

**ARKANSAS TEENAGE RODEO ASSOCIATION
MEMBERSHIP RULES**

1. Membership fee shall be \$35. The ATRA new year begins Oct. 1 through the Finals.
2. Membership fee must be paid for points to count. NEW members will be allowed one RODEO PERFORMANCE as grace period; they must join the next PERFORMANCE to count points from the previous night.
3. Permission release form must be completed for each contestant, notarized and kept on file with ATRA Secretary. Contestants will not ride without signed, notarized release.
- 4. THE ASSOCIATION WILL NOT BE HELD LIABLE FOR ANY ACCIDENTS OR INJURIES, NOR WILL ANY MEDICAL EXPENSES BE PAID BY THE ATRA.**
5. Contestants must wear western clothing at all rodeos and banquets, to include: Jeans, long sleeves shirt or blouse with collar and cuffs, hat/helmet and boots.

6. Parent Assist- (assisting person to the contestant that is a member or the parent of a contestant)

Will be allowed to 6 and under Beginner contestants as a lead in to the Poles and Barrels or goat undecorating, the parent (assisting person) will be required to be in dress code. Assisted contestants will have 10 seconds added to their time.

7. No profanity will be tolerated.

8. ALL JUDGES RULINGS WILL BE FINAL.

9. Contestants are required to compete in at least 7 of the rodeos in the event(s) (FINALS not included) to qualify and compete in year-end finals and for the all-around awards. Any and all points accumulated will count toward All-Around, but you must qualify in at least 2 events to be eligible for any All-Around awards. Contestant MUST compete in one age group, there will be no

moving up or down once points have been awarded.

10. NO ALCOHOLIC BEVERAGES or DRUGS will be allowed at any ATRA rodeo. No one under the influence of alcohol or drugs will be

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permitted at the rodeo.

Contestants will have entry fee forfeited and stock turned out if judges find contestant under the influence of either. Contestants may wear no alcohol advertisements.

11. Contestants will be called three (3) times. If he or she is not ready, arena director has the privilege to skip or omit the contestant.

12. Grand Entry must start on time. All timed event contestants and mounted personnel are requested to ride in the Grand Entry.

13. ANY MISCONDUCT or VIOLATION of rules by either contestants or rodeo personnel will be punishable by:

1st-Warning

2nd-Dismissal from that rodeo and points taken away from that rodeo.

3rd-Dismissal from remainder of rodeo

season.

14. Rodeo payoff-Percentage chart
(less buckles and awards and
stock charges and fees).

1-4...1 place...100%
5-8...2 places...60%-40%
9-10...3 places...50%-30%-20%
11-19...4 places...40%-30%-20%-10%

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20 Or more...6
places...32%-24%-18%- 12%-9%-5%

15. Contestants have ten (10)
days after a rodeo to question
points from that rodeo. After
that, points will not be changed.
16. Stock Abuse will not be
tolerated.
17. Only contestants and
helpers/stock contractor will be
allowed in arena or behind chutes.
18. Coggins will be kept current to
state regulations.
19. These rules will take
precedence over all others.
20. Final points will be added to
Year-end awards. Average at the
Finals will be awarded points same
as go-rounds towards year end

awards in each age group.

21. Barrier will be used in all roping events except PeeWee Team Roping.
22. Broken Barrier will be assessed a 10 second penalty.
23. In order for points to count, contestant must be riding unassisted when time starts.

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24. The hat rule begins at the entryway of the gate with the gate shut. If you lose your hat before the entryway of the gate, you will receive a 5 second penalty. In cases of a alley way, hat must stay on until contestant is in arena.
25. To be eligible for prizes and awards the minimum amount of rodeos have to be attended along with both days of finals will have to be entered and completed.
26. Awards will be voted on by the ATRA Board, however for a saddle to be awarded in a rodeo event there must be sufficient participation in the said event

which to support that award.

27. Any rule may be subject to be amended or changed by a passing vote of the board of ATRA.

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AGES

1. The membership will run from October 1 to October 1 the following year. Age groups effective October 1 to September 30
2. It is the contestant's responsibility to enter in the correct age group.
3. Contestants must send or give a copy of their birth certificate or driver license to the secretary to be on file, for proof of age.
4. Points will be awarded in division appropriate for that contestant.

5. All-Around points will count only for events offered for that age division. If a child chooses to enter an event in an older age division the points will apply to the event awards only, therefore the points will not apply toward the All-Around.

6. Age groups

A. Barrels, Poles, Goat Tying

Beginners: 6 & under

Pee Wee: 7 thru 10

Junior: 11 thru 14 (Boys &
Girls)

Senior: 15 thru 19 (Girls Only)

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B. Breakaway Roping

Pee Wee: 10 & under (Boys &
Girls)

Junior: 11 thru 14 (Boys &
Girls)

Senior: 15 thru 19 (Girls Only)

C. Tie-down Roping

Junior: 14 & under (Boys &
Girls)

Senior: 15 thru 19 (Boys Only)

D. Team Roping

Pee Wee: 10 & under

Junior: 11 thru 14

Senior: 15 thru 19

E. Ribbon Roping
Junior: 14 & under
Senior: 15 thru 19

F. Bulls
Beginners: 6 & under
Pee Wee: 7 thru 10
Junior: 11 thru 14
Senior: 15 thru 19

**POINTS SYSTEM FOR BEGINNERS, PEE WEE,
JUNIOR, & SENIOR**

The point system will be as follows:

1st place: 11 points
2nd place: 10 points
3rd place: 9 points
4th place: 8 points
5th place: 7 points
6th place: 6 points

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7th place: 5 points
8th place: 4 points
9th place: 3 points
10th place and below: 2 point
One point will be given for every
placement below 10th but must
participate to receive point.

In case of tie, the two points will be
added together and divided for points.
EXAMPLE: Tie for 1st place, 10 points
for 1st place and 9 points for 2nd, for
total of 19 points, divided by two

contestants, each contestant receives 9.5 points.

NOTE: MEMBERSHIP MUST BE PAID FOR POINTS TO COUNT.

All contestants are required to turn in a \$100.00 Sponsorship Fee for the 1st family member, each other sibling \$50.00 Sponsorship Fee. Sponsorship Fee can be paid by Business Sponsorships, Donations or Selling of Raffle Tickets or a combination of any of the three.

JUDGES RULES

1. Judges will draw for all stock at a public drawing.
2. Rough stock Judges must score the animal from 1 to 25 points and the rider from 1 to 25 points.

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3. Re-rides:
 - A. Animal comes to a complete stop before the buzzer.
 - B. If the contestant is hit or fouled by the chute gate and he jumps off declaring re-ride and does not attempt to ride the animal. If the animal falls, all four feet must be pointing in the same direction to

- require a re-ride.
- C. If the rope or flank strap comes off the animal before the buzzer.
 - D. Contestant has the option to take the score or re-ride.
 - E. Re-rides to be determined and announced by one or both judges immediately following the ride. Re-rides are at the discretion of the Judge. Contestants will be permitted to ask for a re ride.
4. Judges must turn in score sheets to the secretary and kept on file in case of discrepancy. Judges must use ink pens.
5. All re-rides should be drawn before the rodeo in a 1 thru 3 position and marked for 1st re ride, 2nd re-ride, 3rd re-ride. .
6. In the roping events, Judges will position themselves appropriately

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7. In all roping events, if a roper is fouled he must stop and declare that he was fouled.
8. In the roping events, there will be no hazing except by the line judge and/or appointee. Only the line judge and appointee are allowed in the arena during the

roping. If done for one done for all.

6 & Under Stick Horse Barrels

1. Contestant must run a cloverleaf pattern.
2. Barrels will be 5 gallon buckets, placed approximately 15 foot apart
3. Barrel over turned will be a 5 second penalty for each.
4. The stick horse must remain between the legs of the contestant at all times during the run, or contestant will receive a 5 second penalty.
5. Contestant must complete pattern, failure to do so will result in a no time.

6 & Under Goat Undecorating

1. 70 second time limit
2. Goat to be staked on a 4 foot rope, stake driven below ground level
3. Contestant must ride horse across the start line, go to where goat

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is staked, dismount and remove the ribbon from the goats tail and run back across the finish line, finish line is in the direction of the start line and 10' foot from goat stake.

4. Contestant must cross the finish

- line with ribbon in hand, or will result in a no time.
5. Contestants horse must not cross the goat rope while rider is on the horse or a 10 second penalty will be added
 6. Goat will be held until contestant crosses starting line
 7. A 10 to 12 inch strip of flagging tape will be placed on the goats tail with a rubber band.
 8. Only 1 goat will be used

Muttin Bustin (6 and Under)

1. Rider can use both hands
2. A Vest and Helmet required, mouthpiece is recommended
3. Sheep will be chute ran
4. Time begins when the sheep's inside shoulder passes the plane of chute.
5. Ride is 6 seconds

CHUTE DOGGING

1. When dogger calls for the steer the chute gate will be opened. Dogger must keep right hand in front of or behind shoulder until

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the steer's nose crosses the score line. If dogger moves into throwing position or touches either horn before steer's nose

crosses score line there will be a ten (10) second penalty added to time. If steer is thrown before crossing the score line the dogger will be disqualified.

2. Flagmen will signal the stop time when the steer is thrown with all four feet in the same direction. A Field Judge shall blow a whistle when the steer's nose crosses the score line.
3. Any steer making a hula-hand must be let to his feet and thrown again for a legal throw.
4. If the steer breaks away from the dogger; the dogger may take no more than one (1) step to catch the steer.
5. There is a thirty (30) second time limit on each run.
6. A hot shotter or tailer may be used by the contestant at their own discretion. Any assistant must enter and leave from behind the chute. An assistant cannot take more than one (1) step in front of the chute.

7. All steers will be turned out in

the same direction and only one chute will be used.

8. The dogger's hands must be on the thrown steer to receive a qualified time.
9. DISQUALIFICATIONS:
 - A. If the steer is turned or thrown before crossing the score line.
 - B. The dogger has their hand across the eyes of the steer before crossing the score line.
 - C. The dogger goes to the nose of the steer before crossing the score line.

BULL RIDING

1. Clowns must be dressed like clowns. clowns must be present at all bull ridings. (From beginner to senior divisions.)
2. Only five (5) points "plain" or "notched" spur rowels (one rowel per shank) may be used.
3. Riders may use dry rosin on glove and rope.

4. The sleeve on the riding arm may be rolled or slid up no farther than the top of the elbow or at the base of the biceps on the riding arm only. Contestants may wear arm pads over the sleeve or pad with sleeve rolled to the top of the pad only.
5. Contestant will be above livestock with riding glove on and ready to compete when Judges acknowledge them their position to compete. Contestants not ready to compete when their time comes will be assessed a fine and/or stock will be turned out. (Decision to be made by Judge and/or Arena Director.)
6. Bull having dangerous horns, in the opinion of the Arena Director, must be dehorned, tipped, or kept out of the draw.
7. If 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 scored.
8. All riders are required to wear a

protective vest.

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

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

11. DISQUALIFICATIONS:

- A. Being bucked off
- B. Using sharp spurs
- C. Touching the animal or themselves with free hand or assisting themselves with the free hand.
- D. Arguing with Judges

12. Helmet and vest and mouthpiece required

PEE WEE STEER/CALF RIDING

1. Riders will be allowed to ride with one (1) or two (2) hands. Time starts when bull's inside front shoulder passes the plane of

the chute.

2. Helmet and vest and mouthpiece required.

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JUNIOR BULL RIDING

1. Boys will ride with one hand. Girls may choose to ride with one or two hands. Time starts when bull's inside front shoulder passes the plane of the chute.
2. Bull must be ridden six (6) seconds.
3. Rope must have a bell when bull leaves the bucking chute. No bell, no marking. Bell must be under the body of the bull.
4. Only the bull rider and one person may pull the rider's rope, the gateman or flanker may assist.
5. Helmet and vest and mouthpiece required.

SENIOR BULL RIDING

1. Bull must be ridden eight (8)

seconds, time starting when bull's inside front shoulder passes the plane of the chute.

2. Riding to be done with one hand and loose rope, with or without handhold. No knots or hitches to be allowed that prevents rope from

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coming off bull when ride is finished.

3. Rope must have a bell when bull leaves the bucking chute. No bell, no marking. Bell must be under the belly of the bull.
4. Only the bull rider and one person may pull the rider's rope, the gateman or flanker may assist.
5. Helmet and vest and mouthpiece required

Mini Bronc Riding

1. Must ride for 6 seconds
2. Flank rope is required
3. No shape locking Rowel
4. You must ride in a bareback rigging
5. One hand only used
6. Vest and Helmet and mouthpiece is required

Mini Saddle Bronc Riding

1. Must ride for 6 seconds
2. No Hobbling of stirrups
3. No tying of stirrups to cinch or and part of saddle

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4. Use only one hand
5. Back girth must be used
6. Flank rope is required
7. Vest, helmet and mouthpiece is required

Mini Ranch Bronc Riding

1. Must ride for 6 seconds
2. No Hobbling of stirrups
3. No tying of stirrups to cinch or and part of saddle
4. Rider can use one or 2 hands and can horn or cantle or night latch
5. Flank rope is required
6. Back girth must be used
7. Saddle must be on horse the same as when riding normally.
8. Vest and helmet and mouthpiece is required

Jr Bronc Riding

1. Must ride for 6 seconds
2. Mark out is required
3. Must ride with one hand only
4. You must ride in a bareback rigging
5. Flank rope is required
6. No Shape locking rowel
7. Mark out is required
8. Vest and helmet and mouthpiece is required

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Jr Saddle Bronc Riding

1. Must ride for 6 seconds
2. No Hobbling of stirrups
3. No tying of stirrups to cinch or and part of saddle
4. Use only one hand
5. Back girth must be used
6. Mark out is required
7. Flank rope is required
8. Vest, helmet and mouthpiece is required

Jr Ranch Bronc Riding

1. Must ride for 6 seconds
2. No Hobbling of stirrups
3. No tying of stirrups to cinch or and part of saddle
4. Rider can use one or 2 hands

and can horn or cantle or night latch

5. Back girth must be used
6. Flank rope is required
7. Saddle must be on horse the same as when riding normally.
8. Vest and helmet and mouthpiece is required

Sr Bronc Riding

1. Must ride for 8 seconds
2. Mark out is required
3. Must ride with one hand only

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4. You must ride in a bareback rigging
5. Flank rope is required
6. No Shape locking rowel
7. Vest and helmet and mouthpiece are advised to use

Sr Saddle Bronc Riding

1. Must ride for 8 seconds
2. No Hobbling of stirrups
3. No tying of stirrups to cinch or and part of saddle
4. Use only one hand
5. Back girth must be used
6. Flank rope is required

7. Mark out is required
8. Vest, helmet and mouthpiece are advised to use

Sr Ranch Bronc Riding

1. Must ride for 8 seconds
2. No Hobbling of stirrups
3. No tying of stirrups to cinch or and part of saddle
4. Flank rope is required
5. Rider can use one or 2 hands and can horn or cantle or night latch
6. Back girth must be used
7. Saddle must be on horse the same as when riding normally.
8. Vest and helmet and mouthpiece are advised to use

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TIE-DOWN ROPING

1. Contestants must catch calf, dismount, go down rope, and throw calf by hand, cross and tie three (3) legs. If calf is down when the roper reaches it, calf must be stood at least on three (3) legs, calf may be helped by roper, but must be re-thrown. If roper's hand is on calf when calf falls, calf is considered thrown by roper. Tie must be finished with half hitch or hooley.

2. Roper must not touch calf after giving a finish signal until the Judge has completed his inspection or after six (6) seconds.
3. Catch-as-catch can: Any catch is legal. Untie man must not touch calf until the Judge passes on the tie.
4. Stock Contractor shall endeavor to keep a uniform (meaning in weight, height and age) set of calves. It is required that each calf shall weigh no less than 125 pounds and not more than 200 pounds within a set of calves. It is suggested

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that all herds be of even characteristic; all of the same breed or equal cross. Anytime a fresh calf is added to herd, he must be run and tied down at least once.

5. Once score line has been set, it will not be changed during that go round, nor will roping box, chute or barrier change in any manner.
6. Calf must stay tied securely for six (6) seconds. Judge will not start his six (6) second period until roper has remounted horse and given calf compete slack.

7. Contestant must adjust neck rope and rein 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.
8. Tie-down roping time limit is 45 seconds.
9. Disqualifications:
 - A. Roper cannot rebuild first loop.
 - B. Roping a calf without releasing loop from hand is not permitted.
 - C. Deliberately dragging of calf after roping, Judges must

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- notify the secretary of reason for disqualification and secretary will report it on result sheet.
- D. If tie comes loose or a calf gets to his feet before the tie has been examined and ruled a fair one, the roper will receive a no time
 - E. The rope must be on the calf when the roper touches the calf.

RIBBON ROPING

1. Team must consist of boy and girl.
2. There shall be the same number of judges and timers as in tie-down roping and barrier rules apply as in tie-down roping.
3. There will be allowed only roper and runner to each team.
4. All ribbons will be put on the calf tail. All ribbons will be identical in size and brightly colored.
5. The runner must take the ribbon off the calf's tail and carry it across the score line. Part or all of the ribbon is passable. The calf does not have to be standing up to pull the ribbon. If runner finds calf without ribbon on his

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tail, then the runner must strip the calf's tail (starting at the root of the tail, top to bottom). Failure to do so will result in a no time.

6. 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.

7. A legal catch shall be catch-as catch can, but rope must be touching calf when runner removes ribbon.
8. The rope does not have to be off the calf before the runner pulls the ribbon.
9. Roper will tie hard and fast.
10. Roping the calf without releasing the loop is not permitted.
11. Animal is contestants when called for.
12. There will be a 45 second time limit.
13. Ribbon runner must hand ribbon to judge for roper's time to qualify.

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14. Runner to start on right fence at designated point.
15. Roper must hold calf until mucker gets his/her hands on calf.

BREAK-A-WAY ROPING

1. ONE LOOP WILL BE ALLOWED. The rope must be attached to the horn in such a manner as to allow the roper to be released from the horn when the calf hits the end of the rope. If rope is broken free from the horn by the contestant; the contestant will receive a no time. Rope must be tied on the saddle horn with a barrier string. Rope cannot be run through bridle, tie down, neck rope or other device.

2. A WHITE cloth or flag must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn. The catch-as-catch can rule shall apply after the loop has passed over the calf's head. Rope must be released from contestant's hand to be a legal catch.

3. If the judge sees he has made an error in flagging. Judge must declare a re-run before the contestant leaves the arena. The calf must be re-run by that

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contestant before another
contestant uses it.

4. It will be the producer's option to divide the calves according to the number of contestants in breakaway and tie down roping. Producers may use the same set of calves for both events.
5. Line judge must inspect all ropes.
6. Breakaway roping time limit is 30 seconds.

TEAM ROPING

1. All Partners chosen at time of entry WILL NOT be changed for any reason. (The way you enter is the way you rope). When entering, roper will enter as an individual not as a team. If a roper is roping with another member in a different age group then that roper does not pay an entry fee (i.e. If a 18 year old is roping with a 14 year old, in the 11-14 under age group, then only the 14 year old pays an entry fee). Payout will be done accordingly (i.e. if there are 2 headers and 7 heelers in an age group then the payout will be based on 9 entries. If two of the 9 are on the same team and that team wins then the header and heeler will split 1st

and 2nd place money). Points will be awarded as a header and a heeler. All points accumulated will count for team roping events points but only the one highest of the day will count towards All Around.

2. Each roper is permitted one loop.
3. PeeWee can rope with an adult.
4. Each team is to be considered a different contest and as an individual on a team.
5. Team roping counts all points for that event. In the All-Around points, Team Roping is considered one event. One roper may count Heading or Heeling points for the All-Around points, but only the best run in Heading or Heeling can count not both runs.
6. Animals will be inspected and objectionable ones eliminated before drawing.
7. Artificial horns may be used but not mixed; they must all be artificial or all real.

8. There shall be two or more timekeepers, a score line judge, and a field judge and as many the officials as are necessary.

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9. Animal belongs to the contestants after crossing the score line. Exceptions: If an animal gets out of arena flag will be dropped and time will stop. Contestants get animal back, lap & tap, with same head catch if animal has been roped. Time when animal left arena will be added. If there is no flag then the team will receive a complete re-run.

10. If plastic horns come off a steer before run is completed (before team has got a flag) a complete re-run will be given with penalty if barrier is broken.

11. Contestants must hold dallies until flagger passes catches.
12. Contestants are not allowed to change catch by rubbing rope over horn or nose by hand or make a bad catch legal.
13. Time is to be taken when steer is roped by both ends, in a

direct line and horse is on all fours, horses facing steers in "L" or better, with ropes tight and dallied.

14. Only three (3) legal head catches will be allowed: Around the horns, around the neck and

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half the head. All other head catches are illegal.

15. A Hondo over the horns is an illegal catch.
16. Any heel catch behind both shoulders is legal if rope comes on from around heels.
17. Dewclaw catches are legal if catch holds for flagger inspections.
18. One Team in arena at a time.
19. Thirty (30) second time limit.
20. Ropers may only enter twice but they must switch partners or ends. Ropers can be used as helper as many times as needed.
21. Disqualifications:
 - A. Animal must be on feet

when roped by either end.

B. Using more loops than specified.

C. Failure to head steer before heeling.

D. Unnecessary rough treatment of steers.

E. Lost or broken rope.

F. Front feet in heel catch.

G. If contestant intentionally dismounts during the contest run.

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H. Cross Firing: defined as steer in tow, with direction changed.

Note: Same rules apply for Pee Wee Team Roping (10 & under) with the exception that the heeler does not have to dally, but must be in control with header starting to face. If heeler attempts to dally, he/she must complete or penalties will apply.

POLE BENDING

1. Contestant leaves the score line with standing or running start.
2. Contestant may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.

3. The standard pole bending pattern shall be as follows:
 - A. Six poles to be used.
 - B. Each pole is to be twenty-one (21) feet apart.
 - C. First pole is to be twenty-one (21) feet from the starting line
4. If a contestant knocks a pole over, there will be a five (5) second penalty for each pole knocked over that hits the ground.

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5. Touching the poles will be permitted by the horse or contestant.
6. The gate will be closed. No Exceptions.
7. Poles will be raked or dragged at the beginning of each age division or at the discretion of the event director.
8. DISQUALIFICATIONS:
 - A. If a contestant should cross into the pole pattern before the rider reaches the first end pole.
 - B. If a contestant misses a pole

and has to back up or turn around to get back into the right position to continue.

- C. If a contestant crosses the timer line before a completed pole bending pattern has been completed.
- D. A contestant shall be disqualified for breaking the pattern.

GOAT TYING

1. There is no set distance from the starting line to the goat but a minimum of 50 yards is desirable. Arena conditions should govern distance.

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2. Goat is to be tied to a stake with rope 10 feet in length. Stake is pounded completely into the ground with no part of it visible.
3. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from their horse, throw the goat by hand, cross, wrap and tie and three (3) legs together with leather string or pigging string. No wire to be used as goat string.
4. The contestant must stand back 3

feet from the goat before the Judge will start the 6 second time limit on the tie, for the goat's legs to remain crossed and tied.

5. If the goat is down then the contestant reaches it, the goat must be cleared of the ground before tie is made.
6. If contestant's hand is on the goat when the goat falls, the goat is considered thrown by hand.
7. Should the horse run over, or touch the rope, with or without contact to the goat, the contestant will be fined a 10 second penalty. If the goat should breakaway any other time, it will

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be left to the judge's discretion whether he/she will get a re-run.

8. Once a contestant has signaled their tie complete, they may not again touch the tie or the goat.
9. Goats shall not be used more than 5 consecutive times.
10. The goat must be released when contestant crosses the starting line as time begins.

11. One minute time limit applies.

BARREL RACING

1. Barrels are to be set inside of each stake in cloverleaf pattern.
2. Judges are responsible for measuring, staking, and marking to the barrels and to the starting line.
3. Barrels will be set at least fifteen (15) from the fence. Measurement to be in proportion with size of arena to be marked off. Starting line will be shortened sufficiently to properly start and stop contestant's horse.

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4. A contestant will not be disqualified or penalized for touching a barrel.
5. There shall be no talking to flagmen, time keepers, or judges during the barrel racing event.
6. Two judges will be required to be present during the barrel racing event with one Judge flagging the

line and the other judge or the event director watching to see that a qualified cloverleaf pattern is run.

7. The flagman must remain stationary while flagging a barrel race.

8. Should, for any reason, the barrel not be placed on the marks or the flagman not be in the correct place, things must be put in correct order and all contestants who run on the incorrect course must be re-run without penalty.

9. If a barrel is knocked down, the Judge not flagging line will reset the barrel in the proper place. Judge may appoint responsible persons to replace barrels in proper position if barrels have been knocked down by a contestant during contest run.

10. Barrel racing entries must close at the same time as all

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other sanctioned competition events. There will be a draw for positions in each age division.

11. Barrels used must be regulation fifty-five (55) gallon metal barrels.

12. If contestant knocks barrel over, there will be a five (5) second penalty for each barrel knocked over that hits the ground.
13. Contestant will be disqualified if after crossing the score line and being flagged by the flagman, contestant re-crosses before completion of a true cloverleaf pattern is run.
14. If a re-run is given for any reason, contestant will be dropped to the end of their event.
15. Re-run to be given to contestant at Judge's discretion should contestant be fouled. Any penalties incurred during original run will be added to re-run. If an entire performance is re-run because of barrels not being in original place, then all contestant will run over and any penalties are disregarded. This included electric timer failure.
16. If the electric time malfunctions three (3) or more

35

times per age division, then all contestants shall receive a stop watch time. All stop watch times will be recorded on the score

sheet with electric timer times.

17. Re-run will not be given under any circumstances if contestants equipment or horse fails.

18. When flagging a barrel race, the Flag Judge is to start by flagging the horse's nose and to stop by flagging the horse's nose.

19. The gate will be closed on all barrel races, no exceptions.

20. Barrels will be raked or dragged at the beginning of each age division or at the discretion of the event director.

Our mission is to promote the sport of Rodeo, while providing an atmosphere of friendship and teamwork for the youth of our area. Working to inspire values such as honesty, integrity, kindness and sportsmanship. In great hope to encourage a high regard for livestock and stewardship.