

RULE III-RULES FOR EVENTS

2.ROPING EVENTS

B.CALF ROPING ON FOOT

1. The back gate must remain open during this event.

PROPOSAL

RR - 02

Page 14, Section D, 15

RULE III—RULES FOR EVENTS

2.ROPING EVENTS

D. TEAM ROPING

15. Time is stopped when the steer is roped, secure between both partners, and both horses are facing the steer with ropes dallied and tight. Both horses' front feet must be on the ground and ropers must be mounted.

Page 56, RULE XV, Section 1, a

RULE XV – WORLD CHAMPION AWARDS

RULE XV – WORLD **SEASON** CHAMPION AWARDS

1. Point Awards

a) World **Season** Champion points are awarded per performance in each event to the first eight (8) places as follows: (expressed as dollars).

1st place= 50 plus Purse Money

2nd place = 45 plus Purse Money

3rd place = 40 plus Purse Money

4th place = 35 plus Purse Money

5th place = 30 plus Purse Money

6th place = 25 plus Purse Money

7th place = 20 plus Purse Money

8th place = 15 plus Purse Money

2. World **Season** Champion points will include unearned Purse Money, rolled up to any contestant that an association or individual may choose to add to the event.

RULE III – RULES FOR EVENTS

4. CAMP EVENTS

B. STEER DECORATING

1. Steers are to be positioned in alternating (every other) chutes, if possible, and always facing the hinged end of the chute.
2. Host association must supply a soft, cotton twenty-five-foot (25') +/- (plus or minus) one foot (1') long by three-quarters inch ($\frac{3}{4}$ ") up to one and one-half inch ($1\frac{1}{2}$ ") **one inch (1")** diameter rope to include a metal ring with an inside diameter of two and one-half inch ($2\frac{1}{2}$ ") to three-inch (3") metal ring is to be used for the event. No knots in rope are allowed.
3. The end of the rope with the ring is to be attached on the horns of a horned steer such that the ring end of the rope is behind the steer's horns and the ring end of the rope points away from the arena side of the chute. The rope is not to be tightened around the horns of the steer before the start of the event.
4. Event requires horned steers that meet the stock specifications.

C. WILD DRAG RACE

1. Team event with three (3) contestants on each team. A maximum of two (2) teams will be allowed to compete at the same time.
2. The steer is positioned in a bucking chute facing the hinged end of the gate.
3. The host association will provide a minimum of six (6) halters and 6 cotton ropes with the following dimensions.
 - a) Twenty-five feet (25') long +/- (plus or minus) one foot (1').
 - b) From three-quarter inch ($\frac{3}{4}$ ") to one and one-half inch ($1\frac{1}{2}$ ") **one inch (1")** diameter.
 - c) Knots are not allowed in rope.
 - d) Rope must be securely attached to the halter.
 - e) No spring snaps other than large "bull clips" permitted.
4. The finish line shall be seventy feet (70') from the chutes.

PROPOSAL RR-05

Page 53, RULE XII, Section 12

RULE XII-RODEOS AND RODEO APPROVAL

Section 12 Contestant Entry Fees

- A. Rodeo entry fee is thirty dollars (\$30.00) per person, per go around, per event to be distributed as follows:
 1. Twenty-two dollars (\$22.00) to contestant Day Money.
 2. Four dollars (\$4.00) to Host Association.
 3. Two dollars (\$2.00) to be held in escrow **per Event Category** to be used as Day Money **per Event Category** for Finals Rodeo. In the event no Finals Rodeo is held refer to Standing Rule XV for disbursement of these funds.
 4. Two dollars (\$2.00) to the IGRA's general operating account.

PROPOSAL RR-06

Pages 50-53, RULE XIV, Section 1-9

RULE XIV – RODEO PAYOUT AND AWARDS

RULE XIV - RODEO PAYOUT AND AWARDS

1. The following Rodeo Awards Payout Table will be used to award Day Money and Purse Money to the highest placing contestants in each event depending on the payout criteria specified below:

Places	1	2	3	4	5	6	7	8
1st	100%	60%	50%	40%	35%	30%	30%	29%
2nd		40%	30%	27%	25%	25%	24%	23%
3rd			20%	20%	19%	19%	18%	18%
4th				13%	13%	13%	12%	12%
5th					8%	8%	8%	8%
6th						5%	5%	5%
7th							3%	3%
8th								2%
Totals	100%	100%	100%	100%	100%	100%	100%	100%

2. Day Money
 - a) Classification of competitive groups. Cowboy and cowgirl can compete together but will be scored separately in all events except team events and will receive separate awards.
 - b) The proportion of Event **Category** entry fees paid back to contestants is defined as "Day Money" and will be distributed back to contestants based upon the Rodeo Awards Payout Table. Non- awarded Day Money from a rodeo will be held in escrow by **Event Category** by IGRA for the **World Gay Rodeo Finals Rodeo** Contestant Day Money.
 - c) Host association advertises all entry fee Day Money paid back in each event up to the first eight (8) places per go-round depending on the number of entries per event as follows:

1-25 entries/teams pay four (4) places
26-50 entries/teams pay six (6) places
51-+ entries/teams pay eight (8) places

- d) If at least one contestant/team places in, an event the first (1st) day, and no one places the second (2nd) day, both go-round's Day Money goes to the contestant(s)/team(s) who placed once provided that the contestants/teams attempted to qualify on the second (2nd) day. If at least one contestant/team places the second (2nd) day, and no one placed the first (1st) day, both go-round's Day Money goes to the contestant(s)/team(s) who placed once provided that the contestant(s)/team(s) attempted to qualify on the first (1st) day. Prior to awarding both go-rounds Day Money to a contestant, the Rodeo Secretary shall confer with the Judges to verify that the contestant/team made a valid attempt. An "attempt" shall be defined as the contestants/teams allowing the event time to start. If no one places after both days, the prize money from international sponsors and Day Money will be held in escrow by IGRA to be used as Day Money at the Finals Rodeo.
 - e) For **World Gay Rodeo Finals Rodeo**, the entry fees and IGRA escrowed **Event Category** account funds must be paid to six (6) places.
3. Purse Money
- a) Purse money is the sum of Day Money plus any added money (from an international sponsor, local sponsor, or the host association) that is paid out according to the Rodeo Awards Payout Table.
 - b) Purse Day money is the only money used to calculate **World Season** Champion points.
4. Prize Money
- a) Prize money is any monetary award that is designated to be paid out differently from the Rodeo Awards Payout Table. Prize money does not count toward the calculation of **World Season** Champion points.
 - b) The host association must advertise the minimum amount of added prize money no later than 60 days prior to the event.
5. Event Ribbons and Medallions
- a) The host association will award ribbons to the first five (5) places per go-round per event and to the All-Around Champions and their four (4) runners-up. Medallions for IGRA-sanctioned rodeo events will be restricted to the **World Gay Rodeo Finals Rodeo**.
6. Event Awards
- a) Event trophy spurs, gift cards, etc. will be awarded to the contestants or teams achieving the best combined time or score of both go-rounds. If a contestant or team does not place in both go-rounds, awards will be presented to the best time or best score for a single go-round.
 - b) In the event of a tie based on combined times or scores, placement points will be used to determine the award winner. If a tie still exists, the contestant with the best single go-round time or score will be used to determine the award winner. If a tie still exists, each contestant will receive the award. Cash in lieu of any award cannot be offered.
 - c) Host associations must publish a listing or description of the event awards a minimum of 60 days prior to the opening date of registration for their rodeo.
 - d) If at least one contestant/team places in an event the first (1st) day, and no one places the second (2nd) day in both go-round's, the buckle goes to the contestant/team who placed once provided that the contestant/team attempted to qualify on the second (2nd) day. If at least one contestant/team places the second (2nd) day, and no one placed the first (1st) day, the buckle goes to the contestant/team who placed once provided that the

contestant/team attempted to qualify on the first (1st) day. Prior to awarding the buckle to a contestant/team, the Rodeo Secretary shall confer with the Judges to verify that the contestant/team made a valid attempt. An "attempt" shall be defined as the contestant/team allowing the event time to start. If no one places after both days, the award will not be awarded.

7. All-Around Cowboy & Cowgirl Awards

- a) To compete for All-Around Cowboy & Cowgirl, contestants must participate in three (3) of the four (4) categories of events and place first through eighth (1st through 8th) in two (2) of those categories.
- b) category, the contestant must have competed in three (3) of the four (4) categories of events and placed first through eighth (1st through 8th) in two (2) of those All-Around Cowboy and All-Around Cowgirl awards will be based on total points earned. In the event a tie still exists at the end of the process defined in the next paragraph, each contestant will receive the award.
- c) Host associations must publish a listing or description of the event awards a minimum of 60 days prior to the opening date of registration for their rodeo.
- d) In the event two (2) All-Around contestants should earn an equal cumulative point award, the tie will be broken by giving one (1) point to each contestant for each first (1st) place in their events. The contestant with the highest point value will be awarded the All-Around title. If a tie still exists, continue to award one (1) point to each contestant for each second (2nd) place in their events. The contestant with the highest point value will be awarded the All-Around title. If a need arises, continue this process in "placing" until the tie is broken.
- e) All-Around points are equal for all events, and awarded per performance to the first eight (8) places as follows:

1st place=50 points
 2nd place=45 points
 3rd place=40 points
 4th place=35 points
 5th place=30 points
 6th place=25 points
 7th place=20 points
 8th place=15 points

8. World Gay Rodeo Finals Rodeo All-Around Champions Prize Money

- a) Finals Rodeo All-Around Champion top five (5) qualifying cowboys and cowgirls will be awarded the following.

Place	Cowboy	Cowgirl
1st	\$ 700	\$ 700
2nd	500	500
3rd	300	300
4th	200	200
5th	100	100
Total	\$1,800	\$1,800

9. **World Season Champion Awards**

- a) The **World Season Championship** will be awarded to the contestant in each individual event that earns the highest cumulative world point total in **Day Money** for that event for the rodeo year, inclusive of **World Gay Rodeo Finals Rodeo**.
- b) The **World Team Championship** will be awarded to the contestants who earn the highest cumulative total in **Day Money** in that team event and position for the rodeo year, inclusive of **World Gay Rodeo Finals Rodeo**. Awards will be awarded to the top two (2) Team Ropers, the top three (3) Wild Drag contestants, and the top two (2) contestants in Steer Decorating and Goat Dressing.
- c) The **World All-Around Season** Champion Cowboy and Cowgirl will be awarded to the contestants who earn the highest cumulative world point total in **Day Money** in their combined events for the rodeo year, inclusive of **World Gay Rodeo Finals Rodeo**. To qualify for those categories during the year.

10. **Payoff Checks**

- a) If the contestant is not present to receive their check and they have not completed an authorization form from the Rodeo Secretary, the Rodeo Auditor for that rodeo will mail the check on the next business day.
- b) Following the awards ceremony, the Rodeo Auditor for that rodeo will provide the Rodeo Director with a list of people to whom checks will be mailed.
- c) Contestants who are not present at the awards ceremony are responsible for the collection of their awards or the cost of shipping them.

11. Scores do not become official until the results are certified to the Trustees by the Rodeo Auditor. Such certification is to be completed within twenty-four (24) hours after the rodeo.

12. If a rodeo is suspended or cancelled because of an emergency, refer to Standing Rule XIII, Section I.

PROPOSAL RR - 07

Page 15, RULE III, Section 2, Para B, Subsection 20, k

RULE III-RULES FOR EVENTS

2.ROPING EVENTS

B. TEAM ROPING

20.Disqualification

- k) The heeler catches a front hoof or hooves in the heel loop, **but they don't come out when the heeler dallies.**

Page 17, Section 3, Paragraph B

RULE III – RULES FOR EVENTS

3. SPEED EVENTS

B. BARREL RACING (refer to Exhibit P. Barrel Racing Diagram)

1. Fifty-Five (55) gallon, closed metal barrels must be used. Barrels must be brightly colored or covered with barrel wraps.
2. Arena shall be pre-staked where laser pointers are not available for use. The course must be measured exactly and marked prior to the start of the rodeo.
3. A standard barrel pattern is always preferred. No barrel pattern is to be set larger than a standard pattern, unless an approved variance is obtained.

Standard AQHA Barrel Pattern Measurements

- Barrel 1 to Barrel 2 = 90 feet in distance
 - Barrel 1 to Barrel 3 = 105 feet in distance
 - Barrel 2 to Barrel 3 = 105 feet in distance
 - Timer to Barrels 1 and 2 = 60 feet in distance
4. The largest barrel pattern, that the arena size and ground conditions permit should be utilized. A standard pattern is preferred with a shortened scoreline in a small arena.
 5. When further reduction to the standard pattern is required, it shall be done proportionately to the barrel pattern.
 - a) All measurements are taken from the top center outer edge of the barrel.
 - b) Minimum distance of eighteen feet (18') from each side wall to barrels one and two.
 - c) Minimum distance of thirty feet (30') from the back wall and barrel three.
 - d) Minimum distance of sixty (60') from the start/finish line and barrels one and two.
 - e) Minimum stopping distance of sixty feet (60'), if available, but no less than forty feet (40').

6. If a sixty feet (60') stopping distance is available, the course will be measured from the entry of the arena. If a sixty feet (60') stopping distance is not available, the course will be measured from the back wall of the arena.
7. The barrels shall be placed consistently in relation to the marker and made as level as possible.
8. A contestant may touch the barrel with their hands in Barrel Racing. Knocking over a barrel shall carry a five (5) second penalty.

PROPOSAL RR – 09

Page 41, RULE VIII, Section 2, Para e

RULE VIII - REGISTRATION

2. Entries

- e) The registration process must be for a minimum of two (2) hours ninety (90) minutes up to three (3) hours and cannot end less than three (3) hours prior to the beginning of the first event. The time frame must be published via Website and/or mailed packet **contestant letter**.

PROPOSAL RR – 10

Page 19, Section C

RULE III – RULES FOR EVENTS

3. SPEED EVENTS

C. POLE BENDING (refer to Exhibit Q, Pole Bending Diagram)

1. Pattern Set-up

- a. Pattern is to be run using six (6) PVC poles, six feet (6') in height, inserted into a base measuring between twelve inches (12") and fourteen inches (14") in diameter. Poles must fit firmly into the bases so that if the pole is bumped it will move the base, as well.
 - b. Arena pattern shall be pre-staked. The course must be measured exactly and marked prior to the start of the rodeo.
 - c. Poles are to be set twenty-one feet (21') apart, with the first pole being twenty-one feet (21') from the timer.
 - d. A minimum distance of thirty feet (30') from the back wall is required
 - e. A minimum distance of forty feet (40') is the recommended stopping distance.
2. When called by the Arena Director (or designee), contestant will run one of the prescribed patterns in Exhibit Q.
 3. Knocking over a pole shall carry a five (5) second penalty.
 4. Contestant may handle the pole with their hand.
 5. A knocked down pole does not alter the pattern of the course.

Page 7, RULE III, Section 1, b, 1

RULE III - RULES FOR EVENTS

1. ROUGH STOCK EVENTS

B. RE-RIDES

1. If the judge declares that a contestant is eligible for a re-ride, the Judge shall inform the contestant of their score **or time** and an option of a re-ride prior to the next contestant competing. Contestant may refuse the re-ride and take the score **or time**. The contestant must notify the Judge immediately of their decision to accept or reject the options. Re-rides must be completed during that go of the event and the contestant should be moved to the end of the running order for that gender's event. **If a contestant accepts the re-ride they will forfeit any review of the original score or time.**

Page 23-24, RULE III, Section 4, A, **15**

RULE III – RULES FOR EVENTS

4. CAMP EVENTS

A. General Rules for Camo Events

- 15. If there are no more than ten (10) teams entered in Steer Decorating or Wild Drag Race events, each team will compete individually, with the events being ran one team at a time.**

Page 23-24, RULE III, Section 4, A, **15**

RULE III – RULES FOR EVENTS

4. CAMO EVENTS

A. General Rules for Camo Events

15. If there are no more than ten (10) teams entered in Steer Decorating or Wild Drag Race events, each team will compete individually, with the events being ran one team at a time.

RULE III – RULES FOR EVENTS

Number 3 SPEED EVENTS, Section A, 1, paragraph e

3. SPEED EVENTS

A. General Rules for Speed Events

1. Arena

- a) The tractor must be removed from the active performance arena area during contestant runs, unless a variance, which specifies a safe location, has been approved.
- b) Arena Director may designate the alley or runway as “part of the arena.” The Arena Director must inform the secretarial staff so this information can be posted along with the Event Control Sheets prior to the start of the rodeo.
- c) Arena Director may waive speed event disqualifications due to unusual circumstances for that particular arena and/or event. This waiver will be posted along with the Event Control Sheets.
- d) If any of the speed events are run back-to-back and arena size and conditions permit, the end pole/or barrel 3 must be moved so as to not have barrel #3 (in Barrel Racing) or the end pole (in Flag Race and/or Pole Bending) in the same place.
- e) After a maximum of ~~ten (10)~~ **five (5)** riders, the travel area around all barrels and end poles must be machine-raked. Additionally, the travel area must be machine-Raked before the start of both the men’s and women’s classes. **If less than ten (10) riders in total, for each of the men’s and women’s classes, the arena must be dragged at the halfway point of the class.** Additionally, the travel area must be machine raked before the start of both the men’s and women’s classes.
- d) If contestants are allowed in the arena to warm up prior to the start of the event the arena should not be machine-racked until riders have been cleared from the arena, prior to the start of the event.**

RULE III - RULES FOR EVENTS

3, SPEED EVENTS

Section B, Numbers 2 & 3, Paragraph a-e

B. BARREL RACING (refer to Exhibit P, Barrel Racing Diagram)

1. Fifty-five (55) gallon closed metal barrels must be used. Barrels must be brightly colored or covered with barrel wraps.

2. Arena with stakes or laser pointer may be used. If not, the course must be measured exactly and marked prior to the start of the rodeo. A standard barrel pattern is always preferred. **The standard pattern for the barrel race is ninety (90) feet between barrels one (1) and two (2), one hundred five (105) feet between barrel one (1) and three and between barrel two (2) and three (3). The score line to barrels one (1) and two (2) must be sixty (60) feet, as well as a minimum of forty (40) from the entrance gate of the arena or the end of a 'run out' alley to meet minimum stopping distance requirements. If running to a closed gate a minimum of sixty (60) feet of stopping distance is preferred and the barrel pattern would be measured from the back of the arena.** No barrel pattern is to be set larger than a standard pattern, unless an approved variance is obtained. The largest pattern that the arena size and ground conditions permit should be utilized. In a small arena, a standard pattern is preferred with a shortened score line. When further reduction of the pattern is required, it should be done proportionately to the standard pattern **in five (5) to ten (10) foot increments.**

a) All measurements are taken from the top center **bottom outer edge** of the barrel, **if using arena stakes. Measurements are taken from the center top of the barrel only when laser pointers are used. Pattern measurements start at the entry gate if alley way is available. Alley way should be used for stopping distance. If running to a closed gate the barrel pattern will be measured from the back fence, with a minimum distance of thirty (30) feet between barrel three (3) and the fence. When using barrel stakes the barrels are to be centered and placed beside the stake towards the center of the arena. The barrel shall be placed consistently in relation to the marker and made as level as possible.**

b) Minimum distance of eighteen feet (18') from each side wall to barrel one and barrel two.

c) Minimum distance of thirty feet (30') between barrel three and the back wall.

d) Minimum distance of sixty feet (60') between barrel one and the start/finish line.

e) Recommended minimum stopping distance of at least sixty feet (60'), if available, but no less than forty feet (40'). **Minimum distance of forty (40) feet between start/finish line and the entry/exit alley way**

3. If a sixty (60) foot stopping distance is available, the course will be measured from the entry into the arena. If a sixty (60) foot stopping distance is not available, the course will be measured from the back of the arena. The barrels shall be placed consistently in relation to the marker and made as level as possible.

3. The entry/exit alley way may be included as part of the stopping distance, when necessary, or when the overall length of the arena does not allow for a sixty (60) foot stopping distance. If running in a closed gate arena a minimum of sixty (60) feet of stopping distance is preferred and barrel pattern will be measured from the back fence of the arena.

a) A 'safe' alley way must be a minimum of ten (10) feet wide with no obstructions in the alley way. All bars, boards, wires, cords, etc. crossing the alley way floor must be buried or covered to protect the horse and rider.

4. Knocking over a barrel shall carry a five (5) second penalty. A contestant may touch the barrel with their hands in Barrel Racing.

RULE III - RULES FOR EVENTS

Page 21 Section D. FLAG RACE, number 3

3. A ~~five~~ **Two** (5) gallon pails **each** measuring fourteen and one-quarter inches ($14\frac{1}{4}$ ") +/- (plus or minus) one-half inch ($\frac{1}{2}$ ") tall inside dimension and eleven and one-quarter inches ($11\frac{1}{4}$ ") +/- (plus or minus) one-half inch ($\frac{1}{2}$ ") across inside dimension with fill mark on the exterior and/or interior of the pail filled three-quarters ($\frac{3}{4}$) full with any pellet feed measuring three-sixteenths inches ($\frac{3}{16}$ ") in diameter (e.g. cattle or horse pellet feed) will be placed on top of barrels one and two. **six (6) inches from the rim of the bucket with play sand and placed on the top of barrel one (1) and barrel two (2) in the center.** A proper level must be maintained throughout the event. Should a pail be knocked over by a contestant, it shall be refilled as described, not scooped up from the arena floor. Flag poles shall be set seven inches (7") into the pellets, and pole shall be marked from the bottom accordingly.

RULE III – RULES FOR EVENTS

Page 24 - Steer Decorating, Section B, Number 8

8. If a team loses their steer, they must recapture their own steer.

a) If another team is interfered by the lost steer in their progress of touching the timer, they should immediately drop the rope and request a re-run.

b) If the rope has already been taken off by the header and the steer is in the direct path between second team member and the timer the judge should offer a re-run

c) Any team who continues to compete have accepted the conditions and a re-run will not be granted for the animal interference.

Page 42 VII – REGISTRATION

Paragraph 2,3,4

3. Entry fees for IGRA-sanctioned rodeos will be thirty dollars (\$30.00) **forty dollars (\$40.00)** per person, per go- round. The portion of the entry fees designated for contestant Day Money shall not be used for any other purpose than to be paid out as contestant prize money.
4. Entry fees for Finals Rodeo will be thirty dollars (\$30.00) **forty dollars (\$40.00)** per event, per go-round, per person and will be combined with any contestant money held in escrow. All this money will be distributed as contestant day money.
5. Except for the sixty dollar (\$60.00) **eighty dollars (\$80.00)** non-refundable entry fee deposit, and additional stall reservation fees, if any, all prepaid monies are eligible for refund if notified prior to the close of registration.

PROPOSAL RR – 18

RULE XIV – RODEO PAYOUT AND AWARDS

Page 50, Section 2 DAY MONEY, Para c

2. Day Money

a) Classification of competitive groups. Cowboy and cowgirl can compete together but will be scored separately in all events except team events and will receive separate awards.

b) The proportion event entry fees paid back to contestants is defined as “Day Money” and will be distributed back to contestants based upon the Rodeo Awards Payout Table. Non awarded Day Money from a rodeo will be held in escrow by IGRA for the Finals Rodeo Contestant Day Money.

c) Host association advertises all entry fee Day Money paid back in each event up to the first eight (8) places per go-round depending on the number of entries per event as follows:

1-25 entries/teams pay four (4) places

1-5 entries/teams pay one (1) place

6-10 entries/teams pay two (2) places

11-25 entries/teams pay four (4) places

26-50 entries/teams pay six (6) places

51-+ entries/teams pay eight (8) places

PROPOSAL RR – 19

RULE XIV – RODEO PAYOUTS AND AWARDS

Page 51, Section 2, DAY MONEY, Para e

e) For Finals Rodeo, the entry fees and IGRA escrow account funds must be paid to six (6)
four (4) places in accordance with Rule XIV Section 2 c.

Page 53 WORLD CHAMPION AWARDS, new number 3

RULE XV – WORLD CHAMPION AWARDS

1. Point Awards

a) World Champion points are awarded per performance in each event to the first eight (8) places as follows (expressed as dollars).

1st place= 50 plus Purse Money

2nd place = 45 plus Purse Money

3rd place = 40 plus Purse Money

4th place = 35 plus Purse Money

5th place = 30 plus Purse Money

6th place = 25 plus Purse Money

7th place = 20 plus Purse Money

8th place = 15 plus Purse Money

2. World Champion points will include unearned Purse Money, rolled up to any contestant that an association or individual may choose to add to the event.

3. Event Buckles will be awarded to the World Champion(s). Any additional awards are optional at the discretion of the IGRA.

ROPING EVENTS

General Rules for Roping Events

CALF ROPING ON FOOT

1. The back **exit** gate must remain open during this event.

RULE III – RULES FOR EVENTS
ROUGH STOCK EVENTS

CHUTE DOGGING

1. This event is set up in the bucking chutes.
2. The event has a sixty (60) second time limit. An arena buzzer, horn or whistle will sound to indicate the end of the sixty (60) second time limit.
3. The event requires three timers.
4. The finish line shall be drawn 10 feet from and parallel to the closed chute gate.
5. The event has two (2) judges.
 - a) The start/finish Judge will drop a flag and simultaneously blow a whistle when the chute gate begins to open.
 - b) The line/finish Judge will blow a whistle when the nose of the steer has crossed the 10-foot line.
 - c) The start/finish Judge will drop a flag when the contestant has legally dogged the steer.
6. The contestant shall position themselves in the chute with the steer and signal for the gate to be opened.
7. Once time has started **the gate has opened**, the contestant will **then** move the animal to the 10-foot line to dog the steer.
8. **A** The steer will be considered **legally** dogged only **after the nose has crossed the 10 – foot line and the animal** when it is lying on its side, or on its back, with all four hooves out from under the body and the head in a natural position.
9. A disqualification (DQ) will be given for any of the following.
 - a) Unnecessary roughness or **actions that could** intentional harm to the steer.
 - b) Tripping, which is anytime a contestant in any way entangles the feet **legs** of the animal causing it to fall down for any reason.
 - c) Flipping, which is anytime the animal goes end over end for any reason.
 - d) Utilization of steer's head and/or horns in the dirt in a manner to flip the steer.
 - e) The contestant coach touching the animal while or after the chute gate has been signaled by the contestant to be opened.
 - f) Losing contact with the steer such that no part of the contestant is touching any part of the steer.
 - g) Contestant placing finger(s) in the steer's eye(s).
10. Re-ride. The judge will grant a contestant the option of a re-ride for any of the following:
 - a) Interference.
 - b) Injured animal.
 - c) Arena equipment failure.
 - d) Official or arena personnel error.
11. If the contestant legally completed a go and a re-ride is offered, the contestant will have the option of taking their recorded time or taking the re-ride. If a time is not available for a legally completed go, the contestant will be offered the option of a re-ride or maximum time for the event. If the contestant has no way of knowing that

something did not happen or function correctly and they continue to compete, the contestant must make a qualified go to get another chance.

Rough Stock Animals

1. No rough stock animals will be allowed to remain in the arena during any rough stock event. Any **All** rough stock animals must be cleared from the arena before the next go.

2. ROPING EVENTS

A. General Rules for Roping Events

C. BREAK-AWAY ROPING SORT & RENUMBER 1-4-5-6-2-3, REVERSE 11&12

1. Contestant has a maximum sixty (60) second time limit, not including possible penalties.
2. Time starts when the contestant signals for release of calf and when calf's nose clears the chute gate.
3. Once the legally roped calf pulls rope and breaks the string attached to the saddle horn, Judge drops flag to stop time.
4. A contestant must remain mounted on their horse during their go.
5. Two (2) loops are permitted. If a contestant intends to use two loops, the contestant must carry two ropes and use the second rope for the second loop. A loop that touches the ground is considered to be an expended loop.
6. Ropes must be secured to the saddle horn with cotton or nylon string with no excess slack in string. The start judge will inspect the string prior to the contestant entering the roping box. If the string securing either rope breaks or comes untied from the saddle horn prior to being thrown by the contestant, that rope may not be used in the event.
7. Calf must break rope from saddle horn to be a legal catch. An easily visible piece of cloth or plastic flagging must be attached within three feet (3') of the end of the rope to enable the Field Flag Judge to flag the breakaway more accurately. If the second rope falls from the saddle before it is used, the first rope may not be used to build a second loop.
8. Catch as catch can. Clean catch. The loop must go completely over the calf's head and then catch around the neck, leg(s), belly, or any combination of these body parts. The calf must break rope from the saddle horn. If the calf steps out of loop before rope is broken from the saddle horn, the roper may use the second loop.
9. Loop must be thrown. Roping the calf without releasing the loop is not permitted. Roper cannot ride up and snare or put the loop around the calf. The loop must be released from the roper's hand prior to having any portion of the calf's head within the loop.
10. In case a re-ride is granted and if any loop was already thrown prior to the reason for the re-ride occurring, that thrown loop will be subtracted from the total loops allowed to be thrown during the re-ride.
11. Penalties. Ten (10) second penalty assessed if crossing the barrier line before the calf's nose clears the chute gate.
12. If rope accidentally makes a half hitch around the saddle horn, the rider may undally the half hitch but cannot assist in the rope breaking away from the horn.
13. Disqualification
 - a) If the string securing rope breaks or comes untied from the saddle horn prior to being thrown by the contestant, that rope may not be used in the event.
 - b) Abusive treatment of any animal during the event.
 - c) Roping the calf without releasing rope after the catch., **prior to string breaking.**
 - d) Not having an easily visible piece of cloth or plastic flagging attached within three feet (3') of the end of the rope.

- e) Roping the calf before the horse's tail has cleared the barrier line.
- f) Dismounting or falling off horse before time is stopped with a legal catch.
- g) Running the calf into the fence or return gate while demonstrating blatant disregard for safety of the calf as ruled by the Judge.
- h) Roper breaks rope away from the saddle horn.
- i) Roping calf without throwing or releasing the rope in a manner to snare or "place" loop around calf's head.
- j) Not releasing loop from roper's hand prior to having any portion of the calf's head within the loop.
- k) Signaling for release of calf when Judges are not ready.

[Note: Sorting and renumbering done for the purpose of having the rules presented in the same sequence as which the event flows.]

RULE III – RULES FOR EVENTS

2. ROPING EVENTS

A. General Rules for Roping Events

1. Lap and tap timing will be used. Two (2) Judges will be used to start and stop time. The Start Judge will flag the barrier line at the chute. Time starts when the calf or steer's nose clears the chute gate. At the start of the event, the finish flag Judge will be mounted on horseback and positioned in the arena in a consistent place in the best available viewing position that does not interfere with the motion of the animals. In Calf Roping on Foot, the finish Judge must be on foot and positioned in the arena to flag the finish of the event. The positioning of the finish judge and the requirement to be mounted may be waived by the Arena Director due to unusual arena conditions or safety concerns.
2. If a roping contestant is interfered with in the arena during a run, or if the calf or steer is injured or gets out of the arena, Field Flag Judge will drop flag stopping time, and the roper will get an animal back in the chute. The contestant will have the remaining loops not used (i.e., in Break-Away Roping, if one loop has been thrown, the contestant will have one loop to throw. If no loops have been thrown, the contestant will have two loops. Lap and tap time will start again and be added to the time taken when the Field Flag Judge dropped the flag on the first run. If the contestant is interfered with before throwing their first loop, they must "declare" interference immediately before throwing the first loop. If a contestant is interfered with while throwing the first loop or before throwing the second loop, they must "declare" interference immediately and before throwing the second loop. If the contestant is interfered with while throwing the second loop, they must "declare" interference immediately. **If, for any reason, a lap and tap time is not recorded when there is interference, or an animal is injured or escapes from the arena, the contestant will get a complete re-ride of the event. [MOVED]**
3. It is the privilege of a contestant to allow other people within the confines of the timed event box to assist with contestant's horse or lining out calf or steer.
4. It is the roper's responsibility to tell the gate person their signal for release of the animal and to make certain the Judges are ready before signaling for release of the stock. Animal belongs to the contestant when they call for it regardless of what happens except in cases of mechanical failure. If the gate malfunctions, but the animal is still released, the contestant can cross the barrier line without penalty. However, the contestant must not throw the loop. Once the contestant throws the first loop, they have accepted the conditions, and a re-ride will not be granted for the malfunctioning gate.
5. If the Judge determines that the catch is legal and no time is recorded, the contestant has the option of taking the maximum time allowed or having a re-ride. If, for any reason, a lap and tap time is not recorded when there is interference, or an animal is injured or escapes from the arena, the contestant will get a complete re-ride of the event. [MOVED]

6. In case of interference, arena equipment failure, a rodeo official's or other arena personnel's error during the event, the contestant/team will receive a re-ride at the Judges' discretion. The contestant/team has the option of keeping their original time (if a qualified catch was made) or accepting the re-ride. However, if the contestant/team has no way of knowing that something did not happen or function correctly and they continue to compete, the contestant/team must make a qualified catch to get another chance.
7. If the Field Finish Flag Judge flags out a contestant/team that still legally has one or more loops coming, the contestant/team will receive a re-ride.
8. All animals are randomly loaded and given to contestants per the running order of secretarial event sheets at the start of the go-round. Providing that the Scorekeeper and Announcer are notified in advance of the change, actual exit order of contestants or teams from the roping box may be changed by the Chute Coordinator or Arena Director only in consideration of equipment failure or injured horse.

RULE III – RULES FOR EVENTS

1. ROUGH STOCK EVENTS

A. General Rules for Rough Stock Riding Events

1. Rough stock events require two (2) Judges. [NOTE: MOVE & RENUMBER]

1. Any animal that becomes excessively excited or aggressive or in any way appears to be in danger of injuring itself or the contestant, should be released immediately and pulled from competition by the Chute Coordinator and/or Arena Director and the rider given a new animal.
2. All animals used in the bucking chutes must face the hinged end of the gate before exiting the chute in their respective event.
3. It is the contestant's responsibility to have all the necessary equipment needed for their respective rough stock riding events and be fully prepared for their event when called on by the Chute Coordinator. Refer to the outline in rodeo resources titled Rough Stock Riding Requirements.
4. Providing that the Scorekeeper and Announcer are notified prior to the change, actual exit order from the chutes may be changed by the Chute Coordinator in consideration of contestant/stock/staff safety, equipment failure, or overall flow of the rodeo.
5. At the Chute Coordinator's discretion, any rough stock riding animal stalling in the chute may be pulled from competitive stock for the remainder of the rodeo and the contestant given a new animal.
6. A qualified ride will be timed for six (6) seconds.
 - a) Time begins when the animal's inside shoulder passes the plane of the chute gate. The inside shoulder is the shoulder farthest from the gate.
 - b) One non-rookie Judge shall serve as the official timer positioned at the latch side of the bucking chute. The second Judge is backup timer. The backup stopwatch will only be used if the Judge with the official stopwatch time was unable to obtain an accurate time for any reason.
 - c) Time will stop once the contestant touches the ground or has been disqualified. Judges shall stop their stopwatches when, in their opinion, the contestant has been disqualified for any reason. In either instance where the time is six (6) seconds or more, the contestant shall be entitled to a score.
 - d) If the horn, whistle, or buzzer sounds earlier than the required six (6) seconds, the contestant will be scored if there are at least four (4) seconds on the official stopwatch. If there are less than four (4) seconds on the official stopwatch, the contestant will be offered a re-ride or no score.
7. An audible horn will sound the completion of the required time (plus one second). Rider will be scored additional points for spurring, and fewer points for any loss of control.

They will receive a score if they are in the air but have not hit the ground at the completion of the official time as determined by the Judge(s).

8. If a rider makes three (3) valid efforts to get out on a chute-fighting animal and is unable to do so, the contestant will be offered a new animal by the Chute Coordinator and/or Arena Director.
9. A qualified ride shall be scored a maximum of fifty (50) points by each Judge; one (1) to twenty-five (25) points for the animal and one (1) to twenty-five (25) points for the rider. Judges may use .1 through .9 along with regular score **decimal fractions up to one decimal point** (e.g. 17.2 for contestant, 17.4 for animal, for a total of 34.6). This will help eliminate ties in these events. A score of zero (0) will be used for a no ride, and a “DQ” for a disqualification. If one Judge gives a “DQ”, then the contestant is disqualified. The reason for the disqualification shall be noted on the Judges’ Judge’s score sheet.
10. Hooks, rings, or knots will not be used on bull ropes.
11. Hot shots may not be used to enhance the performance of an animal.
12. The Chute Coordinator must disqualify a contestant who has been assigned an animal and cannot provide rigging (unless registered shared rigging is used) or who has been advised they are next to go, and they are not over their assigned animal with glove on when the previous animal and/or contestant leaves the arena. No more than two (2) contestants may share a single rigging in any event.
13. Contestants competing in rough stock riding events are allowed one person to pull their rigging and another person to act as “safety” behind the chute. It is the contestant’s sole responsibility to provide these individuals. A contestant in Ranch Saddle Bronc Riding is allowed one additional individual to assist with rigging.
14. No one will be allowed to “ride the gate” as it is being opened.
15. Rough stock events require two (2) Judges. [NOTE: Move up]
16. For rough stock riding events, “attempt to compete” is defined as the rider clearing the chute in such a manner that the ride could be scored by the judges.

B. RE-RIDES

1. If the Judge declares that a contestant is eligible for a re-ride, the Judge shall inform the contestant of their score and an option of a re-ride prior to the next contestant competing. Contestant may refuse the re-ride and take the score. The contestant must notify the Judge immediately of their decision to accept or reject the option. Re-rides must be completed during that go of that event and the contestant should be moved to the end of the running order for that gender’s event.
2. Possible re-rides.
 - a) Stock contractor’s equipment fails (e.g., flank strap breaks or comes off animal) or flanker admits reports that animal was not properly flanked. Rider must make a qualified ride and be in control of the ride while attempting to make the animal perform.
 - b) The performance of an animal is inferior (animal stops, stumbles to its knees or falls) or hindered (horn(s) caught in gate or fence). A re-ride will be offered if the contestant makes a qualified ride up to the performance issue. The rider may continue

- to ride with the possibility of a score or disqualification but retains the option of a re-ride.
- c) Animal injury. A re-ride will be offered if a Judge tells the rider to get off an injured animal.
 - d) In case of interference, arena equipment failure, a rodeo official's or other arena personnel's error during the ride, the contestant will receive a re-ride at the Judges' discretion. The contestant has the option of keeping their original score, if a qualified ride was made, or accepting the re-ride. However, if the contestant has no way of knowing that something did not happen or function correctly and they continue to compete, the contestant must make a qualified ride to get another chance.
- 3. If a contestant believes that they have been fouled by the animal in the chute or on the chute gate, the contestant may continue to attempt to make a successful ride. The Judges will then decide if the contestant was fouled (e.g., injured or knocked off balance to lose control of the ride). If a Judge observed a foul, then the contestant will be notified of their current score and their option for a re-ride.
 - 4. If, in the opinion of a Judge, any arena personnel interfere with a rough stock ride before the qualified time has elapsed, contestant will be given a score with an option of a re-ride, providing the contestant made a qualifying ride up to the point of the interference.
[NOTE; Delete because this is the same as rule 2.d. above]

C. BULL & STEER RIDING

- 1. The rider will be disqualified if they do not have the animal rigged and ready to go when called by the official.
- 2. Quick release buckle is optional on bull rope on the off side.
- 3. If the rider chooses the use of spurs, locked rowel spurs must be used. The rider is not to use sharp spurs.
- 4. Contestants must ride one handed.
- 5. Contestants will have the right to ask the Judge to check whether the animal is properly flanked to buck to the best of its ability. A soft metal collapsible bell must be attached to the contestant's bull rope and be positioned under the belly of the animal. No steel bells will be allowed.
- 6. No more than two (2) people may be on chute to pull contestant's rope.
- 7. Rider will receive a score of zero (0) for being bucked off prior to six (6) second and will be disqualified for any of the following offenses:
 - a) Touching the animal, equipment, hat, ground, or person with the free hand or arm. The Judges will give consideration to a rider who is sitting up and in control if they touch the head or horns of a bull or steer (that slings or throws its head) in a manner not to regain balance or aid their ride.
 - b) Grabbing hold of the fence or chute gate or pushing on the fence or chute gate to regain balance and assist the ride after crossing plane of the chute gate.
 - c) Using sharp spurs.
 - d) Placing spurs or chaps under the rope when the rope is tightened.
 - e) Using suicide wraps.
 - f) Not having a bell on bull/steer rope for the full six (6) second ride.

D. BULL DRAW

1. A joint "poker draw" will be performed for men and women by Secretarial Staff and Chute Coordinator for Bull Riding.
2. Draw location and time for each performance must be announced in advance.
3. Prior to the "poker draw", the secretarial staff shall do a random draw for running order of the contestants.
4. Bull riders are invited to observe the "poker draw".
5. Secretarial staff shall draw numbers or names corresponding to the bulls from a receptacle held above the head of the drawing official.
6. The first number drawn is the bull for the first contestant and so on.
7. If there are more contestants than bulls, all the bull numbers will be placed back in the receptacle after the first cycle has been completed. This will be done as often as necessary to match bulls with contestants.
8. If there are more bulls than bull riders, at the discretion of the stock contractor and Chute Coordinator, the bulls that were not used in the first performance will be drawn for the second performance prior to the availability of the other bulls.
9. After all contestants have had a bull drawn for them; the contestants will be required to leave while the secretarial staff conducts a draw for possible re-rides. The running order for re-ride animals will be kept secret until after the contestant has made his/her decision regarding a possible re-ride.
10. The above process may be completed electronically by the Rodeo Management System, if available. If so, the draw is completed electronically, the draw will be posted on the posting board with all other events. Re-ride bulls will not be posted but will be revealed at the time a re-ride is granted.

E. RANCH SADDLE BRONC RIDING

1. A standard working saddle must be used, and no saddle bronc rigging is allowed.
2. Hobbling of one or both stirrups is not allowed.
3. Horse must be saddled, as it would be for everyday use. Saddled for everyday use means that stirrups have no binding to hold stirrups forward, nor can they be hobbled under the horse's girth.
4. Flank cinch must be hobbled to front cinch with hobble strap no longer than 10 inches.
5. Rope must be free except for the rope strap, no tying rope to anything but the rope strap.
6. Stirrup leathers must be standard leathers.
7. Saddle blankets or pads should not be used.
8. Saddles should have full or 7/8 double rigging. No center fire or 5/8 or 3/4 rigging allowed.
9. Saddles will be inspected by a certified official in the bucking chute for compliance with rules 1-8 above.
10. Ride as ride can. The contestant must maintain hold with one hand on the hack rein.
11. The contestant may place their other hand in any position they choose during the event. Time does not stop, and there is no disqualification because of the contestant's other hand position or for touching any part of the animal, their person, their clothing, or equipment.
12. Rider will receive a score of zero (0) for being bucked off prior to six (6) seconds and will be disqualified for any of the following offenses:

- a) If rigging **the saddle** comes off the horse.
- b) Losing hold of the hack rein.
- c) Grabbing hold of the fence or chute gate or pushing on the fence or chute gate to regain balance and assist the ride after time starts.
- d) Riding with locked rowels.
- e) If, in the Judge's opinion, the **The** rider's rowels are too sharp **cause injury to the animal.**
- f) Use of improper rigging as defined in rules 1-8 above.

RULE III – RULES FOR EVENTS

4. CAMPEVENTS

B. STEER DECORATING

10. Disqualification:

- a) Contestant tags Timer before the loop is completely removed from the steer.
- b) Ribbon is not tied to steer's tail when Timer is touched.
- c) Ribbon is not tied by the contestant who started at the forty-foot (40') line.
- d) Capturing another team's steer.
- e) Attempting to decorate the steer or remove the loop from the steer before all four(4) feet of the steer clear the ten-foot (10') line.
- f) Contestant touches unassigned Timer.
- g) Any action deemed as abusive to the animal (kicking, slapping, whipping).
- h) **Ribbon has been intentionally soiled or modified by the contestant, changing its color.**

RULE III – RULES FOR EVENTS

2. ROPING EVENTS

D. TEAM ROPING

17. Any question as to catches in this contest will be decided by the Judge.

C. WILD DRAG RACE

1. Team event with three (3) contestants on each team. A maximum of two (2) teams will be allowed to compete at the same time.
2. The steer is positioned in a bucking chute facing the hinged end of the gate.
3. The host association will provide a minimum of six (6) halters and 6 cotton ropes with the following dimensions.
 - a) Twenty-five feet (25') long +/- (plus or minus) one foot (1').
 - b) From three-quarter inch ($\frac{3}{4}$ ") to one and one-half inch ($1\frac{1}{2}$ ") diameter.
 - c) Knots are not allowed in rope.
 - d) Rope must be securely attached to the halter.
 - e) No spring snaps other than large "bull clips" permitted.
4. The finish line shall be seventy feet (70') from the chutes.
5. The team:
 - a) Shall be composed of three (3) contestants: one male, one female, and the third of either gender referred to as the "drag."
 - b) The drag must wear a wig and female type drag clothing that covers the genitals and buttocks.
6. Start positions:
 - a) Female contestant stands ten feet (10') from chute holding the rope attached to the steer **positioned in the chute**.
 - b) Male contestant stands forty feet (40') from chute.
 - c) "Drag" contestant stands seventy feet (70') from chute **beyond the finish line**.
7. Start Judge starts the event in a position where they can observe all contestants at the start and will simultaneously drop a flag and blow a whistle to signal the start.
8. The event:
 - a) When the chute gate opens, the male and the drag may run to assist the female in bringing the steer across the seventy-foot (70') line.
 - b) Once all four (4) hooves cross the seventy-foot line the first time, the drag may then mount the steer.
 - c) The drag must then be legally mounted before the steer has any hoof on or across the finish line.
 - d) Time stops when all four (4) hooves of the steer, with legally mounted drag, cross the finish line in the direction toward the chute.
9. Steer belongs to the team at the whistle/flag start.
10. If chute gate "hangs up" but the steer is still released, the team must immediately drop the rope and request a re-ride from the Judge. If the team continues to compete, they have accepted the conditions, and a re-ride will not be granted for the gate "hanging up."
11. Male and female may assist to help get the steer with mounted drag across the finish line. If a team loses their steer, they may recapture their own steer. Capturing another team's steer will result in disqualification.
12. There is one way for the drag to be legally mounted on the steer, and that is straddling the steer's backbone with one leg (which is at least that portion of the leg extending from the knee down) on each side of the steer and below the ridge of the backbone. The drag may

be facing forward or to the back of the animal. If the drag is sliding off the steer, the drag must still maintain the minimum mounted position described in this section.

13. If the drag touches the ground before the steer has completely crossed the finish line, the team must bring the steer back across the finish line to make another attempt.
14. Each team in the Wild Drag Race shall have a finish Judge and the finish Judge shall be placed in a position at the finish line that would allow an unrestricted view of the finish line.
15. A re-ride will be given if the Judge drops the flag because of an injured animal, an animal escaping the arena, or equipment failure.
16. **Disqualification:**
 - a) **Capturing another team's steer.**
 - b) **Drag attempting to mount the steer before it has crossed the seventy-foot (70') line the first time. [NOTE: These are (a.) a moved item from above and (b.) a consequence for a rule that already exists.]**