

**ARKANSAS
TEENAGE
RODEO
ASSOCIATION
(2023-2024)**

ATRA OFFICERS (2023-2024)

PRESIDENT: Barry Marlin

VICE-PRESIDENT: Stevie Kee

SECRETARY: Jacki Marlin

TREASURER: Glenda West

EVENT DIRECTORS:

ROUGHSTOCK DIRECTOR: Chris Moss

GOAT DIRECTOR: Andy Dunlap

BARREL DIRECTOR: Lisa Moss

POLE DIRECTOR: Rustin McCarty

ROPING DIRECTOR: Allen West

VOLUNTEER COORDINATOR: Randal Plummer

Arkansas Teenage Rodeo Association

2023-24

Arkansas Teenage Rodeo Association

By-Laws and Constitution

Article 1

Arkansas Teenage Rodeo Association is a non-profit Organization.

Article 2

Purpose

The purpose of the Arkansas Teenage Rodeo Association 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.

Article 3

Officers and Directors and Board

Officers of the Arkansas Teenage Rodeo Association will consist of a President and Vice President and Secretary and Treasurer.

Directors (Event Directors) will consist of Arena and Events that Arkansas Teenage Rodeo Association will have at Rodeo seasons.

Roping, Barrels, Goat Undecorating and Tying, Rough Stock, Poles, and Arena will be overseen by the Directors for that event; that is held by that Director.

The Board is a governing body of Officers and Directors and Board members which may or may not be an Officer or Director and will be a part of voting with decisions that pertain to the Arkansas Teenage Rodeo Association.

All Officers and Directors and Board Members shall serve a 1-year term which will run from October to the following October.

Election of Officers and Directors will be by simple majority vote after a nomination is made and accepted.

Election of Officers and Directors will take place at awards before October of the new upcoming year. Voting and nominations will be made and done by the members in good standing or the parents of a member, and Board members along with officers and directors.

Board Members can be voted on the Board, by the Board at any time during the year by majority vote of the Board.

In case of vacancy of any Officer or Director, the Board may fill that position by simple majority vote.

The President shall serve as chief executive officer of the Arkansas Teenage Rodeo Association and will preside at all the meetings of the board. The President shall enforce the bylaws and rules of the Arkansas Teenage Rodeo Association. In such cases as the President cannot be at scheduled Board meetings or is Unable to fill the duties of office The Vice President will serve in the President's place. Tie votes to any subject involving Arkansas Teenage Rodeo Association will be broken by the President.

The Vice President shall be Assistant to the President and shall execute and enforce the rules of the Arkansas Teenage Rodeo Association along with any other duties as Directed by the Board.

The Secretary shall keep minutes of all scheduled meetings of the board. Will keep all records (Release of injury forms of All Contestants) and documents that pertain to the Arkansas Teenage Rodeo Association. Along with any other duties as Directed by the Board. The Secretary shall have a co-Secretary to help with duties which should be a board member.

Treasure shall keep all accounts and handle the money/ monies of the Arkansas Teenage Rodeo Association and provide statements of accounts at meetings. The Treasurer will be responsible for all payments made to stock contractors and shall be in charge of the Accounts, along with any other duties as Directed by the Board.

Directors (Event Directors) shall be in charge of the event/Arena in which they are Director of, along with any other duties as Directed by the Board. It is encouraged for the Directors to have help with the event that they serve over. Such help may or may not be a board member, If the help is considered to be a Co-Director, they act as a board member.

If any Board Member willfully misses 3 or more scheduled meetings without notice, then a simple majority vote can remove that Board Member.

Any Officer or Director can be removed from office with a unanimous vote of the Board.

Article 4

Meetings

Meetings will be scheduled for the Arkansas Teenage Rodeo Association throughout the year.

A majority of Officers and Directors and Board members will need to attend to take votes on any actions.

A meeting after the awards is mandatory as this is the election of Officers and Directors, this will be for new Officers and Directors.

Article 5

Membership

Membership is open to any Boy or Girl that is from (6 and under) to 19 years old by October the Rodeo year.

By being a member of the Arkansas Teenage Rodeo Association, it is understood that Arkansas Teenage Rodeo Association is not responsible nor does the Arkansas Teenage Rodeo Association assume any responsibility for injury or damage to person or property of any Contestant, Employee, or assistant this includes livestock or horses of anyone at the Rodeo.

A birth certificate or driver's license of all members is required if not already on file.

A signed release form will be required for any contestant at the Arkansas Teenage Rodeo

Article 6

General

Arkansas Teenage Rodeo Association Board has the right to change any rule or by-laws at any time as needed, a simple majority vote is all that is needed.

Arkansas Teenage Rodeo Association Officers and Directors and Board members make all decisions based on the safety of the contestants, and fairness to all involved. While keeping the best interest of the contestants and Association in mind.

Arkansas Teenage Rodeo Association will have the right to suspend or disqualify any contestants for reasons in the rules, or unsafe acts during Rodeo.

No one person on the ATRA board or office held by anyone may spend or charge more than one hundred (\$100) dollars without approval of a vote from the board whether it be for awards or other expenditures except for paying stock contractors or other contract workers the agreed price that was voted by the board.

No dates to the ATRA schedule can be changed or canceled without the full board's participation, whether by phone or in person, with a vote to be carried by 80 percent majority.

INJURY OF MEMBERS:

The association assumes NO responsibility for injury or damage to person, property, or stock of any owner, contestant, assistant, or employee.

Each participant, by the act of paying membership dues or entry fees, waive all claims against any agent, management, stock contractors, and the association for the injuries he or she or their property may sustain at the rodeo or on the road to and from the rodeo.

AMENDMENTS:

AMENDMENTS TO ANY RULE CAN BE MADE AT ANY TIME BY A MAJORITY VOTE OF THE ATRA BOARD OF DIRECTORS. DECISIONS WILL BE MADE BASED ON SAFETY OF THE CONTESTANTS AND THE BEST INTEREST OF THE ASSOCIATION AS A WHOLE.

GENERAL RULES:

1. Membership fee shall be \$35. The ATRA new year begins Oct. 1 through September 30.
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 rodeo.
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 sleeve shirt or blouse with collar and cuffs, hat/helmet and boots. During cold seasons, the collar must show above outerwear.
6. Parent Assist- (assisting person to the contestant that is a member or the parent of a contestant) Will be allowed to assist 6U Beginner contestants as a lead in to the Poles and Barrels or goat undecorating, the parent (assisting person) will be required to be in the 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 allowed to miss 3 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. (Special Medical or Vet situations can be brought in front of the board within 48 hours of a rodeo.) Contestants can compete in more than one age group, but their All Around points will ONLY be given for the age group they actually belong to. Contestants who enter an event in an older age division, points will apply ONLY to the

event itself. Contestants can only move up in an age group not down.

10. NO ALCOHOLIC BEVERAGES or DRUGS will be allowed at any ATRA rodeo. No one under the influence of alcohol or drugs will be permitted at the rodeo. Contestants will have entry fee forfeited and stock turned out if judges find contestants 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, the arena director has the privilege to skip or omit the contestant.

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

1st - Verbal Warning.

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

3rd - Dismissal from the remainder of rodeo season.

13. Rodeo payout-Percentage chart (less buckles, awards & 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%

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

14. Contestants have ten (10) days after a rodeo to question points from that rodeo. After that points will not be changed.

15. Stock Abuse will not be tolerated.

16. Only contestants and helpers/stock contractors will be allowed in the arena or behind chutes.

17. Coggins will be kept current to state regulations.

18. Final points will be added to Year-end awards. Averages at the Finals will be awarded points same as go-rounds towards year end awards in each age group.

19. In order for points to count, contestants must be riding unassisted when time starts.

20. The hat rule begins at the arena. The arena is defined as **the perimeter fence making the closed circle. This includes the roping box, bucking chutes, arena, and animal holding pens at the far end.** HAT MUST STAY ON IN ALLEYWAY UNTIL ENTERING ARENA or a 5 second penalty will be accessed.

21. To be eligible for prizes and awards; you must compete in at least the minimum amount of required rodeos, and both days of finals will have to be competed in.

22. Awards will be voted on by the ATRA Board, however for a saddle to be awarded in a rodeo the event must have sufficient participation in the said event to support that award.

23. **Any rule may be subject to be amended or changed by a majority vote of the ATRA board.**

24. Rough Stock Riders must cover their animal in a qualified ride, in order to receive an end of year award.

*****Failure to comply with any of the above will result in forfeiture of all points and/or awards!*****

SOCIAL MEDIA:

If anyone is found to have posted ANY negative comments/pictures of any kind against ATRA or its board members, you will receive one warning. If it continues, that family will be removed from the association and all points and awards will be forfeited.

MEMBERSHIP:

Membership fee will be \$35.00 per contestant with a family cap of \$100, membership will run from October 1 to the following September 30 the following year. Age groups are effective October 1 to September 30.

All family members must be listed and paid at the same time to receive family rates. Points earned will not be counted until membership fees are paid.

NON-MEMBERS:

Non-members will be assessed an additional \$5.00/rodeo fee to compete, in addition to entry, stock and arena fees.

BIRTH CERTIFICATES:

A copy of the contestant's birth certificate or other acceptable proof of age is required by the second rodeo weekend the contestant attends after membership is paid or points will not count. Birth certificates will be held from one year to the next. You will not need to turn them in each year.

SPONSORSHIPS:

1. Each contestant is responsible for obtaining a \$100.00 sponsorship that will be due at the April rodeo. Sponsorship Fees can be paid by Business Sponsorships, Donations, selling of raffle tickets, or any combination of the three. Turning in additional sponsorships is strongly encouraged. Additional sponsorships will be accepted at any time.

Contestants may continue to sell additional raffle tickets with all money and/or tickets to be turned in at noon on Saturday of the FINALS. Contestant selling the most dollar amount of tickets will win a saddle.

AWARDS CEREMONY:

Contestants must be present at the awards ceremony in complete official cowboy dress code to receive

awards. *This includes all of the following: boots with heels, a long sleeved button down western shirt with a collar and a cowboy hat.* If unable to attend the awards banquet for any reason you must reach out by e-mail to make arrangements for awards to be picked up.

AGE GROUPS:

There are four (4) age divisions: 6 & under (6U), 7-10 (Peewee), 11-14 (JR) and 15-19(SR). Age will be determined as of October 1, the rodeo year.

Contestants can compete in more than one age group, but their All Around points will ONLY be given for the age group they actually belong to. Contestants who enter an event in an older age division, points will apply ONLY to the event itself. Contestants can only move up in an age group not down.

It is the contestant's responsibility to enter in the correct age group (If you see an error on the system please notify the Secretary immediately.)

A. Barrels, Poles, Goat Tying

Beginners: 6 & under

Pee Wee: 7 thru 10

Junior: 11 thru 14 (Girls Only)

Senior: 15 thru 19 (Girls Only)

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

DRESS CODE:

All contestants and anyone in arena will be required to wear full dress code (Excluding official ATRA volunteers), which includes the following:

Dress Code is defined as: Long sleeve button or snap up shirts with collars and cuffs, cowboy hat, denim jeans (any color) and boots (with a heel) must be worn in the arena by all contestants. During the cold season if a jacket, vest, etc. is being worn the collar must be shown to be considered in dress code. Protective helmets may be worn by contestants while competing. (No toboggan.)

Anyone in the arena helping with any events must be in full dress code; exception of Stick Horse Barrels and ATRA official volunteers. Official rodeo volunteers will be excluded from this rule (***they must be wearing the ATRA official volunteer lanyard.***)

The definition of the arena is: the perimeter fence making the closed circle. This includes the roping box, bucking chutes, arena, and animal holding pens at the far end. Arena 2 has an exclusion for seating on the left side, under the roof.

Any violation of the dress code will receive:

1st- Verbal Warning

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

Contestants will not be allowed to compete bare-headed. Either a helmet or cowboy hat must be worn; no baseball caps.

ENTRIES:

It is the contestant's responsibility to enter in the correct age group (If you see an error on the system please notify the Secretary immediately.)

All entries will be done on the website, a Google Form as a backup only, emailed entries are ONLY last resort. Entries will be accepted up until the Monday before the rodeo weekend. Any form submissions/entries received after Monday, midnight will be assessed a \$25.00 late fee. Late entries will only be accepted until Tuesday before rodeos till 5 pm. Members will not be allowed to run until ***ALL fees are paid to the office.*** Fees will be paid before making any of the contestants' runs on rodeo day. Money can be paid to the rodeo secretaries on the morning of the rodeo (check or cash) or by PayPal. If paying electronically, please include a \$3 service fee per contestant. PayPal will need to be paid by Friday noon to allow it to be documented before the rush on rodeo mornings. **If paying by PayPal, please include in the notes section: name of contestant and age group so that we are able to correctly correlate the payment to the entry.**

No entries will be accepted after 5 pm the Tuesday before the rodeo.

If a contestant has pre-entered a rodeo and has a conflict and cannot participate at that rodeo, the secretary must be notified by Wednesday before the rodeo stock is ordered. Otherwise, entry fees will be

added to the jackpot and the contestant will be marked as a —No Show. No entry fees will be returned to a contestant who is marked as a —No Show or —Turnout. The only exception to this rule would be with a doctor or vet release for the days of the rodeo. In this case the secretary must be notified by 8:00 am the day of the rodeo. No fees will be returned until the excuse/release from the doctor or vet is turned into the secretary.

In the event a rodeo is canceled for any reason and the rodeo is rescheduled, entries will be open for all members to enter on the rescheduled date. Entries must be received the Monday before the re-scheduled rodeo.

COMPLAINTS:

COMPLAINTS OF ANY TYPE SHALL BE TAKEN TO THE BOARD OF DIRECTORS AND NOT TO THE JUDGES!! IN ALL EVENTS THE JUDGE'S DECISIONS ARE FINAL.

POINTS:

MEMBERSHIP MUST BE PAID FOR POINTS TO COUNT.

The point scale is the same for all age groups and includes one point for participation. Just paying for an event does not constitute participation. —No Shows and —Turn-outs will not receive any participation points. You must be a member in good standing before the points you win count. If you are a non-member, points will round down to the next member in good standing.

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
- 7th place: 5 points
- 8th place: 4 points
- 9th place: 3 points
- 10th place: 2 point

One point will be given for every placement below 10th but must participate to receive points.

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 a total of 19 points, divided by two contestants, each contestant receives 9.5 points.

All Around Points:

All Around points will be obtained by adding up all points earned within your events. With the

following exceptions:

- Contestants who are competing in an event not offered in their age group will not be allowed to count points earned in that event towards the All Around in their age group.

Team roping: All points accumulated will count for team roping event points and be added to the All-Around. At the finals ropers will only rope once in their age group. See team roping section for additional rules.

Average Points:

Average points will be awarded at the Finals rodeo. The average rodeo points will be added to season end totals to determine the champions. The average rodeo is for points only; no jackpot monies will be paid out based on the average rodeo. Contestants must compete in both days of finals in order to earn any points, event, All Around or average and to earn awards.

Ties:

Ties in events will result in 2 places and two sets of jackpot monies and/or prizes being split evenly.

EXAMPLE: If two contestants both tied their goat in a 7.999, and that was the fastest time, then the contestants would be tied for 1st & 2nd place. They would get 10.5 points and split the 1st & 2nd place jackpots equally.

Ties for year end awards: The tie is broken by counting the most 1st places won throughout the year, (including finals and the average @ finals), then if there is still a tie we will count the 2nd place wins. If there is still a tie after first and second places are counted the board will count the 3rd place wins, carrying down to the next highest places won. The contestant with the most number of highest placing awards will win, and the other will be the 2nd place event winner.

CONTESTS:

In all events, it takes two or more contestants to make up a contest. If a contestant enters an event that does not have enough entries, then they can compete in the rodeo but will not receive points, he/she will only receive the participation point for that rodeo.

JUDGES RULES

1. Rough stock Judges must score the animal from 1 to 25 points and the rider from 1 to 25 points.
2. 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.
- 3. Judges must turn in score sheets to the secretary and kept on file in case of discrepancy. Judges must use ink pens.
- 4. 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.
- 5. In the roping events, Judges will position themselves appropriately.
- 6. In all roping events, if a roper is fouled he must stop and declare that he was fouled.
- 7. 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.

6U Competitions:

6 & Under Stick Horse Barrels

- 1. Contestants must run a cloverleaf pattern.
- 2. Barrels will be 3 cones, placed approximately 15 foot apart.
- 3. Barrels overturned 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 the contestant will receive a 5 second penalty.
- 5. Contestants must complete a pattern, failure to do so will result in 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. Contestants must ride a horse across the start line, go to where the goat is staked, dismount and remove the ribbon from the goat's tail and run back across the finish line. The finish line is in the direction of the start line and 10 feet from the goat stake.
- 4. Contestants must cross the finish line with ribbon in hand, or will result in a No Time.
- 5. Contestant's horse must not cross the goat rope while the rider is on the horse or a 10 second penalty will be added.
- 6. A 10 to 12 inch strip of flagging tape will be placed on the goat's tail.
- 7. Only 1 goat will be used.

6 & Under Mutton Bustin

- 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 the chute.
- 5. Ride is 6 seconds.
- 6. No bull ropes will be allowed on the sheep.

6 & Under Barrel Racing

Please see general rules under 'barrel racing.'

6 & Under Pole Bending

Please see general rules under 'pole bending.'

Event Rules for ages 7-10, 11-14, and 15-19:

ROUGHSTOCK RULES

Mini Steer Bronc Riding (7-10)

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

Mini Steer Saddle Bronc Riding (7-10)

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

Jr Steer Bronc Riding

1. Must ride for 8 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 optional.
6. No Shape locking rowel.
7. Vest, helmet and mouthpiece is required.

Jr Steer Saddle Bronc Riding

1. Must ride for 8 seconds.
2. No Hobbling of stirrups.
3. No tying of stirrups to cinch or any part of the saddle.
4. Use only one hand.
5. Back girth must be used.
6. Mark out is required.
7. Flank rope is optional.
8. Vest, 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.
4. You must ride in a bareback rigging.
5. Flank rope is required.
6. No Shape locking rowel.
7. Vest and mouthpiece are suggested. Helmet is optional.

Sr Saddle Bronc Riding

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

BULL RIDING

1. Clowns must be dressed like clowns. Clowns must be present at all bull ridings. (All 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. Contestants 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, helmet and mouthpiece.
9. All bull ropes are to be made out of not larger than nine-sixteenths (9/16) inch rope.
10. Ropes cannot be used that have any knots, wires or any other aides for the purpose of placing spurs therein.
11. Ride is eight (8) seconds.
12. DISQUALIFICATIONS:
 - A. Being bucked off.
 - B. Using sharp spurs.
 - C. Touching the animal or themselves with a free hand or assisting themselves with the free hand.
 - D. Arguing with Judges.

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.
3. Must be ridden for six (6) seconds.

JUNIOR BULL RIDING (Steers)

1. Boys will ride with one hand. Girls may choose to ride with one or two hands. Time starts when the bull's inside front shoulder passes the plane of the chute.
2. Bull must be ridden for eight (8) seconds.
3. Rope must have a bell when the 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 for eight (8) seconds, time starting when the 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 are allowed that prevent rope from coming off the bull when the ride is finished.
3. Rope must have a bell when the 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.

TIMED EVENT RULES:

CHUTE DOGGING

1. When the dogger calls for the steer the chute gate will be opened. The dogger must keep their right hand in front of or behind their shoulder until the steer's nose crosses the score line. If a dogger moves into a throwing position or touches either horn before the steer's nose crosses the score line there will be a ten (10) second penalty added to time. If a 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.
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.

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.
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 the 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.
8. If the goat should breakaway any other time, it will be left to the judge's discretion whether he/she will get a re-run.
9. Once a contestant has signaled their tie complete, they may not again touch the tie or the goat.
10. Goats shall not be used more than 5 consecutive times.
11. The goat must be released when the contestant crosses the starting line as time begins.
12. One minute time limit applies.

TIE-DOWN ROPING

1. Contestants must catch the calf, dismount, go down rope, and throw the calf by hand, cross and tie three (3) legs. If the calf is down when the roper reaches it, the calf must be stood at least on three (3) legs; the calf may be helped by the roper, but must be re-thrown. If the roper's hand is on the calf when the calf falls, the calf is considered thrown by the roper. Tie must be finished with half hitch or hooley.
2. Roper must not touch the 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 the 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 that all herds be of even characteristic; all Of the same breed or equal cross. Anytime a fresh calf is added to the herd, he must be run and tied down at least once.
5. Once the score line has been set, it will not be changed during that go round, nor will the 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 the horse and given the calf complete slack.
7. Contestants must adjust neck rope and rein in a manner that will prevent the horse from dragging the calf. If a horse turns his tail to the calf and drags the calf after the roper has dismounted, the field judge may stop the horse.
8. Tie-down roping time limit is 45 seconds.
9. Traditional barriers will be used. Broken barriers will be assessed a 10 second penalty.
10. Disqualifications:
 - A. Roper cannot rebuild the first loop.
 - B. Roping a calf without releasing the loop from hand is not permitted.
 - C. Deliberately dragging a calf after roping, Judges must notify the secretary of the reason for disqualification and the secretary will report it on the 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.

ARENA WILL STOP IF MORE THAN ONE CONTESTANT OR TEAM IS IN ARENA AT A GIVEN TIME.

RIBBON ROPING

1. Team must consist of a boy and a 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 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 no time.
6. Roper must rope the calf, dismount and be in contact with the calf when the runner removes the ribbon or the team will receive a no time.
7. A legal catch shall be catch-as catch can, but rope must be touching the calf when the runner removes the 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. Animals is contestant's when called for.
12. There will be a 45 second time limit.
13. Ribbon runner must hand ribbon to judge for the roper's time to qualify.
14. Runner to start on the right fence at designated point.
15. Roper must hold the calf until mugger gets his/her hands on calf.
16. Traditional barriers will be used. Broken barriers will be accessed with a 10 second penalty.

ARENA WILL STOP IF MORE THAN ONE CONTESTANT OR TEAM IS IN ARENA AT A GIVEN TIME.

BREAKAWAY 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.
3. The catch-as-catch 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.
4. 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 contestant before another contestant uses it.
5. 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.

6. Line judge must inspect all ropes.
7. Traditional barriers will be used. Broken barriers will be assessed with a 10 second penalty.
8. Breakaway roping time limit is 30 seconds.

ARENA WILL STOP IF MORE THAN ONE CONTESTANT OR TEAM IS IN ARENA AT A GIVEN TIME.

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 an 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 officials as are necessary.
9. Animal belongs to the contestants after crossing the score line. Exceptions: If an animal gets out of the arena, flag will be dropped and time will stop. Contestants get the animal back, lap & tap, with the same head catch if the animal has been roped. Time when the animal left the 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 the run is completed (before the team has got a flag) a complete re-run will be given with a penalty if the 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 the 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 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 the arena at a time. (THE ARENA WILL STOP UNTIL ARENA IS CLEARED)
19. Electronic barriers will be used except PeeWee Team Roping. Broken barriers will be assessed a 10 second penalty.
20. Thirty (30) second time limit.

21. Ropers may only enter twice but they must switch partners or ends. Ropers can be used as helper as many times as needed.

22. Disqualifications:

- A. Animal must be on their 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.
- 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.

ARENA WILL STOP IF MORE THAN ONE CONTESTANT OR TEAM IS IN ARENA AT A GIVEN TIME.

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.
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.

BARREL RACING

1. Barrels are to be set inside of each stake in a 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 the contestant's horse.

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 a contest run.
10. Barrel racing entries must close at the same time as all 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 a contestant knocks a 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 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.