

Canadian College Rodeo Association Rule Book

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CIRA Fines

1. Missed mandatory meeting - \$25
2. Schooling your horse, ZERO tolerance. Fines start at \$100 and go up.
3. Arena lap fees - \$25 per lap. A lap means crossing your tracks in any way – no circles in front of roping chute.
4. Poor sportsmanship - \$50
5. Western attire one hour before and one hour after the rodeo, including slack and is applicable to all competitors regardless of draw - \$10
6. Top three and bottom three barrel racers and pole benders will be required to rake in the opposite performance. Slack barrel racers to rake in the performance and the performance to rake in slack. Fine of \$25.
7. Judges, event directors, coaches and executives may enforce fines.

Weekend Fees for Two Days

1 event	\$100
2 events	\$190
3 events	\$280
4 events	\$370
5 events	\$460

Entry Fee Breakdown

- First event: \$30 – entry
- \$10 – committee fee
- \$5 – admin fee
- \$5 – Finals fee
- Two or more events minus \$5 admin fee = \$45 (second, third, fourth, fifth events)

Turnouts/Vets and Medical outs

If you have to vet or medical out of a rodeo, contestant will still be charged the fee portion of their entry fees, as listed above. Contestants will not be required to pay the \$30 entry fee portion. Medical and vet releases must be provided to the office by **WEDNESDAY** following the rodeo. Failure to do so will result in contestant paying the full entry fee.

If you are turning out without a vet or medical release, you will be required to pay the full portion of your entry fee.

Set Ups

- CIRA members can only be set up if they need to be, because of class schedules, exams, or field trips.
- There will be no set-ups for personal reasons or to compete at different events.
- The CIRA executive will make decisions on special instances, such as family emergencies and travel issues.
- Professional rodeos and PBR events will be considered as reason for set-up.

Canadian College Finals Rodeo Ground Rules

1. The top ten students in each event who are in good standing with the CIRA will be eligible to compete at the CCFR. Students must have a 2.0 GPA, have complied with all fundraisers, and paid all fees and fines prior to the Finals.
2. If there is a tie for tenth place, each contestant will advance to the Finals. If there are not 10 contestants in an event throughout the year, all students who entered a regular season rodeo will be eligible to compete.
3. If there are more than 10 contestants who competed in the regular season rodeos, but less than 10 who have accumulated points, the executive will decide on who is eligible to compete.
4. If there are less than 10 contestants to complete in an event, it will be up to the executive to decide if there will be high school contestants invited to compete at the Finals. Invitees will pay entry fees and compete for the payout, but will not be eligible to win the championship.
5. In any event that there are not 4 qualified runs or times in a Finals event, 50 percent of the ground money will be paid out and 50 percent of the ground money will be kept to cover Finals expenses.
6. Each event at the College Finals will pay out first through fourth place:
 - First - \$500
 - Second - \$300
 - Third - \$200
 - Fourth - \$100
7. All students competing at the CCFR must cooperate with the ground rules that Northlands puts in place. Failure to cooperate with the rules of Northlands could result in disqualification from the Finals.
8. Entry fees at the Finals will be \$100 per event.

Girls Events

Barrel Racing

Time Limit

1. Time limit for arena entry – 45 seconds can start any time after the barrier is strung and any time once your name is called in other timed events. The judge can start stopwatch any time and contestant will be unable to compete if they fail to start their run within this limit. Rough stock no limit, but to be encouraged to be ready (event directors helping event run the best it can).
2. Competitors must leave the arena at competition speed in break pattern or having problems in the arena. A fine of \$25 may be assessed if arena is not cleared at appropriate speed.

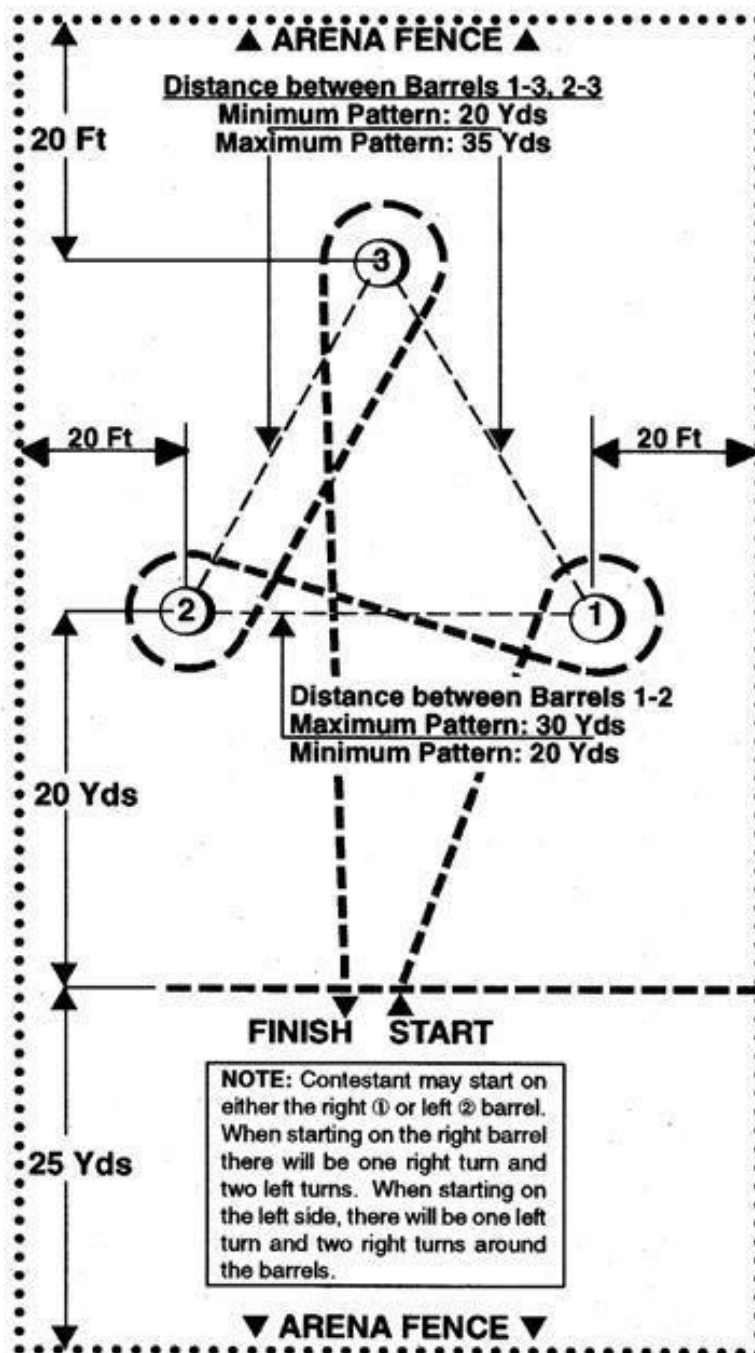
General Rules

1. Starting lines in clover- leaf barrel racing will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. There shall be a minimum of 45 feet allowed for stopping, from starting line in barrels back to arena fence as arena conditions allow.
4. The barrels and the starting line will be permanently marked for the entire go- round.
5. The horse's nose will be timed as it crosses the starting line.
6. A barrel horse shall not be ridden by more than one contestant in this event at any one rodeo.
7. During barrel racing events, the arena will be dragged at regular intervals, to be determined by the management. Turnouts and releases must be included in the count.
8. Following barrel racing events, the pattern will be dragged or levelled.
9. A contestant may enter the arena at the speed of her choice.
10. Backing horses into the arena will not be allowed. Must keep forward motion into main arena.
11. Arena gate must be closed immediately after she enters the arena and kept closed until pattern is completed and her horse is under control.
12. Contestant may change horses in this event.

Event Rules

1. This event is open to girls only.
2. Change the barrel minimum distance from the wall/fence from 20 feet to 15 feet.
3. The arena conditions will enable you to determine the distance that the barrels can be apart, provided they are at least 20 feet from the fence.
4. The clover- leaf pattern is the only approved pattern in this event.
5. Touching barrel is permitted by horse or contestant.
6. Change the minimum distance of the barrels (first and second) from the start line from 60 feet to 40 feet.
 - a) The maximum distance between the two front barrels shall be thirty (30) yards (90feet) arena conditions permitting. The maximum distance between the two front barrels and the back barrel shall be 35 yards (105 feet) arena conditions permitting.
 - b) The contestant may start on either the right or left barrel.
 - (1) When starting on the right barrel there will be one right turn and two left around the barrels.
 - (2) When starting on the left side, there will be one left and two right turns around the barrels.
7. Diagram of pattern:

BARREL RACING PATTERN



Scoring and Penalties

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a barrel is a five (5) second penalty, per barrel. Should barrel be knocked over and it sets up on opposite end, the five (5) second penalty will be assessed.
4. Not following the clover- leaf pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the offside. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.
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. Competitors must leave the arena at competition speed in break pattern or having problems in the arena.
7. Judge will determine legitimate problem for prestart time.
8. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken, and run will receive no time.
9. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.
10. If the arena requires an alleyway to meet the 45 feet requirement to start and stop, it is considered part of the arena and all rules apply to that alleyway.
11. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.
12. 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.
13. Assistant helping barrel racers will not be allowed to go past the plane of the main arena gate when they are entering the arena, or the contestant will receive a no time. When using the alleyway and closing the back gate on alleyway for stopping, assistant can aid riders up to the main arena gate, at the discretion of the arena director.
14. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the first barrel. If a side or corner gate is used, a single spin or pivot is acceptable in either direction or by the Arena Director's approval. Failure to comply will be a no time. Contestant must be mounted when entering the arena.

Re Runs

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

Equipment Necessary

Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) handheld battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time.

Equipment

1. Western type equipment must be used.
2. Use of a hackamore or other types of bridles is the optional choice of the contestant.
3. Judge may prohibit the use of bits or equipment that he may consider severe.
4. Equipment necessary: twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) handheld battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time.
5. Complete electric timer must be backed up by a flag man. One timer will record the times that appear on the electric eye controlled readout. Two timers will operate the digital watches and record the average time which is shown thereon. These two timers will operate from the flagman's signals.
6. Permanent markers should be put in the ground for the electric eyes. Electric eyes should be placed on the starting line no closer together than the width of the first two barrels and for the electric eyes to be centered on pattern for each performance.
7. Position on fence for flagman should be well marked. These markers should be checked every performance along with the barrel markers and restaked if pulled out. A record of these measurements shall be kept.
8. Set timer beforehand in the same height and position and lock the legs.
9. Barrels are not to be used as stands for the electric timer devices.
10. Barrels to be 55 U.S. gallon light steel drum with both ends intact.

Pole Bending

Time Limit

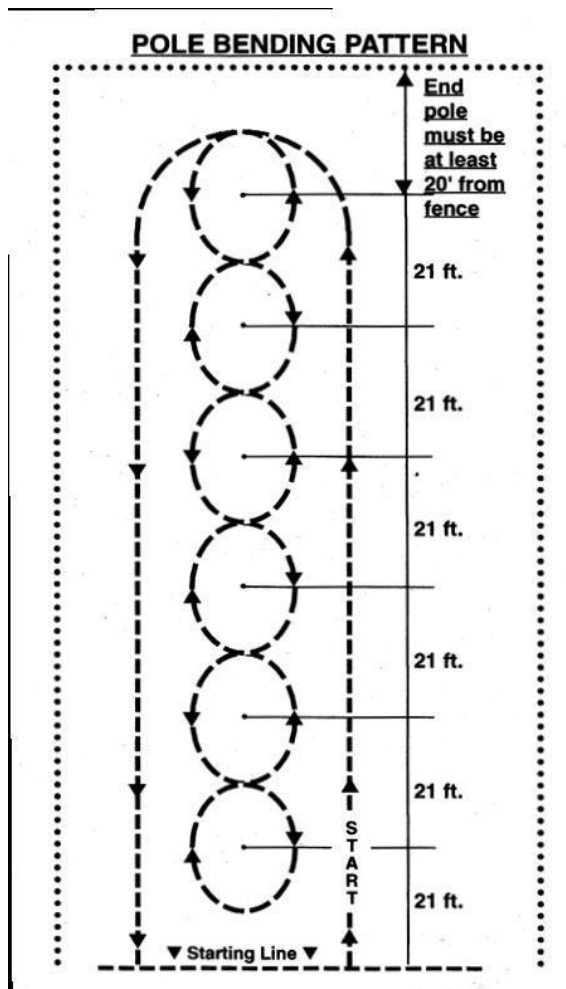
1. Time limit for arena entry – 45 seconds can start any time after the barrier is strung and any time once your name is called in other timed events. The judge can start stop watch any time and contestant will be unable to compete if they fail to start their run within this limit. Rough stock no limit, but to be encouraged to be ready (event directors helping event run the best it can).
2. Competitors must leave the arena at competition speed in break pattern or having problems in the arena. A fine of \$25 may be assessed if arena is not cleared at appropriate speed.

General Rules

1. Starting lines in pole bending will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. No two girls may ride the same horse.
4. The horse's nose will be timed as it crosses the starting line.
5. A pole horse shall not be ridden by more than one contestant in this event at any one rodeo.
6. There shall be a minimum of 45 feet allowed for stopping, from starting line in poles back to arena fence as arena conditions allow.
7. The poles and the starting line will be permanently marked for the entire go- round.
8. During pole bending events, the arena will be dragged at regular intervals, to be determined by the management. Turnouts and releases must be included in the count.
9. Following pole bending events, the pattern will be dragged or levelled.
10. A contestant may enter the Arena at the speed of her choice.
11. Backing horses into the arena will not be allowed. Must keep forward motion into main arena.
12. Arena gate must be closed immediately after she enters the arena and kept closed until pattern is completed and her horse is under control.
13. Contestant may change horses in this event.

Event Rules

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



Scoring and Penalties

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a pole is a five (5) second penalty, per pole.
4. Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the offside. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.
5. Contestant will be allowed legitimate time from the time she enters the arena gate until her time starts by Field Flagger or electric eye. Judge will determine legitimate problem for prestart time.
6. Competitors must leave the arena at competition speed in break pattern or having problems in the arena.
7. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken, and run will receive no time.
8. If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
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 electric eye controlled times will remain unaltered.
10. Assistant helping pole benders will not be allowed to go past the plane of the main arena gate when they are entering the arena or the contestant will receive a no time.: When using the alleyway and closing the back gate on alleyway for stopping, assistant can aid riders up to the main arena gate, at the discretion of the arena director.
11. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the pole. If a side or corner gate is used, a single spin or pivot is acceptable in either direction or by the Arena Director's approval. Failure to comply will be a no time. Contestant must be mounted when entering the arena.

Re Runs

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
2. The battery digital clock will be the first backup time and digital hand-held watches to be second back up time. When both the digital clocks malfunction and no time was

recorded from digital watches, contestant will be given a rerun at a time designated by the judges and arena director, plus any penalties.

3. Contestants will carry any penalties with them if they are granted a rerun. If the pole bending is moved, postponed or rerun for safety reasons due to ground conditions, reruns will be penalty free.

Equipment Necessary

Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) handheld battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time.

Equipment

1. Western type equipment must be used.
2. Use of a hackamore or other types of bridles is the optional choice of the contestant.
3. Judge may prohibit the use of bits or equipment that he may consider severe.
4. Equipment necessary: twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) handheld battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time.
5. Complete electric timer must be backed up by a flag man. One timer will record the times that appear on the electric eye controlled readout. Two timers will operate the digital watches and record the average time which is shown thereon. These two timers will operate from the flagman's signals.
6. Permanent markers should be put in the ground for the electric eyes. Electric eyes should be placed on the starting line no closer together than the width of the first two barrels and for the electric eyes to be centered on pattern for each performance.
7. Position on fence for flagman should be well marked. These markers should be checked every performance along with the barrel markers and restaked if pulled out. A record of these measurements shall be kept.
8. Set timer beforehand in the same height and position and lock the legs.
9. Barrels are not to be used as stands for the electric eye timer devices.
10. Poles used for this event must have rubber bases.

Breakaway Roping

Time Limit

1. There will be a thirty (30) second time limit
2. Time limit for arena entry – 45 seconds can start any time after the barrier is strung and any time once your name is called in other timed events. The judge can start stopwatch any time and contestant will be unable to compete if they fail to start their run within this limit. Rough stock no limit, but to be encouraged to be ready (event directors helping event run the best it can).

General Rules

1. Contestant may change horses in breakaway roping.
2. Roping Box—shall be part of arena during roping events.
3. Refer to Score Line Diagram.
4. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
5. Lap and Tap - No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
6. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating- the-barrier penalty.
7. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten-second fine. Otherwise, this will not be considered a broken barrier.
8. If automatic barrier does not work, but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
9. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a rerun without penalties.
10. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.

11. 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.
12. Calf belongs to contestant when she calls for it, regardless of what happens, with the following exceptions:
 - a) In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap- and- tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10- second penalty for any jump or any loop used.
 - b) In case of mechanical failure.
 - c) If, in the opinion of the line judge, contestant is fouled by barrier, contestant shall get her calf back, providing contestant declares herself by pulling up. A contestant's rope cannot be fouled by the pull rope.
13. A contestant must be on her horse and her horse must break the plane of the barrier with her draw breaking the plane of the score line before she is allowed to compete.
14. Time to be taken between two flags.
15. It shall be the contestant's responsibility to check their stock to make sure it is the stock drawn for them or results in a no time.

Event Rules

1. This event is open to girls only.
2. One loop only.
3. Rope is 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 white flag that is visible to the flagman or judge must be attached at the knot end of the rope.
4. 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 de vice.
5. String will be provided and will be inspected by designated official before each contestant competes.
6. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
7. Only a white cloth must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.

8. For catch to be legal, it must be a bell collar catch. This means that the calf's entire head must go through the loop and rope must come tight around the calf's neck. It cannot catch legs or feet.
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.
11. Rope must be released from contestant's hand to be a legal catch.
12. Ropers must be mounted when time is taken.
13. In case the field judge flags out a roper that still legally has one loop coming, the judge may give the same calf back, lap and tap, plus time already lapsed and any barrier penalties. Contestant to only get to use remaining loop.

Scoring and Penalties

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten- second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or her horse.
7. The contestant will receive no time should she break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride for ward, undally the rope and then stop her horse to make the rope break away.
8. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.
9. No rattling of chute. A timed event contestant may not have someone rattle the chute for her. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
10. When the contestant calls for the calf, no further assistance can take place after that. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.
11. Time should be taken with the average of two (2) times at all Rodeos.

Re Runs

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

Officials

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

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

Livestock

1. Calves must be uniform in weight and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. If horned, not to exceed 2 inches.
4. Girls' breakaway calves:
 1. Minimum weight 180 pounds.
 2. Maximum weight 550 pounds.

Equipment

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

Goat Tying

Time Limit

1. There will be a thirty (30) second time limit with optional one (1) minute time limit at state/province rodeos.
2. Time limit for arena entry – 45 seconds can start any time after the barrier is strung and any time once your name is called in other timed events. The judge can start stop watch any time and contestant will be unable to compete if they fail to start their run within this limit. Rough stock no limit, but to be encouraged to be ready (event directors helping event run the best it can).

General Rules

1. Starting lines in goat tying will be subject to ground rules.

2. A clearly visible starting line shall be provided.
3. The stake and the starting line will be permanently marked for the entire go- round.
4. A contestant may change horses in this event.
5. A contestant may enter the arena at the speed of her choice.
6. Backing horses into the arena will not be allowed. Must keep forward motion into main arena.
7. Arena gate must be closed immediately after she enters the arena and kept closed.
8. Time to be taken between two flags.
9. Time will start when the horse's nose crosses the starting line.
10. Tie all goats down three (3) times before the Rodeo. Optional: If goats have been used at a previous rodeo, they do not have to be tied down before the rodeo.
11. Have collars the same and snug. Ropes the same length. Goats the same size and weight.
12. Flagmen stand in identical places each performance.
13. All goats used in the draw to be tied a maximum of five (5) runs before another run on the goats can begin.
14. During Goat Tying, the arena will be dragged at regular intervals, to be determined by the Arena Director.
15. Goat handlers must stand directly behind goat. Judges and directors will position themselves, so they are able to have a clear view of the goat rope and horse.

Event Rules

1. This event is open to girls only.
2. There should be at least a 15-yard starting line.
3. Starting line will be 100 feet from stake.
4. The goat should be tied to a stake with a rope ten feet in length.
5. Stake should be completely under the ground so that no part of it is visible or above ground.
6. The contestant must be mounted on a horse when entering the arena and must ride from the starting line to the goat, dismount from her horse, throw the goat by hand, cross, wrap and tie by hand, at least three (3) feet together with a leather string, pigging string or rope. No wire is to be used in the goat string.
7. If the goat is down when the contestant reaches it, goat must be elevated high enough that it has the opportunity to regain its feet and then stand clear of the goat when the tie is finished.

8. Legs must remain crossed and secure for 6 seconds after completion of tie. While the judge is performing the 6- second procedure, the contestant will make no gestures, motions or noises to distract the goat. This will be considered trying to take an unfair advantage and will result in a disqualification.
9. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a half hitch, hooey or knot. The contestant must tie the goat by hand with no pre-made wraps, coils, knots, hooeys or half hitch.
10. Time will start when the horse's nose crosses the starting line.
11. Time will stop when she signals the completion of the tie.
12. The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time limit on the tie - for the goat's legs to remain crossed and tied. If contestant gets rope that is holding goat wrapped around 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.
13. Qualified persons other than goat tying contestants will be used as goat holders.
14. If you are holding a single performance rodeo and the entire goat tying contestants are run at one time, you must have an extra goat in case one of the other goats gets injured.
15. If a goat is injured, the contestants involved with the injured goat will automatically be assigned the extra goat regardless of the possible difference in runs or ties on the goat.

Scoring and Penalties

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. The tie will be passed on by a field judge and if it is not secure for six seconds, the contestant will receive no time.
4. Contestant will receive a no time for touching the goat or tie string after signalling she is finished.
5. If the contestant's horse crosses over the rope, there will be a 10-second penalty. If the contestant's horse comes in contact with the goat, it will result in a no time.
6. If the goat should break away because of the fault of the horse, the contestant will receive no time between flags.
7. Time should be taken with the average of two (2) times at all rodeos.
8. Assistant helping the goat tying contestant will not be allowed to go past the plane of the main arena gate when they are entering the arena or the contestant will receive a no time.

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 rerun.
3. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any penalties.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

Necessary Equipment

Electric timer and at least two (2) digital watches shall be used, with the time indicated by the electric timer, or, if necessary, the average of the watches used by the official

Livestock

1. Goats shall be uniform in size and breed with a weight limit of 40 to 60 pounds per goat. Pigmy goats are not allowed to be used in the goat tying event.
2. Sharp horns shall be tipped.
3. If you are holding a single performance rodeo and the entire goat tying contestants are run at one time, you must have an extra goat in case one of the other goats get injured.

Equipment

1. Leather thong, pigging string or rope. (Pigging string—a piece of rope used for securing animals).
2. Western type equipment must be used.

Boys Events

Bareback Riding

Time Limit

1. Horses must be ridden for 8 seconds.
2. Time to start when the animal's inside front shoulder passes the plane of the chute.

General Rules

1. Contestant is not to use sharp spurs.
2. Contestant will have the right to call judges to pass on whether or not animal is properly flanked to buck the best of his ability.
3. Fall - If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
4. No contestant will ride two head in the same event during a performance except for re-rides.
5. Contestants may pull riggings from either side.
6. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

Event Rules

1. This event is open to boys only.
2. To qualify, the rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground on its initial move out of the chute.
3. Contestants will have the right to call judges to pass on whether or not horse is properly flanked and cinched.
4. Rigging must lie flat on horses back while rigging is being cinched.
5. Stock contractor may call on judge to pass on whether rigging is being set or cinched in a manner that might hurt horse's back.
6. Judges may require contestant to take his hand out of rigging after a horse is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request to take such action.
7. One arm must be free at all times.

8. The judge on the latch side of the chute gate shall serve as a backup timer in the bareback riding event or a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is 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.

Scoring and Penalties

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

Re Rides

1. The matter of re rides shall 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 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.
8. 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.
9. When a final head is to be ridden in the riding events, at least two additional head of stock will be available for re rides.
10. Re rides 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 re ride at judge's discretion, or the spurring out rule may be waived.
13. If animal falls down out of chute, contestant will be entitled to a 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. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
16. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contest ant out of the re rides.
17. If the pickup man or horse comes in contact with bucking horse before qualified time has elapsed, re ride will be given on same animal drawn. Only exception to this rule is if it is that rodeo's last day. The last day, contestant may have same animal back if stock contractor is willing, or re ride drawn if requested. If stock contractor is not willing, re ride will be drawn.
18. A contestant will only have the option of a re ride if the flank comes off the animal and the contestant did not complete a qualified ride but was qualified up to the point of the flank coming off.

Equipment

1. Riding to be done with one-handed rigging and contestant must supply own rigging.
2. Rigging shall be leather and shall not be more than ten (10) inches in width at the handhold and not over six (6) inches wide at the "D" ring. Latigo cannot be blocked in the "D" ring. Riggings will use a standard "D" ring to be set to sit flat on horses back when cinched. No freaks will be allowed. Only rawhide may be used under the body of the hand-hold. There will be no rawhide restrictions with the exception of no rawhide may be within one (1) inch of the back of the rigging body excluding the "D" ring wrap which may be no more than two (2) inches up from the bottom of the body. The rigging

body must also be spread nine (9) inches apart at the back of the rigging four (4) inches down from the center. The handle bars under the rigging body must be tapered down to at least one-fourth ($\frac{1}{4}$) inch at the end of the handle bar.

3. Rider may have a single layer of leather under handhold which will extend at least one inch on both sides of the center of the handhold not to be skived and shall be glued down.
4. No fiberglass or metal will be allowed in riggings or hand-holds. Only leather or rawhide is allowed for hand-hold, with a maximum of three-fourths ($\frac{3}{4}$) inch of rawhide allowed. Flat-head rivets and/or screws and "t" nuts are allowed to secure hand-hold. The only other metal allowed will be in the "D" rings.
5. Quick release buckle is optional on bareback rigging.
6. Cinches on bareback riggings shall be made of mohair or neoprene and shall be at least eight (8) inches in width at the center, but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.
7. Required bareback pads are to completely cover the underside of the riggings and are to extend a full two inches behind the rigging.
8. Pads used under riggings must be leather covered on both sides. No hair pads will be allowed. If a foam pad is used, it must be high density foam at least $\frac{3}{4}$ of an inch thick. In addition, the pad must have leather over the bars one-eighth ($\frac{1}{8}$) inch thick extending at least one-half ($\frac{1}{2}$) inch on either side or the back of the handle bars.
9. In addition to the pad, a piece of leather a minimum of $\frac{1}{8}$ inch thick and 4" square must be glued or sewed to the pad and centered in comparison to the total body length of the rigging. This piece of leather shall be placed so that $\frac{1}{2}$ of it extends behind the rigging and the remaining 2" is under the rigging.
10. The rider's glove will be a plain glove with no flaps, rolls, wedges or gimmicks. An extra piece of leather may be used at the base of the little finger only. It must be on the inside of the glove and is not to extend out from the seam more than $\frac{5}{8}$ inch and can be no more than $\frac{5}{8}$ inch thick. On the outside of the glove, there are to be no horizontal cuts from the second knuckle back. On the inside (palm side), only vertical cuts or slits allowed on fingers only
11. A palm piece may be used in glove which will be at least one inch wide and three inches long and will be glued in.
12. There will be no adhesive material other than dry resin used on rigging or on rider's glove. Benzoin may be used. (see page 130)
13. Stock contractors will have the right to have judges pass on whether riggings are objectionable. Judges are to decide on all riggings and pads.
14. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouth piece may not be trimmed any smaller than the size required to cover all teeth.

15. All contestants must wear a vest designed to protect the chest and back while contesting in the Bareback Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.
16. No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on bareback horses or saddle broncs. Spur rowels must have five or more points.

Saddlebronc Riding

Time Limit

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

General Rules

1. Contestant is not to use sharp spurs.
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. Fall - If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
4. No contestant will ride two head in the same event during a performance except for re rides.
5. Contestants may pull riggings, and cinch saddle from either side.

Event Rules

1. This event is open to boys only.
2. Either stock contractor or contestant has the right to call the judges to pass on whether or not horse is properly saddled and flanked to buck its best.
3. Riding rein and hand must be on the same side.
4. Horses to be saddled in chute.
5. Rider may cinch own saddle.
6. Saddles shall not be set too far ahead on horse's wither.
7. Middle flank belongs to rider, but contractor may have rider put flank behind curve of horse's belly.
8. Flank cinch may be hobbled.

9. To qualify, rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground on its initial move out of the chute.
10. One arm must be free at all times and must not touch animal with the free hand.
11. The judge on the latch side of the chute gate shall serve as a backup timer in the saddle bronc riding event or a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is 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.

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 a horse stalls coming out of the chute, either judge may tell contestant to take his feet out of the horse's neck and first jump qualification will then be waived.
5. Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
6. A rider will be given a no score for any of the following reasons:
 - 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 will examine clothing, saddle, rein and spurs and exception be made if local rules make it necessary for the covering of spur rowels.

8. Judges may disqualify bronc rider who has been advised he is next to go if he is not above the animal with his glove on, if used, when previous horse leaves arena.

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 a 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 declare 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. If rider takes same animal back, he must take that marking given on re ride.
17. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.

18. 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.
19. If the pickup man or horse comes in contact with bucking horse before qualified time has elapsed, re ride will be given on the same animal drawn.
20. The last day, contestant may have same animal back if stock contractor is willing or re ride drawn if re requested. If stock contractor is not willing, re ride will be drawn.
21. If in 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.
22. A contestant will only have the option of a re ride if the flank comes off the animal and the contestant did not complete a qualified ride but was qualified up to the point of the flank coming off.

Equipment

1. Riding to be done with a plain halter, one rope- rein and committee saddle and contestant must supply own saddle.
2. Standard halter must be used unless agreement is made by both contestant and stock contractor.
3. Stock contractors may furnish their own halters and contestants may use them. If contestant borrows halter, he accepts the equipment as his own.
4. Dry resin may be used on chaps and saddle.
5. Contestant saddle specifications:
 - a. Rigging:
 - (1) 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 3/4 inch outside width measurement.
 - b. Swell Undercut:
 - (1) No more than two inches—one inch on each side.
 - c. Gullett:
 - (1) Not less than four inches wide at center of fork of covered saddle.
 - d. Tree:
 - (1) Saddles must be built on standard tree.
 - (2) Specifications:

- (a) Fork — 14" wide.
 - (b) Height — 9" maximum.
 - (c) Gullett — 5 3/4" wide.
 - e. Cattle:
 - (1) 5" maximum height.
 - (2) 14" maximum width.
 - f. Stirrup leather must be hung over bars.
 - g. Saddle should conform to the above measurements with a reasonable added thickness for leather covering.
 - h. No freaks allowed.
 - i. Front cinch on bronc saddle shall be mohair or neoprene and shall be at least eight (8) inches in width at the center, but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.
6. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouth piece may not be trimmed any smaller than the size required to cover all teeth.
 7. All contestants must wear a vest designed to protect the chest and back while contesting in the Saddlebronc Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.
 8. No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on bareback horses or saddlebroncs. Spur rowels must have five or more points.

Bull Riding

Time Limit

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

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 or not animal is properly flanked to buck the best of its ability.
3. Fall - If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.

4. No contestant will ride two head in the same event during a performance except for re-rides.
5. Contestants may pull ropes from either side.
6. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

Event Rules

1. This event is open to boys only.
2. Bell must be under belly of bull.
3. Riding is to be done with one hand and loose rope, with or without handhold.
4. No split finger wraps, no knots or hitches to prevent rope from falling off bull when rider leaves him.
5. No more than two men may be on the chute to pull contestant's rope.
6. The judge on the latch side of the chute gate shall serve as a backup timer in the bull riding event or a person assigned by the Arena Director may serve as the back- up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is 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.

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. No bell—no marking.
5. If contestant makes qualified ride with any part of rope in riding hand, he is to be marked.
6. 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.
- 7. Judges may disqualify a bull rider who has been advised he is next to go if he is not above the animal with his glove on when the previous bull leaves the arena.

Re Rides

1. The matter of the re rides shall 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 rides 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. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
16. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the re rides.

17. If the pickup 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. 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.
18. A contestant will only have the option of a re ride if the flank comes off the animal and the contestant did not complete a qualified ride but was qualified up to the point of the flank coming off.

Equipment

1. Rope must have bell. Bell must be in good shape, cannot be broken. No bell, no marking.
2. Hooks or posts shall not be used on bull ropes.
3. Quick release buckle is optional on bull rope on the off- side.
4. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouthpiece may not be trimmed any smaller than the size required to cover all teeth.
5. All contestants must wear a vest designed to protect the chest and back while contesting in the Bull Riding Event. The vest shall be one

Livestock

All horned bulls must have horns tipped to at least the size of a half-dollar, cutback or kept out of the draw. This is the responsibility of the stock contractor at the discretion of the Arena Director and the judges.

Steer Wrestling

Time Limit

1. There will be a thirty (30) second time limit
2. Time limit for arena entry – 45 seconds can start any time after the barrier is strung and any time once your name is called in other timed events. The judge can start stop watch any time and contestant will be unable to compete if they fail to start their run within this limit. Rough stock no limit, but to be encouraged to be ready (event directors helping event run the best it can).

General Rules

1. Contestant may change horses between go's in Steer Wrestling.

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

14. It shall be the contestant's responsibility to check their stock to make sure it is the stock drawn for them or results in a no time.
15. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

Event Rules

1. This event is open to boys only.
2. This event should not follow girl's pole bending event or barrel racing in the same arena. If so, arena must be dragged before steer wrestling event.
3. Contestant must furnish own hazer and horse.
4. Anyone jumping from the off side in the steer wrestling must notify the rodeo secretary when entering, and if possible, the barrier should be arranged on the off side for such contestants.
5. Hazers are subject to contestant rules if acting as a hazer, a violation of rule by hazer will disqualify the contestant they are helping.
6. Hazer must not render any assistance to contestant while contestant is working with steer.
7. Contestant is considered working with steer when steer leaves the box.
8. Steer must be caught from horse.
9. If contestant jumps at steer, he accepts him as sound.
10. If steer gets loose, dogger may take no more than one step to catch steer.
11. After catching steer, wrestler must bring it to a stop or change its direction and twist it down.
12. If steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
13. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.
14. Wrestler must have hand on steer when flagged.
15. Contestant and hazer must use the same horse they leave chute with.
16. Hazer will be allowed to catch dogger's horse.
17. Contestant is required to turn steer's head so that he can get up.

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

Scoring and Penalties

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten second penalty assessed for breaking the barrier.
5. 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 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. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.
11. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
12. When the contestant calls for the steer, no further assistance can take place after that. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.
13. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.
14. Time should be taken with the average of two (2) times at all Rodeos.

Re Runs

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

4. A steer must be rerun before it is used by another contestant. Fresh steers may be added to the herd after they have been bulldogged from horseback and thrown down. It is the responsibility of the steer wrestlers to throw the cattle, at a time mutually agreed upon with the stock contractor.
5. If fresh steers are missed in the steer wrestling, any steer missed in competition must be thrown down immediately following the performance or section of slack in which the steer was drawn. Such steer shall be thrown down by a person appointed by the Steer Wrestling Event Director. Each steer missed in competition is to be thrown no more than one time.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
7. In steer wrestling, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the steer wrestler and hazer remain behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

Officials

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
3. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
4. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
5. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
6. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
7. The fairness of catch and throw will be left to the judges, and their decision will be final.
8. Field flagger is required to watch contestant and steer until animal is turned loose.

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. The steer wrestling chute must have at least 30 inches clearance inside the chute and at the gate when in an open position.
5. In steer wrestling the score may be no longer than the length of the steer wrestling box, minus six feet, unless other arrangements are approved by the arena director.
6. Length of box to be measured from center of back end of box to center of barrier.
7. A mechanical barrier must be used and there must be at least a 12- foot box.

Livestock

1. Cattle used for steer roping, cutting or other events shall not be used for steer wrestling.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. No cattle can be held over from one year to the next for use in the Steer Wrestling at the Canadian National College Finals Rodeo.
4. Fresh steers added to bunch that have not been used must be bulldogged from horseback and thrown down. It is the responsibility of steer wrestlers to throw the cattle at a time mutually agreed upon with the stock contractor.
5. When fresh cattle are used, any fresh steer not thrown down during competition will be thrown down after completion of go-round. Contestants will be responsible to throw down such steers under the supervision of the arena director.
6. Contestant will not be required to compete on a crippled steer or steer with broken horn.
7. During any performance if a steer escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that steer will be returned by the arena director and the labor crew during or at the end of that performance in the same manner originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be repenned by itself. Decisions will be made by the arena director about when stock is repenned.
8. Boys Steer Wrestling Cattle:
 - a) A minimum weight of 450 lbs.
 - b) A maximum weight of 550 lbs.
9. Steer Wrestling cattle that are barred from any other association cannot be used.

Tie-Down Roping

Time Limit

1. There will be a thirty (30) second time limit
2. Time limit for arena entry – 45 seconds can start any time after the barrier is strung and any time once your name is called in other timed events. The judge can start stop watch any time and contestant will be unable to compete if they fail to start their run within this limit. Rough stock no limit, but to be encouraged to be ready (event directors helping event run the best it can).

General Rules

1. Contestant may change horses in Tie Down Roping.
2. Roping Box — shall be part of the arena during roping events.
3. Refer to Score Line Diagram.
4. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.
5. Lap and Tap — No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
6. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating- the-barrier penalty.
7. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten second fine. Otherwise, this will not be considered a broken barrier.
8. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
9. 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.
10. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
11. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.
12. Calf belongs to contestant when he calls for it, regard less of what happens, with the following exceptions:

- a) In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and- tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10- second penalty for any jump or any loop used.
 - b) In cases of mechanical failure.
 - c) If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself by pulling up. A contestant's rope cannot be fouled by the pull rope.
13. A contestant must be on his horse and his horse must break the plane of the barrier with his draw breaking the plane of the score line before he is allowed to compete.
 14. Time to be taken between two flags.
 15. It shall be the contestant's responsibility to check their stock to make sure it is the stock drawn for them or results in a no time.

Event Rules

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

12. Six second time will start when roper has remounted and his horse has taken one step forward.
13. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.
14. Rope will not be removed and rope must remain slack until field judge has passed on tie.
15. In case the field judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the contestant will receive a 10- second penalty for any loop used. Contestant to only get to use remaining loop.

Scoring and Penalties

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten- second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or his horse.
7. Any intentional dragging of calf regardless of distance will result in a no time. Intentional dragging shall be defined as caused by contestant. Excessive dragging of calf will receive a no time. Excessive dragging shall be defined as moving the calf six or more feet after the contestant has called for time. However, if in the opinion of the judge, the dragging was caused by something outside of the control of the contestant, the judge may give the contestant his time. Dragging the calf while the contestant is tying the calf will not be considered excessive dragging.
8. Roper will be flagged no time for touching calf, or string or by touching rope to train his horse after giving finish signal, or by dragging calf after he remounts horse.
9. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.
10. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
11. When the contestant calls for the calf, no further assistance can take place after that. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.
12. Time should be taken with the average of two (2) times at all Rodeos.

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 plus barrier penalties, if any.
2. If rope is on animal, contestant will get animal lap and tap with rope on it in chute.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the judge sees he has made an error in flagging, he must declare a re run before the contestant leaves the arena.
5. A calf must be re run before it is used by another contestant.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
7. If there must be a re run of calves to complete a go-round, all calves must be tied down before any stock is drawn.
8. In Tie Down Roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the calf roper remains behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

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 re placed.
6. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
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 second period.
9. Judge will start six (6) second time when roper remounts and his horse has taken one step forward. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.
10. Rope will not be removed and rope must remain slack until field judge has passed on tie.
11. Start watch, and then watch calf, counting to six 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.

Equipment

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

Livestock

1. Calves must be uniform in weight and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. If after one go-round has been completed, a fresh calf has to be used, the calf must be roped and tied before the drawing, but if extra calves have been tied at that rodeo they will not be considered fresh.
4. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be repenned by itself. Decisions will be made by the arena director about when stock is repenned.
5. Boys' Tie Down Roping Calves:
 1. Minimum weight 180 lbs.
 2. Maximum weight 250 lbs.

Team Roping

Time Limit

1. There will be a thirty (30) second time limit.
2. Time limit for arena entry – 45 seconds can start any time after the barrier is strung and any time once your name is called in other timed events. The judge can start stop watch any time and contestant will be unable to compete if they fail to start their run within this limit. Rough stock no limit, but to be encouraged to be ready (event directors helping event run the best it can).

General Rules

1. Contestant may change horses in team roping.
2. Roping Box — shall be a part of the arena during team roping.
3. Refer to Score Line Diagram.
4. Once score line has been set in timed events, it will not be changed in that go nor can length of box be changed.
5. Lap and Tap - no barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
6. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating- the-barrier penalty.
7. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string un broken, barrier judge may assess a ten-second fine. Otherwise, this will not be considered a broken barrier.
8. If automatic barrier does not work but time is recorded, team will get time, but there will be no penalty for broken barrier.
9. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore, entitling contestant to a re run without penalties.
10. If automatic barrier fails to work, and stock is brought back, contestants must take the same animal over during or immediately after the same performance.

11. If barrier equipment hangs on animal and contestants try the animal, they accept animal. If contestants pull up, they will receive the same animal back.
12. Steer belongs to contestants when they call for it, regardless of what happens with the following exceptions:
 - a) In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap- and- tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10- second penalty for any jump or any loop used.
 - b) In cases of mechanical failure.
 - c) If, in the opinion of the line judge, contestant is fouled by barrier, contestants shall get their steer back, providing they declare themselves by pulling up. A contestant's rope cannot be fouled by the pull rope.
 - d) In case the field judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the team will receive a 10- second penalty for any loop used. Team to only get to use remaining loops.
13. A contestant must be on his/her horse and his/her horse must break the plane of the barrier with his/her draw breaking the plane of the score line before he/she is allowed to compete.
14. Time to be taken between two flags.
15. It shall be the contestant's responsibility to check their stock to make sure it is the stock drawn for them or results in a no time.

Event Rules

1. This event is to be one event only. It may be entered as 2 boys, 2 girls, or 1 boy and 1 girl on one team.
2. Partners' points shall be added together to form a team at Finals. If either partner is disqualified, both are out of team roping.
3. A dally team roper can only enter once at any rodeo with the partner of his or her choice.
4. All changes in lists of roping order to split horses, etc., must be made before any stock for that event is loaded in chute.
5. After stock is loaded, ropers must rope in order listed.

6. Header will start behind barrier using either box, and must throw the first loop at head.
7. Heeler must start from behind barrier line.
8. Time will be taken when steer is roped, both horses facing steer in line with ropes dallied and tight, horse's front feet must be on the ground.
9. Each contestant will be allowed to carry only one rope.
10. Roping steer without turning loose of the loop will be considered a no catch.
11. Roper must dally to stop steer or change steer's direction.
12. No tied ropes allowed.
13. The word "dally" means one complete turn around the horn.
14. Ropers must be mounted when time is taken.
15. Steer must be standing up when roped by head or heels.
16. No foul catches can be removed by hand.
17. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his hands.
18. 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.
19. 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.

Scoring and Penalties

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestants out until time is recorded.
3. Judge is to flag time, then flag contestants out if run is not legal.
4. There will be a ten- second penalty assessed for breaking the barrier.
5. Roping steer without releasing loop from hand will disqualify catch.
6. Contestants will be disqualified for any abusive treatment of steer or their horses.
7. There will be only three (3) legal head catches:
 1. Both horns.
 2. Half a head.
 3. 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. No rattling of chute. A timed event contestant may not have someone rattle the chute for him/her. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
11. When the contestant calls for the steer, no further assistance can take place after that. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.
12. Any heel catch behind both shoulders is legal if rope goes up heels.
13. One hind foot receives five- second penalty.
14. The direction of the steer's body must be changed before the heel loop can be thrown. Any loop thrown before the completion of the initial switch will be considered a crossfire and no time will be recorded. However, if the steer stops or sets up before the switch, it must only be moving forward for the heel loop to be legal.
15. 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.
16. In the event a team roper is disqualified or injured at a multi- go round rodeo, that team will be eliminated from that event.
17. If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight feet before steer regains his feet or team will receive no score.
18. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.
19. Broken rope or dropped rope will be considered no time.
20. If the front foot is in the loop when the header dallies, turns off and changes the direction of the steer, it will be an automatic no time.
21. Time should be taken with the average of two (2) times at all Rodeos.

Re Runs

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. If rope is on animal, contestants will get animal Lap and Tap with rope on it in 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 rerun before the contestants leave the arena.
5. A steer must be rerun before it is used by another contestant.

6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a 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.
7. If artificial horns are jerked off, contestants will receive rerun on same steer, with no penalties other than barrier penalties.
8. In team roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the header and heeler remain behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

Officials

1. There shall be two or more timers, a field flag judge and a barrier judge.
2. A field flag judge must ask contestants if they want a second loop. Once contestants have been flagged out, they will receive no stock back.
3. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants, each performance.
5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be re placed.
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 than nobody can stand close enough to barrier or barrier equipment to tamper with same.
8. A tape must be on hand for the barrier judge to measure score line.
9. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
10. Adjusting length of barrier trip rope will be accomplished only by tying knots in the rope on either end.
11. Any questions as to catches in this event will be decided by the judges.

Equipment

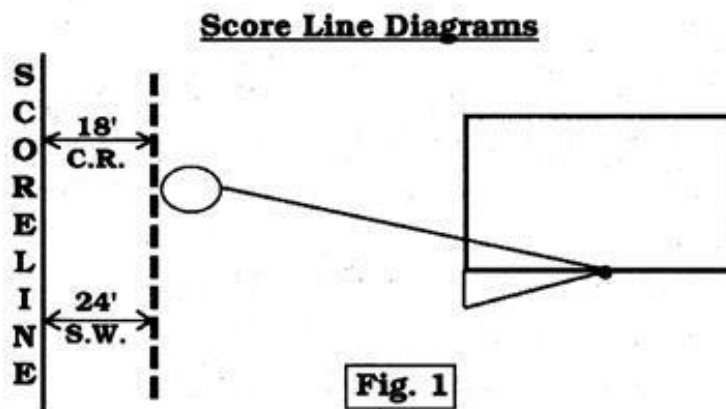
1. Cattle neck ropes on steers must be tied with string, or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the team roping event.

3. Adjustable slide shall be used on all cattle neck ropes for cattle used in team roping event.
4. A mechanical barrier must be used.

Livestock Requirement

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

Score Line Diagram



SCORE LENGTHS: Length of the score line to be determined according to the livestock, the length of the arena, and the arena conditions. All score lengths are subject to Directors' or representatives' approval.

CR,BK: Minimum length of score will be the length of the roping box minus four (4) feet. Maximum length of score will be eighteen (18) feet.

SW: The score may be no longer than the length of the steer wrestling box minus six (6) feet, unless the box is less than fourteen (14) feet. In that instance the length of the score would be a maximum of the length of the box minus five (5) feet.

TR: The minimum length of the team roping score line shall be the length of the box minus two (2) feet.

