2026 - 2027

RULEBOOK

AFJRA

ALL FLORIDA JUNIOR RODEO ASSOC.

Rodeo On The Grow

WWW.AFJRA.ORG

All Florida Junior Rodeo Association, Inc.

The All Florida Junior Rodeo Association (AFJRA) was created by a group of rodeo families back in 1983. AFJRA is a non-profit, 501(c)(3) corporation promoting the interest of children, ages five to fourteen, competing in amateur rodeo events throughout the State of Florida.

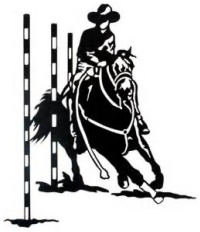
The goal of AFJRA is to provide a quality event allowing youth to advance their rodeo talent in the spirit of fair competition and the appreciation of good sportsmanship. In our society today, we feel it is very crucial to guide our young people in a positive direction. AFJRA is dedicated to helping its youth set goals and work to achieve them through a sport they love and truly enjoy.

We have a very successful rodeo season ahead of us! We plan to give trophy buckles, saddles and many other prizes to our youth. There are also sportsmanship awards and A, A/B honor roll awards given. We offer eleven events for boys and girls: Bareback Steer Riding, Calf Roping, Barrel Racing, Breakaway Calf Roping, Chute Dogging, Goat Tying, Team Roping, Pole bending, Bull/Steer Riding, and Cutting.

The AFJRA rodeo season starts in August and continues monthly through April (except December), ending with a State Finals and Banquet in May. Points are kept throughout the year to determine the champions.

WE can all be champions by providing for our youth members. All AFJRA contestants deserve the best—they are our future. You can help with a tax-deductible contribution to AFJRA.

We sincerely appreciate all that our sponsors provide for the AFJRA rodeos. Thank you for helping AFJRA be dedicated to our children's lives.



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GENERAL RULES

ARTICLE I – Membership & Membership Requirements

A. The **FISCAL YEAR** of the All Florida Junior Rodeo Association (AFJRA) is from July 1st to June 30th.

B. The **MEMBERSHIP AGE** is from five (5) years to fourteen (14) years of age with a birth certificate required to be shown one time only. Members must be at least five (5) years old to join and enrolled in Kindergarten. If a member turns fifteen (15) during the fiscal year, they will be able to continue the rodeo season. You cannot join AFJRA if you are in the 9th grade and/or a member of the Florida High School Rodeo Association.

C. **REPORT CARDS:** All contestants must provide proof of enrollment from school year as a MANDATORY contingency for membership and participation in first rodeo. Any member joining after the first rodeo must provide the most recent report card/progress report as a MANDATORY contingency for membership and participation. All contestants are required to maintain a grade point average of 2.0 or above on a 4.0 scale, or its equivalent, **in the previous reporting period** or a cumulative grade point average of 2.0 or above on a 4.0 scale, or its equivalent, **in the courses required by s. 1002.3105(5) or s. 1003.4282.** Homeschooled contestants must follow Florida State Statute 1002.41 or any superseding Florida Statute requirements.

1. All contestants must submit a verified/ acceptable copy of the most recent report card/ progress report as verification of enrollment from previous school year prior to participating in **the first scheduled rodeo or first rodeo entered.**
2. Home education students may also demonstrate successful progression/ educational progress as required in paragraph (b) in all subjects taken in the home education program by a method of evaluation agreed upon by the parent and the school principal which may include: review of the student's work by a certified teacher chosen by the parent; grades earned through correspondence; standardized test scores above the 35th percentile; or any other method designated in s. 1002.41
3. Each contestant is required to submit a copy of his/her report card or verified progress report at three established dates which coincide with scheduled regular - season rodeos. Dates to be set forth by the board.
4. Report cards/ progress reports will be accepted via US mail or email and must contain student name, date issued, course code, grade earned, and GPA equivalent s. 1003.4. If a copy of the report card or progress report is mailed, it is the responsibility of the parent/guardian to verify the report card or progress report was received by the Report Card Secretary. The Report Card Secretary is not responsible for items sent by mail. The report card secretary is not responsible for looking up report cards or progress reports online and **will not** accept screen shots or scanned copies that do not clearly display all required elements.
5. If a report card is not issued by the date established, the contestant will be allowed to rodeo; however, points and prizes will be held until it is confirmed with the issuing entity that the report card was not available due to valid and extenuating circumstances. The report card must be provided as soon as received.
6. If a report card is not turned in by the date established for any reasons other than verifiable delay from the issuing entity, the member IS NOT ELIGIBLE to participate in the scheduled rodeo until documentation is provided as indicated above.
7. Eligibility to participate in any scheduled weekend rodeo will be determined by the preceding grading period/ quarter. A member will be immediately eligible to participate in any scheduled rodeo if it is determined that the contestant is currently enrolled in a public, private or home education program (s. 1002.41, s.1002.42, s. 1003.01 (13) and has maintained a grade point average of 2.0 or above on a 4.0 scale, or its equivalent, in the previous reporting period/ quarter.
8. If a contestant's report card is questionable as to **any** possible alterations or changes, the Report Card Secretary will immediately address the report card issue with the parent/guardian of the member, the contestant, and the AFJRA President and/or Vice President (s. 1002.42).
9. The contestant will not be eligible to participate in the weekend's rodeo or earn points unless it is determined and verified (with signed parent consent) that alterations or changes were made by issuing entity's Teachers or Principal and the minimum 2.0 GPA is maintained. Following verification, any prizes earned will be awarded at the next scheduled rodeo.
10. GPA will be based on all subjects, including any electives or extra classes. It is the parent/guardian's responsibility to check the report card and verify their child has maintained the minimum 2.0 GPA prior to coming to the scheduled weekend rodeo.
11. If the GPA falls below 2.0, the contestant will be penalized two (2) consecutive rodeos (One weekend) immediately after the report card is issued. Upon the receipt of a report card/ progress report with A GPA below 2.0 a contestant MUST DRAW OUT. If the report card is received after the call-in date you must call the President, Vice-President, Call-In Secretary or other officer of the association up to the Friday before the rodeo or you will be responsible for entry fees for that rodeo. When drawing out after the call-in date you must actually speak with someone; leaving a message is not acceptable. Once a contestant has forfeited the required two (2) rodeos (One weekend), due to below minimum GPA, he or she must submit a copy of a current progress report showing a minimum 2.0 GPA in all subjects, including electives and extra classes. The contestant can call-in for the next scheduled weekend rodeo. The contestant MUST call-in to participate.
12. Any report card issues will be between the parent/guardian of the contestant, the contestant, the Report Card Secretary and the AFJRA President and/or Vice President only, demonstrating "reasonable effort" to conceal Personally Identifiable Information (as required by (FERPA) (20 U.S.C. § 1232g; 34 CFR Part 99).

13. Grade Point Average will be based on the letter grade score for each subject, elective, or extra class taken. Grade scoring is as follows: A=4, B=3, C=2, D=1, F=0. O=4, S=3, N=2, U=0. E=4, G=3, S=2, N=1, I=0.
14. The GPA must be tallied prior to submission of a report card or progress report to the Report Card Secretary, if not clearly recorded by the issuing entity. The contestant will not be eligible to participate in the weekend's rodeo or earn points until this is done.
15. To be eligible to receive an "A" Honor Roll, at the year-end awards, the contestant must earn no grade lower in an "A" for the entire rodeo season.
16. To be eligible to receive a "A-B" Honor Roll award at the year-end awards, the contestant must earn no grade lower than a "B" for the entire rodeo season.
17. If a contestant's grading system is not addressed in grade scoring above, it is the parent/legal guardian's responsibility to convert the grades for AFJRA.

D. **ONE-TIME PERMIT RIDERS** must follow all AFJRA rules, including the following:
   1. Contestants will receive no points/no place.
   2. Must have notarized release form prior to contesting.
   3. Must pay $30.00 for insurance and handling of paperwork.
   4. $15.00 may be applied to full membership, provided he/she joins at next rodeo.
   5. Must call-in at regular call-in times and check back to verify time to perform.
   6. Members will have preference of performances.

E. **MEMBERSHIP FEE:** All members will be required to fill out an application in order to join AFJRA and must pay the $70.00 membership fee.

F. All contestant members will be required to fill out the insurance agreement form and purchase insurance through the AFJRA for $40.00. (Provided there is no substantial increase.)

G. All Parents/Legal Guardians must join AFJRA for a $25.00 membership.

H. All members will be required to submit to the State Secretary their membership packet in its entirety before they will be eligible to participate in any sanctioned rodeo with the exception of special AFJRA sanctioned events. **Membership packets must be postmarked by August 1st. There will not be any membership applications taken at the first sanctioned rodeo of the season.**

I. All members, their parents/guardians, and guests must abide by the Rules and Regulations of AFJRA. All members, their parents/guardians, and their guests are responsible for reading and fully understanding the Rules and Regulations of AFJRA. Not understanding said Rules and Regulations will be no excuse for noncompliance with said Rules and Regulations. A signed Release Statement stating that you have read and understand the Rules and Regulations must be turned in to the State Secretary before the second rodeo or contestant will not be able to participate.

J. All members, their parents/guardians, and their guests must accept the decision of the judges and/or Arena Director (or designee) as final. Misconduct of a rodeo contestant, representative, or guest may cause a disqualification of said contestant. This includes arguing with a judge or rodeo official. If at any time, a parent/guardians, guests or contestant argues with a judge, the judge first warns the parent/guardians, guests or contestant of possible consequences and if the argument persists the contestant can be disqualified for that day's performance and a loss of points/prizes.

K. All members, their parents/guardians, and their guests must conduct themselves in a sportsmanlike manner at all times while at any rodeo event or function connected with AFJRA or you will be disqualified for the remainder of that day's performance and a loss of points/prizes.

L. In the event of **MISCONDUCT**, Arena Director and board of directors will have the authority to disqualify/strip points from any contestant (or parent/guardian) who is using profanity and/or unsportsmanlike conduct. (updated 2024)

M. There will be consideration for **EXCEPTIONAL STUDENTS** with learning disabilities or other hardships. The AFJRA Board of Directors will vote where any learning disability or hardship is involved. Documentation must accompany all requests for this consideration.

N. **ENTRY FEES:** A contestant MUST have their entries ($30.00 per event per day) PAID 30 minutes prior to the start of rodeo along with your report card (if required). The contestant member is required to be in full dress code. Contestant will be disqualified for that day if they fail to complete these steps. Entry fess can be paid by using cash, check, Zelle, Venmo or Pay-Pal. If using Venmo or Pay-Pal there will be a "processing fee" added to the contestants total bill. (Updated 2025)

O. There will be a **GROUNDS FEE** of $20.00 per family, per location. (updated 2024)

P. All **RETURNED CHECKS** will be subject to a $25.00 fee for processing. After the second returned check, the payment of entry fees will only be accepted in the form of a money order or CASH.

Q. **DRESS CODE** – Dress code will be strictly enforced as follows. Violators will be disqualified from the rodeo.

1. Dress code is in effect 30 minutes prior to the start of the rodeo.
2. Dress code is in effect if you are within fifty (50) feet of the active rodeo arena, and until the rodeo is officially over.
3. Dress code is in effect during the awards ceremony at each rodeo.
   a) Western Style Shirt – long-sleeves, collar and button down the front must be worn and tucked in at all times. Shirtsleeves must be rolled down. The only exception to this rule will be in the rough stock event where a rider may roll up sleeves on riding arm only and only when competing.
   b) Western Hat – Any style. A director or judge can give a contestant a no-time for deliberately losing (push or throwing) his/her hat.
   c) Belt – belts must be worn at all times with the exception of when it is the contestant's time to compete, after completion of his/her run they must return to full dress code.
   d) Boots – No tennis shoe boots will be allowed.
   e) Jeans – When competing in Low Rise jeans – make sure you wear a long enough western style shirt so that it will stay tucked in. If your shirt comes "untucked" you are out of dress code and could be disqualified.
   f) Back Numbers - Contestants will be issued back numbers at the first or second rodeo they attend. Your back number has your membership number on it as well as your name. Do not loan your back number to anyone else. Contestants are required to wear their back number (visibly on their back) at all times, in the arena and on the rodeo grounds whether competing or not. If you lose your back number, you will be required to purchase a replacement number for $5.00 from the Treasurer. Do not get caught without your back number on. This is a requirement of the dress code and you will be penalized the same as for dress code rule violations.
   g) Back numbers must be AFJRA issued for the current year ~ no others will be allowed.
   h) Decorating or altering of back numbers is not allowed.
   I) Dances and Social – T-shirts with crew neck collars and sleeves, and sleeveless shirts with collars may be worn, but NO scoop or V-necks are allowed. NO CUT-OFF OR MIDRIFF SHIRTS OF ANY KIND ARE ALLOWED. Any messages on clothing must be positive and cannot advertise alcohol or tobacco products. Any attire deemed inappropriate by an adult chaperone or director/officer must be changed before admittance to the dance will be allowed.

R. **CALL-IN/CALL-OUT** AFJRA uses an "Online Call-In" only via the www.equestevent.com website. The call in dates will be posted on the website under the Rodeo Schedule section. Call in will always be two weekends prior to the rodeo date and must be done between Saturday AM to Sunday PM while the "call in" is open on the Equest Event website. There is NO option for late call in. (Updated 2026) If a member has forfeited ***two consecutive rodeos (One Weekend)*** due to grades, he or she may bring a copy of a current progress report with improved GPA to callback in to the rodeo schedule. State Finals will have its own designated call-in**. In the event the cutting is septate from the rodeo there will be a separate call in. The facility and calendar are subject to change.**

CALL-OUT will be done via "online call-out" only. **Call-out will be done the WEDNESDAY before the rodeo.** Once a contestant calls-out of the rodeo, they will be responsible for calling back in for the next rodeo they plan to attend during the appropriate online call in time. (see rodeo schedule for call-in dates)

S. All entries will be taken on the designated call-in date and time. Please notify Rodeo/Call-In Secretary if you are riding someone else's horse. When the books are closed there will be no more entries taken or changes. Entries will not be taken at the rodeo.

T. Any member who calls in to enter a rodeo at the designated call-in time and enters any rodeo event and then fails to show up at the assigned rodeo to participate in his/her entered events or who fails to pay his/her entry fees must pay entry fees before he/she can enter in any other rodeo. In the case of an unforeseen accident or illness to the contestant or animal, the contestant may be excused from paying the entry fee. The contestant must present to the AFJRA State Secretary, a medical doctor's release or a vet's release verifying the reason for missing the rodeo prior to the designated call in of the next rodeo. If the contestant chooses to draw out of any entered events and still compete, the contestant will be required to present a medical release at the rodeo to be excused from paying the entry fees of drawn out events.

U. **ROUGHSTOCK EVENTS:** All contestants must wear protective vest and mouthpiece. ***All contestants must wear helmets approved for rodeo events*.**

V. Due to **INCLEMENT WEATHER** or **ARENA CONDITIONS**, Officers and Directors will meet to discuss on the safety of the contestants and/or stock for the rodeo. Anyone of the officers or directors can call for a meeting.

W. **MEDICAL RELEASES-**must be turned into the AFJRA State Secretary, prior to call in of the next rodeo, if the contestant chooses to draw out of any entered events and still compete, the contestant will be required to present a medical release at the rodeo to be excused from paying the entry fees of drawn out events. If injury happens while at the rodeo, contestants must fill out the "Visible Injury Report" and return to the RODEO SECRETARY to be excused from paying the entry fees for events that are missed due to the injury (NTO) (updated 2024)

ARTICLE II – Event & Event Requirements

A. All events are open to both boys and girls except as further stated. **Rough stock events are open to BOYS ONLY who are ten (10) years of age or older.** The Bull/Steer Riding Event is open to boys between the age of ten (10) and fourteen (14- born on or after July 1st). No boy ten (10) years of age or older will be permitted to compete in Barrel Racing and/or Pole Bending, with the exception of Article I (N). If a boy is nine (9) years of age on July 1st and competes in Barrel Racing and/or Pole Bending, he will be allowed to continue the rodeo season in that event. In the Chute Dogging event, a contestant must be ten (10) years of age to compete.

B. If a boy turns ten (10) during the fiscal year—and is competing in Barrel Racing and/or Pole Bending—and decides to compete in a rough stock event, he **must** discontinue competing in Barrel Racing and/or Pole Bending **or** he may postpone competing in a rough stock event until the following year.

C. During ALL Events, ONLY contestants and arena help will be allowed in the arena. Contestants will be allowed in when it is their turn. Contestants will be allowed to have a parent, other adult, or contestant, who is in dress code, in the arena to assist them. ***The "alley way" is designated as part of the arena and dress code compliance will be mandatory in this area as well.***

D. All **STOCK** (whether rough stock, calves, goats or steers) will be numbered and drawn for each rodeo performance—the only exception to this rule will be Cutting. ***No contestant shall compete on the same stock during a weekend rodeo.***

1. If there is a **MISDRAW:** Put all animals, including the misdraw, back into the draw box. Draw new stock for all contestants from misdraw down.
2. If animal is drawn twice in one round, start with the second-time animal was drawn and redraw.
3. If any animal in the draw is injured, use the extra—this is not a misdraw. If two animals are injured that are in the draw use the extra on first injured. Contestant that has the second injured animal will be moved down to the second run of stock and get the extra this time.
4. If any situation comes up that is not covered in the AFJRA Rulebook, the Judges, President, or Arena Director will make a ruling on how to draw stock.

E. A sanction fee of up to fifty percent (50%) of all entry fees paid will be given to any rodeo committee that puts on an AFJRA sanctioned rodeo.

F. There are eleven (10) **APPROVED EVENTS** in AFJRA. Each event shall have an Adult Director and a Student Director with the exception of Rough Stock which is combined.

1. BAREBACK STEER RIDING
2. BULL/STEER RIDING
3. BARREL RACING
4. BREAKAWAY CALF ROPING
5. CHUTE DOGGING
6. CUTTING
7. GOAT TYING
8. POLE BENDING
9. TIE-DOWN CALF ROPING
10. TEAM ROPING

G. **POINTS** will be awarded to the top ten contestants in each event per day. Points will be distributed according to placing in each event.

1. First Place will receive 10 points
2. Second Place will receive 9 points
3. Third Place will receive 8 points
4. Fourth Place will receive 7 points
5. Fifth Place will receive 6 points
6. Sixth Place will receive 5 points
7. Seventh Place will receive 4 points
8. Eighth Place will receive 3 points
9. Ninth Place will receive 2 points
10. Tenth Place will receive 1 point

The points for all ties will be added together and split between contestants. For example: A tie for 1st and 2nd place would be computed as follows: 1st place (10) + 2nd place (9) = 19. 19 divided by 2 = 9.5 points each.

H. **TIES:** All points will stay the same. First place ties will be decided by a coin toss to determine which contestant will take home the buckle (Exception: State Finals). Another first-place buckle will be purchased by AFJRA.

I. **RODEO PRIZES** will be set at a $ 1,600.00 value maximum. Prizes will depend on membership numbers. In the event of a committee rodeo, the recommended prize list will be mailed to the award committee.

J. **ALL-AROUND:** There will be an award given to the All-Around Cowgirl and the All-Around Cowboy for each rodeo weekend determined by the most points acquired. To be eligible for an All-Around award, the contestant must have competed in at least two (2) events.

K. **YOUTH/JR ALL-AROUND:** A "Blake Butts Memorial Junior All Around" (updated 2025) award will be given to the contestant with the most points accumulated at the end of the year. This award is for contestants age ten (10) and under as of July 1st.

L. **ROOKIE AWARD:** There will be an award given to the Rookie Cowboy and Rookie Cowgirl as determined by the most points acquired at the end of the year. A contestant does not have to compete at State Finals to be eligible for this award.

M. **WEEKEND AVERAGE AWARDS:** There must be a minimum of 4 contestants in any event for that event to receive weekend average awards. This includes both stock, and non-stock events.

N. If a contestant enters more than one event and pays his/her fees and does not compete in all the events entered, their points will only count for the events contestant participated in.

O. A contestant can be disqualified (DUE TO SAFETY FACTOR) if in the opinion of the Director or Judge there is danger to the contestant, other contestants or by-standers.

P. All contestants will be ready for their event(s). Contestants will be called three (3) times for their event. If said contestant is not at the entry gate that contestant will receive a NO TIME.

Q. All bare wire/chain nosebands, bonnets, or tie-downs MUST be covered.

R. No practicing or jackpotting of events during a rodeo weekend on the rodeo stock or inside the rodeo arena will be permitted, unless for an AFJRA approved event.

S. Any events held in the arena, other than the rodeo, will be held on different stakes.

T. After the arena is staked no one is allowed to casually ride or tune your horse in the arena.

U. If an answer to any questions concerning any event cannot be found in this rule book then the National High School Rodeo Association Rules, By-Laws & Constitution shall apply.

V. No contestants will be allowed to use ANY sort of device that can alter their ability to hear while inside of the arena competing. This includes and is not limited to air pods, headphones, cell phones, MP3 players, CD players, etc.

EVENT RULES

ARTICLE I – Bareback Steer Riding

A. TIME LIMIT
   1. Animal must be ridden for six (6) seconds.
   2. Time to start when the animal's inside front shoulder passes the plane of the chute.

B. GENERAL RULES
   1. Contestant is not to use sharp spurs.
   2. Contestant will have the right to call judges to pass on whether or not animal is properly flanked to buck the best of his ability.
   3. Fall - If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
   4. No contestant will ride two head in the same event during a performance except for rerides.
   5. Contestants may pull riggings from either side.
   6. Contestant must compete on 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.
   7. Steers or heifers weighing 600 - 900 lbs. should be used for this event. Horns must be tipped to at least the size of a half dollar. Bulls are not to be used.

C. EVENT RULES
   1. This event is open to boys only.
   2. To qualify, the rider must have spurs over the break of the shoulders and touching animal when animal's front feet hit the ground on its initial move out of the chute.
   3. Contestants will have the right to call judges to pass on whether or not animal is properly flanked and cinched.

4. Rigging must lie flat on animal's back while rigging is being cinched.
5. Stock contractor may call on judge to pass on whether rigging is being set or cinched in a manner that might hurt animal's back.
6. Judges may require contestant to take his hand out of rigging after an animal is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request to take such action.
7. One arm must be free at all times.
8. The judge on the latch side of the chute gate shall serve as a back-up timer in the bareback riding event or a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is six seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance, the whistle blows before the six seconds, the judge must go with the whistle.

D. SCORING AND PENALTIES

1. Ride and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in making the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
4. If an animal stalls coming out of the chute, either judge may tell contestant to take his feet out of the animal's neck and first jump qualification will then be waived.
5. Contestant shall receive no score for not following judges' instructions to take feet from neck of animal stalled in chute.
6. If the rigging comes off animal, touching anything with free hand or if contestant is bucked off, contestant will receive a no score.
7. In the opinion of the judges, if a contestant is riding with rowels too sharp or riding with locked rowels, he will receive a no score.
8. Contestant will be disqualified for taking any kind of finger tuck, or finger wrap.
9. Judges may disqualify contestant who has been advised he is next to go if he is not above the animal with his glove on when previous animal leaves the arena.

E. RERIDES

1. The matter of rerides shall be decided by the judges.
2. Contestants shall not influence the judges by asking for a reride at any time.
3. If reride is given, judge shall inform the contestant immediately of his marking and an option of a reride.
4. Contestant may refuse reride and take his marking.
5. Contestant must make his decision immediately.
6. No reride will be given due to faulty or broken equipment furnished by contestant in any event.
7. If an animal that is drawn for a reride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the man who draws the animal for a reride.
8. If animal that is drawn for a reride is already drawn for another contestant in a later go-round, the contestant with the reride in the prior go-round will take the animal first.
9. When a final head is to be ridden in the riding events, at least two additional head of stock will be available for rerides.
10. Rerides may be given only when stock fails to break, stops, or fouls the rider.
11. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a reride drawn for.
12. Contestants who are fouled at chute and declare will be entitled to reride at judge's discretion, or the spurring out rule may be waived.
13. If animal falls down out of chute, contestant will be entitled to a reride at the discretion of the judges.
14. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have reride drawn.
15. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
16. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the rerides.
17. If the pickup man or horse comes in contact with bucking animal before qualified time has elapsed, reride will be given on same animal drawn. Only exception to this rule is if it is that rodeo's last day. The last day, contestant may have same animal back if stock contractor is willing, or reride drawn if requested. If stock contractor is not willing, reride will be drawn.
18. A contestant will have the option of a reride if the flank comes off the animal and the contestant has completed a qualified ride up to the point of the flank coming off.

F. EQUIPMENT

1. Riding to be done with one-handed rigging and contestant must supply own rigging.
2. Rigging shall be leather and shall not be more than ten (10) inches in width at the handhold and not over six (6) inches wide at the "D" ring. Latigo cannot be blocked in the "D" ring. Riggings will use a standard "D" ring to be set to sit flat on horses back when cinched. No freaks will be allowed. Only rawhide may be used under the body of the hand-hold. There will be no rawhide restrictions with the exception of no rawhide may be within one (1) inch of the back of the rigging body excluding the "D" ring wrap which may be no more than two (2) inches up from the bottom of the body. The rigging body must also be spread nine (9) inches apart at the back of the rigging four (4) inches down from the center. The handle bars under the rigging body must be tapered down to at least one-fourth (1/4) inch at the end of the handle bar.
3. Rider may have a single layer of leather under handhold which will extend at least one inch on both sides of the center of the handhold not to be skived and shall be glued down.
4. No fiberglass or metal will be allowed in riggings or hand-holds. Only leather or rawhide is allowed for hand-hold, with a maximum of three-fourths (3/4) inch of rawhide allowed. Flat-head rivets and/or screws and "t" nuts are allowed to secure hand-hold. The only other metal allowed will be in the "D" rings.
5. Quick release buckle is optional on bareback rigging.
6. Cinches on bareback riggings shall be made of mohair or neoprene and shall be at least eight (8) inches in width at the center, but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.
7. Required bareback pads are to completely cover the underside of the riggings and are to extend a full two inches behind the rigging.
8. Pads used under riggings must be leather covered on both sides. No hair pads will be allowed. If a foam pad is used, it must be high density foam at least 3/4 of an inch thick. In addition, the pad must have leather over the bars one-eighth (1/8) inch thick extending at least one-half (1/2) inch on either side or the back of the handle bars.
9. In addition to the pad, a piece of leather a minimum of 1/8-inch-thick and 4" square must be glued or sewed to the pad and centered in comparison to the total body length of the rigging. This piece of leather shall be placed so that 1/2 of it extends behind the rigging and the remaining 2" is under the rigging.
10. The rider's glove will be a plain glove with no flaps, rolls, wedges or gimmicks. An extra piece of leather may be used at the base of the little finger only. It must be on the inside of the glove and is not to extend out from the seam more than 5/8 inch and can be no more than 5/8 inch thick. On the outside of the glove, there are to be no horizontal cuts from the second knuckle back. On the inside (palm side), only vertical cuts or slits allowed on fingers only.
11. A palm piece may be used in glove which will be at least once inch wide and three inches long and will be glued in.
12. There will be no adhesive material other than dry resin used on rigging or on rider's glove. Benzoin may be used.
13. Stock contractors will have the right to have judges pass on whether riggings are objectionable. Judges are to decide on all riggings and pads.
14. All contestants must wear helmets approved for rodeo events.
15. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouth piece may not be trimmed any smaller than the size required to cover all teeth.
16. All contestants must wear a vest designed to protect the chest and back while contesting in the Bareback Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.
17. No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on animals. Spur rowels must have five or more points.

ARTICLE II – Bull/Steer Riding

A. TIME LIMIT
   1. The bull/steer will be ridden for six (6) seconds.
   2. The time will start when the animal's inside front shoulder passes the plane of the chute.

B. GENERAL RULES
   1. The rope must have a bell. No bell, no marking.
   2. Hooks, rings or posts shall be used on the bull ropes.
   3. All contestants must wear a protective vest and mouthpiece.
   4. ***All contestants must wear helmets approved for rodeo events.***

C. EVENT RULES
   1. The bell must be under the belly of the bull/steer.

2. Riding is to be done with one hand and a loose rope, with or without handhold.
3. No finger wraps, no knots or hitches to prevent the rope from falling off the bull/steer when the rider leaves him will be allowed.
4. No more than one person may be on the chute to pull the contestants rope.
5. Horns will be tipped to a 50-cent piece size.

D. SCORING AND PENALTIES
1. The ride and the animal are to be marked separately.
2. The ride will be marked according to how much the contestant spurs the animals.
3. Figures used in marking, the riding events shall range from one (1) to twenty-five (25) on both bucking animals and contestants, and use the full spread.
4. No bell—No marking.
5. If the contestant makes a qualified ride with any part of the rope in the riding hand, he is to be marked.
6. Contestants will receive no score for any of the following offenses:
   a. Being bucked off.
   b. Touching the animal with the free hand.
   c. Using sharp spurs.
   d. Placing spurs or chaps under the rope when the rope is being tightened.
7. Judges may disqualify a contestant who has been advised that he is next to go if he is not above the animal with his glove on when the previous bull/steer leaves the arena.
8. If a contestant chooses not to ride his animal or draws out of Bull/Steer Riding, he may not participate in that event in that rodeo.
9. A contestant can be disqualified (DUE TO SAFETY FACTOR) if in the opinion of the Director or judge there is danger to the contestant, other contestants or by-standers.

E. RERIDES
1. If the pickup man or horse comes in contact with the bull/steer before the qualified time has elapsed, a reride will be given on the same animal.
2. The matter of rerides shall be decided by the judges.
3. Contestants shall not influence the judges by asking for a reride at any time.
4. If a reride is given, the judge shall inform contestant immediately of his score and the option of a reride.
5. A contestant may refuse a reride and take his marking.
6. Contestant must make his decision immediately.
7. No reride will be given due to faulty or broken equipment furnished by the contestant in any event.
8. Rerides may be given only when stock fails to break, stops or fouls the rider.
9. If in opinion of the judges a rider makes two honest efforts to get out on chute-fighting animals and is unable to do so, he may have a reride.
10. Contestants who are fouled at the chute will be entitled to reride at the judge's discretion.
11. If an animal falls down out in the chute, a contestant will be given a reride at the judge's discretion.
12. A contestant may be given a reride if the flank comes off or breaks provided the contestant completed a qualified ride.
13. If a rider takes the same animal back, he must take that marking given on the reride.

ARTICLE III – Chute Dogging

A. TIME LIMIT
1. There will be a thirty (30) second time limit.
2. The thirty (30) second time limit does not include ten (10) second penalty for moving into throwing position or touching either horn by either hand before the steer's nose crosses the score line.

B. GENERAL RULES
1. Bucking chute shall be part of the arena during dogging events.
2. Once score line (gypsum line) has been set it will not be changed in that go.
3. Score line will be parallel to bucking chutes. It will be set at ten (10) feet in front of the bucking chute. The measurement will be made with the chute gate in the closed position.
4. The line (barrier) judge will flag the start when the animals' nose crosses the line.
5. Steer belongs to contestant when he calls for it, regardless of what happens with the following exceptions:

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

6. Time shall be taken between two (2) flags.
7. It shall be the arena director and judges' responsibility to verify 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. This event shall not be conducted with an open catch pen gate at any rodeo.
9. All steers shall be turned out in the same direction and the same chute will be used.
10. All contestants are strongly encouraged to wear a protective mouth guard, however it is not required.

C. EVENT RULES

1. A left delivery chute must be used and all chute doggers' runs must be made from the same chute.
2. With steers loaded in bucking chute, contestant gets beside the steer, right hand in front of or behind right front shoulder. When contestant calls for the steer the chute gate will be opened. Contestant must keep right hand in front of or behind shoulder until the steer's nose crosses the score line. If contestant 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 contestant will be disqualified.
3. It is the contestant's responsibility to check for broken horns.
4. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plane of the chute gate.
5. If steer gets loose, contestant may take no more than one step to catch steer.
6. After crossing the start line, contestant must bring it to a stop or change its directions and twist it down.
7. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by a contestant putting animal's horns into the ground, it must be let up to all four feet and then thrown.
8. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four legs and head straight.
9. Contestant must have hand on steer when flagged.
10. Contestant is required to turn steer's head so that he can get up.
11. A steer falling in the opposite direction the contestant 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.

D. SCORING AND PENALTIES

1. Time 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 illegal.
3. Contestant will be disqualified for any abusive treatment of steer.
4. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.
5. Time should be taken with the average of two (2) times at all rodeos.
6. Contestant will be disqualified if animal is thrown before start line.
7. If steer falls on its own before nose crosses line, steer must be let up and not thrown until steer's nose crosses line.
8. There will be a ten (10) second penalty added if contestant moves right arm to the right horn (throwing position) before start line. This will be referred to as breaking the barrier.

E. 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. No rerun will be given due to faulty or broken equipment furnished by contestant.
3. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
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 released from the bucking chute and thrown down.

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.

F. OFFICIALS
1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. The fairness of the catch and throw will be left to the judges, and their decision will be final.
3. Field flagger is required to watch contestant and steer until animal is turned loose.
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.
5. Field flagger will flag when the animal is legally thrown indicating the end of the run.
6. The same judge can be used to flag the start and finish.

G. STOCK
1. Steers must be uniform in height, weight, and breed.
2. Steers must have six (6) inches of horn.

ARTICLE IV – Tie-Down Calf Roping

A. TIME LIMIT: There will be a one-minute (60 second) time limit.

B. GENERAL RULES
1. Contestants may share horses in calf roping.
2. The roping box shall be part of the arena during roping events.
3. Arena conditions will determine the score. The length of the score will be the length of the roping box minus four (4) feet. Maximum length of score will be eighteen (18) feet. All score lengths are subject to directors' and/or judges' approval.
4. Once the score line has been set in the timed events it will not be changed nor can the length of the box be changed.
5. LAP AND TAP means no barrier will be used. The time is to start when the calf's nose clears the gate.
6. In all timed events, a barrier will not be considered broken unless the ring drops within ten (10) feet of the post.
7. If the barrier equipment hangs on the calf and the contestant tries the calf, this constituted acceptance by the contestant. If the contestant pulls up he/she will receive the same calf back.
8. It is up to the contestant to make the call if the arena is ready.
9. The calf belongs to the contestant when he/she calls for it regardless of what happens with the following exceptions:
   a. If the calf gets out of the arena the flag will be dropped and the roper will get the calf back lap and tap with the time added which was accrued when the calf left the arena plus any barrier penalties.
   b. In cases of mechanical failure.
   c. If in the opinion of the line judge the contestant is fouled by the barrier, the contestant shall get his/her calf back provided the contestant declares himself/herself 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. The calf roper's horse may stand anywhere in the box as long as it is behind the barrier flag/line.
12. The time is to be taken between barrier flag and field judge flag.
13. In case the field flag 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 penalty.
14. 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.
15. It shall be the contestant's and event director's responsibility to see that the contestants compete on the stock drawn for them. In the event of a mistake the stock drawn for must be run during that performance and only that time taken.
16. ALL HORSES MUST HAVE NECK ROPES AND KEEPERS.

C. EVENT RULES
1. Contestants must adjust the rope and reins in a manner that will prevent the horse from dragging the calf.
2. Calves may be pushed out by the contestant's assistant provided that they are ready.

3. Contestant may rebuild their loop one time if he or she misses on the first loop.
4. The contestant cannot receive any assistance after crossing the starting line.
5. The contestant must rope the calf, dismount, go down the rope, throw the calf by hand and then cross and tie any three legs.
6. Any catch is legal – catch as catch can rules apply.
7. If the calf is down when the roper reaches it the calf must be stood on at least three feet and then be rethrown. – Field Flaggers call
8. If the roper's hand is on the calf when the calf falls the calf is considered to be thrown by hand.
9. The rope must hold the calf until the roper gets his/her hand on the calf to be considered a legal catch. If the rope breaks free before the roper touches the calf, the roper may remount his horse and rebuild a second loop.
10. To qualify as a legal tie there shall be one or more wraps and half hitch or hooey. A hooey is a half hitch with a loop, the tail of the string may be partly or all the way pulled through.
11. The tie must hold for six (6) seconds and the three legs must remain crossed until passed on by the judge.
12. Once the tie is made and the contestant calls for time, he must not touch the string or rope.
13. The rope will not be removed and the rope must remain slack until the field judge has passed on the tie.
14. If calf is down when contestant reaches it, he or she may tie the calf and receive a ten-second penalty; this will be the judge's call.

D. SCORING AND PENALTIES

1. In order for time to be considered official the barrier flag must operate properly.
2. The timed event judge will not flag the contestant out until time is recorded.
3. The judge is to flag time and then flag the contestant out if the run is not legal.
4. There will be a ten (5) second penalty assessed for breaking the barrier.
5. Roping the calf without releasing the loop from the hand will disqualify the catch.
6. The contestant will be disqualified for any abusive treatment of the calf or the horse.
7. After the contestant completed the tie and calls for time, he is not to touch the calf, string or rope. If he does, he will be disqualified.
8. If the horse excessively drags the calf after the roper has dismounted a ten (10) second penalty will be added by the field judge.
9. Any contestant entering the roping box without a neck rope on his/her horse will be disqualified once the barrier has been hooked. The judge will automatically flag the contestant out.
10. The roper will be flagged no time for touching the calf, string or rope after giving the finish signal or for dragging the calf after he/she remounts the horse.
11. A contestant can be disqualified (DUE TO SAFETY FACTOR) if in the opinion of the Director or judge there is danger to the contestant, other contestants or by-standers.

E. RERUNS

1. In any timed event if any animal escapes from the arena the flag will be dropped and the watches will also be stopped. The contestant will get the animal back with lap and tap start and time already spent will be added to the time used in qualifying.
2. If the time is not recorded the roper will be given a rerun on the same animal.
3. If the rope is on the animal the contestant will get the animal back lap and tap with the rope on it in the chute.
4. No rerun will be given due to faulty or broken equipment furnished by the contestant.
5. If the judge sees that he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
6. A calf must be rerun before it is used by another contestant.
7. When there is an electric timer and a digital clock malfunction, the contestant will be given a clean rerun at a time so designated by the Judges and the Arena Director.
8. If there must be a rerun of calves to complete a go-around, all calves must be tied down before any stock is drawn.

F. OFFICIALS

1. There shall be two or more timers, a field flag judge and a barrier judge. Times will be calculated to the hundredth.
2. A field judge must ask the contestant if he/she wants a second loop. Once a contestant has been flagged out he/she will receive no stock back.
3. The barrier judge is responsible for changing the barrier string whenever it has been weakened or upon request of the next contestant.
4. The barrier judge shall keep a record of the length of the barrier trip rope each performance to assure that the same start will be allowed for all contestants each performance.

5. The barrier equipment must be inspected by the judge before each timed event. If the equipment is faulty it must be replaced.
6. If a barrier flagman is used the animal is to be flagged when it crosses the starting line in front of the flagman. A ten (10) foot tape must be on hand for the barrier judge to measure the score line and to check the ten (10) foot barrier rule.
7. The height of the barrier in timed events shall be from thirty-two (32) inches to thirty-six (36) inches to be measured at the center of the box.
8. The flagger will watch the calf during the six (6) second period.
9. The judge will start his watch when the roper signals for a completed tie, if the roper's rope has come off the calf or when the roper has remounted and his horse has taken one step forward.
10. The rope will not be removed and the rope must remain slack until the field judge has passed on the tie.
11. The flagger will start the watch and watches the calf counting to six (6) seconds.
12. If the horse excessively drags the calf, after the roper has dismounted, the field judge may stop the horse.
13. If the calf kicks loose, the judge will stop the watch and check the time to determine if the tie was legal.
14. An untie man must not touch the calf until the judge has passed in the tie.

G. STOCK

1. Calves must be uniform in weight and breed.
2. Calves must not weigh more than 180 pounds.
3. Calves must not have horns other than buttons.

ARTICLE V – Barrel Racing

A. TIME LIMIT

1. A contestant has one (1) minute to enter the arena once the arena is ready and their name has been called for the first gate call. Exceeding this will result in a no-time.
2. A contestant will be allowed fifteen (15) seconds from the time they enter the arena until the time is started by the field flagger or the automatic electric timer.
3. Arena director or (designee) will be responsible for the time limit.

B. EQUIPMENT

1. A judge may prohibit the use of bits or equipment that he may consider too severe.
2. A complete electric timer system must be backed up by a flagman, who will stand directly behind one timer post in the arena. One timer will record the times that appear on the electric controlled read-out. Two timers will operate the digital watches and record the average time, which is shown thereon. These two timers will operate from the flagman's signal.
3. Permanent markers should be put in the ground or on the fence for electric eyes. Electric eyes should be place on the score line no closer than the width of the first two barrels for the electric eye to be centered in each performance.
4. The line on the fence for the flagman should be well marked. Theses markers should be checked every performance, along with the barrel markers which shall be re-staked if pulled out. A record of these measurements shall be kept.
5. If after malfunction on the automatic timer with one or more contestants, manual times will be used for those missed.

C. GENERAL RULES

1. Starting lines in barrel racing 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. A contestant may enter the arena at the speed of his/her choice. If there is an offset gate or corner gate, the Arena Director and Event Director shall determine the speed of entry into the arena.
5. During barrel racing event, the arena will be dragged at regular intervals to be determined by the director.
6. The alleyway is considered part of the arena. Contestants will run into an open alleyway with a closed gate at the bottom end. (updated 2024)
7. The contestant must enter the arena with hat on or receives a 5-second penalty. Contestant's hat must be on his/her head at the plane of the gate.
8. It is up to the contestant to make the call if the arena is ready**.**
9. Barrel race is a timed event using brightly colored 55-gallon steel drums.
10. Both ends of the barrels must be enclosed.
11. There shall be no rubber or plastic barrels.
12. The starting gate or gates will remain the same throughout the entire rodeo.
13. Contestants cannot school their horse.

14. **No two contestants can compete on the same horse, unless they are siblings.**

D. EVENT RULES
1. All barrels must be a minimum of sixty (60) feet apart or what the arena will allow. Nothing under sixty (60) feet will be permitted with the exception of arena size.
2. The arena conditions will enable the director to decide the distance over or under sixty (60) feet that they wish to place the barrels.
3. The cloverleaf pattern is the only approved pattern in the event.
4. The pattern to be run for the barrels is determined as arena conditions permit.
   a. The barrels must be at least twenty (20) feet from the arena fence or what the arena will allow.
   b. The front two barrels shall be sixty (60) feet from the starting line or what the arena will allow.
   c. The distance between the two front barrels shall be ninety (90) feet or what arena conditions will allow.
   d. The distance between the two front barrels and the back barrel shall be one hundred-five (105) feet or what arena conditions will allow.
   e. The contestant may start on either the right or left-hand barrel.
5. Either the horse or contestant may be permitted to touch the barrel.

E. SCORING AND PENALTIES
1. Timed event judge will not flag contestant out until the time is recorded.
2. The judge is to flag the time and then flag a contestant out if the run is not legal.
3. The electric timer system, calculated to the thousandths, will be the official time calculated, and the other two timers will be used as back up only in the event the electric timer malfunctions.
4. If the contestant does not enter the arena within the one-minute time frame they will receive a no-time.
5. A 5-second penalty will be issued if the contestant's hat falls on the ground prior to entering the arena. Contestant's hat must be on his/her head at the plane of the gate.
6. Knocking over a barrel is a five (5) second penalty per barrel knocked over.
7. Not following the cloverleaf pattern will receive a no time.
8. A five (5) second penalty will be added to the time for an infraction of the following time rule: Contestant will be allowed fifteen seconds from the time he/she enters the arena gate until the time starts by field flagger or electric eye.
9. If the horse recrosses the starting line at any time before the pattern is completed the pattern will be considered broken and the run will receive a no time.
10. If the contestant's horse breaks the timer light by backing through it before starting the pattern, time will be considered started.
11. A contestant can be disqualified (DUE TO SAFETY FACTOR) if in the opinion of the Director or judge there is danger to the contestant, other contestants or by-standers.
12. 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.

F. RERUNS
1. No rerun will be given due to faulty or broken equipment furnished by the contestant.
2. If a time is missed due to the timers' or the flaggers' fault, the contestant will receive a rerun at a time so designated by the judges and the arena director.
3. If the barrel pattern changes due to ground safety all contestants will rerun on the new staked pattern.
4. If the ground is worked due to safety and the pattern stays the same the contestant will have the option to keep their original time or re-run.

ARTICLE VI – Breakaway Calf Roping

A. TIME LIMIT: There will be a thirty (30) second time limit.

B. GENERAL RULES
1. Contestants may share horses in breakaway calf roping.
2. The roping box shall be a part of the arena during roping.
3. Arena conditions will determine the score. The length of the score will be the length of the roping box minus four (4) feet. Maximum length of score will be eighteen (18) feet. All score lengths are subject to directors' and/or judges' approval.

4. Once the score line has been set in timed events it will not change in that go, nor can the length of the box be changed.
5. If lap and tap ~ no barrier will be used in this case. The time will start when the animal's nose clears the gate.
6. In all timed events, a barrier will not be considered broken unless the ring drops within ten feet of the post.
7. If barrier equipment hangs on the animal and the contestant tries the animal, this constitutes acceptance of said animal. If the contestant pulls up he/she will receive the same animal back.
8. It is up to the contestant to make the call if the arena is ready.
9. The calf belongs to the contestant when he/she calls for it regardless of what happens, with the following exceptions:
   a. If the calf gets out of the arena, the flag will be dropped and the roper gets the calf back with lap and tap, with the time added which was accrued when the calf left the arena plus any barrier penalties.
   b. In cases of mechanical failure.
   c. If in the opinion of the line judge the contestant is fouled by the barrier the contestant shall get his/her calf back providing the contestant declares himself/herself 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. The breakaway calf roper's horse may stand anywhere in the box as long as it is behind the barrier flag/line. When lap and tap is used the horse must stand backed into the corner of the box.
12. Time is to be taken between two flags.
13. In case the field flag 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 penalty.
14. 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.
15. It shall be the contestant's and event director's responsibility to see that contestants compete on the stock, which is drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time taken.

C. EVENT RULES
1. Two loops will be allowed if two ropes are carried.
2. The rope must be attached to the horn in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope. This will be the contestant's responsibility.
3. The rope must be tied to the horn with a string provided by the AFJRA and may not be run through the bridle, tie down or any other device.
4. The second rope must remain tied until used and must not be broken away from the saddle horn.
5. No loops are to be rebuilt.
6. If the second loop falls it cannot be rebuilt and used.
7. A white cloth, flag, or string must be attached to the end of the rope at the saddle horn so that the judge can tell when the rope breaks from the horn. **All contestants must use string provided by the AFJRA.**
8. The catch as catch can rule shall apply after the loop has passed over the calf's head.
9. The rope must be released from the contestant's hand to be a legal catch.
10. In case the field flag judge flags out a roper who still legally has one or more loops coming, the judge may give the same calf back lap and tap, plus any time already accrued and any barrier penalty assessed.

D. SCORING AND PENALTIES
1. Roping the calf without releasing the loop from the hand will disqualify the catch.
2. The contestant will receive a no time should he/she break the rope away from the saddle horn by hand. However, if the rope should dally around the saddle horn, the contestant my ride forward and un-dally the rope, then stop their horse to make the rope breakaway.
3. All other scoring and penalties will be the same as in the ties-down calf roping.
4. A contestant can be disqualified (DUE TO SAFETY FACTOR) if in the opinion of the Director or judge there is danger to the contestant, other contestants or by-standers.

E. RERUNS
1. In any timed event if any animal escapes from the arena the flag will be dropped and the watches will also be stopped. The contestant will get the animal back with lap and tap start and time already spent will be added to the time used in qualifying.
2. If the time is not recorded the roper will be given a rerun on the same animal.
3. No rerun will be given due to faulty or broken equipment furnished by the contestant.
4. If the judge sees that 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 there is an electric timer and a digital clock malfunction, the contestant will be given a clean rerun at a time so designated by the judges and the arena director.

F. OFFICIALS
1. There shall be two or more timers, a field flag judge and a barrier judge. Times will be calculated to the hundredth.
2. A field judge must ask the contestant if he/she wants a second loop. Once a contestant has been flagged out he/she will receive no stock back.
3. The barrier judge is responsible for changing the barrier string whenever it has been weakened or upon request of the next contestant.
4. The barrier judge shall keep a record of the length of the barrier trip rope each performance to assure that the same start will be allowed for all contestants each performance.
5. The barrier equipment must be inspected by the judge before each timed event. If the equipment is faulty it must be replaced.
6. If a barrier flagman is used the animal is to be flagged when it crosses the starting line in front of the flagman. A ten (10) foot tape must be on hand for the barrier judge to measure the score line and to check the ten (10) foot barrier rule.
7. The height of the barrier in timed events shall be from thirty-two (32) inches to thirty-six (36) inches to be measured at the center of the box.

ARTICLE VII – Goat Tying

A. TIME LIMIT: There will be a sixty (60) second time limit.

B. EQUIPMENT
1. Any materials will be allowed in tying materials.
2. Contestants may use a leather thong, a pigging string or a rope.
3. ***Boys age 10 (as of July 1st) and older entered in Goat Tying must tie goats with a piggin' string only.***

C. GENERAL RULES
1. Starting lines in goat tying will be subject to ground rules.
2. A clearly visible starting line will be provided.
3. The stake and the starting line will be permanently marked for the entire go-round.
4. Contestants may share horses in this event.
5. The arena gate must be closed immediately after the contestant enters and must be kept closed until the run is over.
6. A contestant may enter the arena at the speed of his/her choice. If there is an offset gate or corner gate, the Arena Director and Event Director shall determine the speed of entry into the arena.
7. The time is to be taken between two flags.
8. It is up to the contestant to make the call if the arena is ready.
9. The horse's nose will be timed as it crosses the starting line.
10. Time will stop when the contestant signals the completion of the tie.
11. The timing of the tie will begin when the contestant stands three (3) feet clear of the goat.
12. Qualified persons or contestants will be used as goat holder.
13. Goat stakes will be a minimum of one hundred (100) feet from starting line.
14. It shall be the Event Director's responsibility to see that the contestant competes on the stock, which was drawn for them.

D. SCORING AND PENALTIES
1. Timed event judges will not flag the contestants out until time is recorded. Times will be calculated to the hundredth.
2. The judge is to flag time and then to flag the contestant out if the run is not legal.
3. A 5 second penalty will be issued if the contestant's hat falls on the ground prior to entering the arena. Contestant's hat must be on his/her head at the plane of the gate.
4. The tie will be passed on by a field judge and if it is not secure for six (6) seconds, the contestant will receive a "no time"
5. The contestant will receive a "no time" for touching the tie string after signaling that he/she finished.(updated 2024)
6. 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.

7. If the goat should break away because of the fault of the horse, the-contestant will receive no time between flags.
8. On the judge's inspection of the goat tying string after completion of tying, if the string is in violation of the rules, the contestant is disqualified.
9. A contestant can be disqualified (DUE TO SAFETY FACTOR) if in the opinion of the Director or judge there is danger to the contestant, other contestants or by-standers.
10. All goats must be tied an equal amount of times before the next performance.
11. ***Boys age 10 (as of July 1st) and older entered in Goat Tying 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 hooey. A hooey is a half hitch with a loop, the tail of the string may be partly or all the way pulled through.***

ARTICLE VIII – Dally Team Roping

A. TIME LIMIT: There will be a sixty (60) second time limit.

B. GENERAL RULES
1. The contestant may share horses in team roping.
2. The roping box shall be part of the arena during roping events.
3. Arena conditions will determine the score. The minimum length of the team roping score line shall be the length of the box minus two (2) feet. All score lengths are subject to directors' and/or judges' approval.
4. Once the score line has been set in the timed events it will not be changed in that of nor can the length of the box be changed.
5. LAP AND TAP means that no barrier will be used. The time is to start when the steer's nose clears the gate.
6. In all timed events, a barrier will not be considered broken unless the ring drops within ten (10) feet of the post.
7. If the barrier equipment hangs on the steer and the contestant tries the steer, this constitutes acceptance by the contestant. If the contestant pulls up he/she will receive the same steer back.
8. It is up to the contestant to make the call if the arena is ready.
9. The steer belongs to the contestant when he/she calls for it regardless of what happens with the following exceptions:
   a. If the steer gets out of the arena, the flags will be dropped. The roper will get the steer back lap and tap with the time added which was accrued when the steer left the arena, plus any barrier penalties.
   b. In cases of mechanical failure.
   c. If in the opinion of the line judge, the contestant was fouled by the barrier, the contestant will get his/her steer back provided the contestant declares himself/herself 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. The team roper's horse may stand anywhere in the box as long as it is behind the barrier flag/line.
12. The time is to be taken between barrier flag and field judge flag. Times will be calculated to the hundredth.
13. In case the field flag 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 penalty.
14. 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.
15. It shall be the contestant's and event director's responsibility to see that the contestants compete on the stock drawn for them. In the event of a mistake the stock drawn for must be run during that performance and only that time taken.

C. EVENT RULES
1. A team roper can only enter once at any rodeo with the partner of his/her choice. Team ropers MUST enter as a team or decare at the time of call in that they will need a "draw partner".
2. The header's horse may stand anywhere in the box as long as it is behind the barrier flag/line. "When lap and tap rule is used the horse must stand backed into the corner of the box.
3. Header must start from behind the score or barrier line and must throw the first loop at the steer's head.
4. The heeler must start from behind the plain of the box. (updated 2024)
5. The time will be taken when the steer is roped and both horses are facing the steer in line (L-shaped or better) with the ropes dallied and tightened. Dally must be kept until inspected by the judge. The horse's front feet must be on the ground.
6. Each contestant will be allowed to carry only one rope.
7. Each team will be allowed three throws in all.
8. Roping the steer without turning loose of the loop will constitute a no catch.
9. The roper must dally to stop the steer.

10. No tied ropes will be allowed.
11. The word “dally” means one complete turnaround the saddle horn.
12. The ropers must be mounted when the time is taken.
13. The steer must be standing up when roped by either head or heels.
14. No foul catches can be removed by hand.
15. If the steer is roped by only one horn, the rider is not allowed to ride up and put the rope over the other horn, or the head with his/her hands.
16. 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 out of the heal loop by the time.
17. In case the field judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back lap and tap, plus time already accrued and any barrier penalty.
18. If for any reason a team roper’s partner does not show up at a rodeo, he/she will be drawn another partner from contestants already entered in team roping providing the contestant drawn agrees to rope as a drawn partner [this situation does not count as a “draw partner” as explained next]. A draw partner’s points do not count. A contestant may call-in and request a “DRAW PARTNER” for the entirety of the rodeo season, including State Finals if the contestant is eligible.

D. SCORING AND PENALTIES
1. There will only be three legal head catches:
   a. Both horns
   b. Half Head
   c. Around the neck
2. If the hondo passes over one horn and the loop over the other, the catch is illegal.
3. If the loop figure eights around the horns, it is illegal.
4. Bridle catches are illegal.
5. Any heel catch behind both shoulders is legal if the rope goes up the heels.
6. One hind foot caught received a five (5) second penalty.
7. Cross fire catches will receive a “no time”. If in the opinion of the field flaggers a heel loop is thrown before the header has dallied and changes direction of the steer, the team shall receive a “no time”.
8. The 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.
9. A broken rope or a dropped rope will be considered as a “no time”.
10. A contestant can be disqualified (DUE TO SAFETY FACTOR) if in the opinion of the Director or judge there is danger to the contestant, other contestants or by-standers.

E. RERUNS
1. In any timed event if any animal escapes from the arena the flag will be dropped and the watches will also be stopped. The contestant will get the animal back with lap and tap start and time already spent will be added to the time used in qualifying.
2. If the time is not recorded the rider will be given a rerun on the same animal.
3. If the rope is on the animal that contestant will get the animal back lap and tap with the rope on it in the chute.
4. No rerun will be given due to faulty or broken equipment furnished by the contestant.
5. If the judge sees that he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
6. A steer must be rerun before it is used by another contestant.
7. When there is an electric timer and a digital clock malfunction, the contestant will be given a clean rerun at a time so designated by the judges and the arena director.
8. If there must be a rerun of steers to complete a go-around, all steers must be tied down before any stock is drawn.

F. Points are accumulated by the header and by the heeler throughout the year. Each contestant in team roping will receive points earned of same value as contestants of other events. Points awarded to contestants according to how they entered the rodeo. Separate awards to be given to the headers and the heelers at year-end.

G. Finals – in the event of one of the top fifteen header’s or heeler’s dropping out of the finals, the remaining partner must then pick up the next eligible contestant of the year end standings. If said contestant declines the next eligible contestant according to point standings would be given the same option.

ARTICLE IX – Pole Bending

A. TIME LIMIT
   1. A contestant has one (1) minutes to enter the arena once the arena is ready and their name has been called for the first gate call. Exceeding this will result in a no-time.
   2. A contestant will be allowed fifteen (15) seconds from the time they enter the arena until the time is started by the field flagger or the automatic electric timer.
   3. Arena director or (designee) will be responsible for the time limit.

B. EQUIPMENT
   1. A judge may prohibit the use of bits or equipment that he may consider too severe.
   2. A complete electric timer system must be backed up by a flagman, who will stand directly behind one timer post in the arena. One timer will record the times that appear on the electric controlled read-out. Two timers will operate the digital watches and record the average time, which is shown thereon. These two timers will operate from the flagman's signal.
   3. Permanent markers should be put in the ground or on the fence for electric eyes. Electric eyes should be place on the score line no closer than the width of the first two barrels for the electric eye to be centered in each performance.
   4. The line on the fence for the flagman should be well marked. Theses markers should be checked every performance, along with the barrel markers which shall be restaked if pulled out. A record of these measurements shall be kept.
   5. If after malfunction on the automatic timer with one or more contestants, manual times will be used for those missed.

C. 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. A contestant may enter the arena at the speed of his/her choice. If there is an offset gate or corner gate, the Arena Director and Event Director shall determine the speed of entry into the arena.
   5. Pole Bending is a timed event using six (6) six-foot poles. There is to be only one contestant horse in the arena at a time during the pole bending race without exception.
   6. The starting gate or gates will remain the same throughout the entire rodeo.
   7. During Pole Bending event, the arena will be dragged at regular intervals to be determined by the director.
   8. It is up to the contestant to make the call if the arena is ready.
   9. The arena gate must be closed immediately after the contestant enters the arena and kept closed until the pattern is completed and the horse is under control.
   10. The contestant must enter the arena with hat on or receives a 5 second penalty. Contestant's hat must be on his/her head at the plane of the gate.
   11. Contestants cannot school their horse.
   12. **No two contestants can compete on the same horse, unless they are siblings**.

D. EVENT RULES
   1. The pole-bending pattern is to be run around six (6) poles placed 21 feet apart.
   2. No flags are to be used on any of the poles.
   3. The distance from the starting line to the first pole shall be 21 feet.
   4. Poles shall be set on top of the ground, be 6 feet in height and have no base larger than 14 inches or smaller than 12 inches in diameter.
   5. Poles must be place in the middle of the arena in a straight and vertical line. Poles can be relocated within the arena to due arena conditions.
   6. Touching the poles is permitted by either the horse or the contestant.
   7. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.

E. SCORING AND PENALTIES
   1. Timed event judge will not flag contestant out until the time is recorded.
   2. The judge is to flag the time and then flag a contestant out if the run is not legal.
   3. The electric timer system, calculated to the thousandths, will be the official time calculated, and the other two timers will be used as back up only in the event the electric timer malfunctions.

4. A 5 second penalty will be issued if the contestant's hat falls on the ground prior to entering the arena. Contestant's hat must be on his/her head at the plane of the gate.
5. Knocking over a pole is a five (5) second penalty per pole, if the pole touches the ground and then stands back up it is a five (5) second penalty per pole.
6. Not following the pole-bending pattern will result in a no time.
7. A five (5) second penalty will be added to the time for an infraction of the following time rule: Contestant will be allowed fifteen seconds from the time he/she enters the arena gate until the time starts by field flagger or electric eye.
8. If the horse recrosses the starting line at any time before the pattern is completed the pattern will be considered broken and the run will be receiving a no time.
9. If the contestant's horse breaks the timer light by backing through it before starting the pattern time will be considered started.
10. A contestant can be disqualified (DUE TO SAFETY FACTOR) if in the opinion of the Director or judge there is danger to the contestant, other contestants or by-standers.
11. 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.

F. RERUNS
1. No rerun will be given due to faulty or broken equipment furnished by the contestant.
2. If a time is missed due to the timers' or the flaggers' fault, the contestant will receive a rerun at a time so designated by the judges and the Arena Director.
3. If the pole pattern changes due to ground safety all contestants will rerun on the new staked pattern.
4. If the ground is worked due to safety and the pattern stays the same the contestant will have the option to keep their original time or re-run.

ARTICLE X – Cutting

A. Each horse is required to enter the herd sufficiently deep enough to show his ability to make a cut. One such deep cut will satisfy this rule. Failure to satisfy this requirement will result in a three (3) point penalty. A horse should be given credit for his ability to enter the herd quietly with very little disturbance to the herd or to the one brought out.
B. When an animal is cut from the herd it is more desirable that it be taken toward the center of the arena and credit should be given for same. Additional credit should be given if the horse which drives his stock sufficient distance from the herd to assure that the herd will not be disturbed by his work; thereby showing his ability to drive a cow.
C. Credit should be given for riding with a loose rein throughout a performance.
D. Credit should be given for setting up a cow and holding it in a working position as near to the center of the arena as possible.
E. If the cutting horse or his rider creates disturbance at any time throughout his working period, he will be penalized.
   a. Any noise directed by the contestant toward the cattle will be penalized two (2) points.
   b. Each time a horse runs into the herd, scatters the herd while working or picks up cattle through fault of the horse he will be penalized three (3) points.
   c. The judge shall stop any work because of training or abuse of his horse by the contestant or disturbance of the cattle.
F. A horse will be penalized two (2) points each time the back fence actually stops or turns the animal being worked within one step of the fence; the back fence to be agreed on and designated by the judge or judges before the contest starts; meaning the actual fence only, no imaginary line from point to point to be considered. If any of the contestant's voice and objection before the contest starts the judge or judges shall take a vote of the contestants and a "back fence" acceptable to the majority shall be designated and used.
G. If a horse turns the wrong way with tail toward animal being worked, an automatic score of sixty (60) will be given.
H. While working a horse, the horse will be penalized one (1) point each time the reins are used to control or direct (to rein) the horse regardless of whether the reins are held high or low. A one (1) point penalty shall also be charged whenever a horse is visibly cued in any manner. If the reins are tight enough that the bits are bumped at any time, he shall be penalized one (1) point each time even though the hand of the rider does not move.
   a. A horse must be released as soon as the desired animal is clear of the other cattle. Additional reining, cueing, or positioning will result in a one (1) point penalty for each occurrence.
   b. The rider shall hold the bridle reins in one hand. A three (3) point penalty shall be charged if the second hand touched the reins for any purpose except to straighten them while the horse is (1) approaching the herd to make a cut or (2) is completely stopped within the body of the herd or (3) to retrieve a rein that has been dropped after completely stopping the horse.

c. Spurring behind the shoulder shall not be considered a visible cue. A three (3) point penalty shall be assessed each time a horse is spurred in the shoulder.

I. If a horse lets an animal that he is working get back in the herd, he will be penalized five (5) points.

J. If a rider changes cattle after visibly committing to a specific cow, a five (5) point penalty will be assessed. (Lost Cow)

K. When a horse goes past an animal to the degree he loses his working advantage; he will be penalized one (1) point each time he does so.

L. Unnecessary roughness, such as a horse actually pawing or biting cattle, will be penalized three (3) points.

M. A contestant may quit an animal when it is obviously stopped, obviously turned away, or is so obviously behind the turn back horses. A penalty of three (3) points must be charged if the animal is quit under any other circumstances. (Hot Quit)

N. If a horse quits a cow a penalty of five (5) points will be assessed.

O. If a horse clears the herd with two (2) or more cattle and fails to separate a single animal before quitting, a five (5) point penalty will be charged. There is no penalty if time expires.

P. Horses must be ridden with a bridle having a bit in the mouth or with a hackamore. A bridle shall have no nose band or bosal and hackamores shall be of rope or braided rawhide with no metal parts. A judge must be able to freely pass two fingers between the hackamore and muzzle completely around the horse's nose. Choke rope, tie-downs, or wire around the horse's neck, nose, or brow hand, tight nose band, quirt, hat or mechanical device giving the rider undue control over a horse will not be permitted in the arena where an NCHA approved or sponsored event is being held. Breast collar may be used, no portion of which may pass over the horse's neck. Chaps and spurs may be worn. Any time a contestant is guilty of an infraction of the rule or any part therein, he/she shall be disqualified. A judge has the right to have a contestant report to him if he/she is suspicious of any infraction of Rule 16.

a. Any person in the arena after the start of an approved event must wear western attire, completely down to the shirt's front. Sweaters may be worn.

b. All horses must comply with Rule Sixteen while in the arena.

c. If an Officer, Director or duly elected or appointed contestant representative of the NCHA witnesses a violation of Standing Rule Sixteen, they must report the violation immediately to the Association Executive Director.

Q. When a contestant is thrown from a horse, or falls off a horse, or horse falls to ground, a penalty should be imposed. But if rider can remount and resume work, both horse and rider are entitled to complete the balance of their allotted time and the amount of penalty imposed should be in accordance with the circumstances causing such a fall.

R. Any rider who allows his or her horse to quit working or leave the working area before his/her allowed time is up will be disqualified for the go-around with no score.

S. A contestant will be awarded a complete rework if in the judge or judge's opinion 2 ½ minutes time was not allotted for the work, or if excessive disturbances had been created by factors other than those caused by the contestants or their help and the judge or judges have stopped the time. Such factors would include gates coming open, fence falling down and objects entering or falling into the working portion of the arena but would not apply to cattle scattering through wildness or normal arena activities. Any rework must take place within the group of cattle drawn by the contestant and must occur before a change of cattle is executed. At the contestant's option, the re-work may occur immediately or as the last work in that set of cattle. No rework shall be granted if the contestant involved has incurred a five (5) point (major) penalty prior to a disturbance. If in the Cutter's opinion a situation has occurred of sufficient seriousness so as to warrant's re-run, he may immediately make a request for the same to the Contestant Representative or the designated equipment judge who shall report this fact to show management before the next horse is called to work. Show management shall make such facts as are available known to the judge (s) and if they are unanimous in agreement that due cause did exist, a re-run may be granted provided the original work was free of a five (5) point major infraction.

T. A judge marks from sixty (60) to eighty (80) points. One-half (1/2) points are permissible.

U. When the judge is in doubt about a penalty the benefit always goes to the contestant.

V. A score of 60 is the same as a zero.

W. No one can talk to the judge during or after the performance.

X. Judge should make any changes appropriately.

Y. No two contestants can compete on the same horse, unless they are siblings.

Z. In the event the cutting is separate from the rodeo there will be a separate call in, the facility and calendar are subject to change.

AA. There will be one go round per scheduled rodeo. No weekend average awards will be given, due to there being only one round, however points for the go round will be awarded to participants.

BB. Contestants must compete in ½ of the scheduled cuttings in order to be eligible for year end prizes in this event.

ARTICLE XI – STATE FINALS GENERAL RULES

A. ELIGIBILITY: To be eligible for State Finals, you must have joined AFJRA by the January Rodeo and competed in ½ of the completed rodeos for that event. The top 15 in each event will compete at State Finals.

B. The top twenty (20) contestants in each event MUST call-in at the designated time to participate in State Finals. You must call back on second call-in day to see if you fall into the top 15.

C. Only contestants in "good standing" (reports card(s) submitted as required, and all financial obligations met) prior to the designated State Finals Call-In Date will be permitted to participate in Call-In.
D. Entry fees are $30.00 per event per day.
E. All contestants must call-in and pay fees for both days of state finals. (updated 2024)
F. All contestants MUST BE PRESENT at the awards ceremony to receive their prizes. Any contestants who are not present to collect their awards will forfeit their prizes unless the board of directors decides otherwise, due to circumstance of absence. (Updated 2025)
G. You must enter and compete in your event at State Finals to receive a year-end award for the event. Failure to do so forfeits all awards. Exceptions will be made for those with Medical Condition(s) and with a physician's note.
H. All-Around Cowboy and All-Around Cowgirl must compete in two or more events to receive this award.
I. All ties for ***first place only*** will be run off on two head (stock events) with stock picked by the Arena Director and the Event Director, there will be a one run tie breaker in barrels, poles, and cutting. The parent or legal guardian must make all decisions as to what shall be done. Team Roping – if there is a tie, you will rope with the same partner.
J. Finals shall be run in order from 15th – 1st both days with the exception of barrel racing, pole bending and rough stock:
   a. Rough stock will be run in order as much as possible.
   b. Barrel Racing will be 1st thru 15th in first performance, 15th thru 1st in second performance.
   c. Pole Bending will be 1st thru 15th in first performance, 15th thru 1st in second performance.
   d. Cutting will be drawn.
K. POINTS: Points for Finals will be calculated as follows:
   First Performance - Points will be awarded to the top ten contestants in each event per ARTICLE II, G.
   Second Performance - Points will be awarded to the top ten contestants in each event per ARTICLE II, G.
   Finals Weekend Points – Points will be awarded to the top ten contestants in each event as follows:
      a. Scored events (Rough Stock, Cutting): First Performance Score will be added to the Second Performance Score and points will be given from 10 to 1 on the highest combined scores.
      b. Timed events (all other events): First Performance Time will be added to the Second Performance Time and points will be given from 10 to 1 on the fastest combined times.
      c. The maximum points available in each event at State Finals is 30.

NOTES:

2026 - 2027 OFFICERS & DIRECTORS

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