

# QUEEN CREEK JUNIOR RODEO ASSOCIATION, INC.

## RODEO SEASON 2019 – 2020

### BYLAWS

An Arizona Non-Profit Organization

#### ARTICLE I Purposes and Aims

Section 1. To maintain order and standards set up by the Queen Creek Junior Rodeo Association among members at their functions. The Queen Creek Junior Rodeo Association, Inc. is organized primarily for charitable and educational purposes.

Section 2. To promote Junior Rodeo on a statewide scale and work toward this by bringing statewide recognition to this activity for contestants who are under 18 at the first of the QCJRA year (September 1- With the exception of our elite group whom may be up to 21 years of age)

Section 3. To promote professional conduct and good sportsmanship at the various rodeos by setting up certain standards for which to strive.

Section 4. To keep the Western Heritage alive in America and in the State of Arizona.

Section 5. To promote a closer relationship among parents and their children and other people interested in this activity and the organizations they represent.

(a) To promote humane treatment of animals.

Section 6. To increase and maintain interest of the youth of Arizona in rodeos and other functions.

Section 7. It is the intent of the QCJRA to encourage any student to continue in school as a regularly enrolled student and to improve his/her education. Through education comes understanding and tolerance.

Section 8. To assist and work in cooperation with the Arizona Junior High and High School Rodeo Association.

Section 9. No part of the net earnings of the corporation shall inure to the benefit or be distributable to its members, trustees, officers or other persons, except that the corporation shall be authorized and empowered to pay reasonable compensation for services rendered, and to make payments and distributions in furtherance of the purposes set forth in paragraphs 2, 3, 4, 5, 6, 7, and 8 hereof. No substantial part of the activities of the corporation shall be the carrying on of propaganda or otherwise attempting to influence legislation and the participation in or intervention in, including the publishing or distribution of statements(s), any political campaign on behalf of any candidate for public office. Notwithstanding any other provisions except as provided in these Articles, the corporation shall not carry on any other activities not permitted to be carried on.

(a) By a corporation exempt from Federal Income Tax under Section 501 (c) 3 of the Internal Revenue Code of 1954 or amendments thereto).

(b) By a corporation, contributions to which are deductible under Sections 170 (c)2 of the Internal Revenue Code of 1954, (or addendums thereto).

Section 10. In the event of the dissolution of this non-profit corporation, any assets belonging to the Queen Creek Junior Rodeo Association, after paying or making provisions for the payment of all liabilities of the corporations, will dispose of the assets of the incorporation exclusively for the purposes of the corporation and in such manner or to such organization or organizations, organized exclusively for charitable, educational, religious, or other scientific purposes as shall at the time qualify as an exempt organization or organizations under section 501 (c) 3 of the Internal Revenue Code of 1954 (or amendments thereto), as the board of this corporation shall determine. Any such assets not so disposed of shall be disposed of by the court of the county in which the principal office of the corporation has been located, as said court shall determine which are organized and operated exclusively for such purposes.

## ARTICLE II MEMBERSHIP ASSOCIATION

**Section 1.** The Queen Creek Junior Rodeo Association hereinafter to be known as the QCJRA shall be statewide.

**Section 2:** The QCJRA shall be incorporated as a not-for-profit corporation, shall abide by the laws of Arizona and Federal laws and regulations. The QCJRA shall have Article of the corporation and these approved Bylaws.

**Section 3. DUES:** There shall be one (1) class of membership: (a) Contestant: The annual membership dues for Contestants shall be as set by the Board of Directors from time to time. Dues shall be deemed to be contributions and no member shall in any event acquire an ownership interest in the corporation by virtue of payment of such dues. Dues are payable annually at the first rodeo of the year, but may be paid any time during the year. Members who have paid dues, and who abide by the rules and By-laws, are members in good standing.

**Section 4. PROBATION, SUSPENSION, AND EXPULSION:** Any member, contestant, who makes themselves incompatible to the operation of the program by words or deeds, may be placed on probation, suspended, or expelled according to the QCJRA Rule Book.

**Section 5. MEETINGS:** Meetings of the general membership include both contestants and their parents, in good standing. Meetings shall be held at regular intervals and at such time and place to be determined by the Board of Directors.

**Section 6. ANNUAL MEETING:** The Annual Meeting of the general membership shall be in conjunction with the first QCJRA rodeo of the season.

(a) ANNUAL ELECTION : Election meetings of adult officers and directors shall be held annually. .

(b) ANNUAL BOARD OF DIRECTORS MEETINGS: The Annual Board of Directors meeting shall be following the QCJRA Finals Rodeo and prior to the first QCJRA rodeo for the new season

**Section 7. VOTING:** Contestants Families: Each member family in good standings will be allowed one (1) vote at general membership meetings.

## ARTICLE III BOARD OF DIRECTORS

### **Section 1. The Board of Directors for the QCJRA shall include the following:**

(a) Executive Board of Directors consisting 6 offices: President, Vice President, Association Secretary, Treasurer, Large Arena Director, and Small Arena Director. Adult Event Directors shall be elected every other year by the membership at the Annual Election Meeting or by mail in vote as deemed by the Board of Directors. Directors must be members in good standing of the association. There may be helpers to a director but only one vote per directorship will be allowed.

**Section 2. RODEO SECRETARY:** A rodeo secretary will be hired by the board of directors annually. Each applicant must apply at the Annual Election Meeting to be considered by the board. Rodeo secretary will be chosen at the last QCJRA Board Meeting of the year. The Board of Directors will set salary annually. The rodeo secretary shall be an ex-officio member of the Board of Directors for the year that he/she is on salary. A contract between QCJRA and the chosen rodeo secretary shall be entered each year.

(a) The Rodeo Secretary shall perform all prescribed duties of the rodeo secretary in accordance with the QCJRA/NHSRA rule book, to include, but not be limited to the following:

- (1) Keep a roster of all members in good standing
- (2) Entries
- (3) Pay Off
- (4) Worksheet
- (5) Compile rodeo results to be published
- (6) Keep an accounting of all year-end and all-around and events points

**Section 3. NOMINATIONS AND VOTING:** The president shall appoint a nominating committee consisting of not less than three (3) current directors who shall nominate persons to be presented to the membership for election to the board every other year, as needed. The election will be held at the Annual Election Meeting by secret ballot or by other means as if deemed necessary by the Board of Directors. Each member family in good standing will be allowed one ballot.

**Section 4. TERM:** Executive Board of Directors consisting of 6 offices: President, Vice President, Association Secretary, Treasurer, Large Arena Director, and Small Arena Director. The Board of Directors shall consist of the previous 6 positions as well as the 15 directors and shall be elected every other year at the Election Meeting or by other means as deemed necessary by the Board of Directors. This term shall be two (2) years, and each board member shall serve not more than three (3) consecutive terms. Terms shall commence on the first day of the month immediately following the QCJRA Finals.

**Section 5. QUORUM:** A majority of the board of directors shall constitute a quorum to do business. Voting at board meetings shall be by a majority vote cast in person or by proxy. Proxies shall be in writing, indicate the term of the proxy and signed by the director. The proxy shall be presented to the presiding official at the beginning of the meeting to be qualified and must state which director will have

the authority to vote on his/ her behalf. A simple majority is required except where otherwise specified by the By-laws.

**Section 6. Meetings:** Regular meetings of the Board of Directors shall be called by the president, if feasible, ten (10) day notice to the directors either personally, by mail, telephone, email, or facsimile, and shall be held at such time and place as is specified in the notice thereof. The Board of Directors shall meet a minimum of four (4) times a year.

- (a) **SPECIAL MEETINGS:** Special meetings of the Board of Directors may be called by the president or two Board Members with a forty-eight (48) hour notice either personally, by telephone, e-mail, or facsimile. Notice shall include the purpose of the emergency meeting. Agenda shall be limited to nature of the emergency for which the meeting was called. Special meetings shall be called by the president in like manner and notice upon written request of a majority of the Board of Directors.

**Section 7. DUTIES:** Executive Board and The Board of Directors shall:

- (a) Transact the general business of the association.
- (b) Establish major administrative policies governing the affairs of the association.
- (c) Provide for the maintenance of an office for such work of the officers and committees as may be deemed necessary and expedient.
- (d) Provide for the proper care of materials, equipment and funds of the association, for the payment of legitimate expenses, and for the annual auditing of all books by an accredited CPA.
- (e) Act upon application for, or suspension from membership in this association.
- (f) Have the power to fill vacancies on the Board of Directors. In the event a director misses two (2) unexcused scheduled meetings, he/she may be replaced.
- (g) Have the authority to hire the rodeo secretary and CPA.
- (h) Must be present at all rodeos. Exceptions to be reviewed by the Executive Board prior to the rodeo.

**PRESIDENT:** The president shall be the chairman of the Board of Directors and an ex-officio member of all committees. In addition, he/she shall be authorized to do the following:

- (1) Is allowed one vote on all matters of the association.
- (2) To preside over all association meetings.
- (3) To appoint all committees.
- (4) To call special meetings.
- (5) To coordinate association efforts with officers and members.
- (6) To schedule and negotiate all rodeo contracts.

**VICE-PRESIDENT:** In the absence of the President, the Vice-President shall assume the duties of the President. In the event of a vacancy occurring in the office of the President, the Vice-President shall serve as President until the next annual election of officers. A new Vice-President will be elected by the Board of Directors from the remaining adult board members at next regular or special meeting called for this purpose.

- (1) Is allowed one vote on all matters of the association.

**ASSOCIATION STATE SECRETARY:** The State Secretary or designee shall keep complete minutes of all meetings of the association. A copy of the minutes shall be preserved with all documents of the association. The State Secretary shall do the following:

- (1) Maintain in effect the necessary rodeo liability insurance.
- (2) Maintain insurance and emergency medical release forms for all contestants during each rodeo.
- (3) Transcribe minutes of all meetings and submit to the Board of Directors within thirty (30) days.
- (4) Submit a calendar of events for publication.
- (5) Work with other officers in accordance with the direction of the president and/or Board of Directors, and/or National Director.
- (6) May request that the president appoint assistant secretaries to aid in prescribed duties.
- (7) Is allowed one vote on all matters of the association.

**TREASURER:** The Treasurer shall collect, receive and have charge of all funds of the association and deposit such funds in the bank as designated by the Board of the Directors. In addition, the Treasurer shall:

- (1) Provide such reports, financial etc. after each rodeo to the board of directors within 30 days and to be available for inspection at each rodeo.
- (2) Maintain a checking account for expenses required to fulfill the association responsibilities to each rodeo, and maintain proper accounting methods.
- (3) Keep financials record of the association's business and provide a report at each board meeting.
- (4) Provide such reports as to make an annual audit possible by an accredited CPA when requested by the board of directors.
- (5) Prepare and submit annual reports to Arizona Corporation Commission and the Internal Revenue Service.
- (6) Shall be bonded at a rate as determined by the Board of Directors annually.

**EVENT DIRECTORS:** Event Directors shall:

- (1) Set up their events at the rodeos.
- (2) Oversee their events at the rodeos.
- (3) With help from the arena director, make rulings as needed.
- (4) Assure the event is run according to the rules and in a safe and efficient manner.
- (5) Make sure all score sheets are signed by timers and delivered to the rodeo secretary upon the end of their event.

**Section 8. REMOVAL:** Any officer, elected or appointed, may be removed from office by the Board of Directors at any regular or special meeting called for this purpose by a majority vote of the entire Board of Directors whenever, in its judgment, the best interests of the association would be served thereby.

**Section 9. VACANCIES:** A vacancy in any office, because of resignation, removal, disqualification, or otherwise, maybe be filled by a majority vote of the Board of Directors still in office, though less than a quorum, for the remaining portion of the term.

#### **ARTICLE IV EXECUTIVE BOARD**

**Section 1. MEETINGS:** The Executive Board shall meet at the request of the president or any other two Executive Board members for conducting any emergency business of the association in which there is insufficient time to call a meeting of a full Board of Directors. (NOTE: The grievance committee is authorized to decide issues pertaining to event rule and clarifications at rodeos).

(a) AT RODEOS: These meetings may be called to conduct emergency business of the association on fifteen (15) minutes' notice at QCJRA rodeos at such time that each member (if in attendance) be notified personally. If a quorum of the Executive Board is not in attendance, then a committee of not less than three (3) members, appointed by the president will decide the issue.

(b) At times other than at QCJRA rodeos, the meetings may be called on a 24-hour notice to each Executive Board member. These decisions may be made by a telephone or a facsimile poll made by the president.

**Section 2. QUORUM:** A quorum of the Executive Board shall be not less than three (3) members.

**Section 3. POWERS:** Any business transacted by the Executive Board shall be ratified by a majority of the Board of Directors at its next meeting.

#### **AMENDMENTS**

1. These bylaws may be amended at any annual meeting by a 2/3 (two thirds) vote of the members present at which meeting a duly constituted quorum is present. The notice of the proposed amendment must be given in the notice of the annual meeting.

## GENERAL RULES AND REGULATIONS

### GENERAL RULES FOR CONTESTANTS

1. In case of emergency, the Rodeo Secretary must be contacted before registration closes at the QCJRA Office. Telephone number will be found on entry forms.
2. All contestants shall observe ground rules set by the QCJRA.
3. Only contestant(s) or parent(s) of that contestant(s) will be allowed to register complaints via protest and these must be placed first through the Event Director, or Arena Director before the end of the event in which the question arose.
4. Each contestant will be allowed one, and only one assistant in the arena. Assistant helping barrel racers and pole benders will not be allowed to go past the plane of the starting line when they are entering the arena. (Only exception to this is in the Peewee Classes where the assistant may cross the starting line, but the contestant will be judge as an assisted rider.)
5. All contestants will leave the arena immediately after contesting or assisting.
6. The decision of any judges, flagmen or timers will be final, and no protest by contestant will be permitted, except first through the Event Director or Arena Director. Such protest shall be made before the end of the event in which the question arose. If the Event Director and/or Arena Director determine that the protest is based upon a possible misinterpretation of an event rule, the Event Director or Arena Director shall, at the first convenient opportunity, describe the protest and the interpretation of the rule upon which it is based to the Flagger/ Judge. If the flagger/judge agrees that an erroneous ruling made and that the error is correctable, then the Flagger/judge shall modify the ruling accordingly. Otherwise, the decision shall stand.
7. No contestant or parent may talk to a judge or timer in any way while an event is going on.
8. Any contestant violating this regulation may be disqualified by the judges or the arena director.
9. All contestants are required to read the rules carefully, particularly those relating to the contests or events in which they enter.
10. Failure to understand rules will not be accepted as an excuse.
11. Contestants will not be allowed in the arenas between events.
12. Dress Code
  - a. Western shirt, button down shirt either short or long sleeve-shirt with collar and button down front. (All Contestants Peewee, Junior, Senior, and Teen)
  - b. Western boots must be worn by contestants and sneaker type "sport shoes" are not acceptable footwear. Exception: (Only parents may wear closed toe sport shoes or wear a closed toe western shoe). No Fat Baby boots can be worn by parents or contestants.

- c. Baseball type caps worn correctly (no offensive language on caps or attire allowed), visors, cowboy hat-2 1/2-inch minimum brim; five (5) inch minimum crown, helmets may be worn in lieu of western hats while in competition. (Contestant and parent may go hatless.)
  - d. Western style denim full length jeans must be worn.
  - e. Any parent assisting a contestant must be in dress code including but not limited to leading a contestant in the arena and ribbon roping.
13. No electrical devices may be used by a contestant/assistant or on his/her horse.
14. The rodeo go-around must be finished before any contestant can compete on his next head of stock or timed event.
15. Rodeo Judges, Event Directors, Arena Directors, and/or any Board of Directors may inspect any contestant's equipment before, during or after a rodeo performance for safety and rule infractions.
16. Parents and families are expected to help with events and run the rodeo as they are asked by the QCJRA Board or Rodeo Secretary.
- a. Volunteer parents and family members who do not volunteer as required by the draw will be given one warning. Second no-show will result in disqualification of the contestant for that day.
  - b. A \$50.00 No-Show fee will be imposed on families who do not volunteer as required by the draw (either one or two days). If not paid by the end of the rodeo, it will be required to be paid before the beginning of the next rodeo.
17. NO device shall be allowed that straps or binds a contestant in any matter to horse, except for rubber bands being permitted on feet.
18. Each member is required to secure a monetary sponsorship each year in order to participate in Finals. Sponsorship amounts will be publicized before the first rodeo and will be determined by the Board of Directors.
19. Anyone leading a child on any event MUST be at least 21yrs of age.

**AGE GROUPS AND EVENTS**

**Pee Wee Boys and Girls 3-6**

**Elites 7-22**

- Barrel Racing**
- Flag Race**
- Goat Tail Pull**
- Pole Bending**
- Dummy Roping**

**Junior Boys 7-9**

- Goat Tying**
- Breakaway**
- Ribbon Roping**
- Steer Stopping**

## **Team Roping**

### **Senior Boys 10-13**

**Goat Tying  
Calf Touch  
Ribbon Roping  
Steer Stopping  
Team Roping**

### **Teen Boys 14-18**

**Calf Tying  
Calf Roping  
Ribbon Roping  
Steer Stopping  
Team Roping**

### **Junior Girls 7-9**

### **Senior Girls 10-13**

### **Teen Girls 14-18**

**Barrel Racing  
Pole Bending  
Goat Tying  
Breakaway  
Ribbon Roping  
Team Roping**

## **CONTESTANT QUALIFICATIONS**

1. There are no limitations on where a contestant lives.
2. Contestants must be no less than three (3) year of age and no greater than eighteen (18) years of age as of September 1 of the year the rodeo season begins. Example 2019-20 season age as of September 1, 2019 is the contestant's age all year.
3. A contestant may go up into an older age group prior to turning that age if his/her parents approve, but may not return to a lower age group
4. A contestant (Peewee, Junior, Senior, or Teen) will only receive average points if that contestant has two qualified runs and is in the top 10 in the average.
5. Any contestant in good standing may enter any QCJRA rodeo including the finals.
6. Contestants will be entered for both days. Only those contestants that compete both days are eligible for average points and weekend All Around and event awards.
7. All Contestants must enter and compete at 51% of the year's rodeos (i.e. 4 of the 7 rodeos) during the year to be eligible for year-end awards and membership awards.

8. Age groups must average 5 contestants to be eligible for year-end saddle for All-Around or events. If less than 5 contestants are averaged in any age group, less awards will be given.

### **CONTESTANT DISQUALIFICATION'S**

1. Contestant can be disqualified by Judges, Event Director, Arena Director, or Board of Director for any offense listed under this section.
2. Contestant shall be notified as soon as possible by the person or persons disqualifying the contestant.
3. In case of contestant disqualification UNDER This SECTION the contestant is entitled to a hearing with the Board of Directors.
4. The contestant must have his or her parents with him or her at the meeting.
5. Any contestant will be disqualified for an event for any of the following offenses. If they are disqualified for any of these offenses, they may be disqualified from all events at the rodeo, at the discretion of the Board of Directors, depending upon the severity of the disqualification.

#### **a. ALCOHOL, TOBACCO, DRUGS**

- (1) No tobacco or alcohol patches, stickers or advertising allowed on contestant's attire or equipment.
- (2) No use, consumption, or transportation of alcohol, tobacco or drugs of any kind will be tolerated by any contestant.

#### **b. STOCK:**

- (1) Contestant will be disqualified for being in a pen with the livestock at any time except; accompanied by stock contractor, Arena Director, or a Judge, or when assigned to work.
- (2) Mistreatment of rodeo stock or contestant's horse. Any mistreatment of animals by contestants or parents will not be tolerated for any reason.

#### **c. RODEO:**

- (1) Refusing to contest during a performance on an animal drawn for him or her.
- (2) Any contestant that scratches an event after registration that he or she signed in for at registration.
  - (a) A contestant may drop out of any event due to injury to him or herself or horse. A doctor's or D.V.M.'s excuse must be presented to the Rodeo Secretary to release the contestant.
  - (b) Contestant must notify Rodeo Secretary and Arena Director for authorization.

(c) A Contestant with a visible injury or illness may turn out of any event at rodeo without a doctor's written excuse provided notification of such turn out is authorized by a Judge, Event Director or Arena Director at that given rodeo.

(d) Any Contestant that has been injured and has received medical care at a hospital or urgent care facility must have a doctor's release before the contestant is allowed to resume competition.

(3) Not being ready to compete when called upon.

(4) All contestants of the QCJRA must make an effort when competing in the arena. If an effort is not made, it shall result in disqualification.

d. CONDUCT:

(1) Having any association with alcoholic beverages, narcotic or other non-medicinal drugs while in attendance at any approved QCJRA, whether at a motel or on rodeo grounds or going to or from the rodeo or at any rodeo function. No use, consumption, or transportation, of alcohol, tobacco, of drugs of any kind will be tolerated by any contestant.

(2) Contestants will be disqualified for the use of tobacco products while in or outside the arena or at any QCJRA function. No tobacco or alcohol patches, stickers or advertising allowed on contestant's attire or equipment.

(3) Rowdiness, quarreling or fighting in the actual domain of the arena at any time, or any place during the duration of the rodeo.

(4) Conduct or speech of any kind detrimental to the best interests of the QCJRA or the sport of rodeo while in attendance, or coming to and going home from a rodeo.

(5) Motel or property damage by contestants or their associates; damage must be reported to a Member of the Board of Directors and if damage is not reported, contestant will be banned from QCJRA permanently and reported to law authorities for prosecution.

(6) Contestants will be disqualified for vandalism at any place or any time.

(7) Cheating or attempting to cheat.

(8) Any contestants or parents attempting to fix, threaten, bribe, influence, harass or coerce any Event Director, Arena Director, rodeo official, or Board of Directors at any time between opening and closing of a rodeo.

(9) Missing any mandatory meeting, safety seminar or equipment check.

**SPECIFICATION AND RULES FOR RODEO PRODUCTIONS**

(1) The management assumes no responsibility or liability for injury or damage to the person, property, or stock of any owner, Contestant, or assistant. Each participant by the act of his entry waives all claims

against the management for any injuries he or his property may sustain. Designated contestants must participate in all downtown parades and grand entries.

(2) The Arena Directors will decide whether to continue the rodeo due to inclement weather or arena conditions. Postponements will be decided by the Board of Directors of the QCJRA.

(3) Emergency medical facilities will be within a reasonable distance and availability to local paramedics and Law Enforcement must readily available at all QCJRA approved functions.

(4) The following events are to be held at each QCJRA Rodeo Two (2) Contestants constitutes an event. A contestant can enter an event one time each day at any rodeo.

(5) No alcoholic beverages shall be sold or consumed on the grounds during any QCJRA Rodeo.

(6) All animal welfare rules that apply to timed events and the respective arenas will also apply to all practice and jackpot arenas held in conjunction with any approved QCJRA rodeo. The flagmen and/or judges in the practice and jackpot arenas are to enforce these rules.

### **POINT SYSTEMS**

1. This accumulative point system shall be the only one allowed for determining year-end and rodeo awards.

2. No other point system to be used by QCJRA unless authorized by the Board of Directors.

3. Two (2) contestants constitutes an event.

4. The Maximum number of points which could be earned per event at a sanctioned qualifying rodeo would be 10 points (per day/go-around and average) and points for 10 places, starting at 10 points for first and descending one point per place.

a. Points per event: Per day/Go around & Average

Places 1- 10 Points

1st.....	10
2nd.....	9
3rd.....	8
4th.....	7
5th.....	6
6th.....	5
7th.....	4
8th.....	3
9 th.....	2
10th.....	1

5. Total 55 points per day/Go around and average totaling 165 possible points per event per weekend.
6. The All-Around Cowboy and Cowgirl for each age group would be determined for the year by total points earned in all events. To be eligible for the All-Around Cowboy and Cowgirl awards the contestant must be entered and compete in two or more events at the rodeo on both days. A contestant must have two qualified times, that are unassisted
  - (a) An All-Around Cowboy or Cowgirl will be chosen on high point. The high point contestant placing in two or more events will have precedence over one who places in one event for all-around. In the event no one places in two events, high point contestant who competed in two or more events will have precedence over one who competed in one event for all-around.
  - (b) In order to receive points in a go-round, finals or average, a contestant must earn a place by making a qualified score or time in that event. Points not earned will not be awarded.

## **AWARDS**

### **Year-End Awards:**

The QCJRA will work within its budget to supply the best awards to the most contestants. Year-end awards in individual events will be awarded to the top 4 to 6 contestants and to the top 2 All-around Contestants. All members meeting rodeo attendance requirements will receive some type of awards whether it be an All-Around, Individual event, or Membership award.

### **Individual weekend rodeo awards:**

Cash placing's will be made in the Junior, Senior and Teen divisions down to 4th place if there is enough qualified times and contestants.

Peewee division will be awarded ribbons for each event for 1st through 6th place. Each peewee entered at the rodeo will receive at least one ribbon.

AA and Reserve AA awards will be given in all age divisions for the weekend to the high point Girl & Boy in each division.

## **STANDARDS FOR JUDGES, TIMERS AND SECRETARIES**

### **Arena Directors:**

1. Purpose of arena directors is to assure that the rodeo is conducted in accordance with QCJRA / NHSRA Rule Book to the best interest of the contestant.
2. Arena Directors will be responsible for carrying out the duties stated herein.
  - a. Management of their respective arenas before and during the rodeo.
  - b. Carrying out QCJRA and responsibilities as stated in rulebook.
  - c. Stock Contractors and host committee will abide by the arena director's decisions. Timed Event Stock will be inspected two (2) weeks prior to the rodeo.
  - d. Any undesirable conditions will be ruled on by the Arena Director.

3. All judges will meet with Arena Directors before the rodeo and discuss their respective events, and judging procedure.
4. An Arena Director or event director may declare particular animals unsatisfactory. Upon notification, either written or verbal, stock contractor shall eliminate such animal from the competition draw for that weekend.
5. Arena Directors are to be voted on by the membership and serve on the Board of Directors for a period of two years.

**Rodeo Secretary:**

1. All positions will be drawn by the Rodeo Secretaries.
2. The QCJRA Rodeo the Secretary may have the option of using a computerized random draw for positions.
3. Positions must be drawn in all events for the first go- round.
4. Order to be reversed for Second Go.
5. Time event cattle at QCJRA rodeos will be chute run.
6. Contestant is privileged to see the records of all contestants in any event in which he takes part at the end of each go- round, at a reasonable time so secretary and judge may be present.
7. Judges' and timers score sheets will be turned in to the Rodeo Secretary upon completion of the event and posted after each performance.
8. Scores will not be changed once turned in, except for an obvious mathematical error, and Director or QCJRA Secretary only, will make these changes.
9. Master score sheets will not leave the office, except with the approval of the Rodeo Secretary.
10. Rodeo results must be audited within two (2) days after rodeo to check for errors.
11. No scores, positions, or prizes will be changed after ten (10) days from QCJRA Rodeo.

**Timers: Personnel:**

1. Timers must work from the same position in all performances of that go- round.
2. Management must provide a place for official timers and announcers to work without obstruction or interference.
3. Management must position timers at a place that will facilitate for good communications with the Arena Director, judges and announcers.

**Timers: Equipment:**

1. Electric Timers:

- a. Equipment necessary: Twin units of battery-power electric eyes with one electric-power digital clock and one battery-power digital clock and one (1) hand-held battery-power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the time indicated by the hand-held watch. Official time to be record on the timer's sheet with any penalty and total time.
- b. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
- c. Complete electric timer must be backed up by a flagman. Hand held timer will start and stop their watch by the flagger.
- d. Either permanent markers should be put in the ground or markings on a fence for the electric eyes. Electric eyes should be placed on the starting line no closer together than the width of the first two barrels and for the electric eyes to be centered on the pattern for each performance.
- e. Line on fence for flagman should be well marked. These markers should be checked every performance along with the barrel markers and restaked if pulled out. A record of these measurements shall be kept.
- f. Set timer beforehand in the same height and position and lock the legs.
- g. Barrels are not to be used as stands for the electric eye timer devices.

2. Electronic Timer Failures:

- a. The battery digital clock will be the first backup time and digital hand-held watches to be second back up time.
- b. When both the digital clocks malfunction and no time was recorded from digital watches, contestant will be given a rerun at a time designated by the Judges and the Arena Director.

**General:**

- 1. Events with 60 second time limit may have penalties which will exceed the 60 second/one minute time limit.
- 2. Lap-and-tap - no barrier to be used. If Barrier Judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
- 3. Tie Down Roping, Breakaway Roping, Ribbon Roping, Team Roping, Steer Stopping: These events shall not be conducted with an open catch pen gate at any rodeo.

<b>LIVESTOCK REQUIREMENTS</b>
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Tie Down Roping:

- 1. Calves must be uniform in weight and breed.

2. Animals used for this event should be inspected and objectionable ones eliminated.
3. If after one go-round has been completed, a fresh calf has to be used, the calf must be roped and tied before the drawing, but if extra calves have been tied at that rodeo they will not be considered fresh.
4. In cases where stock is drawn: during any performance if an animal escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the Arena Director and the labor crew during or at the end of that performance in the same manor he was originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be re-penned by itself. Decisions will be made by the Arena Director about when stock is re-penned. Rodeo with no draw the contestant will get the next animal in the line.

#### Calf Tying:

1. Calves must be uniform in weight and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. Boys' Tie Down Roping Calves:
  - a. Minimum weight 150 lbs.
  - b. Maximum weight 200 lbs.
4. 60 second time limit in this event

#### Calf Touch:

1. Calves must be uniform in weight and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. No Fresh Calves in this event. Calves should be slow to Medium run and know how to hang on the rope.
4. In Cases where stock is drawn: During any performance if an animal escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be re-penned by itself. Decisions will be made by the arena director about when stock is re-penned. Rodeo with no draw the contestant will get the next animal in the line.
5. 60 second time limit
6. Boys' Calf Touch Roping Calves:
  - a. Minimum weight 175 lbs.

- b. Maximum weight 220 lbs.

Breakaway Roping:

1. Calves must be uniform in weight and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. If horned, not to exceed 2 inches.
4. 60 second time limit in this event
5. Girls' and Boys' breakaway calves:
  - a. Minimum weight 180 pounds.
  - b. Maximum weight 350 pounds.
  - c. Calves must be sorted to appropriate abilities of the contestants. Slow for Junior, Med for Senior and Teens.

Ribbon Roping:

1. Calves must be uniform in weight and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. If horned, not to exceed 2 inches.
4. 60 second time limit in this event
5. Girls' and Boys' Ribbon Roping calves:
  - a. Minimum weight 180 pounds.
  - b. Maximum weight 350 pounds.
  - c. Calves must be sorted to appropriate abilities of the contestants. Slow for Junior, medium for Senior and Teens.

Goat Tying:

1. Goats shall be uniform in size and breed with a weight limit of 25-35 for Junior, 35-45 for Senior and 45-60 for Teens per goat. Pygmy goats are not allowed to be used in the goat tying event.
2. Sharp horns shall be tipped.
3. If you are holding a single performance rodeo and the entire goat tying Contestants are run at one time, you must have an extra goat in case one of the other goats get injured.
4. Two goats will be used for each age group half 1/2 of the contestants competing on one goat Saturday and the other goat Sunday and vice versa for the other half 1/2 of the contestants.
5. 60 second time limit in this event

#### Goat Tail Pull:

1. Goats shall be uniform in size and breed with a weight limit of 25 - 60 per goat. Pygmy goats are not allowed to be used in the goat tying event.
2. Goats for this event should be very tame.
3. Sharp horns shall be tipped.
4. 60 second time limit in this event

#### Team Roping:

1. Steers must be uniform in weights and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. All steers shall have horns properly wrapped.
4. Only during rodeo where the stock is drawn: during any performance, if an animal escapes the chutes or pens before it is called for by the contestants, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the Arena Director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. At least three (3) head of animals will be brought back together. No animal may be re-penned by itself. Decisions will be made by the arena director about when stock is re-penned.
5. 60 second time limit in this event

#### Timed Event Stock:

All timed event stock shall be run through event chutes and through arena previous to start of contest, where conditions permit.

#### **ANIMAL WELFARE**

1. A neck rope must be used on a horse. If horse stops and calf hits the end of rope in such a manner that calf busts himself, roper will not be responsible. Contestant must adjust rope and reins in such a manner that will prevent horse from dragging calf. Rope to be removed from calf's body as soon as possible after "tie" is completed. Roping calves shall weight at least 180 pounds each, and be strong and healthy.
2. All chain, metal and wire tie-downs, nosebands and bosals must be completely covered where it comes into contact with the horse's skin.
3. The placing of fingers in eyes, lips, or nose of calves, steers, goats, while competing is forbidden.
4. No animal shall be beaten, mutilated, or cruelly prodded. Standard cattle prods shall be used as little as possible.

5. A conveyance must be available and used, if possible, to remove animals from the arena in case of injury. Animals removed from the arena pursuant to this section shall be placed in a situation as isolated and comfortable as possible to reduce stress.
6. Chutes must be constructed as to prevent injury to stock. Maintenance men and equipment shall be stationed at chutes to assist in removal of any animal should it become caught. The arena shall be free of rocks, holes and obstacles.
7. No small animal or pets allowed in arena where restraint is necessary or subject to injury or attack by another animal.
8. Livestock to be removed from arena after completion of entry in contest.
9. Use of fireworks to fight animals prohibited.
10. Contestant will be disqualified for any mistreatment of stock.
11. No stock should be confined in vehicles beyond a period of 24 hours without being unloaded, properly fed, and watered. When animals are carried in conveyances in which they do have proper food, water, space, and opportunity to rest, the provisions for unloading shall not apply.
12. Any animal that becomes excessively excited so that it gets down in the chute repeatedly, or tries repeatedly to jump out of the chute, or in any way appears to be in danger of injuring itself, should be released.
13. Any Stock Contractor or rodeo personnel, guilty of mistreatment of livestock may be fined by the Board of Directors with a fine not to exceed \$500.00.
14. All QCJRA animal welfare rules are to be enforced on the entire grounds of any approved QCJRA rodeo including but not limited to the practice and jackpot arenas, stall areas, warm-up areas, etc.
15. The QCJRA makes every effort to ensure that all contestants, contractors, and committees are fully aware of rules regarding humane treatment of all rodeo livestock.

## **EQUIPMENT**

### Barrel Racing:

1. Western type equipment must be used.
2. Use of a hackamore or other types of bridles is the optional choice of the contestant.
3. Judge may prohibit the use of bits or equipment that he may consider severe.
4. Barrels are not to be used as stands for the electric timer devices.
5. Barrels to be 55 U.S. gallon light steel drum with both ends intact.

### Pole Bending:

1. Western type equipment must be used.

2. Use of a hackamore or other types of bridles is the optional choice of the Contestant.
3. The judge may prohibit the use of bits or equipment that he may consider severe.
4. Fence marking or permanent markers should be put in the ground for the electric eyes.
5. Position on fence for Flagman should be well marked. These markers should be checked every performance along with the pole markers and restacked if pulled out. A record of these measurements shall be kept.
6. Set timer beforehand in the same height and position and lock the legs.
7. Barrels are not to be used as stands for the electric eye timer devices.
8. Poles used for this event must have rubber bases.
9. Any person that **intentionally** manipulates the pole pattern will be disqualified" (i.e. picking up and physically moving the pole during a run)

#### Girls Goat Tying:

1. Leather thong, pigging string or rope. (Pigging string a piece of rope used for securing animals).
2. Girls must use a string without a hondo. Use of Beeswax is allowed string may be braided, or 2 or 3 ply twist.
3. Western type equipment must be used. String barrier or electric eye can be used in the following events:

#### Boy's Goat Tying:

1. Pigging string or rope. (Pigging string a piece of rope used for securing animals).
2. Boy's string must have a hondo and utilize it while tying.
3. Use of Beeswax is allowed string may be braided, or 2 or 3 ply twist.
4. Western type equipment must be used.

#### Tie Down Roping:

1. Pigging String - a piece of rope used for securing animals.
2. Cattle neck ropes on calves must be tied with string, or rubber bands.
3. No metal snaps or hardware shall be used on cattle neck ropes in the Tie Down Roping event.
4. Adjustable slide shall be used on all cattle neck ropes for cattle used.
5. A mechanical barrier or electronic eye and timers may be used.

#### Breakaway Roping:

1. Contestant must use sting provided by QCJRA.

2. Cattle neck ropes on calves must be tied with string or rubber bands.
3. No metal snaps or hardware shall be used on cattle neck ropes in the breakaway roping event.
4. Adjustable slide shall be used on all cattle neck ropes for cattle used in breakaway roping event.
5. Western type equipment must be used.
6. A mechanical barrier or electronic eye and timers may be used.

Dally Team Roping:

1. Cattle neck ropes on steers must be tied with string, or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the team roping event.
3. Adjustable slide shall be used on all cattle neck ropes for cattle used in team roping event.
4. A mechanical barrier or electronic eye and timers may be used.
5. All steers must have protective horn wraps in place.

Ribbon Roping:

1. Cattle neck ropes on calves must be tied with string or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the breakaway roping event.
3. Adjustable slide shall be used on all cattle neck ropes for cattle used in breakaway roping event.
4. Western type equipment must be used.
5. A mechanical barrier or electronic eye and timers may be used.
6. Approximately 12-inch ribbon seemed to the base of the calf's tail with a rubber band.

Flag Race:

1. Western type equipment must be used.
2. Use of hackamore or other types of bridles is the optional choice of the contestant.
3. Judge may prohibit the use of bits or equipment that he may consider severe.
4. Barrels are not to be used as stands for the electric timer devices.
5. Barrels to be 55 U.S. gallon light steel drum with both ends intact.
6. 5-gallon plastic buckets filled 4 inches from the top with suitable substrates.
7. 16-inch flags

Goat Tail Pull:

1. 10 to 12-inch ribbon tie in a single knot at the base of the goat's tail making it easy to remove.

<b>EVENT RULES</b>
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**TIE DOWN ROPING**

I. Time Limit:

1. There will be a sixty (60) second time limit.
2. The Judge will determine legitimate time allowed before contestant calls for animal.

II. General Rules

1. Contestant may change horses in Tie Down Roping.
2. Roping Box shall be part of the arena during roping events.
3. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.

4. Lap-and-tap - no barrier to be used. If Barrier Judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.

5. Electronic barrier or rope barrier maybe used. If rope barrier is used:

a. The Line Judge must have a tape measure in his possession in case the short end of the barrier is carried. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating- the-barrier penalty. (This rule applies only when string barrier is being used)

b. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge.

c. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, Barrier Judge may assess a ten second penalty. Otherwise, this will not be considered a broken barrier.

d. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive a rerun.

6. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.

7. If automatic barrier fails to work and official time has not started, contestant will get a rerun if stock is qualified on in the field, entitling contestant to a rerun without penalties.

8. If automatic barrier fails to work, contestant must immediately take the rerun at the end of the event.

9. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:

- a. In any timed event, if an animal escapes from the arena, the Field Judge will drop flag and all watches will be stopped. Contestant will receive a rerun with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
- b. In cases of mechanical failure.
- c. If in the opinion of the Line Judge, contestant is fouled by barrier, contestant shall get a rerun, providing contestant declares himself by pulling up.

10. A contestant must be on his horse and his horse must break the plane of the barrier with his draw breaking the plane of the score line before he is allowed to compete.

11. Time to be taken between two flags.

12. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

13. This event shall not be conducted with an open catch pen gate at any rodeo.

### III. Event Rules:

1. This event is open to boys only.
2. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
3. Calves may be pushed out by contestant's assistant providing they are ready.
4. Contestant cannot receive any assistance after crossing starting line.
5. Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Must cross and tie at least three legs.
6. Any catch is legal, catch as catch can rule.
7. If calf is down when roper reaches it, calf must be stood on at least three feet. (Calf must be elevated high enough that it has the opportunity to regain its feet) and calf must be re-thrown.
8. If roper's hand is on calf when calf falls, calf is considered thrown by hand.
9. Rope must hold calf until roper gets hand on calf.
10. To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, and a half hitch or hooley (A hooley is a half hitch with a loop, the tail of the string may be partially or all the way pulled through).

11. The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the Judge.
12. Six second time will start when roper has remounted and his horse has taken one step forward.
13. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears.
14. Rope will not be removed and rope must remain slack until field judge has passed on tie.

#### IV. Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Timed Event Judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten-second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or his horse.
7. Any intentional dragging of calf regardless of distance will result in a no time. Intentional dragging shall be defined as caused by contestant. Excessive dragging of calf will receive a no time. Excessive dragging shall be defined as moving the calf six or more feet after the contestant has called for time. However, if in the opinion of the judge, the dragging was caused by something outside of the control of the contestant, the judge may give the contestant his time. Dragging the calf while the contestant is tying the calf will not be considered excessive dragging.
8. Roper will be flagged no time for touching calf, or string or by touching rope to train his horse after giving finish signal, or by dragging calf after he remounts horse.
9. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.

#### V. Reruns:

1. In any timed event if animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get a rerun with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. If rope is on animal, contestant will get animal lap and tap with rope on it in chute.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the Judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
5. A calf must be rerun before it is used by another contestant.

6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap-and -tap start.

7. In Tie Down Roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the calf roper remains behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

#### VI. Officials:

1. There shall be two or more Timers, a Field Flag Judge, and a Barrier Judge.
2. Barrier Judge is responsible to change barrier string whenever it may have been weakened, or on request of the next Contestant.
3. Barrier Judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
4. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
5. Barrier Judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
6. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
7. Flagger must watch calf during the six second period.
8. Judge will start six (6) second time when roper remounts and his horse has taken one step forward. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.
9. Rope will not be removed and rope must remain slack until Field Judge has passed on tie.
10. Stop watch, and then watch calf, counting to six seconds.
11. If the horse excessively drags the calf after roper has dismounted, field judge may stop horse.
12. If a calf kicks loose, the Judge will stop watch and check time to determine if tie was legal.

#### **CALF TOUCH ROPING**

##### I. Time Limit:

1. There will be a thirty (60) second time limit.
2. The judge will determine legitimate time allowed before contestant calls for animal.

##### II. General Rules

1. Contestant may change horses in Calf Touch Roping.
2. Roping Box shall be part of the arena during roping events.
3. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.
4. Lap-and-tap - no barrier to be used. If Barrier Judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
5. The Line Judge must have a tape measure in his possession in case the short end of the barrier is carried. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is tied more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating- the-barrier penalty.
6. Should the barrier break at any point other than designated breaking point, the decision is up to the Barrier Judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, Barrier Judge may assess a ten second fine. Otherwise, this will not be considered a broken barrier.
7. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
8. If automatic barrier fails to work and official time has not started, contestant will get a rerun if stock is qualified on in the field, entitling contestant to a rerun without penalties.
9. If automatic barrier fails to work, contestant must immediately take the rerun at the end of the event.
10. If carrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive a rerun.
11. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the Field Judge will drop flag and all watches will be stopped. Contestant will receive a rerun with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive
    - (1) 10-second penalty for any jump or any loop used.
    - (2) In cases of mechanical failure. c. If in the opinion of the Line Judge, contestant is fouled by barrier, contestant shall get a rerun, providing contestant declares himself by pulling up
12. A contestant must be on his horse and his horse must break the plane of the barrier with his draw breaking the plane of the score line before he is allowed to compete.
13. Time to be taken between two flags.

14. It shall be the Arena Director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

15. This event shall not be conducted with an open catch pen gate at any rodeo.

### III. Event Rules:

1. This event is open to boys only.
2. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
3. Calves may be pushed out by contestant's assistant providing they are ready.
4. Contestant cannot receive any assistance after crossing starting line.
5. Contestant must rope calf, dismount, go down the rope and touch any part of the calf signaling for time. The flagger will drop the flag stopping the time.
6. Any catch is legal, catch as catch can rule.
7. Rope must hold calf until roper touches the calf.
8. There will be a minimum of three adult liners in the arena and two adult helpers in the arena to take a hold of the calf after the run is complete.

### IV. Scoring and Penalties:

1. The order for time to be considered official, barrier flag must operate.
2. Timed Event Judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten-second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or his horse.
7. Any intentional dragging of calf regardless of distance will result in a no time. Intentional dragging shall be defined as caused by contestant. Excessive dragging of calf will receive a no time. Excessive dragging shall be defined as moving the calf six or more feet after the contestant has called for time. However, if in the opinion of the Judge, the dragging was caused by something outside of the control of the contestant, the Judge may give the contestant his time. Dragging the calf while the contestant is tying the calf will not be considered excessive dragging.
8. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.

### V. Reruns:

1. In any timed event if animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get a rerun with lap-and-tap and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. If rope is on animal, contestant will get animal lap and tap with rope on it in chute.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the Judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
5. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties.
6. If barrier penalties, then lap-and-tap start.
7. In Calf Touch Roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the calf roper remains behind the plain of the barrier for approximately 10-seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

#### VI. Officials:

1. There shall be two or more timers, a Field Flag Judge, and a Barrier Judge.
2. Barrier Judge is responsible to change barrier string whenever it may have been weakened, or on request of the next contestant.
3. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
4. Barrier equipment must be inspected by the Judge before each timed event. If equipment is faulty, it must be replaced.
5. Barrier Judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
6. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.

### **CLOVER-LEAF BARREL RACING**

#### I. Time Limit:

1. Contestant will be allowed legitimate time from the time she enters arena gate until her time starts by Field Flagger or electric eye.

#### II. General Rules:

1. Starting lines in clover- leaf barrel racing will be subject to ground rules.
2. A clearly visible starting line shall be provided.

3. There shall be a minimum of 75' allowed for stopping, from starting line in barrels back to arena fence.
4. The barrels and the starting line will be permanently marked for the entire go- round.
5. The horse's nose will be timed as it crosses the starting line.
6. During barrel racing events, the arena will be dragged at regular intervals, to be determined by the management.
7. Following barrel racing events, the pattern will be dragged or leveled.
8. A contestant may enter the arena at the speed of his or her choice.
9. Arena gate must be closed immediately after he or she enters the arena, and kept closed until pattern is completed and the horse is under control.
10. Contestant may change horses in this event.

### III. Event Rules:

1. This event is open to girls only.
2. The barrels must be twenty (20) feet, at least, from the arena fence.
3. The arena conditions will enable you to determine the distance that the barrels can be apart, provided they are at least 20 feet from the fence.
4. The clover-leaf pattern is the only approved pattern in timed event.
5. Touching the barrel is permitted by horse or contestant.
6. The front two barrels shall be twenty (20) yards (60 feet) from the starting line as required by arena conditions.
  - a. The maximum distance between the two front barrels shall be thirty (30) yards (90 feet) arena conditions permitting. The maximum distance between the two front barrels and the back barrel shall be 35 yards (105 feet) arena conditions permitting.
  - b. The contestant may start on either the right or left barrel.
    - (1) When starting on the right barrel. There will be one right turn and two left turns around the barrels.
    - (2) When starting on the left side, there will be one left and two right turns around the barrels.

### IV. Scoring and Penalties:

1. Timed Event Judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.

3. Knocking over a barrel is a five (5) second penalty, per barrel. Should barrel be knocked over and it sets up on opposite end, the five (5) second penalty will be assessed.
4. Not following the clover- leaf pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the off side. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. (This is for all age groups)
5. Judge will determine legitimate problem for prestart time.
6. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
7. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.
8. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
9. Assistant helping barrel racers will not be allowed to go past the plane of the starting line when they are entering the arena or the contestant will be disqualified. (Except for the peewees then the contestant will be judged as assisted.)

#### V. Reruns:

1. No rerun will be given due to faulty or broken equipment furnished by Contestant.
2. The battery digital clock will be the first backup time and digital hand-held watches to be second backup time. When both the digital clocks malfunction and no time was recorded from digital watches, Contestant will be given a rerun at a time designated by the Judges and Arena Director, plus any penalties.
3. Contestants will carry any penalties with them if they are granted a rerun. If the barrel racing is moved, postponed or rerun for safety reasons due to ground conditions, reruns will be penalty free.

<b>POLE BENDING RACE</b>
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#### I. Time Limit:

1. Contestant will be allowed legitimate time from the time she enters arena gate until her time starts by Field Flagger or electric eye.

#### II. General Rules:

1. Starting lines in pole bending will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The horse's nose will be timed as it crosses the starting line.

4. There shall be a minimum of 75 feet allowed for stopping, from starting line in poles back to arena fence.
5. The poles and the starting line will be permanently marked for the entire go-round.
6. During pole bending events, the arena will be dragged at regular intervals, to be determined by the management.
7. Following pole bending events, the pattern will be dragged or leveled.
8. A Contestant may enter the arena at the speed of his or her choice.
9. Arena gate must be closed immediately after she enters the arena, and kept closed until pattern is completed and her horse is under control.
10. Contestant may change horses in this event.

### III. Event Rules:

1. The pole bending pattern is to be run around six poles.
2. No flags to be used on poles.
3. Poles to be colored red, white and blue by six- inch strips or all white.
4. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be twenty-one (21) feet apart. End pole must be twenty (20) feet, at least, from fence.
5. Poles shall be set on top of the ground, six (6) feet in height, and with no base larger than fourteen (14) or less than twelve (12) inches in diameter.
6. Poles must be straight in line.
7. Touching poles is permitted by horse or contestant.
8. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.

### IV. Scoring and Penalties:

1. Timed Event Judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a pole is a five (5) second penalty, per pole.
4. Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.

5. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
6. If Contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
7. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
8. Assistant helping pole benders will not be allowed to go past the plane of the starting line when they are entering the arena or the contestant will be disqualified. (Except in the case of Peewee's where the contestant will be judged assisted if the parent crosses the start finish line.
9. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the first barrel/ pole. If a side or corner gate is used, a single spin or pivot is acceptable in either direction or by the Arena Director's approval. Contestant may be allowed not more than one circle upon entering the arena and starting his or her run. Failure to comply will be a no time.
10. Any person that **intentionally** manipulates the pole pattern will be disqualified" (i.e. picking up and physically moving the pole during a run).

#### V. Re-Runs:

1. No rerun will be given due to faulty or broken equipment furnished by Contestant.
2. The battery digital clock will be the first backup time and digital hand-held watches to be second back up time. When both the digital clocks malfunction and no time was recorded from digital watches, Contestant will be given a rerun at a time designated by the Judges and Arena Director, plus any penalties.
3. Contestants will carry any penalties with them if they are granted a rerun. If the pole bending is moved, postponed or rerun for safety reasons due to ground conditions, reruns will be penalty free.

<b>FLAG RACE</b>
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#### I. Time Limit:

1. Contestant will be allowed legitimate time from the time she enters arena gate until her time starts by Field Flagger or electric eye.

#### II. General Rules:

1. Starting lines in flag race will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The barrels and the starting line will be permanently marked for the entire go- round.
4. The horse's nose will be timed as it crosses the starting line.

5. A contestant may enter the arena at the speed of his or her choice.
6. Arena gate must be closed immediately after he or she enters the arena, and kept closed until pattern is completed and the horse is under control.
7. Contestant may change horses in this event.

### III. Event Rules:

1. This event is open to boy & girls.
2. The barrel must be twenty (20) feet, at least, from the arena fence.
3. The arena conditions will enable you to determine the distance that the barrels can be apart, provided they are at least 20 feet from the fence.
4. Two 55-gallon barrels shall be set parallel 100ft from the start/finish line and from 40 to 75 ft apart, arena permitting, with a minimum of 20ft from either barrel to the arena fence.
- 5 Placed on top and to the outside of each barrel shall be a 5-gallon bucket filled with a uniform and suitable substrate 4" from the top of the bucket.
6. The flags shall be mounted to a dowel of not less than 16". On the retrieving bucket the top of the flag must protrude above the rim of the bucket by a minimum of 5" and be placed in the center of the 5-gallon bucket in a vertical manner.
7. The Contestant must turn each barrel from the outside or the side closest to the fence. Contestant may circle the barrel he or she needs to, but must start on the outside of the barrel.
8. The Contestant is given a flag prior to or when entering the arena. The Contestant then crosses the start/finish line towards their first barrel. The Contestant may go to either the left or right barrel first. The contestant turns around the outside of the first barrel he/she must place the flag into the bucket on the first barrel. The Contestant then crosses the arena to his/her second barrel and turning it from the outside, removes the flag from the bucket and then proceeds back across the start/finish line.
9. The Contestant may circle any barrel without penalty. The flag may be carried in either hand (carrying the flag anywhere other than the right or left hand shall constitute a 2-second penalty)

### IV. Scoring and Penalties:

Should any of the following occur there would be an automatic disqualification:

1. Running the pattern from the inside position of the barrels or turning the barrel from inside out.
2. Knocking over a barrel or turning a bucket over.
3. Failure to keep the flag in the first bucket.
4. Crossing the finish line without the flag from the second barrel.
5. Using the flag as a whip on the horse.

6. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
7. If Contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.
8. When the electric eye fails to work for one or more Contestants during a performance, the manual back- up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
9. Assistant helping flag racers will not be allowed to go past the plane of the starting line when they are entering the arena or the Contestant will be will be judged as assisted.
10. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the off side. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern and result in a disqualification
11. Any person that **intentionally** manipulates the barrel pattern will be disqualified” (i.e. picking up and physically moving the pole during a run).

#### V. Reruns:

1. No rerun will be given due to faulty or broken equipment furnished by Contestant.
2. The battery digital clock will be the first backup time and digital hand-held watches to be second backup time. When both the digital clocks malfunction and no time was recorded from digital watches, Contestant will be given a rerun at a time designated by the Judges and Arena Director, plus any penalties.
3. Contestants will carry any penalties with them if they are granted a rerun. If the flag race is moved, postponed or rerun for safety reasons due to ground conditions, reruns will be penalty free.

<b>PEEE WEE DUMMY ROPING</b>
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#### I. Rules:

1. The contestant must rope mounted horns, by standing behind specified line.
2. The line will start within 1 foot of the back of the Dummy and moved at 1-foot increments after that point. Any approved dummy by the executive board. This event uses the point system, and then if needed there is a process of elimination, by moving the line further away from the target (horns).
3. Each Contestant may enter only one time per event per day.
4. Each Contestant will rope 3 times from the line.
- 5.. There are three legal head catches Slick Horns, Neck, and Half Head (one horn and the nose). Points are as follows: Homs-4 points, Neck – 3 points, Half head – 3 points.

6. All the slack must be pulled out of the loop before the run is considered completed. If the rope is not tight the Contestant will be asked to pull the slack out before determining the catch made.
7. A dropped loop is considered a thrown loop.
8. Fishing is allowed before a legal catch.
9. The rope must pass over the nose completely to be a legal half head catch.
10. If the rope goes over the back of the dummy catching the whole dummy that is considered a miss.
11. Points are then totaled to determine a winner.
11. Ties will be roped off (process of elimination).
12. Contestant with no legal catches is not eligible for placing or points.
13. Parents are allowed to help the contestant build their loops without it being considered an assisted run.

#### II. Rope off:

1. The line will be moved back from the target in approximate 1-foot intervals, at which time the contestants in the rope off will throw one time at this distance. The line will continue to move further away after each completed round. The point system is still used during the rope off.
2. Judge will determine the distance each time the line is moved.

#### III. Disqualifications:

1. Dropping or losing a rope in the main roping or rope off.
2. Illegal head catches; anytime a loop crosses over itself for "figure 8" as part of the catch, or a hondo goes over a horn.
3. Stepping over or on the designated line.

### **BREAKAWAY ROPING**

#### I. Time Limit

1. There will be a sixty (60) second time limit.
2. The judge will determine legitimate time allowed before Contestant calls for animal.

#### II. General Rules:

1. Contestant may change horses in breakaway roping.
2. Roping Box-shall be part of arena during roping events.

3. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
4. Lap-and-tap - no barrier to be used. If Barrier Judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
5. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the Contestant has obviously broken the barrier you may still impose a beating- the-barrier penalty.
6. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, Barrier Judge may assess a ten-second penalty. Otherwise, this will not be considered a broken barrier.
7. If automatic barrier does not work, but time is recorded, contestant will get time, but there will be no penalty for broken barrier
8. If automatic barrier fails to work and official time has not slatted, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a rerun without penalties.
9. If barrier equipment hangs on animal and contestant tries the animal, he or she accepts the animal. If Contestant pulls up, he or she will get a rerun.
10. Calf belongs to contestant when he or she calls for it, regardless of what happens, with the following exceptions: a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used. b. In case of mechanical failure. c. If, in the opinion of the Line Judge, contestant is fouled by barrier, contestant shall get a rerun, providing contestant declares him or herself by pulling up.
11. A contestant must be on his or her horse and his or her horse must break the plane of the barrier with his or her draw breaking the plane of the score line before he or she is allowed to compete.
12. Time to be taken between two flags.
13. This event shall not be conducted with an open catch pen gate at any rodeo.

### III. Event Rules:

1. Ropes are to be tied to the saddle horn with nylon string at the end of the rope. No quick releases will be allowed. String must be used that is supplied by the QCJRA. A knot must be at

the end of the rope with the string tied at the knot. There will be no tail. A white or colored flag that is visible to the flagman or judge must be attached at the knot end of the rope.

2. Rope must be tied to the horn with a nylon string supplied by the QCJRA and may not be run through bridle, tiedown, neck rope or any other device.

3. String will be provided and will be inspected by designated official before each Contestant competes.

4. The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head.

5. Rope must be released from contestant's hand to be a legal catch.

6. Ropers must be mounted when time is taken

#### IV. Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.

2. Timed Event Judge will not flag contestant out until time is recorded.

3. Judge is to flag time, then flag contestant out if run is not legal.

4. There will be a ten-second penalty assessed for breaking the barrier.

5. Roping calf without releasing loop from hand will disqualify catch.

6. Contestant will be disqualified for any abusive treatment of calf or his or her horse.

7. The contestant will receive no time should she break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop her horse to make the rope break away.

8. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the Contestant receives a no time.

#### V. Reruns:

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap-and-tap start, the time already spent will be added to time used in qualifying plus barrier penalties, if any.

2. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the Arena Director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be re-penned by itself. Decisions will be made by the Arena Director about when stock is re-penned.

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

4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
5. A calf must be rerun before it is used by another contestant.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap-and-tap start.
7. In breakaway roping, if an animal's fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the breakaway roper remains behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

#### VI. Officials:

1. There shall be two or more timers, a Field Flag Judge, and a Barrier Judge.
2. A third official may be used to help determine legal catches or any infractions of the rules. This official need not be mounted.
3. Flag Judge will make final decision.
4. Barrier Judge is responsible to change barrier string whenever it may have been weakened, or on request of next Contestant.
5. Barrier Judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for Contestants each performance.
6. Barrier equipment must be inspected by the Judge before each timed event. If equipment is faulty, it must be replaced.
7. Barrier Judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
8. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.

### **RIBBON ROPING**

#### I. Time Limit:

1. There will be a sixty (60) second time limit.
2. The judge will determine legitimate time allowed before contestant calls for animal.

#### II. General Rules

1. The contestant must compete with a runner, runner can be a parent, grandparent, or family member at least 21 years of age, a drawn parent by the QCJR. The mugger may be any adult at least 21 years of age.

2. All contestants must rope no matter the age division. Contestant may supply their own runner if the parent is unable to compete-runner must be identified on the entry sheet or reported to secretary before the start of the rodeo. The pool of draw partners is made up all -parents entered at the rodeo. If the draw partner cannot or will not run, notice needs to be given to the secretary before the start of the rodeo.
3. Contestant may change horses in Ribbon Roping.
4. Roping box-shall be part of arena during roping events.
5. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
6. Lap-and-tap - no barrier to be used. If Barrier Judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
7. The Line Judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating- the-barrier penalty, if applicable
8. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten-second fine. Otherwise, this will not be considered a broken barrier.
9. If automatic barrier does not work, but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
10. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a rerun without penalties.
11. If barrier equipment hangs on animal and contestant tries the animal, he or she accepts the animal. If contestant pulls up, he or she will get a rerun.
11. Calf belongs to contestant when he or she calls for it, regardless of what happens, with the following exceptions: a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used. b. In case of mechanical failure. c. If, in the opinion of the line judge, contestant is fouled by barrier, contestant shall get a rerun, providing contestant declares him or herself by pulling up.

12. A contestant must be on his or her horse and his or her horse must break the plane of the barrier with his or her draw breaking the plane of the score line before he or she is allowed to compete.
13. Time to be taken between two flags.
14. This event shall not be conducted with an open catch pen gate at any rodeo.
15. The roper must stay on the horse during the entire run and may either tie hard and fast with a neck rope or dally the rope around the horn. The runner must have an adult mugger to assist the runner during the run.
16. Runner may wear closed toe sport shoes while competing in this event as a runner only

### III. Event Rules:

1. Ropes are to be tied to the saddle horn or dallied. Ropers tying hard and fast must use a neck rope.
2. This is a catch as catch can event. There must be a catch on the calf until the mugger gets to the calf.
3. Rope must be released from contestant's hand to be a legal catch.
4. Ropers must be mounted and stay mounted during the run to be legal.
5. The roper must stay on the horse during the entire run and may either tie hard and fast with a neck rope or dally the rope around the horn. The runner must have an adult mugger to assist the runner during the run.
6. Runner may wear closed toe sport shoes while competing in this event as a runner only.
7. Runner must grab all or part of the ribbon off the calf's tail and return back across the time line which is located ten (10) feet in front of both side of the roping box.
8. Upon crossing the finish line runner must give the flagger the ribbon in proof they have completed the run. Failure to produce the ribbon to the flagger will constitute a no time.
9. If the ribbon falls of the calf's tail prior the runner touching the calf the contestant will be given a rerun lap- and-tap with any penalties included.
10. If runner drops the ribbon the runner may pick up the ribbon and continue the event.
11. All runners and muggers must start from the designated start area located on the left of the chute. The runner and mugger may not leave the area before the calf has crossed the score line. The Event Director will mark the area.
12. The mugger must touch the calf before the runner removes the ribbon.

### IV. Scoring and Penalties:

- I. In order for time to be considered official, barrier flag must operate.

2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten- second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or his or her horse.
7. The roper may not drag the calf to the runner.
8. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.

#### V. Reruns:

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap-and-tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be re-penned by itself. Decisions will be made by the arena director about when stock is re-penned.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
5. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap-and-tap start.
6. In ribbon roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the breakaway roper remains behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

#### VI. Officials:

1. There shall be two or more timers, a Field Flag Judge, and a Barrier Judge.
2. A third official may be used to help determine legal catches or any infractions of the rules. Tins official need not be mounted.
3. Flag Judge will make final decision.

4. Barrier Judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
5. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
6. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
7. Barrier Judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
8. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.

## **GOAT TYING**

### **I. Time Limit:**

1. There will be a sixty (60) second time limit.

### **II. General Rules:**

1. Starting lines in goat tying will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The stake and the starting line will be permanently marked for the entire go- round.
4. A contestant may change horses in tins event.
- 5: A contestant may enter the arena at the speed of her choice.
6. Arena permitting, the gate will be in the center between the two goats allowing each contestant the same length run at the goat.
7. Arena gate must be closed immediately after she enters the arena and kept closed.
8. Time to be taken between two flags.
9. Time will start when the horse's nose crosses the starting line.
10. Tie all goats down three (3) times before the rodeo.
11. Goats must have collars the same and snug. Ropes must be the same length. Goats must be the same size and weight.
12. Flagmen stand in identical places each performance.
13. Goats to be tied; right, left, right and left. (This will be posted on the stock draw). This will be reversed on next go. All goats used in the draw to be tied a maximum of five (5) runs before another run on the goats can begin.
14. During Goat Tying, the arena will be dragged at regular intervals, to be determined by the Arena Director.

15. Goat handlers must stand directly behind goat. Judges and directors will position themselves so they are able to have a clear view of the goat rope and horse.

### III. Event Rules:

1. There should be at least a 15-yar starting line.
2. Starting line will be 100 feet from stake.
3. The goat should be tied to a stake with rope ten feet in length.
4. Stake should be completely under the ground so that no part of it is visible or above ground.
5. The contestant must be mounted on a horse when entering the arena and must ride from the starting line to the goat, dismount from his or her horse, throw the goat by hand, cross, wrap and tie by hand, at least three (3) feet together with a leather string, pigging string or rope. No wire is to be used in the goat string.
6. Boys Goat Tiers
  - a. Boys will be required to tie goats with a piggin' string only.
  - b. Contestant must string front leg and then cross and tie any three legs with a piggin' string. There must be at least one wrap around all three legs and finished with a half hitch or hooley. A hooley is a half hitch with a loop. The tail of the string may be partly or all the way pulled throw it.
7. If the goat is down when the contestant reaches it, goat must be elevated high enough that it has the opportunity to regain its feet and then stand clear of the goat when the tie is finished.
8. Legs must remain crossed and secure for 6 seconds after completion of tie While the judge is performing the 6- second procedure, the contestant will make no gestures, motions or noises to distract the goat. This will be considered trying to take an unfair advantage and will result in a disqualification.
9. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a half hitch, hooley or knot. The contestant must tie the goat by hand with no pre-made wraps, coils, knots, hooleys or half hitch.
10. Time will start when the horse's nose crosses the starting line.
11. Time will stop when she signals the completion of the tie.
12. The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time limit on the tie- for the goat's legs to remain crossed and tied. If contestant gets rope that is holding goat wrapped around his or her leg, she may ask the judge if he or she can remove it. After getting permission from the judge, removing rope and moving back three (3) feet her six (6) second time limit will start.
13. Qualified persons other than goat tying contestants will be used as goat holders.

14. If you are holding a single performance rodeo and the entire goat tying contestants are run at one time, you must have an extra goat in case one of the other goats gets injured.

15. If a goat is injured, the contestants involved with the injured goat will automatically be assigned the extra goat regardless of the possible difference in runs or ties on the goat.

#### IV. Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. The tie will be passed on by a field judge and if it is not secure for six seconds, the contestant will receive no time.
4. Contestant will receive a no time for touching the goat or tie string after signaling he or she is finished.
5. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
6. If the goat should break away because of the fault of the horse, the contestant will receive no time between flags.

#### V. Reruns:

1. No run will be given due to faulty or broken equipment furnished by contestant in any event.
2. If the goat should break away, it will be left to the Judges' discretion whether he or he will get a rerun.
3. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any penalties.
4. If the Judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

### **GOAT TAIL RIBBON PULL**

#### I. Time Limit:

1. There will be a sixty (60) second time limit.

#### II. General Rules:

1. Starting lines in goat tying will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The stake and the starting line will be permanently marked for the entire go- round.

4. A contestant may change horses in this event.
5. A contestant may enter the arena at the speed of her choice.
6. Arena gate must be closed immediately after she enters the arena and kept closed.
7. Time to be taken between two flags.
8. Time will start when the horse's nose crosses the starting line.
9. Flagmen stand in identical places each performance.
10. Goat handlers must stand directly behind goat. Judges and directors will position themselves so they are able to have a clear view of the goat rope and horse.

### III. Event Rules:

1. There should be at least a 15-yard starting line.
2. Starting line will be 100 feet from stake.
3. The goat should be tied to a stake with a rope six (6) feet in length.
4. Stake should be completely under the ground so that no part of it is visible or above ground.
5. The contestant must be mounted on a horse when entering the arena and must ride from the starting line to the goat, dismount from his or her horse.
6. Time will start when the horse's nose crosses the starting line.
7. Time will stop once the contestant removes all or part of the ribbon from the goat's tail and runs across the finish line that is 15 feet down stream of the goat.

### IV. Scoring and Penalties:

1. A six-inch ribbon is tied to the base of the goat's tail and the contestant is required to remove all or part of the ribbon from the tail, and must cross the finish line with the ribbon. If the ribbon is dropped contestant can back track to retrieve the ribbon then proceed to the finish line.
2. After removing the ribbon the contestant has to run toward the finish line 15' downstream from the stake.
3. Time is started when the contestant crosses the timer line and ends when the contestant sprints back across the line with the ribbon pulled from the goat's tail.
4. A Parent may stand near the goat to hold the horse to prevent an accident during the dismount.
5. The parent may not stop the horse for the contestant (i.e.: stepping in from of the horse, waving hands or excessively yelling), but may grab the horse after it has stopped and hold the horse without being considered an assist.

6. A contestant must be stopped or fully dismounted before the parent may grab the horse. If grabbed before this time, run will be considered an assist and 200 seconds will be added to the time.
7. If the parent must assist the contestant in the dismount other than holding the horse then it shall be considered an assisted run.
8. All assisted contestant shall be placed below those who completed the goat tail pull in an unassisted manner.
9. Timed event judge will not flag contestant out until time is recorded.
10. Judge is to flag time, then flag contestant out if run is not legal.
11. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
12. If the goat should break away because of the fault of the horse, the contestant will receive no time between flags.

#### V. Reruns:

1. No run will be given due to faulty or broken equipment furnished by contestant in any event.
2. If the goat should break away, it will be left to the Judges' discretion whether he or she will get a rerun.
3. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any penalties.
4. If the Judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

### **STEER STOPPING**

#### I. Time Limit:

1. There will be a sixty (60) second time limit.
2. The judge will determine legitimate time allowed before contestant calls for animal.

#### II. General Rules:

1. Contestant may change horses in Steer Stopping.
2. Roping box shall be a part of the arena during steer stopping.
3. A lane with electronic barrier may be used in this event.
4. Once score line has been set in timed events, it will not be changed in that go nor can length of box be changed.

5. Lap-and-tap - no barrier to be used. If Barrier Judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
6. The Line Judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating- the-barrier penalty.
7. Should the barrier break at any point other than designated breaking point, the decision is up to the Barrier Judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, Barrier Judge may assess a ten-second penalty. Otherwise, this will not be considered a broken barrier.
8. If automatic barrier does not work but time is recorded, team will get time, but there will be no penalty for broken barrier
9. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore, entitling contestant to a rerun without penalties.
10. If automatic barrier fails to work, and stock is brought back, contestants must take the same animal over during or immediately after the same performance.
11. If barrier equipment hangs on animal and contestants try the animal, they accept animal. If contestants pull up, they will receive the same animal back.
12. Steer belongs to contestants when they call for it, regardless of what happens with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
  - b. In cases of mechanical failure.
  - c. If, in the opinion of the Line Judge, contestant is fouled by barrier, contestants shall get their steer back, providing they declare themselves by pulling up.
13. A contestant must be on his/her horse and his/her horse must break the plane of the barrier with his/her draw breaking the plane of the score line before he/she is allowed to compete.
14. Time to be taken between two flags.
15. It shall be the Arena Director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

16. This event shall not be conducted with an open catch pen gate at any rodeo.

### III. Event Rules:

1. Roper will start behind barrier using the left box.
2. Time will be taken when steer is roped, horse is facing the steer and horse is fully stopped and contestant has a full dally and is in control of the run. The horse's front feet must be on the ground.
3. Each contestant will be allowed to carry only one rope.
4. Roping steer without turning nose of the loop will be considered a no catch.
5. The word "dally" means one complete turn around the horn.
6. Ropers must be mounted when time is taken.
7. Steer must be standing up when roped by head.
8. No foul catches can be removed by hand.
9. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his hands.
10. In case the field flag judge flags out a roper that still legally has one loop or more, the judge may give a rerun lap-and-tap, plus time already lapsed and any barrier penalty.
11. The flagger will set up on horseback on the right fence approximately 40 feet down stream to help keep cattle of the right fence. Flagger may ask for one additional mounted person to stand on the right fence to help keep cattle more centered.

### IV. Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Timed Event Judge will not flag contestants out until time is recorded.
3. Judge is to flag time, then flag contestants out if run is not legal.
4. There will be a ten-second penalty assessed for breaking the barrier.
5. Roping steer without releasing loop from hand will disqualify catch
6. Contestants will be disqualified for any abusive treatment of steer or their horses.
7. There will be only three (3) legal head catches:
  - a. Both horns.
  - b. Half a head.
  - c. Around the neck.
8. If hondo passes over one horn, the loop over the other, the catch is illegal.

9. If loop crosses itself in the head catch, it is illegal.
10. Steer must not be handled roughly at any time, and ropers may be disqualified if, in the opinion of the Field Judge, they have intentionally done so.
11. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.
12. Broken rope or dropped rope will be considered no time.
13. If the front foot is in the loop when the header dallies, it will be an automatic no time.

#### V. Reruns:

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get a rerun with lap-and tap-start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. If rope is on animal, contestants will get animal lap-and-tap with rope on it in chute.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the Judge sees he has made an error in flagging, he must declare a rerun before the contestants leave the arena.
5. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap-and-tap start.
6. If artificial horns are jerked off, contestants will receive rerun, with no penalties other than barrier penalties.
7. In team roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the header and heeler remain behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

#### VI. Officials:

1. There shall be two or more timers, a Field Flag Judge and a Barrier Judge.
2. Barrier Judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
3. Barrier Judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants, each performance.
4. Barrier equipment must be inspected by the Judge before each timed event. If equipment is faulty, it must be replaced.

5. If Barrier Flagman is used, the animal is to be flagged when crossing starting or deadline, in front of Flagman.
6. Barrier Judge shall be sure than nobody can stand close enough to barrier or barrier equipment to tamper with same.
7. A tape must be on hand for the Barrier Judge to measure score line.
8. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
9. Adjusting length of barrier trip rope will be accomplished only by tying knots in the rope on either end.
10. Any questions as to catches in this event will be decided by the Judges.

## **TEAM ROPING**

### I. Time Limit:

1. There will be a sixty (60) second time limit.
2. The judge will determine legitimate time allowed before contestant calls for animal.

### II. Special Event Rule:

1. The contestant must compete with a parent, grandparent, or family member at least 21 years of age or drawn a parent by the QCJRA. Draw to be conducted by secretary, draw parents pool to be all parents, but a draw parent will not be drawn to compete against own child.
2. Junior age division have the option using breakaway option. (no quick release, rope to be tied to horn with breakaway string)

### III. General Rules:

1. Contestant may change horses in team roping.
2. Roping box shall be a part of the arena during team roping.
3. A Lane with electronic barriers may be used in this event.
4. Once score line has been set in timed events, it will not be changed in that go nor can length of box be changed.
5. Lap-and-tap - no barrier to be used. If Barrier Judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
6. The Line Judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating- the-barrier penalty.

7. Should the barrier break at any point other than designated breaking point, the decision is up to the Barrier Judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, Barrier Judge may assess a ten-second penalty. Otherwise, this will not be considered a broken barrier.
8. If automatic barrier does not work but time is recorded, team will get time, but there will be no penalty for broken barrier.
9. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore, entitling contestant to a rerun without penalties.
10. If automatic barrier fails to work, and stock is brought back, contestants must take the same animal over during or immediately after the same performance.
11. If barrier equipment hangs on animal and contestants try the animal, they accept animal. If contestants pull up, they will receive the same animal back.
12. Steer belongs to contestant when they call for it, regardless of what happens with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the Field Judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
  - b. In cases of mechanical failure.
  - c. If, in the opinion of the Line Judge, contestant is fouled by barrier, contestants shall get their steer back, providing they declare themselves by pulling up.
  - d. In case the Field Judge flags out a team that still legally has one loop or more, the Judge may give a rerun, lap-and-tap, plus time already lapsed and any barrier penalties. If time was not recorded, the team will receive a 10-second penalty for any loop used. Team to only get to use remaining loops.
13. A contestant must be on his/her horse and his/her horse must break the plane of the barrier with his/her draw breaking the plane of the score line before he/she is allowed to compete.
14. Time to be taken between two flags.
15. It shall be the Arena Director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that predominance and only that time or score taken.
16. This event shall not be conducted with an open catch pen gate at any rodeo.

#### IV. Event Rules:

1. The contestant must compete with a parent, grandparent, or family member at least 21 years of age or draw a parent by the QCJRA.
2. Headers must dally. Contestant and parent heelers may tie on with a quick release, a standard horn knot will not be allowed.
3. Header will start behind barrier using the left box, and must throw the first loop at head.
4. Heeler must start from the right box and behind the steer.
5. Time will be taken when steer is roped, both horses facing steer in line with ropes dallied and tight, horse's front feet must be on the ground. Except junior heelers, where time flag is dropped on the heels
6. Each contestant will be allowed to carry only one rope.
7. Each team allowed two throws in all.
8. Roping steer without turning loose of the loop will be considered a no catch.
9. Header must dally to stop steer or fully change the steer's direction before the heeler may throw his or her rope.
10. The word "dally" means one complete turn around the horn.
11. Ropers must be mounted when time is taken.
12. Steer must be standing up when roped by head or heels.
13. No foul catches can be removed by hand.
14. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his hands.
15. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from loop by hand. However, should the front foot or feet come out of the heel loop by the time the Field Judge drops his flag, time will be counted.
16. In case the Field Flag Judge flags out a team that still legally has one loop or more, the Judge may give a rerun lap and tap, plus time already lapsed and any barrier penalty.

#### V. Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Timed Event Judge will not flag contestants out until time is recorded.
3. Judge is to flag time, then flag contestants out if run is not legal.
4. There will be a ten- second penalty assessed for breaking the barrier.

5. Roping steer without releasing loop from hand will disqualify catch.
6. Contestants will be disqualified for any abusive treatment of steer or their horses.
7. There will be only three (3) legal head catches:
  - a. Both horns.
  - b. Half a head
  - c. Around the neck.
8. If hondo passes over one horn, the loop over the other, the catch is illegal.
9. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
10. Any heel catch behind both shoulders is legal if rope goes up heels.
11. One hind foot receives five-second penalty.
12. The steer's entire body must be turned and moving forward in tow before the heel loop can be thrown. However, if the steer is completely stopped the heel loop may be thrown legally. Any heel loop thrown in the switch is considered crossfire and is illegal and will receive a no time.
13. Steer must not be handled roughly at any time, and ropers may be disqualified if, in the opinion of the Field Judge, they have intentionally done so.
14. If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight feet before steer regains his feet or team will receive no score.
15. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.
16. Broken rope or dropped rope will be considered no time.
17. If the front foot is in the loop when the header dallies, turns off and changes the direction of the steer, it will be an automatic no time.

#### VI. Reruns:

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get a rerun with lap-and -tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. If rope is on animal, contestants will get animal lap-and-tap with rope on it in chute.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the Judge sees he has made an error in flagging, he must declare a rerun before the contestants leave the arena.
5. A steer must be rerun before another contestant uses it.

6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap-and-tap start.

7. If artificial horns are jerked off, contestants will receive rerun, with no penalties other than barrier penalties.

8. In team roping, if an animal fails to break the neck rope and time is officially slatted by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the header and heeler remain behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

#### VII. Officials:

1. There shall be two or more timers, a Field Flag Judge and a Barrier Judge.

2. A Field Flag Judge must ask contestants if they want a second loop. Once contestants have been flagged out, they will receive no stock back.

3. Barrier Judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.

4. Barrier Judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants, each performance.

5. Barrier equipment must be inspected by the Judge before each timed event. If equipment is faulty, it must be replaced.

6. If Barrier Flagman is used, the animal is to be flagged when crossing starting or deadline, in front of Flagman.

7. Barrier Judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with start.

8. A tape must be on hand for the Barrier Judge to measure score line.

9. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.

10. Adjusting length of barrier trip rope will be accomplished only by tying knots in the rope on either end.

11. Any questions as to catches in this event will be decided by the Judges

#### Draw Parents:

Any parents that wish to be entered as a runner for other events or as a team roping partner will let the secretary know by the time entries close for the rodeo.

## Rule Book Review

- Strike “event” from Event Directors.
  - 1<sup>st</sup> Motion: Lee 2<sup>nd</sup> Motion: Jessica. PASSED
- Page 20 – #9 Pole Bending
  - ADD to the rule book. “Any person that **intentionally** manipulates the pole pattern will be disqualified” (i.e. picking up and physically moving the pole during a run)
  - 1<sup>st</sup> Motion: Janet 2<sup>nd</sup> Motion: April. PASSED
- Page 47 – Strike out “must be on the same animal”
  - 1<sup>st</sup> Motion: Ty Shuman 2<sup>nd</sup> Motion: Jon Baer. PASSED
- Page 47 – Strike out “loops coming”
  - 1<sup>st</sup> Motion: Ty Shuman 2<sup>nd</sup> Motion: Leigh Shuldberg. PASSED
- Page 8 - Lead Line Pee Wees –
  - Add a”nyone leading a pee wee MUST be 21yrs of age or older.”
  - 1<sup>st</sup> Motion: Leigh Shuldberg 2<sup>nd</sup> Motion: Janet Mickelson. PASSED
- Page 7 – Dress Code #12b
  - Western Attire & close toe western shoe/boot.
  - 1<sup>st</sup> Motion: Lee Caswell 2<sup>nd</sup> Motion: Jessica. PASSED
- Page 34 – Pee Wee Dummy Roping
  - Rule #2 – No longer Jake Dummy. Any approved dummy by the executive board.
  - 1<sup>st</sup> Motion: Lee Caswell 2<sup>nd</sup> Motion: Ty Scott. PASSED