

JUNIOR RODEO COWBOYS ASSOCIATION OFFICIAL RULEBOOK

GENERAL RULES

1. Age limit: 19 & under – all ages as of **September 1st** prior to the start of the current **rodeo season**.
2. A negative coggins required on any / all horses on the rodeo premises.
3. All Announcers, Timers, Judges, and Arena Directors must be approved by the JRCA Board of Directors.
4. **DRESS CODE** - All contestants are required to wear western attire including a hat, long sleeve shirt, and western style boots in the arena (noting that alley way is not considered part of the arena). Noncompliance of the western attire rule will result in disqualification. The hat rule can only be waived by 3 members of the JRCA Board of Directors. A \$10 hat fine will be assessed for any contestant who does not wear a hat into the arena, if fine is not paid, no time will be given. Contestant must wear hat in the alleyway.
 - a. A contestant who has not broken the time line or who has not called for his/her stock may replace hat or comply with the western attire rule while in the arena and before the run/ride has begun.
5. Unusual, unnecessary or inhumane treatment of stock in any event will result in a no time or no score, and will result in the following:
 - a. 1st offense - \$25 fine
 - b. 2nd offense – suspension from next rodeo
 - c. 3rd offense – JRCA membership revoked
6. Verbal or physical abuse toward any JRCA Rodeo Judge, Official Personnel, or Contestant will result in the following:
 - a. 1st offense - \$25 fine
 - b. 2nd offense – suspension from next rodeo
 - c. 3rd offense – JRCA membership revoked
7. Use of alcohol or illegal drugs will not be tolerated and will result in suspension from the JRCA.
8. No one is to be in the pens with the livestock at any time, except when accompanied by the stock contractor, a director, or a judge, or when assigned to work in the pens.
9. A contestant will be given three (3) gate calls. If not present, contestant will be disqualified at the judge's discretion.
10. All dogs must be on a leash or contained at all times at any JRCA rodeo. There will be **NO DOGS** allowed in the arena. Any infraction of these rules will result in a \$25 fine.
11. After arena is staked, no horses are allowed back into the arena until the rodeo starts. Failure to comply will result in disqualification from that rodeo.
12. Any form of restraint and/or seatbelt or anything used to hold a contestant in the saddle will not be allowed in any event. Rubber bands on feet/stirrups are excluded and can be used.
13. Leading of contestants once they enter the arena will not be allowed.
14. If a rodeo is cancelled due to weather or uncontrollable circumstances, the JRCA Board

- of Directors will try to reschedule if possible.
15. The event director or arena director will have the authority to inform JRCA Board and judges about rule infractions.
 16. The Board of Directors reserves the right to amend or revise any rule or event at any time.

MEMBERSHIP

1. Membership dues are \$35.00 for the first family member.
 - a. Each additional family member is \$25.00 each.
 - b. The \$10 additional fee for the first family member will be contributed to a subscription to *Cowboy Times*.
2. Each member of the JRCA will be required to sell \$125.00 in raffle tickets.
3. Every contestant that pays their membership fee and sells the required \$125.00 of raffle tickets will be eligible to receive their membership award. (Example: JRCA Jacket)
 - a. There is NO requirement for competing in any number of regular rodeos or the finals.
4. The deadline to turn in your \$125.00 will be posted on the JRCA website and announced at the rodeos.
 - a. Money *and* tickets should be turned in at the same time. Tickets that are turned in late will not be put in the raffle drawing.
 - b. *Failure to turn in your money on time will make you ineligible to compete in future rodeos until the money is turned in.*
5. There will be an award given for the High Ticket Salesperson.

ENTRY METHOD

1. A contestant may enter any event in his/her age/gender group.
2. Each contestant's parent or guardian will be required to sign a release form and provide proof of age before contestant may compete.
3. All entries due in the Rodeo Secretary's hand 12 days prior to the rodeo. A locked entry box will be available at every rodeo. There will be no exchange of winnings and all entries must be placed in the box with the correct entry fee. Late entries will be accepted with a \$25 late fee per contestant until the MONDAY prior to the rodeo at noon and must be paid with cash or cashier's check only. All late fees must be paid before a contestant will be allowed to compete.
4. A contestant may enter as a non-member but will not be eligible to accumulate any points nor be eligible for the year-end finals. There are no restrictions on the number of rodeos a non-member can enter but they must pay an additional \$15/rodeo non-member fee.
 - a. Non-members must pay with a money order, cashier's check, or cash.
 - b. If a non-member places, points will not be rolled down to members.
5. Mailed in entries must be mailed to:
 - a. Marcy Sessions, 1504 El Paso, Wellington, TX 79095.
6. Year-End Finals Entries
 - a. No late entries will be accepted.
 - b. Must be paid with cash, money order, or cashier check.

7. Contestants will be able to draw out by Wednesday prior to the rodeo at noon and get refunded 100% of their entry fees. Otherwise, entry Fees will only be refunded if contestant has a doctor's or vet's release prior to rodeo time or be injured while competing in a JRCA Rodeo. In case of injury, refunds (excluding office & stock charges) will be made for those events not competed in.
8. All returned checks will be collected by CCI. All returned checks and collection fees must be paid in full before contestant will be allowed to enter any more rodeos. A collection fee of \$30 + tax per returned check will apply.
9. Entry Fees are subject to change each season. Fees are set by the JRCA Board of Directors.

POINT SYSTEM

1. All points must be won in a JRCA approved rodeo.
2. Only approved JRCA events will count for points.
3. Contestants must compete to qualify for points or money. Compete is defined as:
 - a. Must start and stop time
 - b. Must mount and call for stock
4. Points will be awarded only to contestants who qualify in an event through eight (8) places. If less than eight (8) contestants qualify in an event, then the number that do qualify will be awarded points based on the same percentage scale for eight (8) or more contestants. Total points for an event will be ten (10) times the total number of entries in that event.
 - a. To compute the points, the figure ten (10) will be multiplied by the number of contestants in the event to obtain the basis of points for that event (10 contestants multiplied by 10 = 100 point base).
 - b. Points will be awarded through eight (8) places on the following percentage scale:
 - i. 1st = 23%, 2nd = 20%, 3rd = 17%, 4th = 14%, 5th = 11%, 6th = 8%, 7th = 5%, and 8th = 2%.
5. One (1) point will be awarded to each contestant in each event (team roping = 1 point per run) who competes or makes an honest effort in said event – to be determined by event directors.
6. Anytime 2 or more go-rounds and an average are paid, points for the average will be equal to the points for each go round. Each go-round will be completed before starting the next go-round.
7. The total points earned by a member from all entered events will be carried into the finals.
8. When a rodeo must be stopped due to uncontrollable circumstances, event points will only be awarded in events that were completed. These points will not be counted toward the All-Around. Entries will be refunded in the events that could not be completed.
9. Only JRCA paid members will earn points. If a non-member places, those points will be awarded to the non-member but the non-member will not accumulate points. This means that you receive points as you place regardless of whether a non-member has placed ahead of you. Prize money will be paid to non-members as they place.
10. Only points earned in a contestant's age group will count towards their all around points.

- a. Example #1: 8 year old earns points in the 9 - 11 Double Mugging. These points will not count towards the 6-8 all around point total.
 - b. Example #2: 8 year old earns points in the 14 & under Co-ed Team Roping. These points will count towards the 6-8 all around point total.
11. To be eligible for All-Around prizes, contestants must have qualified to compete at the JRCA Finals in two (2) or more events, and carry fifteen (15) or more points in each of the two or more qualifying events. Team Roping (heading and/or heeling) is considered to be one event.
 12. Year-End Event Tie Breaker Rules are as follows:
 - a. Highest number of 1st places for the year.
 - b. Highest number of 2nd places for the year.
 - c. Includes final points – go-rounds and average.
 13. Finals Event Tie Breaker Rules are as follows:
 - a. Highest score or fastest time at the finals.
 - b. If still tied, prize will be duplicated – another prize will be ordered to match.
 14. All-Around Tie Breaker Rules are as follows:
 - a. Highest number of events qualified to compete in at the JRCA Finals.
 - b. Highest number of 1st places for the year.
 - c. Highest number of 2nd places for the year.
 - d. Includes final points – go-rounds and average.
 15. A minimum of 5 contestants must qualify for the finals in any individual event or all around in order for a saddle to be awarded in that event or all-around group. If less than 5 qualify then a champion buckle will be awarded in place of a saddle.
 16. Rodeo books and score sheets will be provided to the Rodeo Secretary after each rodeo for the purpose of awarding points.

PAYBACK

1. No ground money paid (all ground money goes to JRCA prize funds).
2. If there is a qualified time or score, all prize money will be paid.
3. If a contestant does not show up, their entry fee remains in the pot.
4. There will be a \$15 office charge per contestant.
5. Payoff will be as follows:
 - a. 3 entries – One hole = 100%
 - b. 4-6 entries – Two holes = 60%, 40%
 - c. 7-11 entries – Three holes = 50%, 30%, & 20%
 - d. 12-16 entries – Four holes = 40%, 30%, 20%, & 10%
 - e. 17- 20 entries – Five holes = 37%, 27%, 17%, 12%, & 7%
 - f. 21 or more entries – Six holes = 29%, 24%, 19%, 14%, 9%, & 5%
6. Prize money checks will be void 90 days after issuance.

DRAWING PROCEDURE

1. All stock will be drawn. Positions will be drawn in events that do not use stock.
2. A judge and/or a JRCA Board member will be present during the draw.
3. Contestants are only to compete on their drawn stock and/or in their drawn position.

- a. In case of non-compliance in events that utilize stock, contestant will run at the end of the event and on correct stock.
 - b. In case of non-compliance in events that do not utilize stock, i.e. barrels and poles, the contestant that did not run in the correct drawn position will re-run at the end of the current drag.
4. The draw at all rodeos shall be posted where contestants may view it.

PROTEST RULE

Protests will only be allowed on rule infractions and not on judgment calls made by the officials. All protests must be accompanied by a \$50 protest bond. A written protest along with the protest bond must be presented to the JRCA Event Directors. If the protest is ruled valid, then the protest bond will be refunded. If not, it will remain with the JRCA. The decision will be made by the JRCA Board Members that are present at that performance.

YEAR-END FINALS

1. In order to qualify for the JRCA Finals Rodeo, each contestant must compete at five (5) of the JRCA regular scheduled rodeos in each event to be entered, plus fulfill their obligation in all fund raising projects.
2. Finals contestants must compete at the finals in order to receive year-end and event awards. The only exception to this rule is if a qualified JRCA contestant is injured prior to the JRCA finals rodeo. The contestant is then required to enter the JRCA Finals rodeo and provide a valid doctor's release.
3. All JRCA Finals contestants will compete per the posted event schedule, no exception.
4. The JRCA Finals will be two (2) go-rounds, and a contestant will not compete on the same rough stock animal or timed event stock in both go-rounds, in the same event, with the exception of Team Roping.
5. Every contestant that qualifies for the finals will be required to donate a silent auction item as part of their entry. If a family has more than one child that enters the finals only ONE silent auction item is required.
6. Contestants or members must be present at the Awards Presentation to receive prizes in full western attire. Hardship requests should be submitted in writing to the JRCA Board of Directors for their consideration. Hardship cases will be reviewed by the JRCA Board of Directors on a case by case basis.

VENDORS

All vendors who are not JRCA sponsors must pay fee of \$100.00/performance.

EVENTS

A contestant may enter any event in his/her age/gender group.

1. 3 & Under – Girls
 - a. Stick Horse Barrels

- b. Stick Horse Goat Undecorating
- 2. 3 & Under – Boys
 - a. Stick Horse Barrels
 - b. Stick Horse Goat Undecorating
- 3. 4 - 5 Girls
 - a. Barrels
 - b. Poles
 - c. Goat Undecorating
- 4. 4 - 5 Boys
 - a. Barrels
 - b. Poles
 - c. Goat Undecorating
 - d. Mutton Busting
- 5. 6 - 8 Girls
 - a. Barrels
 - b. Poles
 - c. Goat Tying
 - d. Breakaway Roping
- 6. 6 - 8 Boys
 - a. Barrels
 - b. Poles
 - c. Goat Tying
 - d. Breakaway Roping
 - e. Calf Riding
- 7. 9 - 11 Girls
 - a. Barrels
 - b. Poles
 - c. Goat Tying
 - d. Breakaway Roping
- 8. 9 - 11 Boys
 - a. Breakaway Roping
 - b. Calf Touching
 - c. Double Mugging
 - d. Steer Riding
- 9. 12 - 14 Girls
 - a. Barrels
 - b. Poles
 - c. Goat Tying
 - d. Breakaway Roping
- 10. 12 - 14 Boys
 - a. Tie-Down Calf Roping
 - b. Ribbon roping
 - c. Bareback Riding
 - d. Jr. Bull Riding
- 11. 15 - 19 Girls
 - a. Barrels

- b. Poles
- c. Goat Tying
- d. Breakaway Roping
- 12. 15 - 19 Boys
 - a. Tie-Down Calf Roping
 - b. Ribbon roping
 - c. Bareback Riding
 - d. Saddle Bronc Riding
 - e. Sr. Bull Riding
 - f. Chute Dogging
- 13. 14 & Under Boys
 - a. Chute Dogging
- 14. 14 & Under Co-Ed
 - a. Team Roping
- 15. 15 - 19 Co-Ed
 - a. Team Roping
- 16. 19 & Under Girls
 - a. Ribbon Roping

3 & UNDER STICK HORSE EVENTS

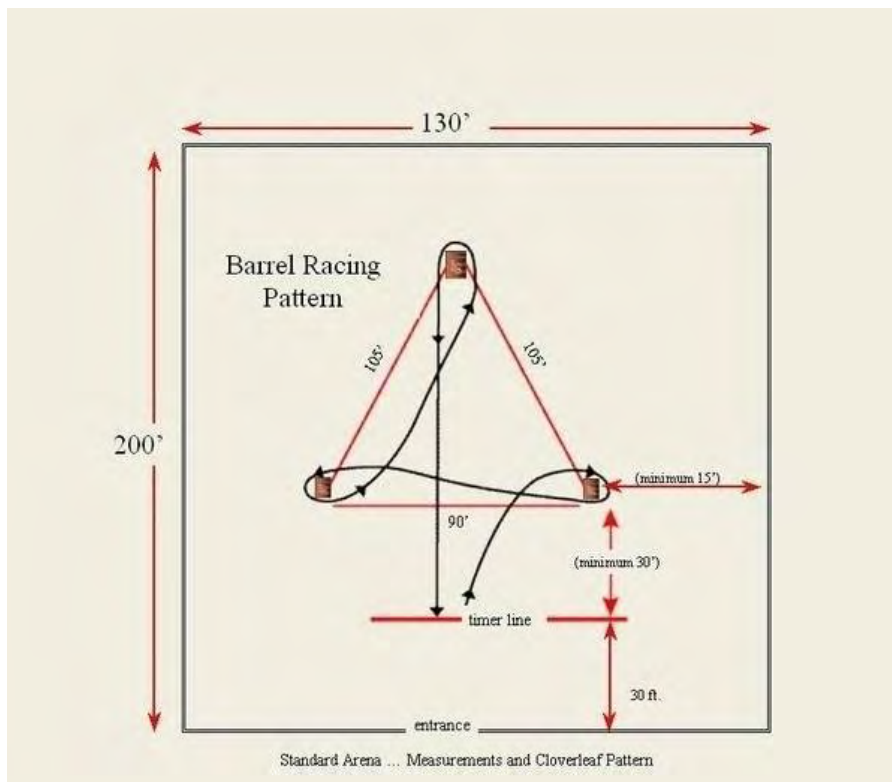
1. Barrel Racing
 - a. Clover-leaf pattern using three 1-gallon buckets approximately 10 feet apart.
 - b. Failure to complete pattern is a no-time.
 - c. Five (5) second penalty for each overturned bucket.
 - d. Parents may coach, but cannot at any time touch the contestant. This will result in a no-time.
2. Goat Undecorating
 - a. A 12 inch strip of flagging tape will be used.
 - b. Ribbons to be put on with rubber bands.
 - c. Goats to be held approximately 10 feet from starting line.
 - d. Contestant must remove ribbon from goat and return across starting line with the ribbon – failure to do so will result in a no-time.
 - e. Time starts and stops at the starting line.

SPEED EVENTS GENERAL RULES

1. Electronic timers will be used. In the event of a timer malfunction, ALL contestants will receive a backup time. If both timers fail, that contestant will receive a rerun.
2. Announced times and scores are unofficial.
3. A 60 second time limit will be used in all timed events age 6 and above, excluding penalties.
 - a. Exception: A 30 second time limit, excluding penalties, will be used in the 9 – 11 year old boys and girls breakaway roping.
4. Drag after 6 positions all performances in barrels and poles regardless of age group. Directors may change at their discretion.

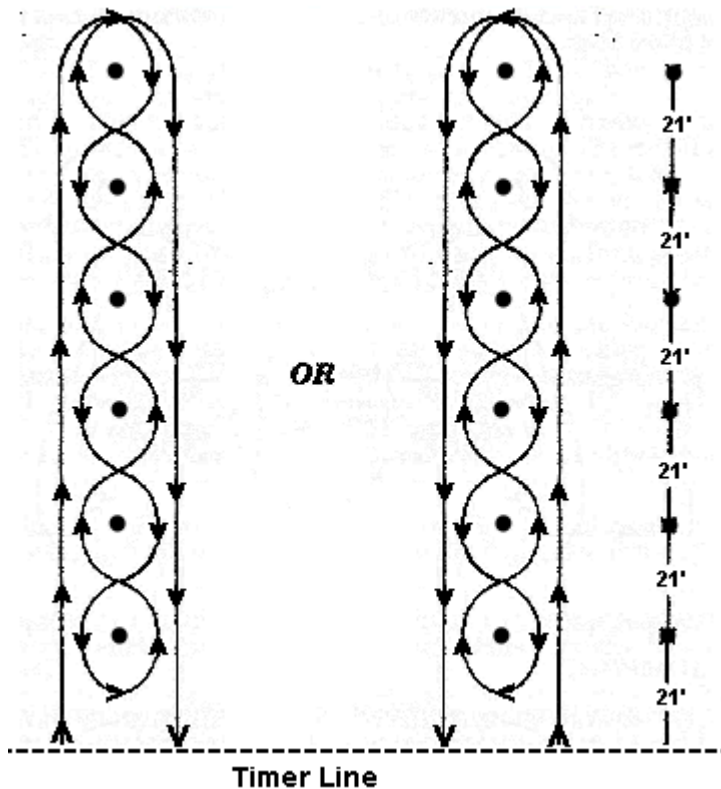
BARREL RACING

1. Clover-leaf pattern will be followed. Contestant may start on either the right or left barrel.
2. A five (5) second penalty will be assessed for each overturned barrel.
3. Failure to complete the pattern will result in a no-time.
4. Barrels to be set on a standard pattern.
 - a. Standard Barrel Pattern:
 - i. A maximum of 60 ft. and a minimum of 30 ft. from the score line to the 1st and 2nd barrels
 - ii. 90 ft. between 1st and 2nd barrels
 - iii. 105 ft. between 3rd barrel and 1st/2nd barrels
 - iv. A minimum of 60 ft. from score line to the arena's back fence.
 - v. A minimum of 15 feet between any of the barrels and the arena fence.
5. If arena size dictates that the pattern size must be reduced, pattern will be reduced by even increments.
6. All barrels to be 55-gallon steel drums with both ends intact.
7. Gates will be closed during all runs.
8. Correct pattern required.
 - a. Extra turns are broken patterns
 - b. Wrong way turns are broken patterns.
9. Once the pattern has been broken, the contestant must retire from the arena. Failure to do so will result in a \$10 fine.



POLE BENDING

1. There will be six (6) poles used. Height of the poles to be 5 to 6 feet tall. Pole base size must be standard in diameter (no metal bases). Poles to be set on top of ground in a straight line.
2. The distance from the starting line to the 1st pole will be 21 feet and the distance between every pole will be 21 feet.
3. There will be a five (5) second penalty for each pole knocked down.
4. Contestants will receive a no-time for not following the pattern.
 - a. Extra turns are broken patterns
 - a. Wrong way turns are broken patterns.
5. Contestants may start from either the left or right side.
6. Failure to complete pattern (return past start line) is a no-time.
7. If a pole is down, horse must pass on proper side of base to be a qualified run.
8. Gates will be closed during all runs.
9. Once the pattern has been broken, the contestant must retire from the arena. Failure to do so will result in a \$10 fine.



GOAT TYING

1. Goat will be staked on a ten (10) foot rope. Stake will be driven below ground level.
2. Goat will be held until contestant crosses the starting line.
3. Contestants must cross and tie any three (3) legs with a piggin string, a rope, or a leather string. No other materials will be permitted.
4. Goat must stay tied for six (6) seconds. If horse runs over the goat or rope, with or without contact, there will be a ten (10) second penalty.
5. Goat must be thrown by hand. If goat is down, contestant must lift goat to it's feet and throw again. If a contestant's hand is on the goat when the goat falls, it is considered thrown by hand.
6. Contestant must stand back three (3) feet from the goat before judge will start time for the 6 second time limit.
7. A no-time will result if contestant touches goat or string after signaling for time.
8. If the goat breaks away because of fault of the horse, contestant will receive a no-time. If for any other reason the goat breaks free before contestant calls for time, it will be left to the judge's discretion whether the contestant receives a re-run.
9. Goats must be of equal size and weight.
 - a. 6-8 age group goats not to exceed 40 lbs.
 - b. 9-11 & 12-14 age group goats not to exceed 50 lbs.
 - c. 15-19 age group goats not to exceed 65 lbs.
10. Goats may have horns but must be tipped.
11. Goats will be changed after four (4) runs. Except at the finals goats will be changed every 2 runs.
12. All fresh goats must be run at and tied down at least three times before allowed in the draw.
13. Boys will string and tie goat same as calf. (See Tie-Down Roping Rules)
14. All goats will be drawn before each performance. The 2nd days draw at the finals may be altered if necessary to prevent the same contestant from drawing up first or last on a goat in both performances.

GOAT UNDECORATING

1. Contestants' time starts when horse crosses the time line.
2. Goats will be held by a ten (10) foot rope stretched ten (10) feet in front of stake.
3. Contestant must dismount and remove the ribbon.
4. Time stops when contestant crosses the time line with the ribbon and the judge drops the flag. The time line is at the stake.
5. Contestant will receive a no-time for running over the goat/holder. If horse runs over goat or rope, with or without contact, there will be a ten (10) second penalty.
6. Parents will be allowed in the arena during a run but must stay 30 feet behind the stake. If the parent assists the contestant in any way while behind the 30 foot line, a ten (10) second penalty will be assessed. If the parent assists in front of the 30 foot line, the contestant will receive a no-time.

ROPING EVENTS GENERAL RULES

1. In all calf roping events, the calves will be ran as follows:
 - a. The contestants in the first three drawn positions will run the calves they drew. The remaining contestants will run the calf they drew as it comes into the chute in no particular order. If a calf has to be ran twice within an age group, that calf cannot be ran for the second time until all of the calves in that group have been ran through for the first time.
2. In all team roping events, the steers will be ran as follows:
 - a. Contestants will run in their drawn position.
 - b. Steers will be chute run.
3. A ten (10) second penalty will be added for breaking the barrier.
4. The barrier will be considered broken if the ring drops within ten (10) feet of the pin.
5. If barrier equipment hangs on animal, the decision about getting animal back will be made by the barrier judge.
6. If automatic barrier fails to work and stock is brought back, contestant must take the same animal over, during or immediately after the same performance.
7. If in the opinion of the line judge, the contestant is fouled by the barrier, the contestant shall get their calf or steer back, providing the contestant declares himself by pulling up immediately.
8. If stock leaves the arena, the contestant shall get the stock back lap & tap with the time added which had elapsed when the stock left the arena.
9. A dropped loop is considered a thrown loop.
10. Length of score to be set by the arena/roping director. The length of score will be no longer than the length of the roping box minus three (3) feet, unless other arrangements are made by the roping director or the person of his choice.
11. There shall be two (2) or more timers, a field flag judge, and a barrier judge. Time is taken between two flags.
12. Animals used in roping events shall be inspected by the roping director and objectionable ones eliminated.
13. Roping stock without releasing loop from the hand is not permitted and shall result in a no-time.
14. Field flag judge must watch calf during the six (6) second time period and will stop time when the calf kicks free, using the time shown on the stop-watch to determine whether calf was tied long enough to qualify.
15. Roper will be disqualified for removing rope from calf after signaling for time, before the tie has been passed on by the field judge.
16. If roper intends to use two (2) loops where permitted, he must carry two (2) built loops and must use the second rope for the second loop.
17. In case the field flag judge flag a roper out that still has another legal loop to use, the roper may get the same stock back lap & tap with the elapsed time added for the one loop already thrown. Only one (1) loop will be allowed with the lap & tap.
18. JRCA will furnish barrier equipment and breakaway string.
19. Gate will be open during the following roping events:
 - a. The 12 - 14 age group all roping events.
 - b. The 15 - 19 age group all roping events.
 - c. The 9 - 11 double mugging.

- d. Exception: The back gate will be closed during **all** roping events at the year-end finals and/or anytime a contestant is allowed to carry two (2) loops or rebuild his/her loop.
- 20. Gate will be closed during the following roping events:
 - a. The 6 - 8 girls/boys breakaway roping.
 - b. The 9 - 11 girls/boys breakaway roping.
- 21. A 60 second time limit will be used in all timed events age 6 and above, excluding penalties.
 - a. Exception: A 30 second time limit, excluding penalties, will be used in the 9 – 11 year old boys and girls breakaway roping.
- 22. Arena must be cleared before contestant competes.

BREAKAWAY ROPING

1. One (1) loop allowed. Two (2) loops allowed at the finals, must carry both using strings provided by JRCA.
2. Calf must break string. If contestant breaks string, a no-time will be given.
3. Contestant will receive a no-time should they break rope from the saddle horn by touching the rope or string after the catch is completed. However, if the rope should dally around the saddle horn, the contestant may ride forward, undally the rope, and then stop his horse to allow rope to break away.
4. Loop must go over calf's head, and then catch as catch can.
5. Barrier must be used – ten (10) second penalty for breaking the barrier.
6. Time will be flagged when rope breaks from the saddle horn.
7. Roper must have bright colored flag attached to rope where string is tied to rope.
8. All saddle horn ties may be inspected by JRCA designated official.

CALF TOUCHING

1. Rope must be tied hard and fast to saddle horn.
2. Contestant must rope calf, dismount, go down rope, and touch calf with either his/her left or right hand. The opposite hand must also have a hold of the catch rope at the same time. If not, the contestant will receive no flag until such is done.
3. The calf does not have to be on his feet when touched.
4. Horse must have neck rope.
5. Board will set weight limit with stock contractor.
6. One (1) loop allowed. Two (2) loops allowed at finals. Contestant must carry both.

TIE DOWN ROPING

1. Rope must be tied hard and fast.
2. Contestant must rope, dismount, daylight and throw calf by hand and cross tie any 3 legs.
 - a. Exception #1: 12-14 age group – Contestant has the option to daylight and throw calf or receive a 10 second penalty for not getting calf up.
 - b. Exception #2: 12-14 age group - After 30 seconds has elapsed during a run, a whistle will be blown to notify the roper that he has the option to have the calf

flanked by another individual. Once the calf is flanked, the roper will not receive any further assistance and will continue to tie the calf down. If the roper chooses to accept the previously described assistance, a 10 second penalty will be added to his time.

3. One (1) loop allowed. Two (2) loops allowed at finals. Contestant must carry both.
4. Horse must have neck rope.
5. Catch as catch can.
6. A legal tie is one (1) or more wraps and a half hitch or hooley.
7. Tie must hold for six (6) seconds after roper mounts and gives slack.
8. If at any time during a run the flagman feels that the livestock or roper is in danger, he can stop the run and assist or ask for assistance in helping with the problem. Any outside assistance will result in a no-time. The roper may cut his rope to free livestock from harm and will be allowed to receive his time.
9. Once a roper has signaled for time, he cannot touch the calf or the rope while walking back to his horse. This will result in a no-time.
 - a. Exceptions to this rule will be a judgment call by the judge such as: Taking the rope off the bits, freeing the rope from the horses' legs, head, or parts of the saddle, cutting the rope to free animals from a wreck or impending wreck.
 - b. All these exceptions must be done by the roper with no outside assistance.

DOUBLE MUGGING

1. Rope must be tied hard and fast.
2. One (1) loop only.
 - a. Exception – may rebuild and use 2nd loop at the Finals.
3. Contestant/roper must rope calf, dismount, go down rope (at which mugger or roper will throw calf down by hand) roper will tie calf. Roper will cross and tie any three feet. To qualify as legal tie there shall be one or more wraps around all three legs and a half hitch.
4. Mugger must be a contestant or a parent of a contestant entered in the rodeo.
5. After roping calf, roper must dismount and wait for the mugger to throw calf by hand; mugger holds foreleg and gives the foreleg to the roper. At this time, mugger can assist in holding calf down in a way that the calf is unable to regain its' feet. After the roper has completed the tie and throws hands in the air signaling for time, the mugger must step away from the calf.
6. If the tie comes loose or the calf gets to his feet before the tie has been ruled a fair one, the roper will be given a no time.
7. Catch as catch can rule applies; rope must hold calf until mugger has his hands on calf. If calf is down when mugger has reached it, the calf must be let up to his feet and thrown by hand. The calf is considered thrown by hand, if the mugger's hand is on the calf when the calf falls.
8. All contestants' horses must have neck rope.
9. The mugger can assist and/or remove the rope from the calf's neck prior to the roper calling for time if deemed necessary for safety reasons. However, after the roper has signaled for time, the rope may not be removed until the judge has expired the 6-second tie rule.
10. Once the roper calls for time he and the mugger cannot touch the calf or the rope while

walking back to his horse. This will result in a no-time.

- a. Exceptions to this rule will be a judgment call by the judge such as: taking the rope off the bits, freeing the rope from the horses' legs, head or parts of the saddle, or cutting the rope to free animals from injury or impending wreck.
11. The 6-second tie rule begins when roper steps away from calf.

RIBBON ROPING

1. One (1) loop only.
 - a. Exception – may rebuild and use 2nd loop at the Finals.
2. Mugger must be a boy in the 12-14 or 15-19 age groups and a paid JRCA member or a parent.
3. Catch as catch can.
4. Loop does not have to be removed before runner crosses the line.
5. Ribbon will be 12 inches of flagging tape. Any or all of ribbon must be returned to the judge in order to be a qualified time.
6. Roper must remove ribbon from the calf's tail. Roper does the running of the ribbon. Mugger does not have to have touched the calf before roper removes the ribbon. Mugger cannot remove ribbon. This will result in a no-time.
7. If no ribbon on calf, roper must pull calf hair from tail and complete the run.
8. Horse must have neck rope.
9. Rope must be tied hard and fast.
10. Rope must hold calf until roper or mugger gets hands on calf.

TEAM ROPING

1. Three (3) legal head catches:
 - a. Both horns
 - b. Half a head – includes one horn and nose
 - c. Around the neck
2. Front leg in head loop at any time will result in a no-time.
3. If honda passes over one horn and the loop over the other, catch is illegal.
4. If loop crosses itself in a head catch, it is illegal. This does not include heel catches.
5. A cross-fire is an automatic no-time.
6. One hind foot is a five (5) second penalty.
7. Contestants may enter two (2) times by switching ends or partners. This must be done when entering rodeo. Points will be split between the two ropers. For example, if first place is worth 30 points, each roper of the winning team would receive 15 points.
8. If partner does not show, roper may choose any other eligible contestant of that rodeo, provided they are not entered in the team roping more than once.
9. Two (2) loops only.
 - a. Exception: Three (3) loops allowed at the finals.
10. Time will be taken when both ropers are dallied around the saddle horn and horses face each other with a tight rope and horse's front feet on the ground. Ropers must be mounted before time will be taken.
11. Contestant may enter open hole. Secretary will draw partner. If no partner is available,

- fees will be refunded.
12. Stock will be drawn.

MUTTON BUSTING

1. Time begins when sheep's inside front shoulder passes the plane of the chute.
2. Rider must break the plane of the chute in an upright position and must ride with one hand.
3. Contestant must use rope for riding.
4. Ride is complete when contestant has ridden six (6) seconds.
5. Re-rides will be granted under the following conditions:
 - a. If sheep falls (not if sheep is pulled down by rider hanging on its' side).
 - b. Rider is knocked off at the chute.
 - c. If, at the judges' discretion, the sheep fails to perform.
6. Points will be given on time.
7. Only qualified rides receive scores.
8. It is mandatory that a helmet, a protective vest, and a mouth-piece must be worn.

CALF RIDING

1. Contestant must ride for six (6) seconds.
2. Contestant must use rope for riding.
3. Contestant must ride with one hand.
4. Rider will be disqualified for:
 - a. Being bucked off prior to the six seconds
 - b. Touching the calf with the free hand prior to the six second time.
 - c. Losing hold of rope.
 - d. Not being ready when called.
5. All calves will be flanked with a lightly snug flank.
6. It is mandatory that a protective vest is worn. Helmets are recommended, but are optional.

STEER RIDING

1. Contestant must ride for six (6) seconds.
2. Contestant must use loose rope for riding.
3. Contestant must ride with one hand.
4. Rider will be disqualified for:
 - a. Being bucked off prior to the six seconds
 - b. Touching self or animal with the free hand prior to the six second time
 - c. Touching hat.
 - d. Placing spurs or chaps under the rope being tightened.
 - e. Losing hold of rope.
 - f. Not being ready when called.
5. It is mandatory that a protective vest is worn. Helmets are recommended, but are optional.

JR. BULL RIDING

1. Contestant must ride for six (6) seconds.
2. Contestant must use loose rope with a bell for riding.
3. Contestant must ride with one hand.
4. Rider will be disqualified for:
 - a. Being bucked off prior to the six seconds
 - b. Touching self or animal with the free hand prior to the six second time.
 - c. Touching hat.
 - d. Placing spurs or chaps under the rope being tightened.
 - e. Losing hold of rope.
 - f. Not being ready when called.
5. It is mandatory that a protective vest is worn. Helmets are recommended, but are optional.

BULL RIDING

1. Contestant must ride for eight (8) seconds.
2. Contestant must use loose rope with a bell for riding.
3. Contestant must ride with one hand.
4. Rider will be disqualified for:
 - a. Being bucked off prior to the six seconds
 - b. Touching self or animal with the free hand prior to the six second time.
 - c. Touching hat.
 - d. Placing spurs or chaps under the rope being tightened.
 - e. Losing hold of rope.
 - f. Not being ready when called.
5. It is mandatory that a protective vest is worn. Helmets are recommended, but are optional.

JR. BAREBACK BRONC RIDING

1. Contestant must ride for six (6) seconds.
2. One hand rigging to be used, 1/8 inch clearance between glove and body of rigging.
3. Riding must be done with a plain glove.
4. Rider must spur over the break of the horse's shoulders and be touching the horse when the horse's front feet hit the ground the first jump out of the chute. One arm must be free at all times.
5. Rider will be disqualified for:
 - a. Being bucked off prior to the six seconds
 - b. Touching any part of the animal with the free hand prior to the six second time.
 - c. Touching hat.
 - d. Losing hand hold
 - e. Not being ready when called.
 - f. Not having 1/8" clearance between glove and body of rigging.

6. It is mandatory that a protective vest is worn.

SR. BAREBACK BRONC RIDING

1. Contestant must ride for eight (8) seconds.
2. One hand rigging to be used.
3. Riding must be done with a plain glove.
4. Rider must spur over the break of the horse's shoulders and be touching the horse when the horse's front feet hit the ground the first jump out of the chute. One arm must be free at all times.
5. Rider will be disqualified for:
 - a. Being bucked off prior to the eight seconds.
 - b. Touching any part of the animal with the free hand prior to the eight second time.
 - c. Touching hat.
 - d. Losing hand hold.
 - e. Not being ready when called.
6. It is mandatory that a protective vest is worn.

SADDLE BRONC RIDING

1. Contestant must ride for eight (8) seconds.
2. PRCA regulation saddle must be used.
3. Rider must spur over the break of the horse's shoulders and be touching the horse when the horse's front feet hit the ground the first jump out of the chute. One arm must be free at all times.
4. Rider will be disqualified for:
 - a. Being bucked off prior to the eight seconds.
 - b. Touching any part of the animal with the free hand prior to the eight second time.
 - c. Touching hat, saddle, or rein with the free hand prior to the eight second time.
 - d. Losing hold of the rein.
 - e. Losing stirrup
 - f. Not being ready when called.
5. It is mandatory that a protective vest is worn.

CHUTE DOGGING

1. Bucking chute shall be part of the arena during dogging events.
2. Once score line (gypsum line) has been set it will not be changed.
3. Score line will be parallel to bucking chutes. It will be set ten (10) feet in front of the bucking chute. The measurement will be made with the chute gate in the closed position.
4. The line (barrier) judge will flag the start when the animals' nose crosses the score line.
5. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
 - a. If animal escapes from the arena, field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap and tap start.

Time already accumulated will be added to time used to complete the qualifying run.

- b. In cases of mechanical failure.
 - c. If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up.
6. Time shall be taken between two flags.
 7. All steers shall be turned out in the same direction and the same chute will be used.
 8. A left delivery chute must be used and all chute dogging runs must be made from the same chute.
 9. With steers loaded in bucking chute, dogger gets beside the steer, right hand in front of or behind right front shoulder. When dogger calls for the steer the chute gate will be opened. Dogger must keep right hand in front of or behind shoulder until the steer's nose crosses the score line. If dogger moves into throwing position or touches either horn before steer's nose crosses score line there will be a ten (10) second penalty added to time. If steer is thrown before crossing the score line the dogger will be disqualified.
 10. It is the contestant's responsibility to check for broken horns.
 11. A helper can be used in the chute. The helper cannot pass the plane of the chute gate.
 12. If steer gets loose, dogger may take no more than one step to catch steer.
 13. After crossing the start line, wrestler must bring steer to a stop or change its direction and twist it down.
 14. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
 15. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.
 16. Wrestler must have hand on steer when flagged.
 17. Contestant is required to turn steer's head so that he can get up.
 18. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.

ORDER OF EVENTS

All rodeos start promptly at 8:00 a.m.

The following order of events will be run at all one day rodeos. When 2 rodeos are scheduled on the same weekend (i.e. Saturday and Sunday) the order listed below will be followed on Saturday. On Sunday, the rodeo will start with the roughstock events and then go back to the barrels and follow the order listed below.

1. 15 - 19 girls barrel racing
2. 12 - 14 girls barrel racing
3. 9 - 11 girls barrel racing
4. 6 - 8 girls barrel racing
5. 6 - 8 boys barrel racing
6. 4 - 5 girls barrel racing

7. 4 - 5 boys barrel racing
8. 3 & Under girls stick horse barrels
9. 3 & Under boys stick horse barrels
10. 3 & Under girls goat undecorating
11. 3 & Under boys goat undecorating
12. 15 - 19 girls pole bending
13. 12 - 14 girls pole bending
14. 9 - 11 girls pole bending
15. 6 - 8 girls pole bending
16. 6 - 8 boys pole bending
17. 4 - 5 girls pole bending
18. 4 - 5 boys pole bending
19. 15 - 19 girls goat tying
20. 12 - 14 girls goat tying
21. 9 - 11 girls goat tying
22. 6 - 8 girls goat tying
23. 6 - 8 boys goat tying
24. 4 - 5 girls goat undecorating
25. 4 - 5 boys goat undecorating
26. 6 - 8 girls breakaway roping
27. 6 - 8 boys breakaway roping
28. 9 - 11 girls breakaway roping
29. 9 - 11 boys breakaway roping
30. 12 - 14 girls breakaway roping
31. 15 - 19 girls breakaway roping
32. 9 - 11 boys calf touch
33. 12 - 14 boys tiedown roping
34. 15 - 19 boys tiedown roping
35. 9 - 11 boys double mugging
36. 19 & Under girls ribbon roping
37. 12 - 14 boys ribbon roping
38. 15 - 19 boys ribbon roping
39. 14 & Under coed team roping
40. 15 - 19 coed team roping
41. 14 & Under boys chute dogging
42. 15 - 19 boys chute dogging
43. 4 - 5 boys sheep riding
44. 15 - 19 boys bareback riding
45. 12 - 14 boys bareback riding
46. 6 - 8 boys calf riding
47. 15 - 19 boys saddle bronc
48. 9 - 11 boys steer riding
49. 12 - 14 boys bull riding
50. 15 - 19 boys bull riding