



**SOUTHERN
JUNIOR RODEO
ASSOCIATION
RULEBOOK
2018-19**

SJRA OFFICERS (2018-2019)

PRESIDENT: Chris Burhmester (1)

VICE-PRESIDENT: Robert Floyd (2)

SECRETARY/TREAS: Jennifer Woodmansee (2)

EVENT DIRECTORS:

AM ARENA DIRECTOR: William Townsend (1)

PM ARENA DIRECTOR: Brad Henley (2)

AM SPEED: Wade Townsend (2)

PM SPEED: Kyle Woodmansee (1)

6 & UNDER: Bill Launius(2)

GOATS: Bubba Gambill (1)

ROPING: Michael Huff (2)

ROUGH STOCK: Brandon Janes (1)

Southern Junior Rodeo Association

2018 - 2019

BY-LAWS:

The Southern Junior Rodeo Association (SJRA) is strictly a non-profit organization. The purpose of the SJRA is to promote youth rodeo, provide leadership, sportsmanship, year-end awards, and act as a rule making body for the contestants.

All rules will be written in favor of contestants to encourage them to participate in the sport of rodeo. The Board of Directors reserves the right to change or add rules for the good of contestants and the organization.

General membership meetings may be held throughout the year as directed by the Board of Directors.

Board meetings will be open to the members and parents and will be announced through the website. Board members will be strictly volunteers. Board member positions will be for a two year time period with half the offices coming up for election each year.

ARTICLE I – OFFICERS

1. The Board of Directors of the SJRA shall consist of: President, V-President, Secretary/Treasurer, and the following Event Directors: Roping Director (s), Speed Director (s), Rough Stock Director (s), Goat Director (s), Arena Director (s), and 6 & Under Event Director (s). Event directors may have co-directors with no more than 2 directors per event. *Note- Starting in the 2011-2012 rodeo season the Association will take bids for a rodeo secretary; the person hired for this position will not be a board member.
2. The directors shall serve terms of 2 years, with half the offices coming up for election each year. The term of the office shall be from the SJRA Award Banquet to Award Banquet.
3. Election of SJRA Board of Directors shall be majority vote of the General Membership. Election of new officers shall be at the General Membership meeting held in conjunction with the annual awards banquet. New officers shall take office immediately. However, outgoing officers shall serve in an advisory capacity without voting privileges for any ongoing or unfinished business.
4. To qualify as a nominee for the Board of Directors an individual must be the parent /step parent/grandparent/guardian of member of the SJRA in good standing.
5. It shall be the duty and responsibility of the Board of Directors to conduct and manage the business, property, and affairs of the SJRA. The Board of Directors may take any action which it considers necessary to carry out the purposes of the SJRA and may enter into any contract or obligation in the furtherance thereof.
6. Special meetings of the Board of Directors may be called by the President at his/her discretion.

7. A simple majority of the Board of Directors shall constitute a quorum at any meeting. The President shall vote only in case of a tie and is known as a non-voting member.

8. The Board of Directors shall establish major policies governing the affairs of the SJRA and devise measures for continued growth and development.

9. The Board of Directors shall have the power to fill any vacancies on the Board. Duties of the various offices on the Board of directors are as follows:

a. The President shall serve as chief executive officer of the SJRA and shall preside at all meetings of the Board of Directors or General Membership. The president shall enforce the by-laws and rules of the SJRA and shall perform all other duties that may be prescribed from time to time by the Board of Directors.

b. The Vice-President shall serve as assistant to president and shall perform other duties prescribed by the Board of Directors. In the absence of the President, the Vice-President shall have the powers and shall perform the duties of the President. The Vice-President will have a vote on all SJRA business with the exception of when acting as President. He/she will then be a non-voting member.

c. The Secretary/Treasurer shall keep the minutes of all membership and directors meetings. He/she shall be the custodian for safe keeping of all documents and records of the SJRA. He/she shall collect all money due the SJRA and shall be responsible for deposit of same in an account with an accredited bank. In addition to the Secretary/Treasurer, the President and Vice-President will be authorized to sign checks. SJRA funds shall be disbursed only upon itemized demands or as directed by the Board of Directors. The Secretary/Treasurer shall account for all monies by itemized statements in detail to the board of Directors and General Membership upon request of the board.

d. The point secretary will audit the books from each rodeo to determine the correct awarding of points. He/she shall publish current standings to members in good standing. He/she shall make reports of his/her office to the Board to Directors and General Membership upon request of the Board.

10. The SJRA President and or Board of Directors may appoint various special committees in furtherance of SJRA business or functions.

11. Any member of the Board of Directors who miss's three regularly scheduled meetings without justification, as determined by the remainder of the board, may be dismissed from his/her office. Resignation of officers must be presented to the Board of Directors and will be acted upon and accepted by board action. These or other vacancies Board of Directors shall be filled by a majority Vote of the members present at the next Board of Directors meeting.

ARTICLE II - MEMBERSHIP

1. The Board of Directors of the SJRA shall have legislative rule-making powers for the SJRA including the power to make, adopt, alter, or amend the Articles of Incorporation, By-Laws. General Rules and Rodeo Event Rules.

2. Membership in the SJRA is open to any boy or girl who is nineteen (19) years old or under as of October 1 of the current rodeo year and enrolled in high school, or equivalent, in order to compete. Each member must

furnish a birth certificate or permanent school record along with membership fees to the secretary/treasurer or other officer of the SJRA. A member may compete all year including the Finals Rodeo for that year if his/her 19th birthday is on or before October 1 of the rodeo year, which is from conclusion of Finals to next SJRA Finals.

3. A voting member shall be established by a current SJRA membership. Each member shall receive one vote.

ARTICLE III – MEETINGS

1. A minimum of one (1) meeting of the General Membership shall be held each calendar year, usually in conjunction with the annual Awards Banquet, for the election of new members of the Board of Directors. As many other general membership meetings as determined necessary by the Board of Directors may be called by said Board. The time and place of General Membership meetings and topics of discussion will be decided by the Board of Directors.

2. The SJRA Board of Directors may meet at least once monthly to conduct the official business of the SJRA. Meetings may be scheduled more often if deemed necessary by the Board. Special meetings may be called by the President or a quorum of the Board of Directors at any time provided each member of the Board is given sufficient notice of the meeting.

3. All SJRA members are encouraged to attend all General Membership meetings. The SJRA board meetings shall also be open for observation only to members in good standing however, the Board may go into executive session at which time, members shall not be allowed to attend.

4. A Quorum at any SJRA meeting shall be a simple majority.

5. These Articles may be revised at the General Membership meeting held at the SJRA Awards Banquet, by a majority vote of the members present.

INJURY OF MEMBERS:

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

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

AMENDMENTS:

AMENDMENTS TO ANY RULE CAN BE MADE AT ANY TIME BY A

MAJORITY VOTE OF THE SJRA BOARD OF DIRECTORS. DECISIONS

WILL BE MADE BASED ON SAFETY OF THE CONTESTANTS AND THE

BEST INTEREST OF THE ASSOCIATION AS A WHOLE.

GENERAL RULES:

1. Each contestant must have paid a membership fee. If you are not a member in good standing before your run you will not receive the point in which you place. They will roll down to the next member in good standing.
2. Each contestant must have a birth certificate on file.
3. Each contestant will be required to compete in at least 1/2 of the rodeos per event, as a member. Finals do not count when adding up number of rodeos competed in.
4. No slack will be allowed.
5. Each contestant must have turned in a \$100.00 sponsorship fee or raffle tickets (contestant's choice) of which \$50.00 will be due at the 5th rodeo / weekend- December 15th & 16th The final \$50.00 must be turned in by the 8th rodeo/weekend- February 2nd & 3rd (See —Sponsorships for more information.)
6. **Each contestant must compete in all performances of that event at the finals to qualify for yearend awards. If contestant does not compete in that event, all points will be removed from the standing and all around standing in said event.**
7. Each contestant must be present at the awards banquet and be in official cowboy dress code to receive awards.
8. No member is allowed in the arena at anytime to run cattle out. That will be handled by a board member or whomever is asked by the stock contractor. .
9. Stalls and RV: There will be NO Tie out allowed. One of the buckets in your stall must have your First I Last name on it that can be seen from the outside of the stall.
10. Kicking horses MUST have a RED ribbon in the tail at all times will out of their stalls or trailers.

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

SOCIAL MEDIA:

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

MEMBERSHIP:

Membership fee will be \$25.00 per contestant with the following exceptions:

2 contestants from the same immediate family \$40.00

3 contestants from the same immediate family \$50.00

4 contestants from the same immediate family \$60.00

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

NON-MEMBERS:

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

BIRTH CERTIFICATES:

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

SPONSORSHIPS:

1. Each contestant is responsible for obtaining a \$100.00 sponsorship or raffle tickets (contestants choice) of which \$50.00 will be due at the 5th rodeo / weekend- December 15th & 16th. The final \$50.00 must be turned in by the 8th rodeo/weekend- February 2nd & 3rd. If a member has not turned in \$50.00 due at the December 15th & 16th rodeo, they will not be allowed to compete at the finals. Late sponsorships will be accepted up through the February 2nd & 3rd rodeo with a penalty fee of \$25.00. After the February 3rd rodeo has ended, contestants who have not paid their required sponsorships will be disqualified from competing at finals and will forfeit all points/prizes accumulated, but will be allowed to compete at the remaining rodeos if desired. Turning in additional sponsorships is strongly encouraged. Additional sponsorships will be accepted at any time.

2. If a member joins at the December 15th or 16th (of after) rodeo, they will be required to turn in the first \$50.00 to be eligible to attend finals.

3. All sponsorships/fundraisers will go into the general fund, that will help pay for the end of year awards.

Contestants may continue to sell additional raffle tickets with all money and/or tickets to be turned in at the close of the finals. Contestant selling the most dollar amount of tickets will win a 2-horse trailer.

AWARDS BANQUET:

Contestants must be present at the awards banquet in complete official cowboy dress code to receive awards. *This includes all of the following: boots with heels, a long sleeved button down western shirt with a collar and a cowboy hat.* . If unable to attend the awards banquet for a legitimate reason you may submit in writing a request for excuse from the awards banquet before finals. The Board of Directors will vote whether or not to approve the excuse and you will be notified by phone and/or letter before the banquet of the board's decision.

AGE GROUPS:

There are four (4) age divisions: 6 & under, 7-10, 11-14 and 15-19**. Age will be determined as of October 1, the rodeo year. **Contestants competing in the 15-19 age division must be enrolled in high school, or equivalent, in order to compete.

Contestants will not be permitted to run in the same event in two age groups. Contestants will not be allowed to accumulate All Around points in two age divisions. Contestants must declare at the beginning of the rodeo season in which age group they are counting All Around points.

Contestants will be allowed to compete in older age divisions, in the following situations:

- 1) For events not offered in his/her age group. Points earned in events competed in outside of normal age groups will not count towards for All-Around points, but may accumulate for the year end awards and/or title in that event.
- 2) If a contestant feels competition in his/her own age group is not suitable. A contestant is only allowed to move upwards, and once a contestant has gone up they may not go back down during that season. In following years a contestant may choose to move back to the younger age group. Contestants who choose to move up forfeit all points accumulated in the original age group immediately.

DRESS CODE:

All contestants will be required to wear western attire, which includes the following:

Each contestant must be in Full dress code at all time while in the arena. Anyone in the arena helping with any events must be in Full dress code. Exception of Stick Horse Barrels. The definition of the arena is the plane at the mouth of the arena. This doesn't include the ally way, but does include the roping box and the bucking chutes.

Cowboy boots with heels (No heel down tennis shoes unless prescribed by a doctor), long sleeved shirt button up with collar, denim mutual and cowboy hat or riding helmet. **(No toboggan.)**

Any violation of the dress code will result in a disqualification.

There will be a five second penalty added to the contestant's time if he/she does not have a cowboy hat or helmet on their head when they enter the arena. If the hat or helmet comes off, it must land in the arena.

Contestants will not be allowed to compete bare-headed. Either a helmet or cowboy hat must be worn; no baseball caps. Your shirts must be tucked in at all times, if your shirt comes untucked while you're in the arena, the judges will add a five second penalty to your time.

ENTRIES:

All entries may be turned in at the end of the previous rodeo or **MUST** be postmarked by the Monday of the rodeo weekend. If received and it is not postmarked by that Monday a \$25.00 late fee will be added to each day. Member will not be allowed to run until late fee is paid to the office.

No entries will be accepted after the Wednesday before the rodeo. **UNLESS YOU** ARE A FIRST TIME CONTESTANT OF THE SJRA. First time contestants will be allowed to enter up to 8:30 am the day of the rodeo. This applies to one weekend only.

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

jackpot and the contestant will be marked as a —No Show. No entry fees will be returned to a contestant who is marked as a —No Show or —Turnout. The only exception to this rule would be with a doctor or vet release for the days of the rodeo. In this case the secretary must be notified by 8:30 am the day of the rodeo. No fees will be returned until the excuse/release form the doctor or vet is turned into the secretary.

In the event a rodeo is cancelled for any reason and the rodeo is re-scheduled, entries will be open for all members' to enter on the re-scheduled date. Entries must be received the Saturday before the re-scheduled rodeo. In the event there is only a week between the cancelled rodeo and the re-scheduled rodeo, entries must be in the secretary's hand by the Wednesday before the re-scheduled rodeo.

CONDUCT AT SJRA SANCTIONED EVENTS/RODEOS:

The following acts by contestants and/or parents and spectators will NOT be permitted:

1. The use of foul language.
2. The use or possession of alcohol or drugs.***
3. Cheating or attempting to cheat.
4. Fighting.
5. Attempting to threaten, bribe, influence, harass or coerce any judge, board member, or employee.
6. Roughing livestock, including beating or excessive dragging.
7. Any law breaking crime actions.

*****ALCOHOLIC BEVERAGES AND/OR DRUGS ARE NOT PERMITTED!!**

Having any association with alcoholic beverages or drugs (other than those prescribed by a physician) while in attendance at any SJRA event/rodeo will be grounds for immediate disqualification and loss of membership. Anyone having association with alcoholic beverages or non-prescribed drugs should be immediately reported to a SJRA board member.

Contestants, parents, and/or guests who are observed by any board member or judge conducting themselves in an unsportsmanlike manner at any SJRA event will receive a letter of reprimand from the Board of Directors requiring signatures from both the member and parent/guardian and will be assessed a \$25.00 penalty fee. The penalty fee is due immediately in cash. Upon the member's second offense the member will not be allowed to compete for the remainder of the year.

COMPLAINTS:

COMPLAINTS OF ANY TYPE SHALL BE TAKEN TO THE BOARD OF DIRECTORS AND NOT TO THE JUDGES!!

IN ALL EVENTS THE JUDGE'S DECISIONS ARE FINAL.

Complaints and/or grievances slow down and disrupt the flow of the rodeos, in order to resolve this problem, all grievances that require a vote by the Board of Directors will be handled in the following manner:

The grieving member shall bring the subject matter or grievance to the attention of the Board of Directors in writing. The letter shall set forth in full the subject matter of the dispute and the proposed action requested by the grievant. The letter must be postmarked within seven (7) days after the last performance of the rodeo in which the grieving member has grievance about and must be accompanied by a \$25.00 deposit in the form of cash, a cashier's check or a money order. The grieving member will be notified of the date and time of the board meeting in which the grievance will be discussed so that the grieving member and any other parties can be present at the board meeting. If the grievance letter is not postmarked within the seven (7) day time limit after the rodeo in question or is not accompanied with the required deposit, the grievance will be denied. Grievances voted on by the Board of Directors in favor of the grieving member will receive their deposit money back from the association. If the Board of Directors does not find in favor of the grieving member then the deposit will not be returned and the money will be added to the prize fund.

POINTS:

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

Points are awarded on the following scale:

| | |
|-----------------------|------------------------------|
| 1st place - 11 points | 6th place - 6 points |
| 2nd place -10 points | 7th place - 5 points |
| 3rd place - 9 points | 8th place - 4 points |
| 4th place - 8 points | 9th place - 3 points |
| 5th place - 7 points | 10th place- 2 points |
| | 11th place & below — 1 point |

All Around Points:

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

1. Points earned in 11-14 Barrel Racing and Pole Bending will not count towards the Boys All- Around championship title/award. Boys will be allowed to accumulate points for the individual event championships.
2. Contestants who are competing in an event not offered in their age group will not be allowed to count points earned in that event towards the All Around in their age group.

3. 6 & under Stick horse Barrels **will not** count for the All- Around in their age group.

Team roping: All points accumulated will count for team roping event points but only the one highest of the day will count toward All-Around. At the finals ropers will only rope once in their age group. See team roping section for additional rules.

Average Points:

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

Ties:

Ties in events will result in 2 places and two sets of jackpot monies and/or prizes being split evenly. EXAMPLE: If two contestants both tied their goat in a 7.999, and that was the fastest time, then the contestants would be tied for 1st & 2nd place. They would get 10.5 points and split the 1st & 2nd place jackpots equally.

Ties for yearend awards: The tie is broken by counting the most 1st places won throughout the year, (including finals and the average @ finals), then on down 2nd, 3 places etc. The contestant with the most number of highest placing awards will win, and the other will be the 2nd place event winner. In the event that a tie cannot be resolved, award/place will be determined by the flip of a coin.

PAYBACK INFORMATION:

Payback will not exceed 6 monies. Ground money will not be paid if there are no qualified rides. If there are less qualified times than places to pay all money will be paid to those that qualify. Percentages will be altered to fit the number of qualified times. In case of ties, the monies will be added together and divided by the number of contestants tied.

Payback Percentages:

1-3 Contestants 1st place pays 100%

4-7 Contestants 1st place 60%, 2nd place 40%

8-11 Contestants 1st place 50%, 2nd place 30%, 3rd place 20%

12-15 Contestants 1st place pays 40%, 2nd place 30%, 3rd place 20%, 4th place 10%

16-20 Contestants 1st place 33%, 2nd place 27% and 3rd place 17%, 4th place 12%, 5th place 7%.

21 & more 1st place 29%, 2nd place 24%, 3rd place 19%, 4th place 14%, 5th place 9%, 6th place 5%

JACKPOT AMOUNTS:

6 & Under \$4.00

7-10 \$8.00

11-14 \$12.00

15-19 \$17.00

Team Roping \$9.00

\$6.00 of every entry fee goes to the prize fund. The remainder of the entry fee is for stock and arena charges. Every contestant will pay a \$7.00 arena fee per rodeo.

CONTESTS:

In all events, it takes two or more contestants to make up a contest. If a contestant enters an event that does not have enough entries to run at the rodeo, then they can compete in the rodeo but will not receive points, he/she will only receive the participation point for that rodeo. The contestant will be notified by the secretary to give them the option of competing or having their fees returned.

TIMEKEEPERS:

Timekeepers will keep times/scores according to a legend provided by the board.

TIME LIMIT BY EVENT

1. All 6 & under events- 60 seconds

a. Mutton Bustin'- 6 seconds

2. All 7-10 events – 60 seconds

a. Calf/ Steer riding- 6 seconds

b. All Roping 7-10 Roping events are 30 second time limit.

3. All 11-14 events- 30 seconds

a. Jr. Bulls – 6 seconds

4. All 15-19 events- 30 seconds

a. Sr. Bulls- 8 seconds

5. All Breakaway roping- 30 seconds

RULES BY EVENT

General Racing Rule

1. The re-run will be added to the bottom of the list in that event or have at least five (5) minutes to rest horse. During the re-run time from the second run stands and the penalties from the first run apply. (Example: If first run is clean, time from second run will stand. If barrel knocked over on the first run, a 5 second penalty will be added to the second run.) There will be one electronic timer, if the timer malfunctions the contestant will get a rerun at the end of the age group.
2. Any contestant crossing the time line before completion of pattern or breaking a 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.
3. **Once the member has entered the arena (The definition of the arena is the plane at the mouth of the arena. This doesn't include the ally way.) they must continue forward motion.**
4. No one is allowed to assist contestant beyond the time line or contestant will receive a no time/PA.
5. If contestant is not ready when name is called, contestant will be given 3 gate calls. If not present after the third call contestant will be given a no time absence.
6. Boys in the 11-14 age group are permitted to run barrels and poles; however points earned will not count towards the all-around. Point will count towards the event championships.
7. Only one person is allowed with rider in the alley.
8. Buddy/Magic seats are **NOT** allowed to be used, Rider will receive a NO time.
9. No use of video or recording will be use to review times or paternity in any event.

EVENTS

1. 6 & Under Stick Horse Barrel

- 1.1. Cloverleaf pattern using three 5 gallon buckets approximately 15-25' apart.
- 1.2. Contestant must complete pattern. Failure to do so will result in a no time.
- 1.3. Barrel overturned will result in a 5 second penalty.
- 1.4. Stick horse must remain between legs at all times during the run or contestant will receive a 5 second penalty.

2. 6 & Under Horseback Goat Undecorating

- 2.1. Use an approximately 12 strip of flagging tape.
- 2.2. Goat to be staked on a 3 ft. rope. The stake is to be driven below ground level.
- 2.3. Goat is to be held until contestant crosses the starting line.

2.4. Contestant must ride his/her horse across the start line, race to where the goat is staked, dismount, remove the ribbon from the goat's tail, and run back across the finish line which will be located 10 feet from the stake back in the direction of the start line.

2.5. Contestant must cross line with ribbon in hand. No ribbon, no time.

2.6. Ribbons to be held in place with rubber bands.

2.7. If the contestant crosses over the goat or rope with horse, or if the contestant's horse comes in contact with the goat or rope at any time, a 10 second penalty will be assessed. Contestant will not be assessed a 10 second penalty after the time has stopped. When a contestant crosses line and flag is dropped, if horse crosses rope no penalty will be assessed.

2.8. If goat breaks away because of fault of horse, contestant will be given a no time.

2.9. 60 second time limit.

2.10. Only one goat will be used.

2.11 A contestant will receive a parent assist (PA) if parents are in the arena past the timer line.

3. Barrel Racing (All age divisions)

3.1. Cloverleaf pattern. 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.

3.2. Five (5) second penalty for each barrel knocked over during run.

3.3. Failure to complete pattern on first attempt will result in a no time.

3.4. Barrels will be set a minimum of 15 ft. from the fence.

3.5. Drag after every 10 runs max., fewer if ground conditions warrant. To be left to the discretion of the racing director. With the exception of 6 and Under barrels.

3.6. Boys in the 11-14 age group are permitted to run barrels; however points earned will not count towards the all-around. Point will count towards the event championship.

4. Pole Bending (All age divisions)

4.1. There will be six (6) poles used, to be 5' to 6' tall. Pole bases must be standard in height and diameter (no metal bases). Poles are to be placed on the ground in a straight line. The distance from the starting line to the first pole will be 21' and the distance between poles will be 21'.

4.2. There will be a five (5) second penalty assessed for each pole knocked down during a run Contestant may start on either the right or left side.

4.3. Contestant will receive a no time for not following the pattern.

4.4. If a pole is down contestant must pass on the correct side of the downed pole base.

4.5. Drag after every 10 runs max, fewer if ground conditions warrant. To be left to the discretion of the racing director.

4.6. Boys in the 11-14 age group are permitted to run poles; however points earned will not count towards the all-around. Point will count towards the event championship.

5. Goat Tying (7-10, 11-14, 15-19)

5.1. Goat is to be staked on a 10' (nominal) rope. The stake is to be driven below ground level.

5.2. Goat is to be held until contestant crosses the starting line.

5.3. The contestant will receive a no time if he/she touches the goat or string after he/she signals for time.

5.4. Girls must cross and tie any 3 legs with a goat string rope, or leather thong. No other material will be permitted. Boys must use a piggin' string and string a front foot. A legal tie is 1 or more wraps and a ½ hitch or hooley.

5.5. Goat must stay tied for 6 seconds.

5.6. If the contestant crosses over the goat or rope with horse, or if the contestant's horse comes in contact with the goat or rope at any time, an 10 second penalty will be assessed. Contestant will not be assessed a 10 second penalty after the time has stopped. When flag is dropped and contestant has stepped back, if horse crosses rope no penalty will be assessed.

5.7. Goat must be thrown by hand. If goat is down, contestant must lift goat to feet and throw again. If contestant's hand is on goat when the goat falls, the goat is considered thrown by hand.

5.8. Goats must be of equal size and weight. Weight of goat should be appropriate to contestant's age group.

5.9. If more than 5 contestants are entered, there must be at least 2 goats of approx. the same size. Each goat will be tied an equal number of times. Goats will not be tied more than 5 times in a row.

5.10. Fresh goats will be tied at least once before the rodeo.

5.11. If goat breaks away because of fault of horse, contestant will be given a no time.

5.12. Contestant must stand back 3' from the goat before judge will start the 6-second time after the contestant clears the goat.

General Roping Event Rules:

1. There will be a field judge and a barrier judge. Arena conditions will determine length of score. Judges, stock contractors and Board of Directors will set length of score.

2. There will be only 1 contestant in the arena during a roping event.
3. Roping boxes are considered inside the arena. Contestant must have hat on their head when they call for the livestock.
4. Barrier will not be considered broken unless ring falls within 10 ft. of pin. If jerk line, which pulls barrier, fouls roper, he/she will be entitled to a rerun if he declares himself immediately, not after spending loop.
5. If roper breaks the barrier, a 10 second penalty will be added to the time. Penalty will not count as part of the time limit.
6. Judges will see the barrier is not tampered with. If the barrier fails to work properly, roper will receive a rerun.
7. The barrier judge, prior to each roper competing, will inspect barrier equipment.
8. If the livestock leaves the arena, other than out the out gate, roper will receive the livestock back lap and tap with the time, which was expired prior to the livestock leaving the arena, added.
9. A dropped loop is a thrown loop.
10. At the finals breakaway, calf roping and ribbon roping will be permitted to carry two loops. If the roper intends to use two (2) loops, where permitted, he/she must carry two (2) loop and not rebuild the first.
11. If the Field Judge flags a roper that still legally has another loop coming, he she will get the livestock back lap and tap with the time, for the first loop, added.
12. **All stock will be drawn.**
13. In all roping events (except BAW and Team Roping) catches are catch as catch can.

EVENTS

6. Break-away Roping

- 6.1. See General Roping Event Rules above.
- 6.2. 7-10 and 11-14 will have a closed arena (the cattle out gate will be closed).
- 6.3. There will only be one loop allowed, except at the finals.
- 6.4. In all age groups there will be a 30 second time limit.
- 6.5. Contestant will receive a no time if he/she breaks the rope from the saddle horn by hand or by touching rope or string after rope is released.
- 6.6. Loop is required to go over the calf's head, then, catch as catch can.
- 6.7. Barrier will be used for all age groups.

6.8. Time will stop when rope breaks from saddle horn.

6.9. Roper must have a bright colored flag tied to rope where string ties the rope to the saddle horn.

6.10. All saddle horn ties are subject to inspection by officials.

7. Ribbon Roping

7.1. See General Roping Event Rules above.

7.2. 11-14 will have a closed arena (the cattle out gate will be closed).

7.3. Only one loop is allowed.

7.4. Mugger/runner must be a paid member of the SJRA for roper's points to count. Only roper receives points and pays fees.

7.5. Ribbon-flagging tape shall be approx. 12|| long. Any or all of the ribbon must be returned to the judge to receive a time. If there is no ribbon on the calf when the runner reaches the calf the runner must strip the calf's tail (starting at the root of the tail, top to bottom.). Failure to do so will result in a no time.

7.6. The finish line (flag line) will be the score line in front of the roping chute and will be imaginary, extending from one side of the arena to the other. The flag judge will judge all activities of the mugger/runner and roper from the flag line (on the ground).

7.7. Loop does not have to be removed before runner crosses the flag line.

7.8. Horse must be equipped with a neck rope. Rope must be tied on hard and fast.

7.9. Rope must hold calf until roper/runner gets his/her hands on calf.

7.10. In the 11-14 age group, a boy and girl must work together.

7.11. In the 15-19 age group, a boy and girl must work together.

7.11.a. The runner shall be a girl/boy from any age group. She/ he must get the ribbon, as mentioned above, only after the roper has his/her hands on the calf.

8. Tie Down Calf Roping

8.1. Contestant may change horses in Tie Down Roping.

8.2. Roping Box -- shall be part of the arena during roping events.

8.3. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.

8.4. 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.

8.5. 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.

8.6. 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.

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

8.8. 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, entitling contestant to a rerun without penalties.

8.9. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.

8.10. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.

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

8.11.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.

8.11.b. In cases of mechanical failure.

8.11.c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself by pulling up. A contestant's rope cannot be fouled by the pull rope.

8.12. 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.

8.13. Time to be taken between two flags.

8.14. 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.

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

8.17 Time Limit:

There will be a thirty (30) second time limit with optional one (1) minute time limit at state/province rodeos. The judge will determine legitimate time allowed before contestant calls for animal.

8.18 Event Rules

8.18.1. This event is open to boys only.

8.18.2. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.

8.18.3. Calves may be pushed out by contestant's assistant providing they are ready.

8.18.4. Two loops will be permitted only at final weekend. If roper intends to use two loops, he must carry two ropes.

8.18.5. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.

8.18.6. Contestant cannot receive any assistance after crossing starting line.

8.18.7. Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Must cross and tie at least three legs.

8.18.8. Any catch is legal, catch as catch can rule.

8.18.9. 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.

8.18.10. If roper's hand is on calf when calf falls, calf is considered thrown by hand.

8.18.11. Rope must hold calf until roper gets hand on calf.

8.18.12. 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 partly or all the way pulled through).

8.18.13. The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the judge.

8.18.14. Six second time will start when roper has remounted and his horse has taken one step forward.

8.18.15. 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.

8.18.16. Rope will not be removed and rope must remain slack until field judge has passed on tie.

8.18.17. In case the field judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the contestant will receive a 10-second penalty for any loop used. Contestant to only get to use remaining loop.

8.19 Scoring and Penalties

8.19.1. Timed event judge will not flag contestant out until time is recorded.

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

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

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

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

8.19.6. 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.

8.19.7. 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.

8.19.8. 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.

8.19.9. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.

8.19.10. When the contestant calls for the calf, no further assistance can take place after that. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.

8.20. Reruns

8.20.1. In any timed event if 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.

8.20.2. If rope is on animal, contestant will get animal lap and tap with rope on it in chute.

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

8.20.4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

8.20.5. A calf must be rerun before it is used by another contestant.

8.20.6. When 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.

8.20.8. 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.

8.21. Equipment

8.21.1. Pigging String - a piece of rope used for securing animals.

8.21.2. Cattle neck ropes on calves must be tied with string, or rubber bands.

8.21.3. No metal snaps or hardware shall be used on cattle neck ropes in the Tie Down Roping event.

8.21.4. Adjustable slide shall be used on all cattle neck ropes for cattle used in Tie Down Roping event.

8.21.5. A mechanical barrier must be used.

8.22. Livestock Requirements

8.22.1. Calves must be uniform in weight and breed.

8.22.2. Animals used for this event should be inspected and objectionable ones eliminated.

8.22.3. 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.

8.22.4. 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 repenned by itself. Decisions will be made by the arena director about when stock is repenned.

8.22.5. Boys' Tie Down Roping Calves:

8.22.6 .a. Minimum weight 180 lbs.

8.22.7 .b. Maximum weight 250 lbs.

8.23. Officials:

8.23.1. There shall be two or more timers, a field flag judge, and a barrier judge.

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

8.23.5. 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.

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

8.23.5. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.

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

8.23.7. Flagger must watch calf during the six second period.

8.23.8. 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.

8.23.9. Rope will not be removed and rope must remain slack until field judge has passed on tie.

8.23.10. Start watch, and then watch calf, counting to six seconds.

8.23.11. If the horse excessively drags the calf after roper has dismounted, field judge may stop horse.

8.23.12. If a calf kicks loose, the judge will stop watch and check time to determine if tie was legal.

9. STEER WRESTLING

9. General Rules

9.1. Contestant may change horses between Go's in Steer Wrestling.

9.2. Dogging Box--shall be part of the arena during dogging events.

9.4. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.

9.5. 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.

9.6. 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.

9.7. 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 fine. Otherwise this will not be considered a broken barrier.

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

9.9. 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.

9.10. If automatic barrier fails to work and stock is brought back, contestant must take same animal over during or immediately after the same performance.

9.11. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.

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

9.12.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.

9.12.b. In cases of mechanical failure.

9.12.c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his steer back, providing contestant declares himself by pulling up.

9.13. Time to be taken between two flags.

9.14. 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.

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

9.2. Time Limit

9.2.1 There will be a thirty (30) second time limit with optional one (1) minute time limit at state/province rodeos. There will be a mandatory thirty (30) second time limit. The judge will determine legitimate time allowed before contestant calls for animal.

9.3. Event Rules

9.3.1. This event is open to boys only.

9.3.2. This event should not follow girl's pole bending event or barrel racing in the same arena. If so, arena must be dragged before steer wrestling event.

9.3.3. Contestant must furnish own hazer and horse.

9.3.4. Anyone jumping from the off side in the steer wrestling must notify the rodeo secretary when entering, and if possible, the barrier should be arranged on the off side for such contestants.

9.3.5. Hazer must not render any assistance to contestant while contestant is working with steer.

9.3.7. Contestant is considered working with steer when steer leaves the box.

9.3.8. Steer must be caught from horse.

9.3.9. If contestant jumps at steer, he accepts him as sound.

9.3.10. If steer gets loose, dogger may take no more than one step to catch steer.

9.3.11. After catching steer, wrestler must bring it to a stop or change its direction and twist it down.

9.3.12. If steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.

9.3.13. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.

9.3.14. Wrestler must have hand on steer when flagged.

9.3.15. Contestant and hazer must use the same horse they leave chute with.

9.3.16. Hazer will be allowed to catch dogger's horse.

9.3.17. If dogger misses or loses steer, flag judge must ask dogger if he wishes another jump. Dogger must reply at once.

9.3.18. Dogger is entitled to as many jumps as he wants in the thirty (30) second/ one minute time limit. A jump will be considered to have taken place if the steer wrestler has dismounted his horse.

9.3.19. Contestant is required to turn steer's head so that he can get up.

9.3.20. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.

9.3.21. In case the field judge flags out a wrestler that still legally has one or more jumps coming, the judge may give the same steer back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the contestant will receive a 10-second penalty for any jump used. Contestant to only get to use remaining jump.

9.4. Scoring and Penalties

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

9.4.2. Timed event judge will not flag contestant out until time is recorded.

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

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

9.4.5. Contestant will be disqualified for any abusive treatment of steer or his horse.

9.4.6. Any violation of any rule by hazer will disqualify the contestant they are helping.

9.4.7. Hazer must not render any assistance to contestant while contestant is working with steer. Failure to observe this rule will receive no time.

9.4.8. If hazer bats steer, or contestant's horse, contestant will receive no time.

9.4.9. A ten second penalty will be assessed in any case in which barrier judge rules that dogger's feet touch the ground before flag line is crossed.

9.4.10. 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.

9.4.11. When the contestant calls for the steer, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the steer. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.

9.4.12. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.

9.4.13. Time should be taken with the average of two (2) times at all Rodeos.

9.5. Reruns

9.5.1. 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.

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

9.5.3. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

9.5.4. A steer must be rerun before it is used by another contestant. Fresh steers may be added to the herd after they have been bulldogged from horseback and thrown down. It is the responsibility of the steer wrestlers to throw the cattle, at a time mutually agreed upon with the stock contractor.

9.5.5. If fresh steers are missed in the steer wrestling, any steer missed in competition must be thrown down immediately following the performance or section of slack in which the steer was drawn. Such steer shall be thrown down by a person appointed by the Steer Wrestling Event Director. Each steer missed in competition is to be thrown no more than one time.

9.5.6. 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.

9.5.7. In steer wrestling, 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 steer wrestler and hazer 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.

9.7. Equipment

9.7.1. Cattle neck ropes on steers must be tied with string, or rubber bands.

9.7.2. No metal snaps or hardware shall be used on cattle neck ropes in the steer wrestling event.

9.7.3. Adjustable slide shall be used on all cattle neck ropes in steer wrestling event.

9.7.4. The steer wrestling chute must have at least 30 inches clearance inside the chute and at the gate when in an open position.

9.7.5. In steer wrestling the score may be no longer than the length of the steer wrestling box, minus six feet, unless other arrangements are approved by the arena director.

9.7.6. Length of box to be measured from center of back end of box to center of barrier.

9.7.7. A mechanical barrier must be used and there must be at least a 12-foot box.

9.8. Livestock Requirements

9.8.1. Cattle used for steer roping, cutting or other events shall not be used for steer wrestling.

9.7.2. Animals used for this event should be inspected and objectionable ones eliminated.

9.8.4. Fresh steers added to bunch that have not been used must be bulldogged from horseback and thrown down. It is the responsibility of steer wrestlers to throw the cattle at a time mutually agreed upon with the stock contractor.

9.8.5. When fresh cattle are used, any fresh steer not thrown down during competition will be thrown down after completion of go-round. Contestants will be responsible to throw down such steers under the supervision of the arena director.

9.8.6. Contestant will not be required to compete on a crippled steer or steer with broken horn.

9.8.7. During any performance if a steer 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 steer will be returned by the arena director and the labor crew during or at the end of that performance in the same manner originally worked or brought

to the pens for contesting. At least several head of animals will be brought back together. No animal may be repenned by itself. Decisions will be made by the arena director about when stock is repenned.

9.8.8. Boys Steer Wrestling Cattle:

9.8.8.a. A minimum weight of 450 lbs.

9.8.8b. A maximum weight of 550 lbs.

9.9. Officials

9.9.1. There shall be two or more timers, a field flag judge, and a barrier judge.

9.9.2. A field flag judge must ask contestant if he wants a second jump. Once a contestant has been flagged out, he will receive no stock back.

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

9.9.4. 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.

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

9.9.6. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.

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

9.9.8. The fairness of catch and throw will be left to the judges, and their decision will be final.

9.9.9. Field flagger is required to watch contestant and steer until animal is turned loose.

10. Chute Dogging:

10. General Rules:

10.1. Bucking chute shall be part of the arena during dogging events.

10.2. Once score line (gypsum line) has been set it will not be changed in that go.

10.3. Score line will be parallel to bucking chutes. It will be set at ten (10) feet in front of bucking chute. The measurement will be made with chute gate in the closed position.

10.4. The line (barrier) judge will flag the start when the animals' nose crosses the score line.

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

10.5.a. In any timed event, if animal escapes from the arena, field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap and tap start. Time already accumulated will be added to time used to complete the qualifying run.

10.5.b. In cases of mechanical failure.

10.5.c. If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up.

10.6. Time shall be taken between two flags.

10.7. It shall be the arena directors' 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.

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

10.9. All steers shall be turned out in the same direction and the same chute will be used.

10.1. Time Limit:

10.1 There will be a thirty (30) second time limit.

10.2. Event Rules:

10.2.1. A left delivery chute must be used and all chute dogger runs must be made from the same chute.

10.2.2. With steers loaded in bucking chute, dogger gets beside the steer, right hand in front of or behind right front shoulder. When dogger calls for the steer the chute gate will be opened. Dogger must keep right hand in front of or behind shoulder until the steer's nose crosses the score line. If dogger moves into throwing position or touches either horn before steer's nose crosses score line there will be a ten (10) second penalty added to time. If steer is thrown before crossing the score line, the dogger will be disqualified.

10.2.3. Chute Dogger must allow steer to maintain forward motion to the score line. Chute Dogger may not choke steer.

10.2.4. It is the contestant's responsibility to check for broken horns.

10.2.5. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plane of the chute gate.

10.2.6. Contestant is considered working the steer when the steer leaves the chute.

10.2.7. If steer gets loose, dogger may take no more than one step to catch steer.

10.2.8. After crossing the start line, wrestler must bring it to a stop or change its direction and twist it down.

10.2.9. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.

10.2.10. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.

10.2.11. Wrestler must have hand on steer when flagged.

10.2.12. Contestant is required to turn steer's head so that he can get up.

10.2.13. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.

10.3. Scoring and Penalties:

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

10.3.2. Timed event judge will not flag contestant out until time is recorded.

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

10.3.4. Contestant will be disqualified for any abusive treatment of steer.

10.3.5. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.

10.3.6. Time should be taken with the average of two (2) times at all rodeos.

10.3.7. Dogger will be disqualified if animal is thrown before start line.

10.3.8. If steer falls on it's own before nose crosses line, steer must be let up and not thrown until steer's nose crosses line.

10.3.9. There will be a 10 second penalty added if dogger moves right arm to the right horn (throwing position) before start line. This will be referred to as breaking the barrier.

10.4 Reruns:

10.4.1. If steer must be rerun before it is used by another contestant. Fresh steers may be added to the herd after they have been released from the bucking chute and thrown down. It is the responsibility of the steer wrestlers to throw the cattle, at a time mutually agreed upon with the stock contractor.

10.5. Optional Rules:

10.5.1. A whistle may be used to signal when the steer has crossed the start line.

10.5.2. The same judge can be used to flag the start and the finish.

10.6. Equipment:

Chute Dogging: Refer to SJRA Steer Wrestling Rulebook with the following exceptions:

10.6.1. Bucking chutes will be used to release steers.

10.6.2 Gypsum, baby powder, chalk, etc. will be used to mark start line in front of bucking chute.

10.7. Livestock Requirement:

10.7.1 Fresh steers added to bunch that have not been used must be bull-dogged from the bucking chute and thrown down. It is the responsibility of steer wrestlers to throw the cattle at a time mutually agreed upon with the stock contractor.

10.8. Officials:

10.8.1. There shall be two or more timers, a field flag judge, and a barrier judge.

10.8.2. The fairness of the catch and throw will be left to the judges, and their decision will be final.

10.8.3. Field flagger is required to watch contestant and steer until animal is turned loose.

10.8.4. Barrier judge will stand on the start line on right side of the steer and flag when the animal's nose crosses the line indicating the start of the run.

10.8.5. Field flagger will flag when the animal is legally thrown indicating the end of the run.

11. Dally Team Roping:

Partners do not have to be written on the entry form. On Finals weekend, the roper you choose to rope with in round one is the same rope you have to rope with in round 2.

member in a different age group than that roper does not pay an entry fee (i.e. If a 18 year old is roping with a 10 year old, in the 10 and under age group, then only the 10 year old pays an entry fee). Payout will be done accordingly (i.e. if there are 9 team ropers entered in an age group then the payout will be based on 9 entries. If two of the 9 are on the same team and that team wins then that team will split 1st and 2nd place money and points.) All points accumulated will count for team roping event points but only the one highest of the day will count toward All-Around. At the finals ropers will only rope once in their age group.

11.1. 10 & Under:

11.2. See General Roping Event Rules above.

11.3. Teams will only be allowed two (2) loops, except when an average, then there will be three (3) allowed.

11.4. Time will be taken when the heel rope comes tight and the header turns to face the heeler in at least an L.

11.5. Roping a steer without releasing rope will be considered a no catch.

11.6. There are three (3) legal head catches: slick around the horns, half head, or around the neck.

11.7. There will be a 5 second penalty for catching one (1) heel.

11.8. Ropers can rope twice but they must switch partners or ends.

11.9. Roper can rope with any paid member or adult.

11-14 Team Roping:

11.2.2. See General Roping Event Rules above.

11.2.3. Teams will only be allowed two (2) loops, except when an average, then there will be three (3) allowed.

11.2.4. Time will be taken when both ropers are dallied around saddle horn and horses face each other in a line with rope tight and horses' front feet on the ground.

11.2.5. Roping a steer without releasing rope will be considered a no catch.

11.2.6. There are three (3) legal head catches: slick around the horns, half head, or around the neck.

11.2.7. If either roper does not dally or drops their rope the team will receive a no time.

11.2.8. There will be a 5 second penalty for catching one (1) heel.

11.2.9. Ropers can rope twice but they must switch partners or ends.

11.2.10. Roper can rope with anyone.

11.3. 15-19

11.3.1. See General Roping Event Rules above.

11.3.2. Teams will only be allowed two (2) loops, except when an average, then there will be three (3) allowed.

11.3.3. Time will be taken when both ropers are dallied around saddle horn and horses face each other in a line with rope tight and horses' front feet on the ground.

11.3.4. Roping a steer without releasing rope will be considered a no catch.

11.3.5 There are three (3) legal head catches: slick around the horns, half head, or around the neck.

11.3.6. If either roper does not dally or drops their rope the team will receive a no time.

11.3.7. There will be a 5 second penalty for catching one (1) heel.

11.3.8. Ropers can rope twice but they must switch partners or ends.

11.3.8. Roper can rope with anyone.

12. General Rough Stock Event Rules:

12.1. No one will be allowed in the arena unless cleared by the judges or stock contractor.

12.2. Rough stock parents are allowed behind the chute only. No parent is allowed in the arena during competition.

12.3. There will be no hot shots in the arena

12.4. If contestant is touched (fouled) by parent or helper during the contest, they will receive a no score.

EVENTS

13. Muttin Bustin':

13.1 Riding can be done with one (1) or two (2) hands. No ropes are allowed.

13.2 Time begins when the sheep's inside front shoulder passes the plane of the chute. Ride is for six (6) seconds.

13.3 Scoring will be as follows: Qualified rides will receive a minimum of 60 points. All non-qualified rides will receive a score based on the time ridden. If there were not 10 qualified rides placing would go as follows: 74, 73, 68, 63, 5.7 seconds, 4.5 seconds... etc.

13.4 Vest, helmet, and mouthpiece are recommended.

13.5. Sheep will be chute ran.

13.6 Contestants must enter from the back on the bucking chutes. In order to assist in bucking chute, you must be in full dress code. If they cross the plane of the gate then it will be a parent assist. No parents are to be in the arena.

14. Mini Bulls:

14.1. Time begins when the calf's inside front shoulder passes the plane of the chute. Ride is for six (6) seconds.

14.2. Riding can be done with one (1) or two (2) hands. Rider must finish the ride in the matter in which he/her stated with. If started with (1) hand, can NOT go to (2) hands. If rider starts with (2) hands, can NOT go to (1) hand. Rider must use a rope.

14.3. Rope must have a bell or rider will be given a no score.

14.4. No knots or hitches are permitted that would prevent the rope from falling off of the calf when the rider leaves the animal.

14.5. Ropes with knots, wire, or other devices used for the purpose of placing spurs therein, will be considered illegal equipment and the rider will be disqualified.

14.6. Only approved adhesive material may be used on ropes or gloves.

14.7. Only dull rowel spurs may be used.

14.8. If the calf/steer falls or the rider is knocked off at the chute, a re-ride may be granted at the judge's discretion.

14.9. VESTS, Helmet and mouthpiece ARE REQUIRED.

14.10. Scoring will be on qualified 6 second rides only.

14.11. Flank rope is optional.

14.12. Stock will be chute ran. When average points are given contestant will not receive the same stock both days.

15. Mini Bronc Riding

15.1 One or two hands, but can't not put both hands in a single hand rigging

15.2 You may ride in a bareback rigging, saddle bronc saddle or regular saddle.

15.3 Flank rope is required.

15.4 No shape locking rowel

15.5 VESTS, Helmets and mouthpiece ARE REQUIRED

15.6 Must ride for 6 second.

15.7 Mark out is NOT required

16. Jr. Bronc Riding / Ranch Bronc

16.1 Can ride with one or two hands

16.2 Must ride for 6 second

16.3 Mark out IS required

16.2 You may ride in a bareback rigging, saddle bronc saddle and ranch saddle.

16.3 Flank rope is required.

16.4 No shape locking rowel

16.5 VESTS, Helmets and mouthpiece ARE REQUIRED

17. Junior Bulls:

17.1. Rules are the same as Calf Riding; however the following exception should be noted.

17.2. Must ride with one hand, wraps and bubbles are optional. Judge may disallow any dangerous wraps.

17.3. ONLY qualified, scored rides will receive points or placing.

17.4. Flank rope is required.

17.5. VESTS, helmet and mouthpiece ARE REQUIRED.

17.6. Stock will be drawn. When average points are given contestant will not receive the same stock both days.

18. Senior Bulls:

18.1. Rules are the same as Calf Riding; however the following exception should be noted.

18.2. Ride is for eight (8) seconds.

18.3. Re-rides may be given only when stock fails to break, stops, or fouls the rider. Rider must make their decision about re-ride immediately.

18.4. Contestants who are fouled at the chute will receive a re-ride at the judge's discretion.

18.5. If animal fall down out of the chute, rider will be given a re-ride option at the judge's discretion.

18.6. If in the opinion of the judge, a rider makes two (2) honest attempts to get out on a chute fighting animal and is unable to do so, the rider may opt for the re-ride draw.

18.7. Judges shall decide on all re-ride matters.

18.8. Bells on rope, no hooks, or rings.

18.9. Flank rope is required.

18.10. VESTS, Helmets and mouthpiece ARE REQUIRED.

18.11. Stock will be drawn. When average points are given contestant will not receive the same stock both days.

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