

Elks Lodge No. 520



YOUTH RODEO RULES

Elks Youth Rodeo Rulebook

TABLE OF CONTENTS

- General Rules for Contestant.....1-2-3
- Rodeo Officials – Standards For Judges,4
 - Arena Directors.....4
 - Timers.....5-6
- Barrel Racing (BA).....7-8
- Pole Bending (PB).....9-10
- Breakaway Roping (BK).....11-12-13
- Goat Tying (GT).....14-15-16
- Goat Tail Tying (GTT).....17-18-19
- Tie-Down Calf Roping (CR).....20-21-22
- Dally Team Roping (TR).....23-24-25
- Ribbon Roping (RR).....26-27-28
- Steer Stopping (SS).....29-30-31
- Crepe Paper Race (CPR).....32-33
- Flag Race (FR).....34-35
- Score Line Diorama.....36
- Barrel Racing Pattern.....37
- Pole Bending Pattern.....38

GENERAL RULES FOR CONTESTANTS

1. Contestants must sign in and receive their number before the deadline to be eligible to compete in the Elks Youth Rodeo.
2. All contestants shall observe ground rules set by Elks Youth Rodeo.
3. All events will be open to boys or girls. Teams can be any combination, Boy-Boy, Boy-Girl, Girl-Girl.
4. Contestants will be given two calls for each event before being turned out. If you have tack changes or other problems, please notify the arena director or judge.
5. A horse may not be entered more than once per event or age group. In roping events and the age 6 and under only, a horse may be used more than once per event, or age group.
6. Age six and under only, the contestant's horse can be led through the pattern. It must not be led from another horse.
7. When a contestant is guilty of unsportsman like conduct or any animal abuse, they will be disqualified.
8. Thirty (30) second Rule for Barrel Racing – Pole Bending – Goat Tying – Flag race – Crepe paper race contestants. When the arena is clear and ready for competition, should the next contestant's horse refuse to enter the arena 2 times, indicated by the horse balking (not moving toward the gate), turning away from the gate, or leaving the general vicinity of the gate, at *the Judge's discretion* he will inform the contestant that he/she is starting the stop watch and after 30 seconds has elapsed and that contestant's competition has not begun, that contestant will be disqualified.
9. Thirty (30) second Rule for Tie Down Roping – Breakaway Roping – Dally Team Roping – Steer Stopping – Ribbon Roping contestants. Once the arena is ready for competition and the contestant has entered the box, the animal is standing so as to give them an opportunity at their competition, the contestant will be given 2 opportunities to have their horse in position to begin competition on that animal. If after the 2nd opportunity the contestant has not begun his/her competition *the line Judge* will inform that contestant that the stopwatch is starting and they have 30 seconds to begin their competition. After 30 seconds has elapsed that contestant will be disqualified. If at any time after the 30 second countdown has begun the competition animal moves to an undesirable position for competition, the watch will be stopped and will be resumed upon the proper positioning of the competition animal. It will not be reset once 30 seconds has elapsed on the clock and the contestant will be disqualified.

10. Only contestants will be allowed to register complaints and these must be placed first through the Event Judge or Arena Director before the end of the performance in which the question arose.
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. Rodeo Judges or Arena Directors may inspect any contestant's equipment before, during or after a rodeo performance for safety and rule infractions.
14. Any contestant violating rule # 13 may be disqualified by the judges or the arena director.
15. No person shall be allowed in the arena during a rodeo performance unless competing in that event or as an assistant. This rule shall be enforced by the Arena Director.
16. All contestants will leave the arena immediately after contesting or assisting. A five (5) second penalty may be imposed for not taking livestock out of the arena or not going out the far gate, unless permission is received from the Arena Director prior to the run.
17. In roping timed events, the contestant is allowed a helper. When the contestant calls for the animal, no further assistance can take place after that.
18. Contestant must be mounted when entering the arena.
19. All contestants are required to read the rules carefully, particularly those relating to the contests or events in which they enter.
20. Failure to understand rules will not be accepted as an excuse.
21. Western Shirt--wrist length sleeves, shirt with collar and cuffs.
22. Western boots must be worn and sneaker type "sport shoes" are not acceptable footwear.
23. Cowboy hat 2 ½ inch minimum brim is required. Helmets may be worn in lieu of western hats while in competition.

24. All contestants must be wearing their hat on approaching the arena. The contestant may remove their hat before or as they enter the gate, however if the contestant chooses to wear their hat a five (5) second penalty will be assessed if a contestant's hat falls to the ground.

25. Tie Down Roping, Breakaway Roping, Ribbon Roping, Steer Stopping and Team Roping : These events shall be conducted with an open catch pen gate, at this rodeo, unless ordered by the arena director.

26. Any problems or interpretations not covered by the Elks Youth Rodeo in this General Rulebook refer to the National High School Rodeo Rulebook for more details.



RODEO OFFICIALS
STANDARDS FOR JUDGES ARENA DIRECTORS AND TIMERS

Judges:

1. 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.
2. All judges will meet with Arena Directors before the rodeo and discuss their respective events, and judging procedure.
3. Judges must read and be knowledgeable of the Elks Youth Rodeo rule book before judges' meeting with Arena Directors and officials.
4. No barrier judge, field flag judge, or riding judge may be changed during the course of a go-round.
5. Judges must remain available to the rodeo office until the rodeo secretary has made a final check of the rodeo books.
6. The decision of any judges, flagmen or timers will be final, and no protest by contestant will be permitted, except first through the Arena Director or Judge. Such protest shall be made before the end of the performance in which the question arose. If the Arena Director determines that the protest is based upon a possible misinterpretation of an event rule, the 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.

Arena Directors:

1. Purpose of arena directors is to assure that the rodeo is conducted in accordance with Elks Youth Rodeo Rule Book to the best interest of the contestant.
2. Arena Directors will be responsible for carrying out the duties stated herein.
 - a. Management of their respective arenas before and during the rodeo.
 - b. Carrying out Elks Youth Rodeo rules and responsibilities as stated in rulebook.
 - c. Any undesirable conditions will be ruled on by the Arena Director.
3. All judges will meet with Arena Directors before the rodeo and discuss their respective events and judging procedure.

Timers: Personnel:

1. Management must provide a place for official timers and announcers to work without obstruction or interference.
2. Management must position timers at a place that will facilitate for good communications with the Arena Director, judges and announcers.
3. Timers for the go-round may not be changed after the first performance except for sickness or injury, or by the request of an arena director. Timers must have prior experience with electric timers.
4. Timers must work from the same position in all performances of that go-round.
5. Timers' signed score sheets will be turned in to the Rodeo Secretary.

Timers: Equipment:

1. Electric Timers:

- a. Equipment necessary: Battery-power electric eyes with one electric-power digital clock and two 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.
- b. 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.
- c. 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 if the electric timer fails. These two timers will operate from the flagman's signals.
- d. 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.
- e. Line on fence for flagman should be well marked. These markers should be checked every performance along with the barrel markers and restaked if pulled out. A record of these measurements shall be kept.
- f. Set timer beforehand in the same height and position and lock the legs.
- g. Barrels are not to be used as stands for the electric eye timer devices.

2. Electronic Timer Failures:

a. The digital hand-held watches will be the backup time.

b. When the electric eye malfunctions 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.



CLOVER-LEAF BARREL RACING

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 the 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 judges. Turnouts and releases must be included in the count.
7. Arena gate must be closed immediately after they enter the arena, and kept closed until pattern is completed and their horses are under control.

Event Rules:

1. The barrels must be at least twenty (20) feet from the arena fence.
2. 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.
3. The clover-leaf pattern is the only approved pattern in this event.
4. Touching barrel is permitted by horse or contestant.
5. 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 turns around the barrels.

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

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 the 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. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
6. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.
7. 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.
8. 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.
9. No rerun will be given due to faulty or broken equipment furnished by contestant.
10. 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.

POLE BENDING RACE

General Rules:

1. A clearly visible starting line shall be provided.
2. The horse's nose will be timed as it crosses the starting line.
3. There shall be a minimum of 75 feet allowed for stopping, from starting line in poles back to arena fence as arena conditions allow.
4. The poles and the starting line will be permanently marked for the entire go-round.
5. During pole bending events, the arena will be dragged at regular intervals to be determined by the arena director and judges. Turnouts and releases must be included in the count.
6. Arena gate must be closed immediately after they enter the arena, and kept closed until pattern is completed and their horse is under control.

Event Rules:

1. The pole bending pattern is to be run around six poles.
2. No flags to be used on poles.
3. 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.
4. 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.
5. Poles must be straight in line.
6. Touching poles is permitted by horse or contestant.
7. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.

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.
5. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
6. If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
7. 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.
8. 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.
9. No rerun will be given due to faulty or broken equipment furnished by contestant.
10. 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.

BREAKAWAY ROPING

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. If automatic barrier does not work, but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
5. 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.
6. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
7. Calf belongs to contestant when they call for it, regardless of what happens, with the following exceptions:
 - a. In any timed event, if an animal escapes from the arena, the field judge 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.
8. Time to be taken between two flags.
9. This event shall be conducted with an open catch pen gate, unless ordered by the arena director.

Event Rules:

1. Two loops will be allowed if two ropes are carried.
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 white 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. 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.
8. Rope must be released from contestant's hand to be a legal catch.
9. Ropers must be mounted when time is taken.
10. 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.

Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. There will be a ten (10) second penalty assessed for breaking the barrier.
4. Roping calf without releasing loop from hand will disqualify catch.
5. Contestant will be disqualified for any abusive treatment of calf or their horse.
6. The contestant will receive no time should they break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop their horse to make the rope break away.

7. 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.

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

9. 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.

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



GOAT TYING

General Rules:

1. Starting lines in goat tying will be subject to event 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. Arena gate must be closed immediately after they enter the arena and kept closed.
5. Time to be taken between two flags.
6. Time will start when the horse's nose crosses the starting line.
7. Have collars the same and snug. Ropes the same length. Goats the same size and weight.
8. Flagmen stand in identical places each performance.
9. All goats used in the draw to be tied a maximum of five (5) runs before another run on the goats can begin.
10. During Goat Tying, the arena will be dragged at regular intervals, to be determined by the Arena Director. Turnouts and releases must be included in the count.
11. Goat handlers must stand directly behind goat and will release the goat when the contestant crosses the starting line.
12. Judges and directors will position themselves so they are able to have a clear view of the goat rope and horse.

Event Rules:

1. There should be at least a 15-yard starting line.
2. Starting line will be 100 feet from stake.
3. The goat should be tied to a stake with a rope ten feet in length.
4. Stake should be completely under the ground so that no part of it is visible or above ground.
5. The contestant must be mounted on a horse when entering the arena and must ride from the starting line to the goat, dismount from their 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.
6. 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.
7. Legs must remain crossed and secure for six (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.
8. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a half hitch, hooley or knot. The contestant must tie the goat by hand with no pre-made wraps, coils or knots.
9. Time will start when the horse's nose crosses the starting line.
10. Time will stop when the contestant signals the completion of the tie.
11. 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 their leg, they may ask the judge if they can remove it. After getting permission from judge, removing rope and moving back three (3) feet, their six (6) second time limit will start.
12. Qualified persons other than goat tying contestants will be used as goat holders.

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 they are 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. No rerun will be given due to faulty or broken equipment furnished by contestant in any event.
8. If the goat should break away, it will be left to the judges' discretion whether they will get a rerun.



GOAT TAIL TYING

General Rules:

1. Starting lines in goat tail tying will be subject to event 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. Arena gate must be closed immediately after they enter the arena and kept closed.
5. Time to be taken between two flags.
6. Time will start when the horse's nose crosses the starting line.
7. Have collars the same and snug. Ropes the same length. Goats the same size and weight.
8. Flagmen stand in identical places each performance.
9. All goats used in the draw to be tied a maximum number of runs, to be determined by the Arena Director, before another run on the goats can begin.
10. During Goat Tail Tying, the arena will be dragged at regular intervals, to be determined by the Arena Director.
11. Goat handlers must stand directly behind the goat for the Juniors and will release the goat when the contestant crosses the starting line. Goat handlers will hold the goat for the Pee Wee's during the tie.
12. Judges and directors will position themselves so they are able to have a clear view of the goat rope and horse.

Event Rules:

1. There should be at least a 15-yard starting line.
2. Starting line will be 100 feet from stake.
3. The goat should be tied to a stake with a rope ten feet in length.

4. Stake should be completely under the ground so that no part of it is visible or above ground.
5. The contestant must be mounted on a horse when entering the arena and must ride from the starting line to the goat, dismount from their horse, and tie a string / ribbon on the goat's tail. String / ribbon will be furnished by the rodeo.
6. 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.
7. The tie must remain secure for six (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.
8. To qualify as a legal tie, there will be at least one complete wrap around the tail and a knot. A single overhand knot is acceptable. Knot must not be tied in string / ribbon before contestant reaches the goat.
9. Time will start when the horse's nose crosses the starting line.
10. Time will stop when they signal the completion of the tie.
11. 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. If contestant gets rope that is holding goat wrapped around their leg, they may ask the judge if they can remove it. After getting permission from judge, removing rope and moving back three (3) feet, their six (6) second time limit will start.
12. Qualified persons other than goat tying contestants will be used as goat holders.

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 they are 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. No rerun will be given due to faulty or broken equipment furnished by contestant in any event.
8. If the goat should break away, it will be left to the judges' discretion whether they will get a rerun.



TIE DOWN CALF ROPING

General Rules:

1. Roping Box shall be part of the arena during roping event.
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. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
5. 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, entitling contestant to a rerun without penalties.
6. Calf belongs to contestant when they call for it, regardless of what happens, with the following exceptions:
 - a. In any timed event, if an animal escapes from the arena, the field judge 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.
7. Time to be taken between two flags.
8. This event shall be conducted with an open catch pen gate, unless ordered by the arena director.

Event Rules:

1. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
2. Calves may be pushed out by contestant's assistant providing they are ready.
3. Two loops will be allowed if two loops are carried.
4. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.

5. Contestant cannot receive any assistance after crossing starting line.
6. Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Must cross and tie at least three legs.
7. Any catch is legal, catch-as-catch-can-rule.
8. If calf is down when roper reaches it, calf must be stood on at least three feet. (Calf must be elevated high enough that it has the opportunity to regain its feet) and calf must be re-thrown.
9. If roper's hand is on calf when calf falls, calf is considered thrown by hand.
10. Rope must hold calf until roper gets hand on calf.
11. To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, and a half hitch or hooey (A hooey is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).
12. The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the judge.
13. Six second time will start when roper has remounted and his horse has taken one step forward.
14. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.
15. Rope will not be removed and rope must remain slack until field judge has passed on tie.

Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. There will be a ten-second penalty assessed for breaking the barrier.
4. Roping calf without releasing loop from hand will disqualify catch.
5. Contestant will be disqualified for any abusive treatment of calf or their horse.

6. Any intentional dragging of calf regardless of distance will result in a no time. Intentional dragging shall be defined as caused by contestant. Excessive dragging of calf will receive a no time. Excessive dragging shall be defined as moving the calf six or more feet after the contestant has called for time. However, if in the opinion of the judge, the dragging was caused by something outside of the control of the contestant, the judge may give the contestant his time. Dragging the calf while the contestant is tying the calf will not be considered excessive dragging.
7. Roper will be flagged no time for touching calf, or string or by touching rope to train his horse after giving finish signal, or by dragging calf after he remounts horse.
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 for them. 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. 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.
12. If rope is on animal, contestant will get animal lap and tap with rope on it in chute.
13. No rerun will be given due to faulty or broken equipment furnished by contestant.

DALLY TEAM ROPING

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. If automatic barrier does not work but time is recorded, team will get time, but there will be no penalty for broken barrier.
5. If automatic barrier fails to work and official time has not started, contestants will get stock back if stock is qualified on in the field, therefore, entitling contestant to a rerun without penalties.
6. 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. Contestants 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 contestants will receive a 10-second penalty for any jump or any loop used.
 - b. In cases of mechanical failure.
7. Time to be taken between two flags.
8. This event shall be conducted with an open catch pen gate, unless ordered by the arena director.

Event Rules:

1. Header will start behind barrier using the headers box, and must throw the first loop at head.
2. Heeler must start from behind barrier line.
3. 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.

4. Each contestant will be allowed to carry only one rope.
5. Each team allowed two throws in all.
6. Roping steer without turning lose of the loop will be considered a no catch.
7. Roper must dally to stop steer or change steer's direction.
8. No tied ropes allowed.
9. The word "dally" means one complete turn around the horn.
10. Ropers must be mounted when time is taken.
11. Steer must be standing up when roped by head or heels.
12. No foul catches can be removed by hand.
13. If steer is roped by one horn, roper is not allowed to ride up and put rope over the other horn or head with his hands.
14. 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.

Scoring and Penalties:

1. Timed event judge will not flag contestants out until time is recorded.
2. Judge is to flag time, then flag contestants out if run is not legal.
3. There will be a ten-second penalty assessed for breaking the barrier.
4. Contestants will be disqualified for any abusive treatment of steer or their horse.
5. There will be only three (3) legal head catches:
 - Both horns.
 - Half a head
 - Around the neck.
6. If hondo passes over one horn, the loop over the other, the catch is illegal.

7. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
8. No rattling of chute. A timed event contestant may not have someone rattle the chute for him/her. The contestant and/or person rattling the chute shall be disqualified.
9. 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, contestants will receive a no time.
10. Any heel catch behind both shoulders is legal if rope goes up heels.
11. One hind foot receives five-second penalty.
12. 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.
13. Steer must not be handled roughly at any time, and ropers may be disqualified if, in the opinion of the field judge, they have intentionally done so.
14. 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.
15. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestants receive a no time.
16. Broken rope or dropped rope will be considered no time.
17. 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.
18. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestants 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.
19. If rope is on animal, contestants will get animal Lap and Tap with rope on it in chute.
20. No rerun will be given due to faulty or broken equipment furnished by contestant.
21. If artificial horns are jerked off, contestants will receive rerun on same steer, with no penalties other than barrier penalties.

RIBBON ROPING

General Rules:

1. Roping Box shall be a part of the arena during ribbon 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. If automatic barrier does not work but time is recorded, team will get time, but there will be no penalty for broken barrier.
5. If automatic barrier fails to work and official time has not started, contestants will get stock back if stock is qualified on in the field, therefore, entitling contestants to a rerun without penalties.
6. Calf belongs to contestants when they call for it, regardless of what happens with the following exception:
 - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestants 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 contestants will receive a 10-second penalty for any jump or any loop used.
7. In the ribbon roping a horse must clear the box before a loop is thrown.
8. The finish line will be marked 30 feet in front of the roping box. Flag judge stands on this line.
9. Time to be taken between two flags.
10. This event shall be conducted with an open catch pen gate, unless ordered by the arena director.

Event Rules:

1. Roper must use a neck rope.
2. Roper must have at least one hand on calf before runner may remove ribbon or a no time will result.
3. Field judge will designate location for runners.

4. Runner may not move from spot designated by judge until calf is released from chute.
5. Time will stop when runner with ribbon in hand crosses finish line.
6. Any abuse or purposely jerking calves over will result in a no time.
7. Ropers will be required to rope from right hand box. Event points for All Around Youth will count for the Runner if they so designate.
8. Calves may be pushed out by contestant's assistant providing they are ready.
9. Catch-as-catch-can. Any catch that holds the calf is legal.
10. Rope must be tied on.
11. Roper must rope calf, dismount and be in contact with the calf when the Runner removes the ribbon or team will receive a no time. Calf does not need to be flanked.
12. Any part of the ribbon is legal.
13. Rope must hold calf until roper touches calf.

Scoring and Penalties:

1. Timed event judge will not flag contestants out until time is recorded.
2. Judge is to flag time, then flag contestants out if run is not legal.
3. There will be a ten-second penalty assessed for breaking the barrier.
4. Roping calf without releasing loop from hand will disqualify catch.
5. Contestants will be disqualified for any abusive treatment of calf or their horse.
6. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestants receives a no time.
7. No rattling of chute. A timed event contestant may not have someone rattle the chute for him/her. The contestants and/or person rattling the chute shall be disqualified.
8. In any timed event if animal escapes from the arena, flag will be dropped and watches stopped. Contestants will get animal back with the lap-and-tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.

9. If rope is on animal, contestant will get animal lap and tap with rope on in the chute.

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



STEER STOPPING

General Rules:

1. Roping Box - shall be a part of the arena during steer stopping.
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. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
5. 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.
6. Steer belongs to contestant when they call for it, regardless of what happens with the following exceptions:
 - a. In any timed event, if an animal escapes from the arena, the field judge 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.
7. Time to be taken between two flags.
8. This event shall be conducted with an open catch pen gate, unless ordered by the arena director.

Event Rules:

1. Contestant will start behind barrier using the headers box only.
2. Horn catch is the only legal catch, no half heads or necks.
3. Time will be taken when steer is roped, and both horse and steer have all four feet on the ground and are facing one another.

4. Each contestant will be allowed to carry only one rope.
5. All ropes will be dallied, tying on is not permitted.
6. Roping steer without turning lose of the loop will be considered a no catch.
7. The word “dally” means one complete turn around the horn.

Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. There will be a ten-second penalty assessed for breaking the barrier.
4. Contestant will be disqualified for any abusive treatment of steer or their horse.
5. If hondo passes over one horn, the loop over the other, the catch is illegal.
6. No rattling of chute. A timed event contestant may not have someone rattle the chute for him/her. The contestant and/or person rattling the chute shall be disqualified.
7. 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.
8. 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.
9. If contestant accidentally jerks steer off his feet or steer trips or falls, contestant must not drag steer over eight feet before steer regains his feet or contestant will receive no score.
10. 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.
11. Broken rope or dropped rope will be considered no time.

12. 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.

13. If rope is on animal, contestants will get animal Lap and Tap with rope on it in chute.

14. If artificial horns are jerked off, contestants will receive rerun on same steer, with no penalties other than barrier penalties.

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



CREPE PAPER RACE

General Rules:

1. Two to a team.
2. Mounted on horses, each rider holds an end of an approximately 7 foot streamer and they race around one barrel (see diagram).
3. Starting lines in crepe paper racing will be subject to event rules.
4. A clearly visible starting line shall be provided.
5. There shall be a minimum of 75' allowed for stopping, from the starting line to the arena fence as arena conditions allow.
6. The barrel and the starting line will be permanently marked for the entire go-round.
7. The horse's nose will be timed as it crosses the starting line.
8. During crepe paper racing events, the arena will be dragged at regular intervals, to be determined by the arena director and judges. Turnouts and releases must be included in the count.
9. Arena gate must be closed immediately after they enter the arena, and kept closed until pattern is completed and their horses are under control.
10. The team cannot be connected to each other in any way except with the streamer (no holding hands etc.).
11. If streamer breaks and riders pull-up before crossing the starting line they may start over.

Event Rules:

1. Touching barrel is permitted by horse or contestant.
2. The maximum distance between the starting line and the barrel shall be 35 yards (105 feet) arena conditions permitting.
3. The contestants can round the barrel from either direction.

Scoring and Penalties:

1. Timed event judge will not flag contestants out until time is recorded.
2. Judge is to flag time, then flag contestants out if run is not legal.
3. Knocking over a barrel is a five (5) second penalty
4. There is no broken pattern except for recrossing the starting line.
5. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
6. 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.
7. Assistant helping crepe paper 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.
8. No rerun will be given due to faulty or broken equipment furnished by contestant.
9. Contestants will carry any penalties with them if they are granted a rerun. If the crepe paper racing is moved, postponed or rerun for safety reasons due to ground conditions, reruns will be penalty free.
10. If ribbon is broken or released during the run or before both contestants cross the finish line will result in a no time.

FLAG RACE:

General Rules:

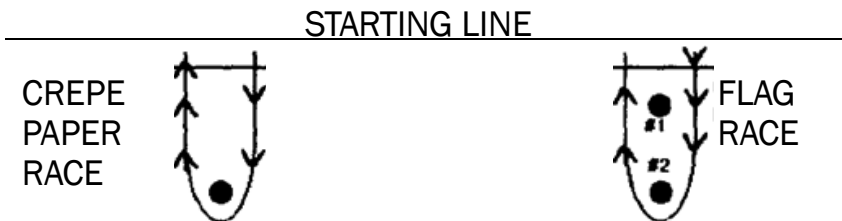
1. Starting lines in the flag race will be subject to event rules.
2. A clearly visible starting line shall be provided.
3. There shall be a minimum of 75' allowed for stopping, from the starting line to arena fence as arena conditions allow.
4. The barrels and the starting line will be permanently marked for the entire go-round.
5. The horse's nose will be timed as it crosses the starting line.
6. During the flag racing events, the arena will be dragged at regular intervals, to be determined by the arena director and judges. Turnouts and releases must be included in the count.
7. Arena gate must be closed immediately after they enter the arena, and kept closed until pattern is completed and their horse is under control.

Event Rules:

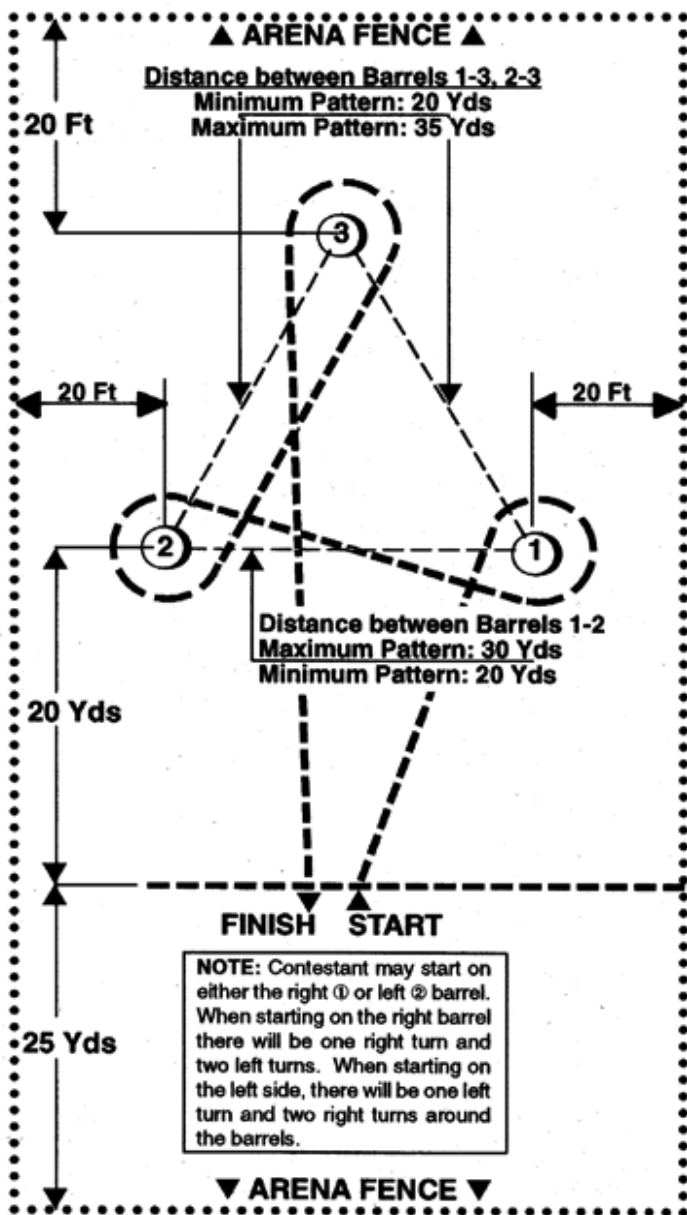
1. The arena conditions will enable you to determine the distance that the barrels can be apart, provided they are at least 20 feet from the fence.
2. Contestant must pull a flag from a bucket of sand on barrel #1 and place the flag in a bucket of sand on barrel #2 (see Diagram).
3. Touching barrel is permitted by horse or contestant.
4. The front barrel shall be twenty (20) yards (60 feet) from the starting line as required by arena conditions.
5. The maximum distance between the front barrel and the back barrel shall be 35 yards (105 feet) arena conditions permitting.
6. The contestants can round the barrel from either direction.

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. No time if the flag falls out or barrel or buckets are knocked over.
4. There is no broken pattern except for recrossing the starting line.
5. Anyone using the flag to whip a horse will receive a no time.
6. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
7. 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.
8. Assistant helping flag 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.
9. No rerun will be given due to faulty or broken equipment furnished by contestant.



BARREL RACING PATTERN



POLE BENDING PATTERN

