirts and have matching drop flags unless shirts are supplied by Rodeo Company.

Timed event contestant may work his event while judging by supplying a competent member to judge their event. The same member must watch the line for every performance at that event.

Announcers, stock contractors and/or producers or contestants will not attempt to influence judges in any way or they will be fined.

Judging Methods

Judges will be on the grounds at least four (4) hours prior to first performance of a rodeo and at least two (2) hours before each performance thereafter, unless other arrangements are made with the stock contractor.

Judges must total own score sheets and remain with arena secretary until complete payoff is announced.

Judges decisions are final.

In all cases of dispute, the rodeo will proceed without delay under the existing rules and the matter of said dispute shall be settled by the judges. Judges are hired to judge the

total event in all events in their entirety and may consult with one another in case of a dispute.

Decisions of judges, flagmen and timers will be final and no undue protest by the contestant will be permitted. Any contestant protesting a judge's decision will be disqualified for the remainder of that rodeo and will be subject to a fine.

Arena help may be fined and/or contestant may be disqualified for any mistreatment of stock. Judges, directors, stock contractors, or other contestants will be responsible for enforcing this rule.

Faulty equipment: All equipment used by the contestant is his/hers responsibility and no re-rides or reruns will be given due to faulty equipment. Borrowed equipment is accepted as contestant's own.

Fouls: Any time a contestant is fouled in any event, he must declare himself IMMEDIATELY (except in the steer wrestling event when fouled by the barrier) or take that marking or time.

Judging Methods/Riding Events

Judges' marking (unofficially) are to be announced publicly after each contestant's ride or contest.

Judges' markings are to be from one (1) to twenty-five (25) on rider and one (1) to twenty-five (25) on animal, having a total of fifty (50) on each side, making highest possible score of one hundred (100), with full spread to be used. The rider and animal will be marked separately, marking the rider according to how much the rider spurs the animal and the animal according to its performance.

Judges' markings will be final and recorded in ink. There will be no changes. Judges will be subject to a fine per offense for changing markings. (Notation must be made to explain why change, such as: Marking on the wrong line etc.) . Judges' books must be turned in to the rodeo secretary to be recorded on a secretary's official recording sheet upon completion of each performance.

In all riding events, contestant may use his free hand against any foreign object (pickupmen, fences, etc.) that obstruct his ride.

No contestant shall ride more than two (2) head of stock in the same event during any one (1) paid performance except for re-rides, unless agreed to by contestant and rodeo officials.

Approved livestock prods can be used on bucking stock. Approved livestock prods must

be used from the back of the bucking chutes.

In the riding events, judge will drop a flag as soon as he has disqualified a rider, but judge will watch entire ride.

Both judges will be required to use a stop watch during all riding events. At rodeos using both right and left hand delivery bucking chutes the judge on the “Latch Side” will have the official time. The time on the watch of the “Hinge Side” judge will serve as a backup in case of a malfunction. In the event that the watch of the “Hinge Side” judge is used to determine a qualified ride, extreme close calls should go to the benefit of the contestant. The use of a watch by both judges will assist in justifying calls on the other rule

infractions such as losing a stirrup, touching animal, etc. After judges have established their sides for an event, no changes may occur.

During a Bareback or Saddle Bronc ride, if the flank comes off, and contestant made a qualified ride to that point he will be awarded a re-ride.

Re-rides

If the flank comes off in the horse riding event, contestant has the privilege of accepting his marking or having a re-ride. (It shall be to the stock contractor’s discretion as to whether contestant receives re-ride on same animal.) Decision must be made immediately. If flank comes off a bull, contestant has the privilege of accepting his marking or having a re-ride on the same bull. Decision must be made immediately.

A. Contestant will have the right to know his score before he makes his decision to accept or reject a re-ride.

B. In the Bull Riding contestant must make a qualified ride before he can be awarded a re-ride option.

If an animal in a riding event comes out backwards, mark out rule to be waived and if rider is fouled, he must declare himself to receive a re-ride.

Judges’ decision on re-rides will be in accordance with the rules set forth hereafter:

A. Contestants will not be permitted to ask for a re-ride (unless fouled) or talk to judge about his marking during a performance.

B. Should animal stop at any time during the ride, the contestant shall be entitled to a re-ride as long as he had made a qualified ride up to the point the animal stopped.

- C. If, in the opinion of the judges, a rider makes three honest efforts to get out on a chute fighting animal and is unable to do so, he may have a re-ride drawn for him.
- D. If a qualified ride is made by a contestant and the animal is marked by either judge at fourteen (14) or under, falls (re-ride will not be given if contestant's equipment causes horse to fall) or stops, then contestant shall have the option or a re-ride. Judges will notify announcer if a re-ride is to be given.
- E. If rider is fouled by coming into contact with pickup horse or stationary object, rider may ask for a re-ride if he does it immediately. It shall be to the stock contractor's discretion as to whether contestant receives a re-ride on the same animal.
- F. If an animal fouls rider at chute or falls and rider is granted a re-ride, provided he has not been disqualified for other reasons. If animal falls and contestant accepts the fall, continuing the ride, contestant must complete a qualified ride to be eligible for a re-ride option.
- L. Two (2) re-ride animals must be drawn for each performance in all riding events.

Horse Ridings Only

Contestant's spurs must be over the break of the horse's shoulders, touching animal when the horse's front feet touch the ground the first time out of the chute.

- A. The first jump rule will be waived automatically if horse stalls coming out of the chute.
- B. The first jump rule will be waived automatically if horse fouls contestant, unless contestant declares himself.

Judging Methods/Timed Events

Timed event cattle shall not be loaded in the release chute more than three (3) minutes before the beginning of that event.

In any timed event, if it is necessary to bring an animal back, several head of stock will be brought back together. No animal will be penned separately.

Reruns: If wrong animal is given to a contestant, he/she shall be given the correct animal drawn however any penalties shall carry over.

In the steer wrestling, steer belongs to contestant when he calls for him, unless timer misses time, or in the sole opinion of the line judge the gateman fouls the contestant by not releasing the animal when called for by the contestant, the contestant will be awarded a rerun, if he declares himself immediately. In the team roping, breakaway roping and calf roping, animal belongs to contestant when he calls for him, except when the neck rope barrier hits rope or contestant or timer misses time, or in the sole opinion of the line judge the gateman fouls the contestant by not releasing the animal when called for by the contestant, the contestant will be awarded a rerun if he declares himself immediately.

Contestant will be allowed to furnish his own push man in timed events, unless push man is furnished by stock contractor for the entire rodeo. The push man cannot push cattle past the end gate. All timed event line judges will have a copy of the contestant list and draw to record penalties and compare information recorded with the rodeo secretary.

Rodeo judges are responsible for maintaining their own barriers, stop watches and timed event flag. Unintentional dragging of calf can result in a fine to be determined by flag judge.

A contestant shall compete in the performance in which they are entered and be ready when called upon to compete or be disqualified from that go-round of competition.

If animal does not cross the score line in their initial move out of the chute, therefore setting up prior to reaching score line, contestant shall receive a rerun with no penalty for broken barrier, providing the contestant does not initiate the set-up by obviously over-running the animal, thus breaking the barrier. Contestant shall have another animal drawn. If rerun is awarded that animal shall be removed from the draw for the remainder of the rodeo.

Barriers

If automatic barrier does not work properly, contestant will receive his time without a penalty, unless, by the discretion of the line judge, contestant obviously beat the barrier.

A. If the neck rope remains on the neck of animal, contestant must declare himself to be eligible for a rerun.

Barrier will not be considered broken unless ring falls within eight (8) feet of post. A judge shall over- rule the eight (8) feet distance if it is obvious the contestant broke the barrier.

Barrier and barrier equipment used in calf roping and breakaway roping cannot be used in the steer wrestling event.

Neck rope used in steer wrestling event cannot be used in team roping event. Maximum length for arena conditions is requested for the team roping.

If roper or steer wrestler breaks barrier before he declares foul, roper will receive cattle lap and tap with ten (10) second penalty added to time.

If contestant breaks or beats the barrier, a ten (10) second penalty shall be enforced providing the barrier works properly. The horse's chest should also break the plain of the barrier otherwise this is to be considered beating the barrier. Therefore ten seconds is to be added to the time.

Judges will be sure no one stands close enough to the barrier or equipment to tamper with it. In the timed events, time is to start when animal crosses score line. No reruns will be given due to the hanging of a horn or horns in chute. Starting flag must be in most visible place for timekeepers.

Events

Bareback Bronc Riding

One hand riding is to be used in bareback riding. Riders may use their own rigging, if rigging is not over ten (10) inches width at handhold or a freak. A leather covered hair pad MUST be on the entire underside of the bareback rigging next to the animal and extend a minimum of four (4) inches from the back of the rigging. Pads must be loose (can be attached to rigging, but not permanently, so that rigging may be moved to new area on pad for protection to horses if rigging has broken down the contents of the pad) kept in good repair and be not smaller or larger than a minimum of fifteen (15) inches and a maximum of twenty-five (25) inches. Stock contractor will have the right to furnish pads (pads to be no thicker than standard hair pad nor larger than twenty-five (25) inches.) Cinch must be at least eight (8) inches wide on all bareback riggings. Riders may use dry rosin or tape on handhold and glove.

There will be no finger tucks or wedges allowed in the bareback riding. Anything not stationary on the handhold or glove will be considered a wedge. There will be no wedges sewn inside of bareback riding glove. Plain glove only, no gimmicks.

Horses will be ridden eight (8) seconds, time to start when the horse's front feet touch the ground the first time out of the chute.

The contestant must have both spur rowels touching the animal, one on each side of the animal, anywhere above the break of the shoulders when the animal's front feet touch the arena floor the first time out of the bucking chute. Either judge will have the option to waive the mark out rule if the contestant is fouled or the animal stalls.

Any of the following offenses will disqualify a rider:

- A. Riding with rowels too sharp in the opinion of the judges.
- B. Rider must finish ride with hand in hand hold.
- C. Locked rowels or rowels that will lock during ride.
- D. Being bucked off.
- E. Touching himself or horse with free hand or assisting himself with free arm by touching animal.
- F. Failure to mark horse out of chute.

Bareback bronc riders shall be subject to a fine for not getting hand out of handhold within a reasonable length of time. Judges and pickup men will enforce this rule.

A contestant shall compete in the performance in which they are entered and be ready when called upon to compete or be disqualified from the go-round of competition.

Saddle Bronc Riding

Riding is to be done with plain halter, one rein (rein may not be over 6 1/2 feet long) and saddle. Saddle to be furnished by management, but contestants are permitted to use own saddle when sanctioned by judges. Standard halter and committee saddles must be used. A cinch at least eight (8) inches wide must be used on all bronc saddles. The underside of all committee saddles must be maintained in good condition by the contestant and/or stock contractor providing bronc saddles. The under skirting shall be fleece lined and otherwise padded and must be smooth and free from protruding harness nails. No foreign objects shall be attached to or placed under saddle. If equipment is sanctioned by judges and contestants furnish equipment (which is acceptable to judges) contestant MUST use same. If contestant fails to comply with this rule, contestant will be disqualified in that event.

Measurements for the saddle to be: Rigging – 3/4 rigging with D-ring pulling no further back than the rear of the swells. Cantle – not more than five (5) inches tall measured from back jockey to tallest point. Gullet – not less than four (4) inches at center of swells. Swells – not more than fourteen (14) inches wide or undercut more than one (1) inch on either side. Stirrups – hung over the bars with fenders. Seat not less than fourteen (14) inches long. Deviation from specifications provided herein will be considered illegal.

Riding rein and hand must be on the same side. Horses to be saddled in chute. Rider

may cinch own saddle or examine same to determine if satisfactory; bucking rein must be connected to halter. Bucking rein ONLY may be attached to halter under penalty of disqualification. (This to be at the stock contractor's discretion.)

Horses to be ridden eight (8) seconds, time to start when animal's front feet touch the ground the first time out of the chute. The contestant must have both spur rowels touching the animal, one on each side of the animal anywhere above the break of the shoulders when the animal's front feet touch the arena floor the first time out of the bucking chute. Either judge will have the option to waive the mark out rule if the contestant is fouled or the animal stalls.

During a Bareback or Saddle Bronc Ride, if the flank comes off, and contestant made a qualified ride to that point he will be awarded a re-ride.

Riders will use dry rosin only on saddle and chaps. Judges can inspect saddle and chaps before or after competition. Contestant can be disqualified and fined for cheating.

Disqualifications: Any of the following offenses will disqualify a rider:

- A. Use of anything other than dry rosin on saddle and chaps
- B. Being bucked off.
- C. Changing hands on rein.
- D. Losing bucking rein.
- E. Wrapping rein around hand.
- F. Pulling leather.
- G. Losing stirrup.
- H. Riding with locked rowels or rowels that will lock during ride.
- I. Touching himself or horse with free hand or assisting himself with free arm by touching animal.
- J. Failure to mark horse out of chute.
- K. Contestant must adhere to Rules.

A contestant shall compete in the performance in which they are entered and be ready

when called upon to compete or be disqualified from the go-round of competition.

Bull Riding

Bulls must be ridden eight (8) seconds; time to start when animal's front feet touch the ground, the first time out of the chute.

Riding to be done with one hand and loose rope, with or without handholds. No knots or hitches to prevent rope from coming off of bull when rider leaves bull will be permitted. Rope must have a bell when bull leaves chutes. Contestant may be fined for not having bell on rope. Bell must be under belly of bull. Bull Rider and one other person may pull the rider's rope. If rider needs another "tug" an additional person may be used. Judges will have the right to control excessive pulling of the bull rope.

All bull ropes are to be made out of not larger than nine sixteenths (9/16) inch rope.

Ropes cannot be used that have any knots, wires or other aids for the purpose of placing spurs therein.

If a rider makes a qualified ride with any part of the loose rope in his riding hand, provided he has not touched the ground or has not fouled the animal with his free hand, he is to be marked.

Only five (5) point "plain" or "notched" spur rowels (one rowel per shank) may be used in the bull riding. Riders may use dry rosin and glycerin only on glove and rope. Disqualifications: Rider will be disqualified for any of the following offenses:

- A. Being bucked off.
- B. Using sharp spurs.
- C. Touching animal or himself with free hand or assisting himself with free arm by touching animal.
- D. No bell on rope
- E. No knots or hitches

A contestant shall compete in the performance in which they are entered and be ready when called upon to compete or be disqualified from that go-round of competition.

Calf Roping

Contestant must catch calf, dismount, go down the rope and throw the calf by hand,

cross and tie three (3) legs. If calf is down when roper reaches it, calf must be stood on at least three (3) feet (calf may be helped by roper but at least three (3) feet must be dangling straight underneath calf) and calf must be re- thrown. If roper's hand is on calf when calf falls, calf is considered thrown by hand. Tie must be finished with half hitch or "hooley". Clarification: Tie is considered legal when at least one full wrap around all 3 legs.

There must be an honest effort to tie down calf during a paid performance. Failure to comply with this rule will result in a fine.

Tie must hold for six (6) seconds and THEN be passed on by the field judge. Roper must not touch calf after giving finish signal until after judge has completed his inspection. Catch as catch can. Any catch is legal. Rope must hold until roper catches calf. Untie man must not touch calf until the judge passes on tie.

A stopwatch will be used by the field judge. Calf must stay tied securely for six (6) seconds. Judge will not start this six (6) second period until roper has remounted horse and given calf complete slack. (Clarification: Rope must lay on ground, not just touch it.) Should the roper or his horse take the slack out of the rope during the six (6) second time period, the roper will be disqualified. However, judge may waive six (6) second period to give calf air and roper will still receive time.

If animal does not cross the score line in their initial move out of the chute, therefore setting up prior to reaching score line, contestant shall receive a re-run with no penalty for broken barrier, providing the contestant does not initiate the set-up by obviously over-running the animal, thus breaking the barrier. Contestant shall have another animal drawn. If re-run is awarded that animal shall be removed from the draw for the remainder of the rodeo.

Disqualifications: If at Finals and roper is allowed two loops he will be permitted if roper is carrying two loops and should he miss with both, he must retire and no time will be allowed. Roper cannot rebuild first loop. Roping a calf without releasing loop from hand is not permitted. Contestant must adjust neck rope and reins in a manner that will prevent horse from dragging calf. If a horse turns his tail to the calf and drags the calf after roper has dismounted, field judge may stop the horse and disqualify the roper. If roper, after mounting horse drags a calf over six (6) feet, he will be disqualified.

If a tie comes loose or calf gets to his feet before the tie has been examined and ruled a fair one, the roper will receive a no time.

A fine shall be imposed if a calf is roped in a manner which causes the animal to land on its back or head with all four feet in the air. A minimum fine of \$50 will be imposed if the calf is roped or handled in an intentional and rough manner. Fines for unintentional

jerk downs may be waived if fresh or unconditioned calves are used.

Unintentional dragging of calf can result in a fine to be determined by the flag judge.

If an animal is injured in the process of contesting in the timed events, the contestant shall not receive another head during that go-round.

Only the rodeo judge will be allowed at the score line and must be to the roper's left.

In the calf roping, contestant has a thirty (30) second time limit to complete his run in a one-head contest. In a two or more go-round contest, calf roper has a sixty (60) second time limit to complete each run.

Animal belongs to contestant when he calls for him, except when neck rope barrier hits rope or contestant, timer misses time, or in the sole opinion of the line judge the gateman fouls the contestant by not releasing the animal when called for by the contestant the contestant will be awarded a rerun if he declares himself immediately. If the line judge does not feel contestant was fouled, a no-time will be allowed and contestant will retire from the arena.

Timed event cattle will not be considered a legal run until drawn.

In any timed event, if it is necessary to bring an animal back, several head of stock will be brought back together. No animal will be penned separately.

If wrong animal is given to a contestant, he shall be given the correct animal drawn for him and any penalties shall carry over.

If animal gets out of arena, the flagman is to stop the time and roper will get the same animal back, lap and tap (roper to start in chute) with the time he had when animal got out, added to that time.

If neck rope fouls contestant in calf-roping or breakaway roping, he or she will be entitled to a rerun if he or she declares himself or herself IMMEDIATELY.

Clarification: Barrier Rope across horse's chest is considered part of the arena.

If roper breaks barrier before he declares foul, roper will receive cattle lap and tap with ten (10) second penalty added to time.

If contestant breaks or beats the barrier, a ten (10) second penalty shall be enforced. In the calf roping event, time is to start when animal crosses score line.

A contestant shall compete in the performance in which they are entered and be ready when called upon to compete or be disqualified from the go-round of competition.

Steer Wrestling

Once score line has been set it will not be changed during that go-round, nor will steer wrestling box chute or barrier be changed in any manner.

Only one (1) hazer is allowed. Contestant must furnish own hazer and horse. Neither contestant nor hazer will be permitted to change horses after leaving chute.

Hazer must not hit steer in the face before catch is made, or render assistance to contestant while he is working steer. Failure to observe this rule will disqualify contestant.

Steer must be caught from horse. If steer is missed or gets loose after each catch, no more than one (1) step can be used to re-catch steer. If contestant misses or loses steer and has not dismounted, flagman must ask contestant if he wishes another jump. Contestant must reply at once.

After catching steer, wrestler must bring it to a stop or change direction, then twist steer down by applying hold to head and/or horns. If steer is knocked down, tripped or thrown by putting horns into ground or any other obvious illegal fall, steer must be let up and thrown again. Steer will be considered down only when it is lying flat on its side with all four feet clear from under him, head and feet in same direction. Wrestler must have hand on steer when flagged. Placing fingers in eyes, lips or nose of steer is forbidden. The fairness of catch and throw will be left to the judges and their decision will be final.

Contestant will not be required to compete on a crippled steer with broken horn. If contestant calls for steer, he accepts him as sound.

In the steer wrestling there will be no mixed sets of cattle. Steers will be either: all Brahma, all Mexican, all Native, or all Longhorn. No combination steer herds.

Steer wrestling is to be run prior to cowgirl's barrel racing if a barrel is set in front of dogging box.

If an animal is injured in the process of contesting in the timed events, the contestants shall not receive another head during that go-round.

There will be a thirty (30) second time limit for all contestants to catch his livestock and complete his run after official time begins.

Timed event cattle will not be considered legal run until drawn.

Steer belongs to contestant when he calls for him, unless timer misses time, or in the

sole opinion of the line judge the gateman fouls the contestant by not releasing the animal when called for by the contestant, the contestant will be awarded a rerun, if he declares himself IMMEDIATELY.

Barrier will not be considered broken unless ring falls within eight (8) feet of post. If contestant breaks or beats the barrier, a ten (10) second penalty shall be enforced. In the steer wrestling event, time is to start when animal crosses score line.

If animal does not cross the score line in their initial move out of the chute, therefore setting up prior to reaching score line, contestant shall receive a re-run with no penalty for broken barrier, providing the contestant does not initiate the set-up by obviously over-running the animal, thus breaking the barrier. Contestant shall have another animal drawn. If re-run is awarded that animal shall be removed from the draw for the remainder of the rodeo.

No reruns will be given due to the hanging of a horn or horns in chute.

A contestant shall compete in the performance in which they are entered and be ready when called upon to compete or be disqualified from that go-round of competition.

Dally Team Roping

Both contestants must pay an entry fee. Contestants may enter twice, roping with different partners or changing ends at each rodeo. All team roping will be dally. When added money is doubled or a higher entry fee is stated management has the option of making the contestants enter once.

Entry fee shall be per man, not per team. Number of entries will be determined by teams. Team roping cannot be entered open; a team (two) must be entered as one entry at the time of entry.

Any member may have the privilege of choosing hard and fast or dally (on heels only) the year they turn 50 or older.

Automatic barrier must be used. Once score line has been set it will not be changed nor the box be changed during the go-round in any manner.

Roper is permitted one rope. There will be only two loops allowed at a one go-round team roping regardless of the number of entries. Rope may not be rebuilt.

All steers must have horn wraps when roped. These wraps must be of a nature that protects the steer's head from rope burns.

Animal belongs to contestant when he calls for him; except when barrier neck rope jerks

rope out of contestant's hand or timer misses time. Animal belongs to contestant after crossing score line. (Exceptions: If animal gets out of arena, flag will be dropped and time will be stopped. Contestant gets animal back, lap and tap, with same head catch if animal has been roped. Time when animal left arena will be added.)

Contestants must hold dallies until flagger passes catches. Dally will be one complete wrap around the horn.

Contestants are not allowed to remove or change an illegal head catch except by fishing.

Time is to be taken when steer is roped by both ends in a direct line and horse is on all fours. Horses facing steer in "L" or better, with ropes tight, dallied or tied. Clarification: Direct line refers to head rope being directly from saddle horn to head of steer, and heel rope directly from saddle horn to heels of steer.

Only Three Legal Catches: Around the horns, around the neck and a half-head. All other catches are illegal.

Any heel catch behind both shoulders is legal if rope comes on from around heels. Dew claw catches are legal if catch holds for flagger inspection. Disqualifications will be as follows:

- A. Animals must be on feet when roped by either end.
- B. Using more than two (2) loops per team.
- C. The whole steer must be turned before heel rope is thrown from the heeler.
- D. Unnecessary rough treatment of steers.
- E. Illegal head catches.
- F. Lost or broken rope.
- G. If contestant intentionally dismounts during the contest run, team will be disqualified.
- H. Front feet in heel catch.
- I. Rope must be released from roper's hand prior to making contact with animal.

If one partner in the team roping does not show, contestant can choose a partner from a team that is only entered once or any contestant that is already entered in another event

in that rodeo. They assume the right of the fees for the run. (If you are entered twice as a header or heeler and your partner does not show, you can switch ends to replace the partner that did not show up.)

There will be a five (5) second penalty for roping one heel.

If a wrong animal is given to a contestant he shall be given the correct animal drawn for him and time on incorrect animal shall be disregarded, however any penalties will roll over.

If animal gets out of the arena, the flagman is to stop the time and roper will get the same animal back; lap and tap, (roper to start in chute with same head catch in team roping) with the time he had when animal got out, added to that time.

Timed event cattle will not be considered a legal run until drawn.

There will be a thirty (30) second time limit for all contestants to catch his livestock after official time begins. In the team roping both ropers will complete catch during thirty (30) second time limit.

In any timed event, if it is necessary to bring an animal back, several head of stock will be brought back together. No animal will be penned separately.

If contestant breaks or beats the barrier, a ten (10) second penalty shall be enforced.

If animal does not cross the score line in their initial move out of the chute, therefore setting up prior to reaching score line, contestant shall receive a re-run with no penalty for broken barrier, providing the contestant does not initiate the set-up by obviously over-running the animal, thus breaking the barrier. Contestant shall have another animal drawn. If re-run is awarded that animal shall be removed from the draw for the remainder of the rodeo.

No reruns will be given due to the hanging of a horn or horns in the chute.

Team ropers must trail steer to the out gate and not stop steer to take off rope in arena, unless instructed by field judge. Anyone throwing a loop at a steer after a completed run or after header misses the head loop, or removing ropes in the arena without permission of the field judge could be subject to a fine.

If in the sole opinion of the line judge the gateman fouls the contestant by not releasing the animal when called for by the contestant, the contestant will be awarded a rerun if he declares himself IMMEDIATELY.

A contestant shall compete in the performance in which they are entered and be ready when called upon to compete or be disqualified from that go-round of competition.

Cowgirl's Breakaway Roping

Contestant will be allowed to use only one loop. No loops are to be rebuilt. If rope is dropped it will be considered a no time.

The arena gate will remain opened during each contest run. When the calf's nose passes the plain to the back gate, the contestant will be flagged out.

Rope will be tied to the saddle horn with string. A cloth or flag must be attached to the rope at saddle horn so that judge can tell when the rope breaks from the horn. Bright colored flags must be used at the end of the rope.

The calf must break the rope away from the horn. The rope must be tied to the horn in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope. Rope must be tied to the horn with a string and may not be run through the bridle, tie down, neck rope, or any other device. Rope must be released from contestant's hand to be a legal catch. This will be the contestant's responsibility. Contestant will be disqualified if she removes the rope from the saddle horn.

Qualified catch is a bell-collared catch defined as: the loop must pass over nose and head of calf, breaking away from saddle horn without any leg or tail of the calf in the loop.

The contestant must have a hat on her head when she calls for her calf.

If a contestant is fouled by the neck rope or neck rope stays around calf, she will be given a rerun ONLY if the foul is declared IMMEDIATELY by pulling up on her horse. If rope is thrown, no rerun will be given.

Women's Breakaway Roping will be run as any other standard event. Flag should be tied within six inches of saddle horn. There will be a thirty (30) second time limit not including penalties.

The flag judge should position himself in the corner of the arena opposite the end of the roping box. If arena is very large, it is permissible to position himself as far as one fourth of the length of the arena away from the corner. The corner selected should be the corner that the breakaway flag is clearly visible from. This means switching sides of the arena for a left-handed roper.

If animal does not cross the score line in their initial move out of the chute, therefore setting up prior to reaching score line, contestant shall receive a re-run with no penalty for broken barrier, providing the contestant does not initiate the set-up by obviously over-running the animal, thus breaking the barrier. Contestant shall have another animal drawn. If re-run is awarded that animal shall be removed from the draw for the

remainder of the rodeo.

A contestant shall compete in the performance in which they are entered and be ready when called upon to compete or be disqualified from that go-round of competition.

Cowgirls Barrel Racing

Contestant must run from mouth of the gate and move in a continuous forward direction, if gate or alleyway is in the center of the barrel pattern. They cannot enter arena and set horse.

Contestants cannot be required to begin run from an off center gate or alleyway. When there is a split or double alleyway, contestants may be required to run from mouth or alleyway, if they have a choice of either alleyway. When center alleyway is used, it will be posted whether gate will be open, closed or barrel racer's option to run out.

Barrels are to be set on inside of each stake in a cloverleaf pattern. Judges are responsible for measuring staking and marking of the barrels and score line, before the beginning of the first performance from such stakes and to determine if stakes are still in their original places before each additional performance and slack. Measuring by judges is to be done with tape measure. Judges must turn in barrel stake and score line measurements, in feet and inches, to rodeo secretary for recording before the first performance. When electric timers are used, they will be staked and reset over that stake each performance. Judges are responsible for making certain that timer teams have properly set up timers, or for doing so themselves in the event that no team is present, as well as making sure the electric timers work. Judges are asked to take into consideration the size and shape of the arena and to setup pattern in reasonable proportions.

When measuring the course, in arenas 180 feet or longer, the third barrel shall be set a minimum of 36 (36) feet off the fence. In arenas less than 180 feet or longer, the third barrel shall be set a minimum of 25 (25) feet off the fence. In arenas one hundred (100) feet or less in width, barrels one and two shall be set a minimum of fifteen (15) feet off the fence. In arenas one hundred and one (101) feet or more they will be set a minimum of eighteen (18) off the fence. The flag line, which is the distance from score line to 1st barrel, should be no less than twenty-five (25) feet and no more than a distance of sixty (60) feet. The distance from the first and second barrel to the third should be no more than fifteen (15) feet further or equal to the distance from the first to the second. In an arena with a closed gate, a minimum of forty-five (45) feet score line will be required.

A maximum pattern shall measure sixty (60) feet from the score line to the first and second barrels, ninety (90) feet between the first and second barrels, and one hundred and five (105) feet to the third barrel.

When measuring, the third barrel, it should be arced to assure centering. The distance from the second to the third barrel cannot be less than the distance from the first to the second barrel.

A contestant will not be disqualified or penalized for touching a barrel.

If all barrels are standing when a contestant crosses the score line after completing a qualified run, it is considered a qualified run, even if a barrel falls after she is flagged.

There shall be no talking to flagmen, timekeepers, or judges during the barrel racing event.

Both judges will be required to be present during the barrel racing event with one judge flagging the line and the other judge watching to see that a qualified cloverleaf pattern is run. Flag judge will flag the nose at the start and finish of the run.

Electric Eye Timer malfunctions:

When the electric eye fails to work for less than one half of contestants during a rodeo, the contestants will have the choice of a re-run or taking their stop watch time by adding a "0" in the thousandth place: (i.e. 16.82 would be a 16.820, etc.) If during the re-run the timer fails again the contestants will have two options:

1. to re-run again

2. to take the stop watch time, there will be no option to entry fee back

If the electric timers fail to work for your run, you must notify the rodeo secretary as soon as possible of your decision to take your stop watch time, or to re-run at that time or re-run in slack. If contestant chooses to re-run again and timer fails again she will automatically receive the stop watch time. Should electric timers fail to work for the entire performance, watch times will be used for the entire rodeo. If the timer becomes inoperable for the majority of the contestants in that rodeo, the stopwatch times will be the official times for all contestants in that rodeo.

The flagman is not to leave his place, unless it is a visibly marked place.

If a barrel is knocked down, the judge not flagging the line will reset the barrel in proper place. Judges may appoint a responsible person to replace barrels in proper position if a contestant has knocked down barrels during a contest run.

Penalty: If a contestant knocks barrel over, there will be a five (5) second penalty for each barrel knocked over.

Disqualification: Contestant will be disqualified if after crossing score line and being flagged by the flagman if she re-crosses score line before completion of true cloverleaf pattern run. Once horse runs enters mouth of gate it must remain in forward motion throughout the run or will be disqualified. If contestant does not run in and run out contestant will be disqualified (Clarification – must be posted, and only applies if contestant can run through center gate. If entering side gate the run may be set-up).

A re-run to be given at judge's discretion should contestant be fouled with no penalties incurred. All re- runs to be held at the end of the event, in the performance; or at the end of the complete performance, regardless of whether slack in that event is offered; at the rider's discretion.

The arena must be worked, after every 12 barrel racers, and before slack runs.

Patterns and measurements shall be posted prior to each performance.

Exhibition runs shall be allowed at the discretion of the stock contractor.

Whenever a contestant's choice is based on a decision involving use of her watch time, she is entitled to know her watch time before making her choice.

The stock contractor will open a center gate for all barrel race contest runs whenever possible.

Contestant shall not turn a barrel twice and is subject to fine by the arena judge.
Clarification: Horse ducks a barrel or breaks pattern and contestant goes back to "train" on horse.

A contestant shall compete in the performance in which they are entered and be ready when called upon to compete or be disqualified from that go-round of competition.