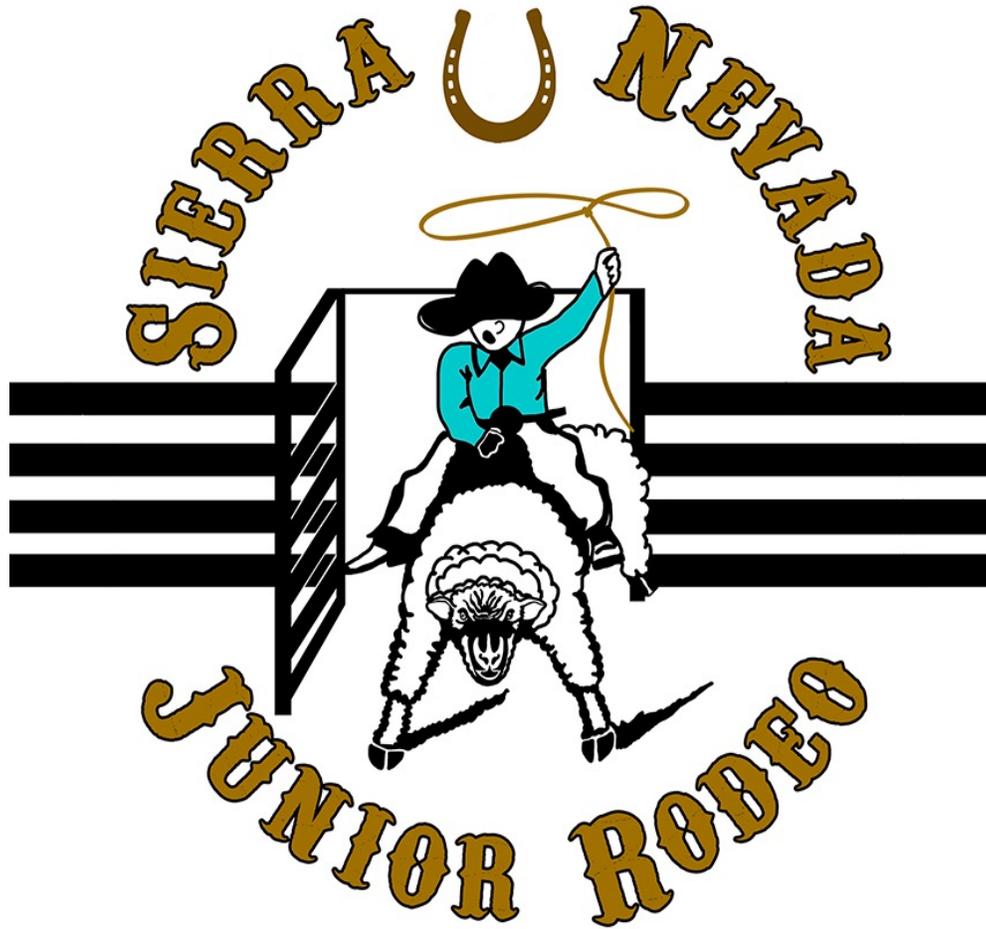


# RULE BOOK



REVISION 2019

**SIERRA NEVADA JUNIOR RODEO RULES**

## **2019 GENERAL SNJR AND ARENA RULES**

1. Contestants must wear long sleeved shirt, western hat or helmet and boots.
2. Hats must be on when contestant enters the plain of the gate. A five second penalty will be assessed for failure to comply.
3. Contestant must be mounted when entering the arena. Riders must enter the arena at a controlled gate. No running or charging the gate is allowed.
4. Circling in barrels, poles, and figure 8. A single circle, spin or pivot is acceptable in either direction. Any helpers that turn or circle the horse will count as the one circle. Failure to comply will be a no time.
5. Contestant helpers must be dressed in western attire. (Western hat, long sleeved shirt and boots) when in the arena area. Helpers in speed events **MAY NOT PASS THE PLANE OF THE GATE. YOU WILL BE DISQUALIFIED.** 6-9 helpers may pass plane of gate however must follow SNJR RULE #3&4.
6. Only contestant can protest. The contestant must present protests to event director or arena director before the end of said event. Do not take protests to timers. This could lead to disqualification. 0-5 peewees may have parent represent them.
7. Decisions of the event or arena director are final.
8. Contestant will be called 3 times for the gate and then disqualified.
9. No re-rides for breakage of tack.
10. The large arena will take precedence over the small.
11. Stock will be chute drawn except in goat events.
12. SNJR events are open to all breeds, including mules and ponies.
13. In order to ride, the regular fees must be paid and riders must follow SNJR rules. Anyone who is disruptive in any way must leave the arena without further refund of entry fees.
14. Officials and directors, without exception, have the right to disqualify or refuse entry to any contestant for any actions of misconduct, profanity, harassment of the judge or officials or employees, unruly or out of control animals, or mistreatment or abuse to their horses. Spectators may be ejected

from the grounds. Intoxicated contestants will be disqualified and entry fees will not be refunded.

15. Anyone who bounces a check will have to pay cash to cover the check plus any returned item fees before he/she will be allowed to compete and earn points. All future rodeos he/she will be required to pay in cash only.

16. No lame horse will be permitted to compete under any circumstance. Any director or official who observes a lame horse should advise the competitor of such.

16.A If a contestant's horse is injured or becomes lame over the course of the event, and the competitor voluntarily withdraws the horse from the remaining events, a refund of fees for the remaining events shall be given and the accumulated points will stand.

16-B should the competitor disagree with the official, a minimum of three Directors will be called to observe the suspected lameness. The competitor must submit the horse for examination by moving the horse to a trot, if necessary to determine whether the horse is lame. Refusal to comply shall result in immediate disqualification for the day. If the majority of the directors agree that the horse is lame, the horse will be disqualified for the day.

16-C should the contestant disagree with the decision of the Directors, he/she may choose a licensed veterinarian, and call him/her to the arena at his/her own expense or the rodeo on call vet will be called at the contestants expense.. If the veterinarian(s) opinion is that the horse is sound and able to compete without drugs, the horse will be reinstated to the remaining events. Otherwise, the disqualification will stand.

16-D If a horse becomes injured, sick or unable to compete prior to rodeo a full refund of entry fees will be given with a vet note, Provided the rodeo secretary receives vet note prior to event.

17. Horse drugging to disguise lameness or to tranquilize is a violation of the horse-drugging act and is prohibited. Such an act will result in immediate disqualification and entry fees will not be refunded.

18. No form of excessive whipping or spurring. No striking of the horse in the head will be allowed. Contestant or guest will be warned once and disqualified for the rest of the day's events without refund if subsequent infraction occurs.

19. Horses entering the arena gate must be at a collected gait, not running, and enter safely. Starting the run before entering the gate is prohibited. Arena director has discretion as to if a contestant is purposely charging a gate. One warning will be given. On the next occasion of the same offense, disqualification from that event will occur.

20. Stallions are not allowed. No mares with colt at their side will be allowed to compete.

21. No running of horses will be allowed outside the arena, except in a designated warm up arena. Violators will receive one warning from an official. If he/she continues disobeying this rule, disqualification from the next event entered without refund of entry fees will result.

22. Horses must be kept away from the snack bar area, this is a health code violation. Repeated violation of this rule is also reason for dismissal from the arena grounds.

23. Dogs must be on a leash at all times and are not allowed to disrupt the Rodeo or rodeo stock. All dogs will be restricted to the vehicle and the trailer area. If a dog becomes aggressive to a person or another animal, the owner will be asked to remove the dog from arena and will not be allowed to return.

24. No open containers of alcohol allowed at arena gates, in arena or stock areas at any time.

## **2019 EVENT RULES**

### **PEE WEE DUMMY ROPING**

1. Timing will begin when contestant steps into box and will end when contestant pulls slack.
2. Three loops will be allowed and parent may help build loops but contestant must step out of box first.
3. Whole head, half head and horns are the three legal catches.

### **PEE WEE STICK HORSE BARREL RACE**

1. Contestant will follow traditional cloverleaf pattern.

### **PEE WEE GOAT UNDECORATING**

1. Time will start when contestant passes over starting line. Contestant must remove all of ribbon from the goat's tail to qualify for a time. Once ribbon is removed contestant must throw their hands in the air to stop the time.

### **GENERAL ROPING & STEER WRESTLING RULES**

1. There shall be two or more timekeepers, a field judge (flag judge), a score line referee and as many officials as the committee finds necessary.
2. Barrier length will not be more than length of box minus 4 feet, to be measured from center at back of box to center of barrier. Minimum length of score will be determined by arena conditions, and or rodeo committees, except steer wrestling (See Steer Wrestling Rules).
3. Short end of barrier will be no longer than 12 inches or shorter than 4 inches.
4. In all roping and wrestling events, a penalty of ten seconds will be given for breaking barrier.

5. Should the barrier break at any point other than the designated breaking point, it will be considered a malfunction.
6. If barrier equipment is faulty, it must be replaced.
7. If barrier fails to work but the flag operates correctly and time is recorded, contestant or team will receive that time. Barrier penalty will be waived unless barrier is obviously beaten by contestant. If official time has not started, contestant or team will receive stock which contestant originally drew if contestant has qualified a run on that stock. If barrier was obviously beaten, the barrier penalty will be applied to the rerun.
8. If short end of barrier is laying ten feet or more in any direction from chute post, it is not a broken barrier, with no other exceptions considered.
9. Starting flag should, if possible, be tied at end of calf neck rope.
10. If, in the opinion of the line judge, a contestant is fouled by the barrier (neck rope or strap), the contestant shall be entitled to a rerun on his original stock, provided that contestant declares himself by pulling up immediately, with the exception of the 6-9 age group, a rerun will be awarded at the decision of the line judge. Should the line judge find that there is no foul a re run will NOT be given.
11. If the barrier malfunctions and stock is brought back, contestant must compete on same animal during or after the same performance.
12. In some cases arena conditions will determine the score. If these conditions exist, the rodeo must receive prior approval by a Director of the SNJR.
13. No contestant shall intentionally beat the barrier. The decision of the judge will be final. Animal may not be roped before the neck-rope breaks from the animal and horse's chest must break plane of the barrier strap; if not, the contestant will be disqualified.
14. Hazing will be allowed up to score line, but no one will be allowed past score line.
15. All roping events will be chute drqwn..
16. Stock contractors should have enough stock for a complete go-round in each event if at all possible.
17. Contestants must compete on calf and steer drawn for him before time will be official.
18. In any roping or wrestling 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.

19. If time is not recorded, the decision of the flag judge shall be final.
20. Roping box is considered part of the arena.
21. A roper cannot build a second loop in the arena. The loop cannot under any circumstances be rebuilt if dropped. A roper 14-18 may carry an additional loop. For 6-9 and 10-13 will have a 3-loop rule
22. Once the roper calls for stock, stock belongs to roper or wrestler.
23. Forty-five (45) second time limit in roping and wrestling.
24. Back gate must be closed on all roping and wrestling events.
25. Contestant position must be drawn for each performance in each event.
26. Stock in roping and wrestling must be chute drawn..
27. Any timed event contestant who fails to heed an initial warning from judges that he/she is mistreating an animal may be disqualified for the remainder of the rodeo. Judges ruling is final
28. Stock contractor may not draw stock or hold stock for performance. Must draw through stock, and the draw is not to be posted more than one (1) hour before performance.

## **CHUTE DOGGING**

1. Time will start when the steer's shoulder passes the plane of the chute.
2. Steer must travel 5 feet before being thrown. Lines will be marked in white. Time will end when all four legs of steer are straight out from its side.
3. Wrestler must have one hand on steer when flagged

## DALLY RIBBON ROPING

A. Objective—A team may consist of (one) 1 boy and (one) 1 girl, (two) 2 boys or (two) 2 girls. Contestants must indicate partner on entry form. Each contestant may enter and compete only (one) 1 time per rodeo.

In this event there will be a runner and a roper. The roper is required to rope the calf, dally around the saddle horn and hold the calf while the runner removes a ribbon from the calf's tail and carries that ribbon across the barrier line of the box the roper left from and to do this in the shortest time possible.

B. Rules:

1. There will be a 45-second time limit in this event.
2. The roping box and barrier are to be used as in the other roping events. The score is to be the same as the boys tie-down roping score.
3. The ribbon for the calf's tail is to be a uniformly colored unbreakable ribbon, (one) 1 inch wide and (twelve) 12 inches long, tied to the calf's tail with a rubber band that is strong enough to hold the ribbon in place but weak enough to break easily when grabbed by a contestant. Suggested is (#twelve) #12 rubber band.
4. Calves are to be the same size and qualifications as boys tie-down roping, but not necessarily the same pen of calves.
5. The roper is to start from the right hand box as you face the arena.
6. A (ten) 10-second penalty will be assessed for breaking the barrier and will be documented by the barrier judge.
7. The runner may wait anywhere in the arena he/she chooses.
8. Roper must dally and hold the calf immediately after roping. No trailing or hazing calf back to score line before dallying so that the runner can get ribbon off of calf's tail.
9. Runner must remove the ribbon from the calf's tail and carry the ribbon back to the box the roper left from. Time will run from the time the calf releases the barrier rope until the barrier judge flags the runner crossing the barrier line.
10. The roper may carry only (one) 1 rope but may rebuild (one) 1 loop if no catch is made with the first loop. Only (two) 2 loops total are allowed.

11. If the ribbon comes off the calf's tail after the roper has made his/her catch, the roper must dally off and hold the calf; however, the runner must go to where the ribbon came off, pick it up and then carry it back across the barrier line. Roper must hold dally until the runner has picked up the ribbon.

#### C. Disqualifications

1. Failure to complete and hold a dally.
2. Dropping or losing rope.
3. Runner touching rope or calf before roper is dallied.
4. Roper dragging calf to runner. When roper makes a catch, he/she must dally off and wait for the runner.
5. Runner crossing barrier line without ribbon.

#### D. Re-runs are allowed if the following occur:

1. If the ribbon comes off the calf's tail prior to the roper making the catch or if the ribbon does not get put on the calf's tail to begin with, re-run is granted with same calf

### **RIBBON ROPING RULES WITH MUGGER**

1. This is an open event so can be either boys or girls from the same age group. Either the boy or the girl can rope or run.
2. The mugger cannot hand ribbon to contestant. .
3. Mugger/runner must be a contestant in the rodeo.
4. Runner must be in dress code, which includes hat, long sleeve shirt, pants and boots.
5. Mugger/Contestant will be required to have hands on calf when ribbon is being removed from tail. .
6. The runner removes the ribbon and runs across flag line in either direction for time.

7. Calf does not have to be on feet when ribbon is removed.
8. The ribbon should be about 1/2 inch in width and 10 inches or more in length.
9. The ribbon itself must be fastened to the top of the tail with a rubber band.
10. If there is no ribbon on the calf when runner gets to it, for whatever reason, the contestant shall be entitled to the same calf over.
11. The flag judge will flag ribbon roping at a point that is minimum 40 feet not to exceed 60 feet. Length of flagging line will be measured from the barrier pen.
12. Runners may choose where they wish to stand in the arena., but must return to the flaggers designated area
13. Any part of the ribbon is legal including rubber band.
14. If roper gets calf over due to ribbon coming off etc., and broke out on first run, he gets calf over lap and tap plus ten (10) second barrier penalty.
15. Runner must hand ribbon to flag judge and not throw ribbon on the ground.
16. Catch as catch can.
- 17 A neck rope must be used and contestant must adjust rope and reins in such a manner that will prevent the horse from dragging calves. If the horse drags calf, field judge may stop horse. Contestant must receive no assistance of any kind from outside.
18. Roper or mugger must attempt to control calf until arena assistant gets hands on calf. If roper or mugger does not attempt to control calf a fine/penalty will be assessed.
19. May enter once only. You must designate who your partner is and both must enter the event and pay individual entry fee for the event.
20. POINTS: The roper and runner will have all the points won count toward the event. Each will receive same points. Jackpot Pay off will be split

## **STEER STOPPING**

1. Contestant is allowed two loops if they carry two loops.
2. Steer is roped and contestant must dally.
3. Time stops when steer is facing horse

## **STEER DAUBING**

1. Contestant must start run from the back of the box. Failure to do so will result in a no time.
2. In lieu of a barrier a flagger and barrel will be used. The barrel should be placed a minimum of a 10 feet from the front of the timed event chute. The flagger will assess a 10 second penalty if the daub is made before the steer's nose breaks the plane of the barrel.
3. Time will start when the steer's nose breaks the imaginary plane of the closed release chute.
4. Dauber works out of the heading box, hazer works from the heeling box
5. Hazer may be an adult. Hazer must be in compliance with the SNJR dress code.
6. Open catch pen.
7. Daubing Lance should be thirty (30) inches long and have a tip from a mop head. It should be no more than one and one half (1 1/2) inches round. A wooden dowel, or section of plastic pipe is the preferred material for the body of the lance so as not to make the lance overly heavy for the Contestant to wield.
8. Dauber is allowed a single stab with the daubing lance to make their mark on steer's hip. Field Judge will flag the Contestant out if they make more than one attempt to make the daub.

9. Field Judge will flag the Contestant out if the Contestant attempts to smear the daub instead of making a clean jab with the baton.
10. The Contestant must raise the daubing lance after making their daub to signal the Judge their try is complete. Failure to raise the lance will result in a no time.
11. If a steer is used more than once in this event , the Arena Director and his crew will make sure any existing daub marks from previous runs are wiped clean. If a steer is released with a daubing mark from a previous run, a rerun will be given.

## **BREAKAWAY ROPING RULES**

1. The rope or ropes must be tied at end of rope with colored nylon string provided by the SNJR, so when the calf is roped, the rope will break away from saddle horn. A white breakaway flag is to be tied at the saddle horn. 8 & under will be eligible to use the cotton barrier string.
2. The calf's head must pass through the loop. The loop may draw up on any part of the calf's body behind the head for all age groups.
3. The field judge shall be able to consult an appointed helper (mounted or not mounted).
4. Calf must break string with no assistance from roper. If roper assists in breaking string, they will receive a no time. It is permissible to un-foul rope from saddle horn.
5. Contestants in all age group have the option to carry a second loop rebuild of loop will not be allowed.
6. Judges decision will be final.

## **TIE-DOWN ROPING RULES**

1. Time to be taken between two flags.
2. Catch as catch can. Roping the calf without releasing rope from hand is not permitted.
3. A neck rope must be used and contestant must adjust rope and reins in such a manner that will prevent the horse from dragging calves. If the horse drags calf, field judge may stop the horse. Contestant must receive no assistance of any kind from outside.
4. Rope must be tied "hard and fast" to saddle horn. Contestant must cross and tie three feet. If calf is down when roper reaches it, it must be let to its feet and thrown by hand. Rope must hold calf until roper gets his hands on calf.
5. Boys Tie-down will be assessed a 10 second penalty if contestant does not daylight calf before tying instead of a no time.
6. Tie must hold for 6 seconds and roper must not touch calf and return to his horse after giving finish signal. If tie comes loose before the 6 seconds has expired and has been ruled a fair one, the roper will be given no time.
7. The flag judge will pass on the tie of the calf by use of stop watch, timing 6 seconds from the time roper has remounted and given slack to rope. Rope will not be removed from calf and rope will remain slack until field judge has passed on tie.
8. Flag judge is to stop watch when calf kicks free, using the time on the watch to determine if time limit of six (6) seconds was reached to qualify time.
9. Calf must be crossed and tied with at least one wrap and hooley.
10. Any 3 legs can be tied.

## **CALF DUMMY ROPING**

The breakaway sled event for juniors is designed to be a safe, controlled preliminary step to roping live cattle.

1. The roping sled will be 75 Feet from the start line.
2. Contestants will be allowed two loops in this event. Contestants may coil up to build a new loop. Contestants will not carry 2 loops.
3. Rope must go over the nose of the calf sled and have a clean head or head /shoulder catch.
4. The contestant must throw their loop from a position behind the breakaway sled. Riding up beside the sled and "hooking" the dummy or "laying" a loop on the sled is unacceptable and will result in a no time. Passing/ or touching the 5' score chalk line will result in a 5 second penalty for each occurrence.
5. Contestant will be flagged and time will stop when roper has dallied.
6. Roping of the legs or wheels of the sled will result in a no time.
7. Time limit of 60 seconds.

## **DALLY TEAM ROPING HEADING & HEELING RULES**

1. May only enter once only. You must designate who your partner is and both must enter the event and pay individual entry fee for the event
2. POINTS: The heading and heeling events will have all the points won count toward the event. Each will receive same points. Jackpot Pay off will be split.
3. LEGAL CATCHES: (1) Around both horns. (2) Around the neck. (3) Half of head. If Hondo passes over one horn and the loop over the other, the catch is illegal. Any heel catch behind both shoulders is legal if rope goes up heels. One hind foot receives five-second penalty. If loop figures 8 on either end it is considered illegal. This does not include heel catches.
4. Cattle may be chute run or drawn at boards discretion.
5. In 14-18 age groups of dally team roping, there will only be two (2) loops allowed, one for the header and one for the heeler. 6-9 and 10-13 will be allowed 3 loops.
6. Ropers must release rope from hand to get a time.

7. Electric barrier may be used.
8. No crossfire allowed; judge's discretion.

## **GENERAL RACE RULES**

1. Electric timer must be used at all SNJR rodeos and a flag judge used as backup directly behind the eye.
2. In the event of a malfunction caused by an electric eye or any type of condition in the race events, flag will be used as the official time until the electric eye can again be used. If the flag time is not available, the contestant will receive another run.
3. Contestant positions must be drawn for each performance. Any contestant running out of the drawn order will receive a No Time.
4. In all race events the horse's nose must be flagged coming and going over the line.
5. Should, for any reason, the barrels or poles not be put on the correct markers, or the flag judge not be in the correct place, things must be corrected to proper place and the section be rerun.
6. There will be a disqualification for not following the pattern. (See respective patterns.)
7. A contestant must not stop forward motion after crossing the time line or a disqualification will result.
8. A contestant may use a standing or running start, right or left.
9. Ground must be raked by hand or tractor at least every 7 paid runs and before event starts.
10. Places in all racing events will be in hundredths measured by electronic time or flag.
11. Patterns must be centered with arena center gate, if arena allows.

## **BARREL RACE RULES**

1. Contestant may start on either right or left barrel. When starting on the right barrel, there will be one right and two left turns around the barrels, and when starting from the left, there will be one left and two right turns around the barrels. (See pattern) Cloverleaf barrel patterns only.
2. The barrels must be at least 15 feet from the fence. And the starting and finishing line must be no less than 15 yards from the end of the arena.
3. The suggested distance is 30 yards between barrels one and two and 35 yards between barrels two and three. The third barrel is no less than 36 feet from the end of the arena. However, the distance should be set according to arena size.
4. Starting line and all barrels must be marked permanently for the entire show. The manner in which it is usually done is by taking a rope of three (3) feet in length and tying several knots in one end. Dig a post hole of one to one-and-half (1-1/2) feet deep and place the rope inside the hole, knotted end down. Tamp down dirt around the rope and leave excess rope sticking above ground.
5. Barrels must not have tires or other obstructions on them and be fifty-five (55) gallon metal drums with both ends closed.
6. There will be a five (5) second penalty for each barrel knocked down, even if it bounces back upright. If all three barrels are hit it will result in a no time
7. Barrels are to be placed on the INSIDE of the barrel markers.
8. At no time should horses be allowed to work on the markers that are set for that particular rodeo. All committees are asked to keep the ground conditions as nearly the same for each performance and slack as possible.

## **POLE BENDING RULES**

1. The pole-bending pattern is to be run around six poles. Each pole is to be twenty-one (21) feet apart and the first pole is to be twenty-one (21) feet from the starting line. A rope stake must be placed in the middle of the starting line of flag judge or timer to measure from starting line to first pole.
2. All poles must be marked permanently for the entire show. (See barrel race rule 4.)

3. A horse may start either to the right or left of the first pole, and run remainder of the pattern accordingly. (See pattern.)
4. Poles should be 5-6 feet tall. If the base is metal -- 12-18 inches in diameter, wood base -- 18-14 inches in diameter or rubber base 14 inches in diameter and 2 inches thick. All bases should be protected for safety, if not made of rubber.
5. There shall be a five (5) second penalty for each pole knocked down, even if the pole bounces back upright.
6. In case of a knocked down pole or poles, the pole stakes will determine the pole pattern. If all poles are knocked down it will result in a no time.

## **FIGURE 8**

1. Contestant must make one right and one left turn or vice versa. Contestant must close or complete the eight to receive a time. There are two legal patterns for this event.
2. Contestant runs straight down to the first pole and turns left. The second pole is turned to the right and then contestant must cross back over to the right side of the first pole in order to complete the eight.
3. Contestant runs straight down to the first pole and turns right. The second pole is turned to the left and then contestant must cross back over to the left side of the first pole in order to complete the eight.
4. Contestant crosses over to other side of first pole from where they started. The first pole is turned to the left. The second pole is turned to the right and then contestant must cross back over to the right side of the first pole in order to complete the eight.
5. Contestant crosses over to other side of first pole from where they started. The first pole is turned to the right. The second pole is turned to the left and then contestant must cross back over to the left side of the first pole in order to complete the eight.
5. If contestant does not understand these patterns it is their responsibility to ask the event director before they make their run.

## RUN\* RIDE\*LEAD RACE

1. Contestant will be allowed legitimate time from the time he is called to the arena until his time starts by flagger or electric eye

2. An electric eye will be used for timing with two (2) digital stopwatches as backup. If no electric eye is used, two (2) digital stopwatches will be used and recorded, operated from the flagman's signal.

3. The horse's nose will be timed as it crosses the line.

4. Line on fence for flagman should be well marked.

5. Start line will be 25' from end line. horse will be held by adult handler at end line contestant will be at start line, contestant will run to end line go past line and mount horse handler may use a knee to assist rider to mount and ride back pass the start line, dismount and lead horse over end line where time will be flagged

6. Timed event judge will not flag contestant out until time is recorded. Judge is to flag time, then flag contestant out if run is not legal.

7.. Contestant may be disqualified for the following.

A. Recrossing the score line once their time has begun, but before pattern is complete.

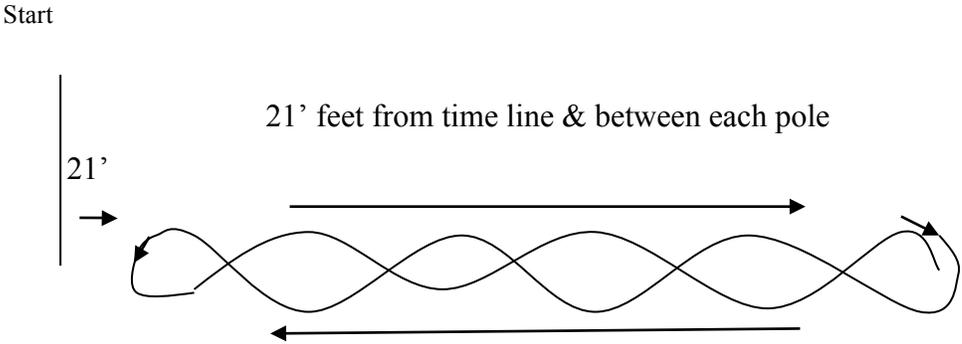
B. Contestant must enter arena with hat on head.

C. Halter and lead rope cannot be used-

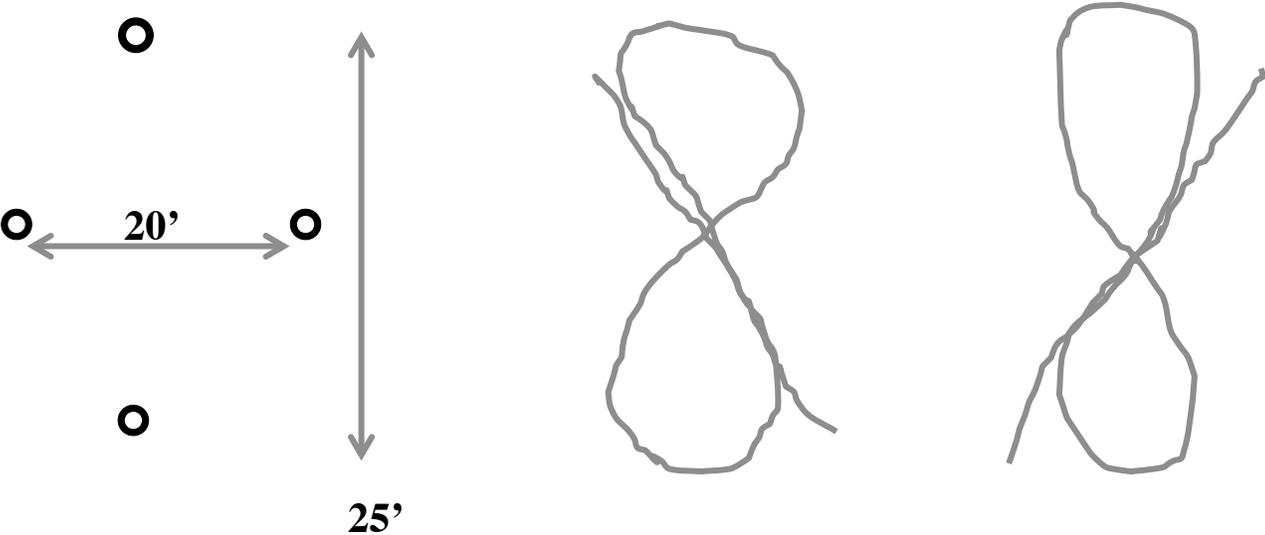
8. One or two contestants can run at same time with a minimum of 10' between contestants this will be at discretion of Rodeo Secretary.

A broken pattern shall be defined as a break in the forward motion to retrace their tracks to finish the pattern and/or passing the plane of the end line or start line.

**PATTERNS**  
**POLE BENDING**

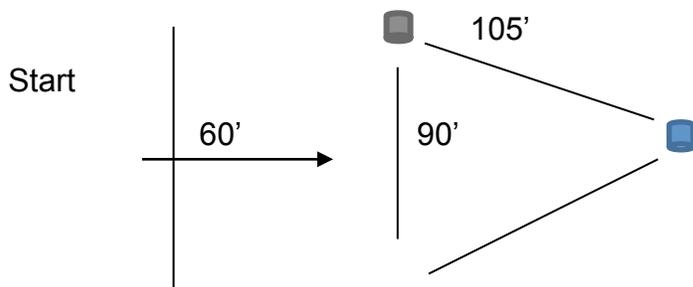


**FIGURE 8 STAKE RACE**



**Rider can make either right or left turns  
and must make a figure 8**

## CLOVERLEAF BARREL RACE



## **RESCUE RACE**

1. Both partners must be 14 years or older..
2. Person to be rescued will stand at the end of the arena marked by two poles. They must stand on the far side of the poles in relation to the timing line.
3. Rider will run down on horseback and pick up partner.
4. Rider must be astride (both feet off ground and one leg over horses back) before passing through the lineset by the poles or a NO TIME will be given. Time ends as both rider and partner re-cross the start line
5. May enter once only. You must designate who your partner is and both must enter the event and pay individual entry fee for the event.
6. POINTS: The rider & rescued contestant will have all the points won count toward the event. Each will receive same points. Jackpot Pay off will be split.

## **FLAG RACE**

1. Objective to race through the course mounted on horseback.
2. Deposit a flag in the first bucket retrieve a flag from the second bucket and cross the finish line.
3. Contestant may run course from left to right or right to left. In either case the bucket on the first barrel he comes to must not have a flag in it. The bucket on the second barrel must have a flag in it.
4. The contestant may circle the barrel if he wishes to without penalty.
5. Contest it may be disqualified for:
  - Knocking over a barrel or bucket
  - Failure to keep the flag in the first bucket
  - Crossing the finish line without the second flag
  - Hitting the horse with the flag

## **GOAT TYING RULES**

1. goat tying will be in small arena. The goat tying score line will be 21” same as pole bending. If it is not used, the starting line should be at least 15 yards from the chutes. Distance from the starting line to the goat will be 100 feet.
2. Time will start when the contestant crosses the starting line and will stop when she signals the completion of the tie.
3. Should the horse cross the plane of the rope or goat or come in contact with the rope or goat, between flags, a ten second penalty will be assessed. If the goat should break away because of the fault of the horse, the contestant will receive a no time for that run.
4. The goat is to be tied to a stake with a rope 10 feet in length and made of cotton. Stake should be pounded completely into ground so that no part is visible. Contestant must ride mounted on a horse from starting line to goat, dismount from horse, throw goat by hand, cross and tie any three legs together with tie string of contestant's choice. Boys 14-18 MUST use pigging string
5. The tie will be passed on by field judge and if it is not secure for six (6) seconds the contestant receives no time. If the contestant returns to tie after signaling completion and before six (6) seconds is up, he/she will receive no time. After signaling completion, contestant will step back at least three (3) feet from the goat and await the six (6) second time limit. After the six (6) second time limit has passed the JUDGE or event director will remove the string from the goat.

6. If the goat is down when contestant reaches it, the goat must be cleared of the ground (daylighted) before tie is made.
7. If contestant's hand is on goat when goat falls, goat is considered thrown by hand.
8. For each age group, goat will be changed every 5 paid runs; no-shows or turn outs will not be tied.
9. If re-run is given, it must be taken in same position drawn.
10. Judge's decision will be final.
11. Only one goat at a time will be staked in arena during the goat-tying event.
12. Goat pattern must be dragged before event starts and as needed.
13. Goat must be tied with at least one wrap and hooey.
14. If contestant runs/ties out of turn (drawn position) it will result in a no time (NT).

## **GENERAL ROUGHSTOCK RULES**

1. All stock is to be chute drawn.
2. No contestant may compete on the same head of stock twice in one rodeo.
3. Any stock drawn for one particular age group cannot be used in other age group during same rodeo.
4. Stock must be drawn by judge or SNJR Director not more than six (6) hours before performance. No stock contractor may draw stock or hold stock for performance. Must draw through stock, and is not to be posted more than one (1) hour before performance.
5. Two head of stock must be drawn for re-ride stock.
6. Contestant must compete on stock drawn for him before score will be official.
7. All scores must be called out immediately after ride has been completed.
8. Rider and animal to be marked separately, 1 to 25 for rider and 1 to 25 for stock. Use the full spread on each side.

9. All riding scores are unofficial until completion of each performance at which time judges have privilege of changing score or adjust spread. Scores are not official until judges' books are tabulated by the rodeo secretary and entered in rodeo books.
10. Judges have privilege of offering rider re-ride or score in case of poor scoring animal. In this case, the rider may choose low score rather than re-ride.
11. If animal stops, a re-ride must be offered if the contestant makes a qualified ride.
12. At least one judge must have stopwatch to time the eight (8) or six (6) second ride.
13. No more than two helpers per contestant.
14. Judge may disqualify a contestant who has been advised he is next to go, if he is not above animal with his glove on and tied when previous stock leaves the arena.
15. Riding to be done with one hand and loose rope for bulls and steers.
16. Protective vest, helmet, and mouthpiece are mandatory.
17. All rough stock will be eight seconds, except calf riding six seconds.
18. Riders who are knocked off by chute will be entitled to a re-ride at discretion of judges.
19. If flank comes off, rider may have re-ride on same animal, provided rider has qualified until the flank comes off. If rider disqualifies after flank comes off on the animal, the re-ride is given.
20. Riders not to use sharp spurs.
21. If rider makes three honest attempts to get out of chute and animal fails, he shall receive a re-ride on different stock.
22. Rider will be disqualified for any of the following offenses:
  - Bucked off
  - Touching animal with free hand
  - Using sharp spurs 30
  - Attempting to cheat. Example: placing spurs or chaps under equipment.
  - Mistreatment of stock
  - Touching any part of self or hat
23. Contestant will have the right to call judges to pass on, if animal is not flanked properly to buck to the best of his ability.
24. The matter of re-ride shall be decided by the judges.

25. The decision of the judges will be final.

## **MUTTON BUSTING**

1. Qualifying ride for a score is 6 seconds. If there are less than four qualifying rides the awards and points will go to the longest qualifying timed ride. Ride will begin as the sheep's shoulder passes through the chute. Contestant may use one or two hands. NO ROPES

## **STEER OR CALF RIDING RULES**

1. No stock may be put in the draw until his horns have been tipped to the size of a half dollar.
2. Hot shot may not be used on STOCK after rider sits down unless the rider requests its use.
3. After the stock leaves chute, no hot shot may be used in the arena. Head fighting bulls or steers having bad horns should be dehorned or taken out of the draw.
4. Riding should be done with loose rope, with or without handhold, no knots or hitches to prevent rope from falling off bull or steer when rider leaves him.
5. Rope must have bell; no bell, no marking. Bell must be under bull's belly.
6. If rider makes qualifying ride with any part of rope in hand, he is to be marked.
7. A point qualifying calf ride is 6 seconds. A point qualifying Steer ride is 8 seconds. If there are less than four qualifying rides the awards will go to the longest non qualifying timed ride. However no points will be awarded for non -qualifying rides.
8. Riding must be done with one hand, with a loose rope or with or without a handhold. Contestant must furnish own equipment.
9. Knots or hitches on ropes are not permitted. Wires or other devices used for placing spurs therein are illegal.

10. Only approved adhesive may be used on rope or glove. (Benzoin may be used)
11. Rowels must have, turn movement.
12. Time begins when shoulder of calf/steer's inside front shoulder passes the plane of the chute.
13. Rider cannot touch any part of the calf/steer with free hand.