

JOHNSON COUNTY RODEO RULES

ANIMAL WELFARE

1. The Johnson County Fair Board makes every effort to ensure that all contestants, contractors, and committees are fully aware of rules regarding humane treatment of all rodeo livestock.
2. Animals for all events will be inspected before the draw. No sore, lame, sick, or injured animal, or animals with defective eyesight shall be permitted in the draw at any time. Should an animal become sick or be injured between the time it is drawn and the time it is scheduled to be used in competition, that animal shall not be used in competition and another animal drawn for the contestant.
3. No animal shall be beaten, intentionally injured, or cruelly prodded. Standard electric prods shall be used as little as possible. No electric prods will be used on an animal in the rough stock events after rider sits down on an animal unless rider requests such use and then prods may only be used when animal turns his head out of the chute. Animal shall be touched only on the hip or shoulder area with prod.
4. No stimulants or hypnotics to be used or given to any animal used for contest purposes.
5. Chutes must be constructed in a manner to prevent injury to stock. Maintenance men and equipment shall be stationed at chutes to assist in removal of any animal should it become caught. The arena shall be free of rocks, holes, and obstacles.
6. Any animal that becomes excessively excited so that it gets down in the chute repeatedly, or tries repeatedly to jump out of the chute, or in any way appears to be in danger of injuring itself, should be released.
7. Any stock contractor or rodeo personnel guilty of mistreatment of livestock may be fined by the Johnson County Fair Board with a fine not to exceed \$500.00.

GROUND RULES

1. All contestants must wear western attire (a cowboy hat, long-sleeved button-down shirt, and cowboy boots) for slack and rodeo performances. Some specialty events are exempt.
2. All rules for all events, including youth, novelty, and standard events, will follow NHSRA rules or those stipulated herein by the Johnson County Fair Board.
3. Contestants are not required to wear the back number during performances but must show their numbers at the gate. This serves as their entry pass. Otherwise, the contestant will be charged a gate fee.
4. Age for Youth and Senior events will be determined by the contestant's age at the time entries are due.
5. For all timed events, contestants should be prepared and ready for their time to compete. Each contestant will be given three calls to enter the arena or box. If the contestant is not present by the third call, the contestant may be disqualified.
6. **Judges' and Arena Director's decisions are final.**

GENERAL RODEO FORMAT

1. Timed events qualifying towards all around awards:
 - a. These events shall have one long go round completed in slack (divided as per the published schedule on Thursday and Friday) and a short go round (split between performances on Saturday and Sunday). Payout and points will be based on each go round and an average.
 - b. The top twelve from each of these events will qualify to compete in the short go performances. The top ten from the team roping events will qualify for the short go performances.
 - c. Contestants are responsible for checking the published list for the short go performances and knowing which day their event will compete in the weekend performances. This is published outside the Fair Office under the grandstands.
2. Rough stock events:
 - a. Bareback riding, saddle bronc riding, and bull riding will consist of two long go rounds and an average.
3. Novelty events:
 - a. Novelty events will compete in one round of a performance per the schedule as published outside the Fair Office under the grandstands.
 - b. Each contestant is responsible for knowing when he/she competes.
4. Junior Barrel Racing and Pole Bending:
 - a. These events will consist of two long go-rounds.
 - b. All entered contestants will compete in slack on Thursday night.
 - c. The top eight contestants after the first round of slack will be slated to compete during the Saturday performance.
 - d. The remaining contestants will complete their second go round during slack on Thursday night.

ALL AROUND AWARDS

1. All Around awards will be determined in both the Men's category and the Women's category based on the contestant who has earned the most points after competing in two or more events.
2. If no contestant places in two events, the person winning the most points in one event (but entered in at least two events) will win the award.
3. All Around awards cannot be won by points earned only in the Dally and Mixed team roping events. A contestant must enter another event besides team roping to be eligible for an All Around award.
4. A contestant may only utilize points earned with one partner in either the Dally or Mixed Team Roping (not both) towards the All Around award.
5. A contestant may enter more than one category of calf roping but may only earn points in one category of calf roping (whichever is highest): either Ranch Calf Roping or Open Calf Roping. Men MUST compete on two different horses if they enter the Open and Ranch Calf Roping events. Women may earn points in either the Ranch Calf Roping or the Ladies Calf Roping but NOT both.
6. In the event of a tie based on points earned, money won will be used as a tiebreaker.

EVENTS QUALIFYING FOR MEN ALL AROUND

1. Ranch Calf Roping or Open Calf Roping
2. Open Team roping or Mixed Team Roping
3. Steer Wrestling
4. Bull Riding
5. Bareback Bronc Riding
6. Saddle Bronc Riding
7. Steer Roping
8. Team Tying

EVENTS QUALIFYING FOR WOMEN ALL AROUND

1. Ranch Calf Roping or Ladies Calf Roping
2. Barrel Racing
3. Pole Bending
4. Goat Tying
5. Open Team Roping or Mixed Team Roping
6. Breakaway Roping
7. Team Tying

EVENTS QUALIFYING FOR SENIOR ALL AROUND

1. Open Calf Roping, Ranch Calf Roping, or Ladies Calf Roping
2. Steer Roping
3. Steer Wrestling
4. Ladies Barrels
5. Ladies Pole Bending
6. Senior Breakaway
7. Senior Team Roping

POINTS:

Timed Event

Places: 1-8 awarded points for 3- Go-Rounds and Average
Points awarded: 1st GO, Short Round, and Average for
a possible 32 points.

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

Rough Stock

Places: 1-8 awarded points for 2- Go-Rounds and Average
Points awarded: 1st GO, 2nd Go, and Average for a
possible 32 points.

1st.....	10.667
2nd.....	9.33
3rd	8
4th.....	6.667
5th.....	5.333
6th.....	4
7th.....	2.667
8th.....	1.333

MEN'S EVENTS

A. BAREBACK RIDING EQUIPMENT

1. Riding to be done with one-handed rigging. Contestant must supply his own rigging.
2. Judges may disqualify a contestant who has been advised he is next to go if he is not above the animal with his glove on when the previous horse leaves the arena. If the judge determines that the contestant has had two opportunities to call for his stock and has not done so, the judge may alert the rider that he is on the clock and now has 60 seconds to nod and call for his stock. If the contestant fails to call for his stock within the 60 seconds, he will be disqualified.
3. Bareback rigging must be of standard regulation as per NHSRA rules. The rigging shall be leather with a handhold not over 6 inches wide at the D ring. A pad must be present under the rigging. Rigging must lie flat on horse's back while rigging is being cinched. A quick release is optional on bareback rigging. Judges and stock contractors shall have the right to disqualify a contestant whose rigging is not deemed safe or appropriate. Contestants will have the right to call judges to pass on whether a horse is properly flanked and cinched.
4. Judges may require contestant to take his hand out of rigging after a horse is cinched. If the handhold is too tight, rigging will be declared illegal. Stock contractor may request to take such action.
5. The rider's glove will be a plain glove with no flaps, rolls, wedges, welds, or gimmicks. 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.
6. There will be no adhesive material other than dry resin used on rigging or on rider's glove. Benzoin may be used.
7. No locked rowels or sharpened spurs may be used on bareback horses. No sharp or cutting object in cinch, saddle girth, or flank straps shall be permitted. Only sheepskin-lined flanking straps shall be used on bucking horses and shall be of the quick-release type. Sheepskin-lined flank straps shall be placed on the animal, so the sheepskin-covered portion is over both flanks, and the belly of the animal.
8. No "loose ropes" allowed in bareback bronc riding.

B. GENERAL RULES

1. No contestant will ride two head in the same event during a performance except for re-rides.
2. Contestants may pull riggings from either side.
3. 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 score taken.

C. EVENT RULES

1. Horses must be ridden for eight (8) seconds to achieve a qualified ride.
2. Time starts when the animal's inside front shoulder passes the plane of the chute.

3. To qualify, the rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground the first jump out of the chute.
4. One arm must be free at all times.
5. The judge on the latch side of the chute gate shall serve as a back-up timer in the bareback riding event. 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 time verification on each ride. In any instance where the time is eight (8) seconds or more on the judge's watch, the contestant shall be entitled to a score without penalty. In the instance the whistle blows before the eight (8) seconds, the judge must go with the whistle.

E. SCORING AND PENALTIES

1. Rider and animal to be marked separately.
2. The ride will be scored according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
4. If a horse stalls coming out of the chute, either judge may tell the contestant to take his feet off of the horse's neck and the first jump qualification or "mark out" rule will then be waived.
5. Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
6. If the rigging comes off the horse, the rider touches the animal with his 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.

F. RE-RIDES

1. The matter of re-rides shall be decided by the judges.
2. Contestant shall not influence the judges by asking for a re-ride at any time. If re-ride is given, the judge shall inform the contestant immediately of his marking and an option of a re-ride.
3. Contestant may refuse re-ride and take his marking.
4. Contestant must make his decision immediately.
5. No re-ride will be given due to faulty or broken equipment furnished by contestant.
6. If an animal that is drawn for a re-ride 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 re-ride.
7. If animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride in the prior go-round will take the animal first.
8. There should be at least two additional head available for re-rides.
9. Re-rides may be given when stock fails to break, stops, falls down out of the chute, or fouls the rider. 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 re-ride drawn.
10. 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 re-ride draw.
11. Contestants who are fouled at chute and declare will be entitled to re-ride at judge's discretion, or the mark out rule may be waived.
12. Contestant may be given re-ride if flank comes off or breaks provided the contestant completed a qualified ride.
13. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn. 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 re-rides.
14. If the pick-up man or horse comes in contact with bucking horse before qualified time has elapsed, re-ride will be given on same animal drawn. The only exception to this rule is if it is that rodeo's last day. On the last day, contestant may have same animal back if stock contractor is willing, or re-rides drawn if requested. If stock contractor is not willing, re-rides will be drawn.

1. SADDLE BRONC/ROOKIE BRONC

A. EQUIPMENT

1. Riding to be done with a plain halter, one rope-rein, and committee/association saddle. Contestant must supply own saddle.

2. Judges may disqualify a contestant who has been advised he is next to go if he is not above the animal when previous horse leaves the arena. If the judge determines that the contestant has had two opportunities to call for his stock and has not done so, the judge may alert the rider that he is on the clock and now has 60 seconds to nod and call for his stock. If the contestant fails to call for his stock within the 60 seconds, he will be disqualified.
3. Standard halter must be used unless both contestant and stock contractor make agreement.
4. Stock contractors may furnish their own halters and contestants may use them. If the contestant borrows halter, he accepts the equipment as his own.
5. Dry resin may be used on chaps and saddle.
6. Contestant saddle specifications:
 - a. Rigging:
 1. $\frac{3}{4}$ double-front edge of "D" ring must pull not further back than directly below center point of swell.
 2. Standard E-Z or ring type saddle "D" must be used and cannot exceed $5\frac{3}{4}$ inch outside width measurement.
 - b. Swell Undercut:
 1. No more than two inches – one inch on each side.
 - c. Gullet:
 1. Not less than four inches wide at center of fork or covered saddle.
 - d. Tree- Saddle must be built on standard tree.
 1. Fork – 14' wide.
 2. Height – 9' maximum.
 3. Gullet – $5\frac{3}{4}$ " wide.
 4. Cantle:
 5. 5" maximum height
 6. 14" maximum width
 - e. Stirrup leather must be hung over bars.
 - f. Saddle should conform to the above measurements with a reasonable added thickness for leather covering.
 - g. Front cinch on bronc saddle shall be mohair and shall be at least eight (8) inches in width at the center but may be tapered to accommodate cinch "D" or rings.
7. No sharp or cutting object in cinch, saddle girth, or flank straps shall be permitted. Only sheepskin-lined flanking straps shall be used on bucking horses and shall be of the quick-release type. Sheepskin-lined flank straps shall be placed on the animal, so the sheepskin-covered portion is over both flanks, and the belly of the animal.

B. TIME LIMIT

1. Saddle Bronc riding shall be timed for eight (8) seconds.
2. Time to start when animal's inside front shoulder passes the plane of the chute.

C. GENERAL RULES

1. Contestant is not to use sharp spurs or locked rowels.
2. Contestant will have the right to call judges to pass on whether animal is properly flanked to buck the best of its ability.
3. No contestant will ride two head in the same event during a performance except for re-rides.
4. Contestants may pull riggings and cinch saddle from either side.
5. If a contestant wins the rookie title, he will no longer be considered a rookie in future JCFB rodeos.

D. EVENT RULES

1. Either stock contractor or contestant has the right to call the judges to pass on whether horse is properly saddled and flanked to buck its best.
2. Riding rein and hand must be on the same side.
3. Horses are to be saddled in chute.
4. Rider may cinch his own saddle.
5. Saddles shall not be set too far ahead on horse's withers.
6. Middle flank belongs to rider but contractor may have rider put flank behind curve of horse's belly.
7. Flank cinch may be hobbled.
8. To qualify, rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground first jump out of the chute.
9. One arm must be free at all times and must not touch animal with the free hand.
10. The judge on the latch side of the chute gate shall serve as a back-up timer in the saddle bronc riding event. 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 time verification on each ride.

11. In any instance where the time is eight (8) 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 eight seconds, the judge must go with the whistle.

E. SCORING AND PENALTIES

1. Rider and animal to be marked separately.
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
4. If a horse stalls coming out of the chute, either judge may tell contestant to take his feet off of the horse's neck and the first jump qualification will then be waived.
5. Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
6. A rider will be given a no score for any of the following reason:
 - a. Being bucked off.
 - b. Changing hands on reins
 - c. Wrapping rein around hand.
 - d. Pulling leather.
 - e. Losing stirrup
 - f. Touching self, animal, saddle, rein, etc., with free hand.
 - g. Riding with locked rowel or rowels that will lock on spurs.
7. Anyone using any foreign substance other than dry resin on chaps and saddle shall be disqualified. The judges may examine clothing, saddle, rein, and spurs at their discretion.

F. RE-RIDES

1. The matter of re-rides shall be decided by the judge.
2. Contestants shall not influence the judges by asking for a re-ride at any time.
3. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.
4. Contestant may refuse re-ride and take his marking.
5. Contestant must make his decision immediately.
6. If halter comes off, rider must have re-ride providing contestant has made a qualified ride up to the time the halter comes off. Rider must re-ride or take no score for that ride.
7. No re-ride will be given due to faulty or broken equipment furnished by contestant in any event.
8. If an animal that is drawn for a re-ride 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 re-ride.
9. If an animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride in the prior go-round will take the animal first.
10. When the final head is to be ridden in riding events, at least two additional head of stock will be available for re-rides.
11. Re-rides may be given when stock fails to break, stops, or fouls the rider.
12. 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 re-ride given.
13. Contestants who are fouled at chute and declared will be entitled to a re-ride at judges' discretion, or the spurring out rule may be waived.
14. If animal falls down out of chute, contestant will be entitled to a re-ride at the discretion of the judges.
15. 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 re-ride drawn.
16. Contestant may be given re-ride if flank comes off or breaks, providing the contestant completed a qualified ride.
17. If rider takes same animal back, he must take that marking given on re-ride.
18. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
19. 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 re-rides.
20. If the pick-up man or horse comes in contact with bucking horse before qualified time has elapsed, re-ride will be given on same animal drawn.
21. The last day, contestant may have same animal back if stock contractor is willing or re-ride drawn if requested. If stock contractor is not willing, re-ride will be drawn.

22. If the opinion of the judges, a saddle bronc deliberately throws himself, the rider shall have the choice of that horse again or he may have a horse drawn for him from the re-ride horses.

2. BULL RIDING/ROOKIE BULL RIDING

A. EQUIPMENT

1. Hooks or posts shall not be used on bull ropes.
2. Quick release buckle is optional on bull rope on the offside.
3. Judges may disqualify a contestant who has been advised he is next to go if he is not above the animal with his glove on when previous bull leaves the arena. If the judge determines that the contestant has had two opportunities to call for his stock and has not done so, the judge may alert the rider that he is on the clock and now has 60 seconds to nod and call for his stock. If the contestant fails to call for his stock within the 60 seconds, he will be disqualified.
4. No bull tails will be allowed under flank straps.

B. TIME LIMIT

1. Bull will be ridden eight (8) seconds.
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

C. GENERAL RULES

1. Contestant is not to use sharp spurs. No part of spur may have sharp edges including rowels and wire locks.
2. Contestant will have the right to call judge to pass on whether animal is properly flanked to buck the best of its ability.
3. No contestant will ride two head in the same event during a performance except for re-rides.
4. Contestants may pull ropes from either side.
5. Contestant must compete on stock drawn for him. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
6. If a contestant wins the rookie title, he is no longer considered a rookie for future JCFB rodeos.

D. EVENT RULES

1. Riding is to be done with one hand and loose rope, with or without handhold.
2. No finger wraps, no knots or hitches to prevent rope from falling off bull when rider leaves him.
3. No more than two men may be on the chute to pull contestant's rope.
4. The judge on the latch side of the chute gate shall serve as a back-up timer in the bull riding event. 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 time verification on each ride. In any instance where the time is eight 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 eight seconds, the judge must go with the whistle.

E. 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 marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
4. If contestant makes qualified ride with any part of rope in riding hand, he is to be marked.
5. Contestant will receive no score for any of the following offenses:
 - a. Being bucked off.
 - b. Touching animal, equipment, or person with free hand
 - c. Using sharp spurs.
 - d. Placing spurs or chaps under the rope when the rope is being tightened.

F. RE-RIDES

1. Re-rides will be decided by the judges.
2. Contestants shall not influence the judges by asking for a re-ride at any time.
3. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.
4. Contestant may refuse re-ride and take his marking.
5. Contestant must make his decision immediately.
6. No re-ride will be given due to faulty or broken equipment furnished by contestant in any event.

7. If animal that is drawn for a re-ride 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 re-ride.
8. If an animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride in the prior go-round will take the animal first.
9. When a final head is to be ridden in riding events, at least two additional head of stock will be available for re-rides.
10. Re-ride 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 re-ride drawn for.
12. Contestants who are fouled at chute and declare will be entitled to a re-ride at judges' discretion.
13. If animal falls down out of chute, contestant will be entitled to a re-ride 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 re-ride drawn.
15. Contestant may be given a re-ride if flank comes off or breaks, providing the contestant completed a qualified ride.
16. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
17. 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 re-rides.
18. If the pick-up man or horse comes in contact with bull before qualified time has elapsed, re-ride will be given on the same animal drawn. Only exception to this rule is if it is that rodeo's last day. On the last day, contestant may have same animal back if stock contractor is willing, or re-ride drawn if requested. If stock contractor is not willing, re-ride will be drawn.

3. STEER WRESTLING

A. EQUIPMENT

1. Cattle neck ropes on steers must be tied with string or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the steer wrestling event.
3. Adjustable slide shall be used on all cattle neck ropes in steer wrestling event.
4. In steer wrestling the score may be no longer than the length of the steer wrestling box, minus six (6) feet, unless the arena director approves other arrangements.
5. Length of box to be measured from center of back end of box to center of barrier.

B. TIME LIMIT

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

C. GENERAL RULES

1. Contestants may change horses between Go's in Steer Wrestling.
2. Dogging box – shall be part of the arena during dogging events.
3. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.
4. Lap and Tap – no barrier to be used. Flagger to flag time when animal's nose clears the gate.
5. It is always the decision of the barrier judge whether the barrier is broken.
6. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string is unbroken, barrier judge may assess a ten (10) second fine. Otherwise, this will not be considered a broken barrier.
7. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.
8. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
 - a. If the steer gets out of the arena, flag will be dropped and the contestant gets the back- lap and tap with the time added which was taken when the steer left the arena, plus and barrier penalties.
 - b. In cases of mechanical failure.
 - c. If the opinion of the line judge, contestant is fouled by barrier, contestant shall get his steer back, providing contestant declares himself by pulling up.
9. Time to be taken between two flags.
10. This event shall not be conducted with an open catch pen gate at any rodeo.
11. The placing of fingers in eyes, lips, or nose of steers while wrestling it is forbidden.

D. EVENT RULES

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

2. Contestant must furnish own hazer and horse.
3. Anyone jumping from the offside in the steer wrestling must notify the rodeo secretary when entering, and if possible, the barrier should be arranged on the offside for such contestants.
4. Hazer must not render any assistance to contestant while contestant is working the steer.
5. Contestant is considered working with steer when steer leaves the box.
6. Steer must be caught from horse.
7. If contestant jumps at steer, he accepts him as sound.
8. If steer gets loose, dogger may take no more than one (1) step to catch steer.
9. After catching steer, wrestler must bring it to a stop or change its direction and twist it down.
10. If steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by wrestler putting animal's horns into ground, it must be let up to all four feet and then thrown.
11. Steer will be considered thrown down only when it is lying flat on its side or on its back with all four feet and head straight.
12. Wrestler must have hand on steer when flagged.
13. Contestant and hazer must use the same horse they leave chute with.
14. Hazer will be allowed to catch dogger's horse.
15. If dogger misses or loses steer, flag judge must ask dogger if he wishes another jump. Dogger must reply at once.
16. Dogger is entitled to as many jumps as he wants in the thirty (30) second time limit.
17. Contestant is required to turn steer's head so that he can get up.
18. If a steer is falling in the opposite direction the steer wrestler is attempting to throw him (dog fall), the contestant may turn the steer's head to correspond with the leg position to make this a legal fall.

E. SCORING AND PENALTIES

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten (10) second penalty assessed for breaking the barrier.
5. Contestant will be disqualified for any abusive treatment of steer or his horse.
6. Any violation of any rule by hazer will disqualify the contestant they are helping.
7. Hazer must not render any assistance to contestant while contestant is working with steer. Failure to observe this rule will receive no time.
8. If hazer bats steer, or contestant's horse, contestant will receive no time.
9. A ten (10) second penalty will be assessed in any case in which barrier judge rules that dogger's feet touch the ground before flag line is crossed.
10. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.
11. Time should be taken with the average of two (2) times at all rodeos.

F. RE-RUNS

1. In any timed event, if the 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.
2. No re-run 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 re-run before the contestant leaves the arena.
4. A steer must be re-run before another contestant uses it.
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 re-run at a time designated by the judges and the arena director, plus any barrier penalties. If barrier penalties are present, then contestant will compete with a lap and tap start.

G. OFFICIALS

1. There shall be two (2) or more timers, a field judge, and a barrier judge.
2. A field flag judge must ask contestant if he wants a second jump. Once a contestant has been flagged out, he will receive no stock back.
3. Barrier judge is responsible to change barrier string whenever it may have been weakened or on request of next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
5. Barrier equipment must be inspected by the judge before each time. If equipment is faulty, it must be replaced.
6. Barrier judge shall ensure that nobody can stand close enough to barrier or equipment to tamper with it.
7. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
8. The fairness of catch and throw will be left to the judges, and their decision will be final.
9. Field flagger is required to watch contestant and steer until animal is turned loose.

4. STEER ROPING

A. TIME LIMIT

1. There will be a 60 second elapsed time limit in the steer roping. A whistle indicating “no time” shall be blown by the timer at the end of the appropriate time limit. Deviations must be approved at time of rodeo approval. If a roper trips a steer after the whistle has sounded, the roper will receive a “no time.” This rule shall not apply to legal trips completed in less than 60 seconds but which, due to a penalty, are recorded as having taken more than 60 seconds.

B. GENERAL RULES

1. Steer must be tripped by contestant from horseback.
2. Contestant must cross and tie three legs.
3. Steer must remain tied for six (6) seconds to qualify as a legal tie. Additionally, there must be at least one wrap around all three legs, and a half-hitch.
4. After roper signals a completed tie and remounts, he will bring his horse back toward steer before the six (6) second inspection will begin, so as to give ample slack to rope while judge is examining tie for a six (6) second period.
5. Unless instructed to do so by the judge, rope will not be removed from steer until tie is approved.
6. Contestants can receive no outside assistance of any kind.
7. Only one loop and one trip attempt will be allowed.
8. Deviations must be approved at time of rodeo approval.

C. EVENT RULES

1. Legal catch – Only slick loop around both horns shall be a legal catch. A legal catch in which the rope continues to wrap around the steer’s neck shall result in disqualification for that go-round.
2. For a trip to be legal, the rope must go over and below the hip of the steer on the side opposite the direction the horse is turning. Any steer roper who intentionally trips with an illegal catch shall be flagged out and may be fined \$250.
3. Steer’s horns – If steer’s horns pull together and the rope comes off, contestant will receive “no time”. If the rope stays on one horn from a legal head catch until the tie has been completed and examined, tie will be official.
4. Position of horse – Horse must turn away from steer. Steer must be thrown by horse. Steer cannot be thrown by hand after steer has fully regained his feet. It is illegal to double back past steer.
5. Rope must be on steer and tied to saddle and horse when roper completes the tie. Roping steer without turning loose the loop shall not be considered a legal catch. If foul catch is made, second rope may be used, but first rope must be released from either saddle or steer.
6. No touching steer – Roper cannot touch steer or rope after giving “finished” signal unless judge concurs to prevent injury. Judge will determine tie, and his decision will be final.
7. Lining of steer – In the steer roping, when box is located on the right-hand fence, a left-handed roper may request of the judge that the steer be lined from the fence and the liner be allowed to stand the same distance as the score past the score line.
8. Excessive Dragging of the steer – Steer roping contestants who, in the opinion of the judge, excessively drag a steer may be disqualified and/or fined.

WOMEN’S EVENTS

1. BARREL RACING

A. EQUIPMENT

1. Judge may prohibit the use of bits or equipment that he/she may consider severe.
2. Complete electric timer must be backed up by a flagman. One (1) timer will record the times that appear on the electric eye-controlled readout. Two (2) timers will operate the digital watches and record the average time, which is shown thereon. These two (2) timers will operate from the flagman’s signals.
3. Permanent markers should be put in the ground from the electric eyes. Electric eyes should be placed on the starting line no closer together than the width of the first two (2) barrels and for the electric eyes to be centered on pattern for each performance.
4. Position on fence for flagman should be well marked. These markers should be checked every performance along with the barrel markers and re-staked if pulled out. A record of these measurements shall be kept.
5. Set timer beforehand in the same height and position and lock the legs.

6. Both ends of barrels are to be intact.

B. TIME LIMIT

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

C. GENERAL RULES

1. There shall be a minimum of 75' allowed for stopping, from starting line in barrels back to arena fence.
2. The barrels and the starting line will be permanently marked for the entire go-round.
3. The horse's nose will be timed as it crosses the starting line.
4. A barrel horse shall not be ridden by more than one contestant in the open barrel racing event. No two women shall ride the same horse. Youth competitors may share a horse.
5. During barrel racing events, the arena will be dragged at regular intervals to be determined by the management.
6. Following barrel racing events, the pattern will be dragged or leveled.
7. A contestant may enter the arena at the speed of her choice but must keep forward motion once she enters the arena gate.
8. An assistant may be present to help a contestant enter the arena but shall not pass beyond the inward arc of the entry gate. If this plane is crossed, the contestant may be disqualified.
9. Arena gate must be closed immediately after she enters the arena and kept closed until pattern is completed and her horse is under control.
10. Contestant may change horses in this event between go rounds.

D. EVENT RULES

1. The barrels must be at least twenty (20) feet from the arena fence.
2. The arena conditions will enable the JCFB team to determine the distance that the barrels can be apart, provided they are at least 20 feet from the fence.
3. The cloverleaf pattern is the only approved pattern in this event.
4. Touching barrels is permitted by horse or contestant.
5. The front two barrels shall be twenty (20) yards (60 feet) from the starting line.
 - a. A maximum distance between the two front barrels shall be thirty (30) yards (90 feet) arena conditions permitting.
 - b. The contestant may start on either the right or left barrel.
6. When starting on the right barrel, there will be one right turn and two lefts around the barrels.
7. When starting on the left barrel, there will be one left and two right turns around the barrels.

E. SCORING AND PENALTIES

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a barrel is a five (5) second penalty per barrel. Should barrel be knocked over and it sets up on opposite end, the five (5) second penalty will be assessed.
4. Not following the cloverleaf pattern will receive a no time.
5. Contestant will be allowed legitimate time from the time she enters arena gate until her time starts by field flagger or electric eye.
6. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
7. If contestant's horse breaks timer plane, by backing through before starting pattern, time will be considered started.
8. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.
9. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electronic eye-controlled times will remain unaltered.

F. RE-RUNS

1. No re-run will be given due to faulty or broken equipment furnished by contestant.
2. The battery digital clock will be the primary time and digital hand-held watches to be second backup time. When both the digital clocks malfunction and no time was recorded from digital watches, contestant will be given a re-run at a time designated by the judge and arena director, plus any penalties.

2. POLE BENDING

A. EQUIPMENT

1. Judges may prohibit the use of bits or equipment that he may consider severe.

2. Complete electric timer must be backed up by a flagman. One (1) timer will record the times that appear on the electric eye-controlled readout. Two (2) timers will operate the digital watches and record the average time, which is shown thereon. These two (2) timers will operate from the flagman's signals.
3. Permanent markers should be put in the ground from the electric eyes.
4. Position on fence for flagman should be well marked. These markers should be checked every performance along the pole markers and re-staked if pulled out. A record of these measurements shall be kept.
5. Set timer beforehand in the same height and position and lock the legs.
6. Poles used for this event must have rubber bases.

B. TIME LIMIT

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

C. GENERAL RULES

1. Starting line in pole bending will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. No two contestants may ride the same horse in the Open Pole Bending. A pole horse shall not be ridden by more than one contestant in this event. In youth pole bending, contestants may share a horse.
4. The horse's nose will be timed as it crosses the starting line.
5. There shall be a minimum of 75 feet allowed for stopping, from starting line in poles back to arena fence.
6. The poles and the starting line will be permanently marked for the entire go-round.
7. During pole bending events, the arena will be dragged at regular intervals to be determined by the management.
8. A contestant may enter the arena at the speed of her choice but must keep forward motion once she has entered the gate.
9. Arena gate must be closed immediately after she enters the arena and kept closed until pattern is completed and her horse is under control.
10. Contestant may change horses in this event between go rounds.

D. EVENT RULES

1. The pole bending pattern is to be run around six (6) poles.
2. No flags to be used on poles.
3. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be twenty-one (21) feet apart. End pole must be twenty (20) feet, at least, from fence.
4. Poles shall be set on top of the ground, six (6) feet in height, and with no base larger than fourteen (14) or less than twelve (12) inches in diameter.
5. Poles must be straight in line.
6. Touching poles is permitted by horse or 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 time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a pole is a five (5) second penalty, per pole.
4. Not following the pole bending pattern will receive a no time.
5. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
6. If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
7. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.
8. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye-controlled times will remain unaltered.

F. RE-RUNS

1. No re-run will be given due to faulty or broken equipment furnished by contestant.
2. The battery digital clock will be the primary recorded time and digital handheld watches to be second back up time. When both the digital clocks malfunction and no time as recorded from digital watches, contestant will be given a re-run at a time designated by the judges and arena director, plus any penalties.

3. BREAKAWAY ROPING

A. EQUIPMENT

1. Western type equipment must be used.
2. Cattle neck ropes on calves must be tied with string or rubber bands.
3. No metal snaps or hardware shall be used on cattle neck ropes in the breakaway roping event.
4. Adjustable slide shall be used on all cattle neck ropes for cattle used in breakaway roping event.

B. TIME LIMIT

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

C. GENERAL RULES

1. Contestant may change horses in breakaway roping.
2. Roping box – shall be part of arena during roping events.
3. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
4. Lap and tap – no barrier to be used. Flagger to flag time when animal's nose clears the gate.
5. It is always the decision of the barrier judge whether the barrier is broken.
6. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten (10) second penalty. Otherwise, this will not be considered a broken barrier.
7. If automatic barrier does not work, but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
8. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a re-run without penalties.
9. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
10. If barrier equipment hangs on animal and contestant tries the animal, she accepts the animal. If contestant pulls up, she will receive the same animal back.
11. Calf belongs to contestant when she calls for it, regardless of what happens, with the following exceptions:
 - a. If the calf gets out of the arena, flag will be dropped, and the roper gets the calf back lap and tap with the time added which was taken when the calf left the arena plus any barrier penalties.
 - b. In case of mechanical failure.
 - c. If, in the opinion of the line judge, contestant is fouled by barrier, contestant shall get her calf back, providing contestant declares herself by pulling up.
12. In breakaway, a horse must clear the box before a loop is thrown.
13. Time to be taken between two flags.
14. This event shall not be conducted with an open catch pen gate.
15. Senior Breakaway is open to men and women 55 or over. In the Senior Breakaway, if steers are used, any legal head catch (whole head, half head, slick horns) will qualify for a time.

D. EVENT RULES

1. Two loops will be allowed if two ropes are carried.
2. Ropes are to be tied to the saddle horn with nylon string. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A flag that is visible to the flagman or judge must be attached at the knot end of the rope.
3. Rope must be tied to the horn with a nylon string and may not be run through bridle, tie down, neck rope 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 re-built.
6. If second loop falls, it cannot be rebuilt and used.
7. A cloth must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
8. The catch-as-catch-can rule shall apply after the loop has passed over the calf's head.
9. Rope must be released from contestant's hand to be a legal catch.
10. 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.

E. SCORING AND PENALTIES

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten (10) second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.

6. Contestant will be disqualified for any abusive treatment of calf or her horse.
7. The contestant will receive no time should she break the rope away from the saddle horn by hand or the rope falls from the saddle horn preemptively (as in the rope was not properly secured to the saddle horn by the nylon string). However, if the rope should dally around the horn, the contestant may ride forward, un-dally the rope and then stop her horse to make the rope break away.
8. Time should be taken with the average of two (2) times at all rodeos.

F. RE-RUNS

1. In any timed event, if animal escapes from the arena, flag will be dropped, and watches stopped. Contestant will get animal back with lap and tap start. Time already spent will be added to time used in qualifying.
2. No re-run 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 re-run before the contestant leaves the arena.
4. A calf must be re-run before another contestant uses it.
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 re-run at a time designated by the judges and the arena director, plus any barrier penalties. If barrier penalties, then lap and tap start.

G. OFFICIALS

1. There shall be two or more timers, a field judge, and a barrier judge.
2. A third official will be used to help determine legal catches or any infractions of the rules. This official need not be mounted.
3. Flag judge will make final decision.
4. A field flag judge must ask contestants if they want a second loop. Once a contestant has been flagged out, she will receive no stock back.
5. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
6. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
7. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
8. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with it.
9. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.

4. GOAT TYING

A. EQUIPMENT/STOCK

1. Western type equipment must be used.
2. A goat string made of rope, leather, or nylon can be used. All goats should be tied three times before the rodeo.
3. Goats should have the same collars and these should be snug.
4. Goats should be similar size and weight.

B. TIME LIMIT

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

C. GENERAL RULES

1. Starting line in goat tying will be subject to ground rules.
2. The stake and the starting line will be permanently marked for the entire go-round.
3. A contestant may change horses in this event.
4. A contestant may enter the arena (or track) at the speed of her choice.
5. Arena permitting, the gate will be in the center between the two goats, allowing each contestant the same length run at the goat.
6. Arena gate must be closed immediately after she enters the arena and kept closed.
7. Time to be taken between two (2) flags.
8. During goat tying, the arena will be dragged at regular intervals to be determined by the arena director.
9. Goat handlers must stand directly behind goat. Judges and directors will position themselves, so they are able to have a clear view of the goat rope and horse.

D. EVENT RULES

1. There should be at least 15-yards from arena gate to starting line.
2. Starting line will be 100 feet from stake.

3. The goat should be tied to a stake with a rope ten feet in length.
4. Stake should be completely underground so that no part of it is visible or aboveground.
5. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from her horse, and throw the goat by hand.
6. If the goat is down when the contestant reaches it, goat must be stood on at least three (3) feet, (goat must be elevated by contestant so that at least three (3) feet must be dangling straight underneath the goat, and then goat must be re-thrown) and then cross and tie any three (3) legs together with goat string, and then stand clear of the goat.
7. Legs must remain crossed and secure for six (6) seconds after completion of tie.
8. To qualify as a legal tie, there will be one or more wraps, and half hitch, hooley, or knot.
9. Time will start when the horse's nose crosses the starting line.
10. Time will stop when she signals the completion of the tie.
11. The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time on the tie, during which the goat's legs must remain crossed and tied. If contestant gets rope that is holding goat wrapped around her leg, she may ask the judge if she can remove it. After getting permission from judge, removing rope, and moving back three (3) feet, her six (6) second time limit will start.
12. Qualified persons other than goat tying contestants will be used as goat holders.

E. SCORING AND PENALTIES

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. The tie will be evaluated by a field judge and if it is not secure for six (6) seconds, the contestant will receive no time.
4. Contestant will receive a no time for touching the goat or tie string after signaling she is finished.
5. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope at any time, a ten (10) second penalty will be assessed to said contestant between flags.
6. If the goat should break away because of the fault of the horse, the contestant will receive no time between flags.
7. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.
8. Time should be taken with the average of two (2) times at all rodeos.

F. RE-RUNS

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

MEN'S & WOMEN'S EVENTS

1. TEAM ROPING / MIXED TEAM ROPING

A. EQUIPMENT

1. Cattle neck ropes on steers must be tied with string or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the team roping event.
3. Adjustable slide shall be used on all cattle neck ropes for cattle used in team roping events.
4. Automatic barrier may be used.

B. TIME LIMIT

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

C. GENERAL RULES

1. Contestant may change horses in team roping.
2. Roping box – shall be a part of the arena during team roping.
3. Once score line has been set in timed events, it will not be changed in that go nor can length of box be changed.
4. Lap and tap – no barrier to be used. Flagger to flag time when animal's nose clears the gate.
5. If electric eye fails, the backup timers will prevail.
6. Steer belongs to contestants when they call for it, regardless of what happens with the following exceptions:

- a. If the steer gets out of the arena, flag will be dropped and the contestants get the steer back, lap and tap with the time added which was taken 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, contestant is fouled by barrier, contestants shall get their steer back, providing they declare themselves by pulling up.
7. The horse must clear the box before a loop is thrown.
8. Time to be taken between two flags.
9. This event shall not be conducted with an open catch pen gate.

D. EVENT RULES

1. **Dally team roping** - may be entered as two (2) males, two (2) females, or one (1) male and one (1) female on one (1) team and may entered only once with each partner. A contestant may enter the dally team roping a maximum of two (2) times.
2. **Mixed team roping** – may be entered as one (1) male and one (1) female on one (1) team and may be entered only once with each partner. A contestant may enter the mixed teaming roping a maximum of two (2) times.
3. A contestant must use the partner with whom he or she qualified. If either partner is disqualified, both partners are disqualified.
4. If a partner cannot attend due to illness or injury to self or horse and has a physician signed release, prior to competing in the first (1st) go, then he or she can pick a new partner. However, the new partner cannot already be entered twice in that roping.
5. Heelers over 55 years of age and women may tie on.
6. Each contestant will be allowed to carry only one rope.
7. Heeler must start from behind barrier line.
8. Time will be taken when the steer is roped, both horses are facing the steer in line with ropes and are dallied and tight. The horse's front feet must be on the ground.
9. Roping steer without turning loose of the loop will be considered a no catch.
10. Roper must dally to stop steer or change steer's direction.
11. The word "dally" means one complete turn around the horn.
12. Ropers must be mounted when time is taken.
13. Steer must be standing up when roped by head or heels.
14. No foul catches can be removed by hand.
15. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or 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 loop by hand. However, should the front foot or feet come out of the heel loop by the time the field judge drops his flag, time will be counted.
17. In case the field flag 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 lapsed and any barrier penalty.
18. All dally team roping rules apply to mixed team roping unless otherwise stated.

E. SCORING AND PENALTIES

1. In order for time to be considered official, barrier must operate.
2. Timed event judge will not flag contestants out until time is recorded.
3. Judge is to flag time and then flag contestants out if run is not legal.
4. There will be a ten (10) second penalty assessed for breaking the barrier.
5. Roping steer without releasing loop from hand will disqualify catch.
6. Contestants will be disqualified for any abusive treatment of steer or their horses.
7. There will be only three (3) legal head catches:
 - a. Both horns
 - b. Half a head
 - c. Around the neck
8. If hondo passes over one horn, the loop over the other, the catch is illegal.
9. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
10. Any heel catch behind both shoulders is legal if rope goes up heels.
11. One hind foot receives five (5) second penalty.
12. The steer's entire body must be turned and moving forward in tow before the heel loop can be thrown. However, if the steer stops it must only be in tow for the heel loop to be legal. Any heel loop thrown in the switch is considered crossfire and is illegal and will receive a no time.
13. Steer must not be handled roughly at any time, and ropers may be disqualified if, in the opinion of the field judge, they have intentionally done so.

14. In the event a team roper is disqualified or injured after first round, that team will be eliminated from that event.
15. If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight (8) feet before steer regains his feet or team will receive no score.
16. A broken or dropped rope will be considered no time.
17. Time should be taken with the average of two (2) times at all rodeos.

F. RE-RUNS

1. In any timed event, if animal escapes from the arena, flag will be dropped and watches stopped, contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying.
2. If rope is on animal, contestants will get animal lap and tap with rope on it in the chute.
3. No re-run will be given due to faulty or broken equipment furnished by contestant.
4. If the judge sees he has made an error in flagging, he must declare a re-run before the contestants leave the arena.
5. If a horn breaks and the head loop comes off, team will receive a re-run.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a re-run at a time designated by the judge and arena director, plus any barrier penalties. If barrier penalties, then lap and tap start.
7. If artificial horns are jerked off, contestants will receive re-run on same steer, with no penalties other than barrier penalties.

G. OFFICIALS

1. There shall be two (2) or more timers, a field flag judge and a barrier judge.
2. A field flag judge must ask contestants if they want a second loop. Once contestants have been flagged out, they will receive no stock back.
3. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants, each performance.
5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
6. If barrier flagman is used, the animal is to be flagged when crossing starting or deadline, in front of flagman.
7. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with it.
8. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
9. Adjusting length of barrier trip rope will be accomplished only by tying knots in the rope on either end.
10. Any questions as to catches in this event will be decided by the judges.
11. Crossfire rule will be in effect. The heeler cannot release his/her loop until the steer has completed the switch or directional change while in tow.

2. OPEN CALF ROPING/ LADIES CALF ROPING

A. EQUIPMENT

1. Men may enter the Open and Ranch Calf Roping but must compete on different horses for each event. Women may enter the Ladies or Ranch Calf Roping. As specified above, the contestant will only accumulate points from one category of calf roping towards the All Around award (contestant will carry points from whichever calf roping category he/she has earned the most points).
2. Pigging string – a piece of rope used for securing animals.
3. Cattle neck ropes on calves must be tied with string or rubber bands.
4. No metal snaps or hardware shall be used on cattle neck ropes in the calf roping event.
5. Adjustable slide shall be used on all cattle neck ropes for cattle used in calf roping event.
6. An automatic barrier must be used.
7. Two loops will be allowed if two ropes are carried.
8. Roping calves shall weigh at least 150 pounds each and be strong and healthy.

B. TIME LIMIT

1. There will be a thirty (30) second time limit for the Open Calf Roping.
2. There will be a sixty (60) second time limit for the Ladies Calf Roping.

C. GENERAL RULES

1. Contestant may change horses in calf roping.
2. Roping Box – Shall be part of the arena during roping events.
3. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
4. It is always the decision of the barrier judge whether the barrier is broken.
5. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten (10) second penalty. Otherwise, this will not be considered a broken barrier.
6. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
7. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, entitling contestant to a rerun without penalties.
8. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
9. If barrier equipment hangs on animal and contestant tries the animal, he/she accepts animal. If contestant pulls up, he/she will receive the same animal back.
10. Calf belongs to contestant when he/she calls for it, regardless of what happens, with the following exceptions:
 - a. If the calf gets out of the arena, flag will be dropped and the roper gets the calf back lap and tap with the time added which was taken 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 contestant is fouled by barrier, contestant shall get his/her calf back, providing contestant declares him/herself by pulling up.
11. In calf roping, a horse must clear the box before a loop is thrown.
12. Time to be taken between two flags.
13. This event shall not be conducted with an open catch pen gate.
14. If horse stops and calf hits the end of rope in such a manner that calf busts himself, roper will not be responsible.
15. Rope to be removed from calf's body as soon as possible after "tie" is completed.

D. EVENT RULES

1. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
2. Calves may be pushed out by contestant's assistant providing they are ready. If not, arena director will have worker to push calves.
3. Contestant cannot receive any assistance after crossing starting line.
4. Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Cross and tie any three legs.
5. Any catch is legal with a catch as catch can rule.
6. If calf is down when roper reaches it, calf must be stood on at least three feet (Calf must be elevated high enough that it has the opportunity to regain its feet) and calf must be re-thrown.
7. If roper's hand is on calf when calf falls, calf is considered thrown by hand.
8. Rope must hold calf until roper gets hand on calf.
9. To qualify as a legal tie, there shall be one or more wraps, and a half hitch or hooley (A hooley is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).
10. The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the judge.
11. Six (6) second time will start when roper has remounted and his horse has taken one step forward.
12. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper signals for time.
13. Rope will not be removed and rope must remain slack until field judge has passed on tie.

E. SPECIFIC RULES FOR LADIES CALF ROPING ONLY

1. Calf does not need to be daylighted.
2. Ladies calf roping will be lap and tap with a flagger, or a barrel may be used to designate the starting line.
3. An officially appointed helper (by the JCFB) may be stationed in the arena to help prevent injury to contestant, horses, or stock but shall not interfere in any way to offer advantage to any contestant.

F. SCORING AND PENALTIES

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten (10) second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.

6. Contestant will be disqualified for any abusive treatment of calf or his horse.
7. Any intentional dragging of calf, regardless of distance, will result in a no time. Intentional dragging shall be defined as caused by contestant. Excessive dragging of calf will receive a no time. Excessive dragging shall be defined as move the calf six (6) or more feet after the contestant has called for time. However, if in the opinion of the judge. The dragging was caused by something outside of the control of the contestant; the judge may give the contestant his time. Dragging the calf while the contestant is tying the calf will not be considered excessive dragging.
8. Roper will be flagged no time for touching calf or pigging string after tie is complete. Roper can be flagged out for touching rope to train his/her horse after giving finish signal or by dragging calf after he/she remounts horse.
9. Time should be taken with the average of two (2) times at all rodeos.

E. RE-RUNS

1. In any timed event if animal escapes from the arena, flag will be dropped, and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying.
2. If rope is on animal, contestant will get animal lap and tap with rope on it in chute.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the judge sees he has made an error in flagging, he must declare a re-run before the contestant leaves the arena.
5. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and 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. A field flag judge must ask contestants if they want a second loop. Once a contestant has been flagged out, he will receive no stock back.
3. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of the next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
6. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with it.
7. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
8. Flagger must watch calf during the six (6) second period.
9. Judge will start watch when roper signals for tie if roper's rope had come off calf, or when roper has remounted, and his horse has taken one step forward.
10. Rope will not be removed, and rope must remain slack until field judge has passed on tie.
11. Start watch, then watch calf, counting to six (6) seconds.
12. If the horse excessively drags the calf after roper has dismounted, field judge may stop horse.
13. If a calf kicks loose, the judge will stopwatch and check time to determine if tie was legal.

3. RANCH CALF ROPING

A. EVENT RULES

1. Men may enter the Open and Ranch Calf Roping but must compete on different horses for each event. Women may enter the Ladies or Ranch Calf Roping. As specified above, the contestant will only accumulate points from one category of calf roping towards the All Around award (contestant will carry points from whichever calf roping category he/she has earned the most points).
2. Contestant may not compete on a horse that was used in the Open Calf Roping.
3. Catch-pen gates will be closed.
4. No jerk lines are permitted in the Ranch Calf Roping
5. All contestants must start at the back of the box.
6. Contestant may leave either box of his/her choosing.
7. No barrier will be used. Start time will be flagged.
8. Roper will rope the calf in a catch-as-catch-can manner.
9. Roper will dally the rope, dismount, and tie calf. A legal tie includes the crossing and tying of any three legs.
10. Rope may not be fastened to the saddle horn in any "hard and fast" fashion or knot.
11. Roper must daylight calf.
12. Time stops when contestant signals the end of the tie.

13. Contestant must remove the rope from the calf (or loosen it sufficiently if the tie prevents removal of the rope) to begin 6 second evaluation by the field judge. Contestant will be disqualified if calf gets up before the 6 seconds is complete.
14. Two loops are allowed but only one rope may be carried. Roper may rebuild his/her rope.
15. Judges may reference other rules for the JCFB rodeo to their discretion.

AGE REQUIRED EVENTS
AGE AS OF ENTRY DEADLINE

1. JUNIOR BARREL RACING (SEE WOMEN'S RULES)

A. BOYS AND GIRLS 12 AND UNDER

2. JUNIOR POLE BENDING (SEE WOMEN'S RULES)

A. BOYS AND GIRLS 12 AND UNDER

3. SENIOR BREAKAWAY ROPING (SEE WOMEN'S BREAKAWAY RULES)

A. MEN & WOMEN 55 & OVER

4. SENIOR TEAM ROPING (SEE TEAM ROPING RULES)

A. MUST BE 55 YEARS & OLDER

5. CALF RIDING

A. TIME LIMIT

1. 6 second time limit

B. EVENT RULES

1. Contestants must be 7 to 11 years old.
2. Rider must wear helmet and vest. Helmets will be provided by the JCFB.
3. Riding is to be done with one hand and rope, without handhold. No knots or hitches are allowed to prevent rope from falling off animal when rider leaves.
4. Any qualified ride will be scored.
5. Highest score wins.

6. CALF SCRAMBLE

A. TIME LIMIT

1. There will be a two (2) to three (3) minute time limit at the discretion of the judge.

B. EVENT RULES

1. Calves will be loose in the pen.
2. All teams will start from a designated line. Rope halters will be provided.
3. It is a three (3) member team consisting of contestants ages 10-14. Money will be paid to the fastest team each day.
4. Each team must catch a calf, halter the calf, and push/pull/drag the calf to the judge to receive a time.
5. The halter needs to be on the calf in proper position or as close as possible per the judge's discretion.
6. It will be the judge's decision to let a team use their own rope to catch a calf before being haltered. Ropes must be removed at or by the finish line to receive a time.

7. GOAT ROPING

A. EVENT RULES

1. Open to boys and girls 10 years old and under.
2. Limited to 5 teams each day
3. Contestants may only enter once with a confirmed partner.
4. Each team will rope a goat on foot in team roping style with one partner being the header and one partner being the heeler.
5. Contestants can rebuild as many loops as they need within the 1-minute time limit.
6. Catch as catch can, both partners must have a loop on the goat for the clock to stop.
7. Judges' decision is final.

8. YOUTH/ADULT RESCUE RACE

A. TIME LIMIT

1. One (1) minute per team

B. EVENT RULES

1. Two-person team. In the youth category, contestants must be under 14 years at the time of entry. In the Adult category, the contestants must be 14 years old or older.
2. Start behind line with person being rescued on horse behind the rescuer.
3. Team must race to barrel.
4. Passenger dismounts onto the barrel without touching the ground. If barrel is knocked over, passenger may stand on tipped barrel and be rescued as long as passenger does not touch the ground.
5. Rescuers must go around the barrel, around pole, and return to barrel where they are to pick up the passenger, go around that barrel and cross the finish line.
6. Rescuer can go around pole and barrel in either direction but must make a complete turn around the barrel/pole.
7. The passenger must be behind the rescuer and astride horse (with a leg on each side of the horse) when rescued.
8. The passenger cannot be carried by rescuer when crossing finish line.
9. Rescue race entries are accepted only on entry form by entry date. The race cannot be entered the day of the race.
10. A person can enter the race only once.

NOVELTY EVENTS

1. WILD COW MILKING

A. EVENTS RULES

1. A three (3) person team, including an anchorman, mugger, and milker/runner.
2. No horses will be used.
3. Cows will be haltered with a 30-ft lead rope and in the bucking chutes.
4. Each team must milk their own cow.
5. Bottles will be furnished.
6. Possession of your own milk prior to the start will disqualify the team.
7. The cow must be standing while being milked.
8. The milker may pass the bottle to the mugger to run on foot to the judge – location will be announced.
9. Runner must hand bottle to judge. There must be milk in the bottle and the judge must be able to pour the milk out.
10. If there is no milk poured, the team receives a no time.
11. The team with the fastest time wins.
12. Unnecessary abuse of cows will result in disqualification.
13. The judge and arena director's decision are final.

2. COWBOY SCRAMBLE

A. EVENT RULES

1. 3-Man team will begin with all 3 members mounted.
2. There will be a 3-minute time limit.
3. 2 Teams will compete at the same time. Colored armbands will be provided to differentiate team to judges.
4. The livestock will be loose in the arena. When the time starts, each team will rope, and brand & doctor 2 calves and one steer will be roped and tied down.
5. Calves will be roped 'Catch as Catch can, branded, and doctored with a chalk mark to the face.
6. Ropes must be removed before calf is marked.
7. Steer is to be headed, heeled, and tied down by 3 legs.
8. Ropes must be removed from neck and heels before calling for time.
9. Steer must remain tied by 3 legs for 6 seconds after calling for time.

3. PONY EXPRESS

A. EVENT RULES

1. Riders are mounted on horses at the start of the race.
2. Starting point will be at the timer's box.
3. The other two (2) horses must be in place on the track.
4. Three (3) handlers on the track per team. Two (2) handlers to hold the horses, one (1) to catch the incoming horse and rider.
5. The rider starts out astride the first horse, when the gun sounds, the riders will race around the track.
6. One (1) handler will be there to catch the horse as the rider comes in.
7. The rider will change horses in front of the grandstand.
8. The handlers cannot interfere with the opponents' rider or horse.
9. When the rider has changed horses, the handler can take the first horse off the track.
10. The second exchange will take place on the track in front of the grandstands.
11. The first horse and rider to cross the finish line on their third horse will be declared the winner.
12. Tight races will be determined by the track judge.
13. All decisions are final.

4. 1/8 MILE RACE

A. EVENT RULES

1. Must have four (4) entries, capped at eight (8). Open to contestants from Wyoming.
2. Starts with horse and rider behind the starting line.
3. Arena Judge will Start the race with an alarm or gun fire, the riders will race around the track for 1/8 mile.
4. Fastest time wins.

5. 1/4 MILE RACE

A. EVENT RULES

1. Must have four (4) entries, capped at eight (8). Open to contestants from Wyoming.
2. Starts with horse and rider behind the starting line.
3. Arena Judge will Start the race with an alarm or gun fire, the riders will race around the track for 1/4 mile.
4. Fastest time wins.

6. TRIATHLON

A. EVENT RULES

1. Must have three (3) teams, capped at four (4).
2. The event will start with one biker behind the starting line, one horse and rider at change location, and one (1) runner at next change location.
3. Announcer will start the race.
4. The biker will race to the horse/rider. The biker will hand off the baton to the rider.
5. Horse and rider race to runner and hand-off baton to runner.
6. Runner races to the finish line.
7. Fastest time wins.

7. HIDE RACE

A. EVENT RULES

1. Contest begins with the horse and mounted rider behind a line and ready to pull the passenger who is lying flat on a hide.
2. Rider may not tie on hard and fast. Rider may dally only.
3. Once an alarm sounds, the rider races around a barrel and back towards the finish line.
4. Rider and hide passenger must go around the barrel.
5. If the barrel is knocked over, the team will receive a NO TIME.
6. If the passenger falls off the hide, the team will receive a no time.
7. Time stops at the finish line.
8. Fastest time wins.
9. Teams will compete in pairs if there is an even number of entries. If there is an odd number of entries, teams will run individually.

8. MUTTON BUSTING

A. TIME LIMIT

1. 6 Second time limit.

B. EVENT RULES

1. Weight Limit of 65 pounds.
2. Entries will be limited to ten (10) entries per day.
3. Sheep will be turned loose one at a time with their mounted riders from the provided chute on the track.
4. Contestants will be individually scored by designated judges.
5. Highest score wins.

9. Team Penning

A. Event Rules

1. The team's cattle numbers will be announced when the team enters the arena.
2. Within 2 1/2 minutes, three designated cattle with the team's number will be cut from the herd and penned. Time will start as soon as the nose of the first horse crosses the starting line. The flag will drop.
3. If there are more than six or more head across the starting line at any time, then team will be disqualified.
4. A thirty second warning will be given after two minutes, letting the team know that they have 30 seconds remaining to pen their cattle.
5. To call for time, the flag will drop as soon as the nose of the first horse enters the gate, and the rider calls for time.
6. All undesignated cattle must be on the cattle side of the starting line before time is called or there will be a no-time.
7. A team calling for time with any cattle penned wearing a wrong number will receive a no-time.
8. Contact with the cattle with hands or equipment will be a disqualification.
9. Any attempt by a dismounted rider to work the cattle will be a disqualification.
10. Any team exhibiting unnecessary roughness to the cattle or to a horse will be disqualified.
11. If an animal leaves the arena, either over or through a fence, the team can be disqualified or be given a re-run depending on the circumstances and at the judge's discretion. The judge's decision is the final rule.
12. Calling for Time with less than Three Head.
 - A. A team may call for time with only one or two assigned cattle penned. However, teams penning three head place higher than two or one, regardless of the time.
13. There will be a 30 second penalty for each steer not penned.
14. If a team observes an unfit, injured, or unidentified animal before committing to the cattle; the team must notify the judge. Once the team is committed to the cattle, no re-ride will be given. "Committed to the Cattle" means that the team has crossed the foul line, the flag has been dropped to start the time on that run, and their cattle number has been called.
15. Mixed Team Penning: Team of three (3) consists of: one child who is 13 years or younger at the time of entry, at least one female (who may also be the child), and another team member.
16. May only enter three (3) times, but not more than two (2) times in each division.

10. RANCH SORTING

A. Event Rules

1. Roughing of cattle will not be permitted. Roughing is defined as behaviors such as clipping cattle, stepping on cattle, knocking cattle off their feet, "crashing" cattle into the fence/panels/gates, a horse biting cattle or using whips, ropes, reins, hands, feet, or any other apparel /equipment used in order to get cattle to move faster. Roughing cattle will result in a no-time; the judge will have the final say in roughing calls. Any kind of inhumane treatment of cattle or horses will result in disqualification.
2. 60 second time limit in each division per run. The time will begin when the first horse's nose crosses the plane of the "foul line." Lap times will be kept. In order for the cow to be counted, the entire body of the cow must be over the foul line.
3. There will be 10-12 head of cows in the pen, 10 of which will be numbered 0-9 (there may be up to two blank cows in each set). In the youth division, only 5 numbered cattle will be in the pen (numbers one through five).
4. No one outside of the sorting pen can spot cattle for contestants competing. The two sorters competing can spot cattle for their teammate.
5. In the event that a cow escapes the sorting pen (jumps the panels, goes out of an open gate, etc.) the clock will be stopped, and the team will be given another chance to sort "lap and tap." However, if a cow escapes the sorting pens due to roughing, the team will receive a no time.
6. If blank cattle are used, the blank cattle must "stand alone" in the sorting pen after the time is called, or when the tenth cow is entirely across the foul line, or the 60 second time limit has expired. A blank cow must be

stopped in the sorting pen for time to be called. For example, a blank cow cannot be immediately following a numbered cow through the foul line.)

7. Disqualifications include but are not limited to:
 - Sorting cattle out of order
 - The entire incorrect cow crosses the foul line, including blank cattle, i.e., if the team can stop the cow before its entire body crosses the foul line, they may continue to sort.
 - Attempting to or sorting cattle on foot.
 - Blank cattle crossing the foul line at any time during the 60 seconds.
8. If a team observes an unfit, injured, or unidentifiable cow before crossing the plane of the foul line, the team must notify the judge. Once the team crosses the plane of the foul line, and commits to the cattle in the pen, no rerun will be given.
9. If a team has a dispute about a run, a protest must be lodged with the judge before the team leaves the sorting pen.
10. The judge's decision is final.
11. In the event of a tie, a sort-off will be held to determine the winner.

Rounds:

1. Round 1 will be a 3-head sort with a 60 second time limit. The run time will be complete when the third cow crosses the line. Two successful cattle without a disqualification in 60 seconds may still qualify to move to the second round. *The quickest time gets a payout.*
2. Round 2 is a 10-head sort with a 75 second time limit. The team sorts as many cattle as possible without disqualifying. *The quickest time on the most number of cattle gets a payout.* ** If the top two teams sort the same number of cattle (less than 10) in 75 seconds, they will have a sort-off to see who gets the most cattle in the shortest time to determine the winner of the round.

11. TEAM TYING

A. Event Rules

1. Teams consist of two contestants.
2. Both partners will start from the heeling box.
3. Teams **MUST** head and heel the steer.
4. Head loop must be slick horns.
5. **THREE** loops are allowed.
6. Header must dally. Headers may **NOT** be tied hard and fast.
7. Heelers may be tied on if they are over 50 years old.
8. Once steer is headed and heeled, header dismounts his horse and ties the steer's back two legs with a **SQUARE KNOT**.
9. Contestants will be disqualified if the tie knot is not **SQUARE**.
10. Steer does not have to stay tied for six seconds.

12. 5 Barrel Race (Match Race)

1. Five barrels will be placed in a double cloverleaf barrel racing pattern sharing the middle barrel.
2. Two contestants will begin behind the starting line with a gun shot or buzzer.
3. Both riders must complete the cloverleaf pattern, racing to the **RIGHT** barrel first.
4. The fastest time wins.
5. Men or women may enter.
6. Horses entered in the Open Barrel Racing are not allowed to compete in this event.
7. Hitting a barrel will result in a five second penalty.
8. Breaking the cloverleaf pattern will result in a disqualification.

13. Merchant Roping

1. The team must consist of three contestants. One will be mounted horseback and two will be on foot.
2. At least one contestant on the team must represent a local business.

3. The steers will be either chute run or spilled loose to the end of the arena with a starting line. The format will be determined by the stock contractor.
4. The team must start behind the designated starting line.
5. The roper ropes the steer. The mugger and runner secure the ribbon from the steer.
6. The runner returns with the ribbon in hand and crosses the starting line. The first team with a runner to cross the starting line wins.