Block and Bridle Rodeo Rulebook

STUDENT RODEO

General Rules

- All contestants shall cooperate with producers and ride in the grand entry if possible.
- All students with valid student identification are eligible to compete, as well as LSU Block and Bridle Alumni.
- The management assumes no responsibility or liability for injury or damages to the person, property, or stock of any owner, contestant or assistant. Each participant by the act of his/her entry waives all claims against the stock contractor, facility, or rodeo committee for injuries he/she or their property may sustain.
- The decisions of the judges, flagmen, and timers shall be final. Any discrepancies should be presented to the arena director immediately to be presented to the judge before the end of that event.
- All contestants are required to read the rules carefully, particularly those relating to contest or events in which they enter. Failure to understand rules will not be accepted as an excuse.
- Money will not be paid out for the student rodeo, rather awards will be given. Buckles will be given to the champion of "real" rodeo event. In the event of a tie, a coin toss will decide who gets the award.
    - Custom Jacket events: Calf roping, breakaway roping, ranch style bronc riding, bull riding, team roping (header & heeler), barrel racing, chute dogging, pole bending
    - A buckle will also be given for All Around Cowboy and All Around Cowgirl.
    - Other student night events will be given awards as well, not a buckle.
- The running order for all competitive events will be determined by a random draw for each night of the rodeo. Each night's draw will be conducted separately, and contestants are not guaranteed the same running position on both nights. Failure to be ready when called may result in disqualification at the discretion of the judges.

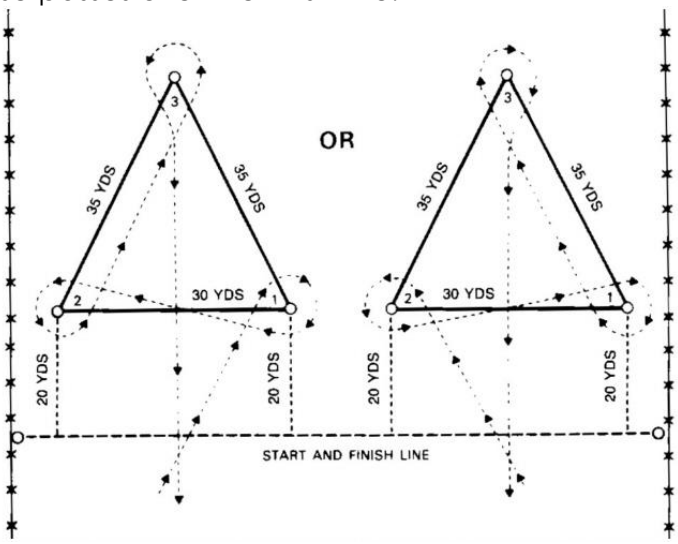
Disqualification of Contestants

- Contestants may be disqualified for any of the following offenses:
    - Being under the influence of liquor in the arena
    - Fighting or quarreling in the arena or barn areas
    - Mistreatment of stock
    - Refusing the stock drawn for him/her by the judges, unless extenuating circumstances (lameness, etc.) decided upon by the judges
    - Not being ready to compete when being called upon
    - Cheating or attempting to cheat
    - Not wearing proper western attire
    - Talking to the flag men or time keepers while events are in progress

Event Rules

BARREL RACING

- Barrel racing is a timed event for females. The fastest time (including all penalties) wins.
- The course must be measured exactly according to diagram and cannot exceed these dimensions. However, if the course is too large for the available space, the pattern should be reduced five yards at a time until the pattern fits the arena. Adequate space must remain between barrels and any obstacle. The distance from barrel number three to the finish line need not be reduced five yards (4.6 meters) at a time if there is sufficient room for the horse to stop. When measuring the area for the barrel course, allow ample room for horses to complete their turns and stop at the finish. It is recommended there be at least 45 feet (13.5 meters) from the starting line to the end of the arena, at least 18 feet (5.4 meters) from barrels 1 and 2 to the fence and 36 feet (10.8 meters) from barrel 3 to the end of the arena.
- Brightly colored 55 gallon (200 liters) steel drums with both ends intact must be used. There shall be no rubber or plastic barrels or barrel pads used.
- Starting line markers or electric timers, when possible, shall be placed against the arena fence. An electric timer or at least two watches shall be used, with the time indicated by the electric timer or average time of the watches used by official timers to be the official time.
- Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.



- The contestant is allowed a running start. The contestant will proceed to run a clover-leaf pattern consisting of either 1 right turn around the first barrel and 2 left turns around the second and third; or 1 left turn around the first barrel and 2 right turns around the second and third barrels. After completing the final turn, contestant must run between the first and second barrels. (See diagram).
- Knocking over a barrel adds a five-second penalty for each barrel knocked over.
- Failure to follow the course shall result in disqualification. Contestants must exit the arena upon breaking the pattern. A contestant may touch the barrel with his or her hands in barrel racing.
- The judge, at his/her discretion, may disqualify a contestant for excessive use of a bat, crop, whip or rope in front of the cinch.
- Each horse will only be allowed to run one time, unless run by a different competitor.

ROPING EVENTS

- Horses must start from the roping box.
- Calf roping and heading horses in team roping must start from behind a barrier (an electronic barrier is acceptable). Breaking the barrier will result in ten second penalty. The length of score will be decided upon by judges. Max=length of box – 2 feet; Min = length of box – 4 feet
- The contestant shall not attempt to rope the animal until the barrier flag has been dropped. Any attempt by a contestant to position his horse behind the barrier enabling the contestant to rope the animal without attempting to leave the box shall be disqualified.
- Any unnecessary whipping, jerking reins, talking or any noise making, slapping, jerking rope or any unnecessary action to induce the horse to perform better, will result in disqualification.
- The judge may at his discretion award new cattle to a contestant under the following circumstances:
    1. Chute or barrier malfunctions, if the contestant pulls up and does not attempt to rope the calf/steer
    2. Stock turns back immediately before the score line
    3. Stock leaves arena
- In all roping events, a run must be completed within a one minute time limit.

CALF ROPING

- Time starts when calf breaks neck rope (or crosses electric eye if electronic barriers are being used). Time stops after the calf has been tied and roper puts hands in the air. Fastest time (including all penalties) wins.
- If more than one loop is used, the roper may carry a second rope tied to the saddle or the roper may rebuild the original loop.
- Any catch that holds is legal, but rope must remain on calf until the roper touches the calf.
- If the roper fails to catch, he will retire from the arena with no score
- If calf is not standing when roper reaches calf, the roper must re-throw calf by hand. Then he will cross any three feet, and tie with not less than one complete wrap and a half hitch. The roper must then remount his horse, ride up to put slack in the rope. Once the rider puts slack in the rope, the judge will start his time. The calf must remain tied in appropriate manner for six seconds. If calf does not remain tied for six seconds, the roper will be disqualified. The roper will also be disqualified for touching the calf after he has called for time and for intentionally dragging the calf.
- Horse must start behind a barrier, and +10 second penalty will be in effect for any broken barriers.

BREAKAWAY ROPING

- This is a timed event for females with a one-minute time limit.
- Horse must start from behind a barrier. A 10-second penalty will be added to the time for breaking the barrier.
- Ropes are to be tied to the saddle horn by a heavy string provided by the judge. String must be tied at the end of the rope and the rope must have a visible cloth or flag at the end of the rope.
- Two loops will be permitted. Should the roper desire to use a second loop, he may either recoil if carrying only one rope or use a second rope tied to the saddle horn. If the second loop falls loose, it cannot be rebuilt.

- The contestant shall receive no time should he break the rope from the horn by hand. If rope wraps around saddle horns, the roper may undally the rope from the saddle horn so long as she does not break the string.
- Time will be start when calf breaks the neck rope (or upon crossing electric eye) and time stops when the rope breaks away from the saddle horn, indicated by the field judge. A legal catch is a clean bell collar loop that causes the string to break away from the saddle horn. A bell collar catch is defined as the loop passing over the head of the calf, with no feet or legs in the loop. Roping the calf without releasing the loop from the hand is not permitted.
- The contestant shall not attempt to rope the animal until the neck rope breaks. Any attempt by a contestant to position his horse behind the barrier, enabling the contestant to rope the calf without leaving the barrier or box, shall be considered a disqualification.
- Rope may not pass through bridle, tie-down, neck rope or any other device.

TEAM ROPING

- There is no limit to the number of entries per contestant, but a team may not enter in the same Header/Heeler combination more than once.
- The header will start behind a barrier, and a ten second penalty will be added for any broken barriers. Time starts when the steer breaks the neck rope (or electric eyes). A 1-minute time limit will be in effect.
- All heading and heeling cattle shall be protected by horn wraps. Legal catches in heading are both horns, half-head, and around the neck. Any figure-eight catch or front leg in the catch is not legal. Any catch made by the heeler must be a legal catch defined as a catch that holds from behind the steer's shoulders and back, around the flank, or on one or both heels/hind legs, but not by the tail only. When heeler catches only one hind leg, a 5 second penalty will be added.
- Three loops may be used among both the header and the heeler.
- The header must head the steer and the heeler must heel the steer. Horses cannot switch positions.
- Cross-firing will not be permitted and will result in disqualification.
- Riders are to stay mounted. When both ropes are dallied and both horses are facing stretched steer, run is completed. The rope must be wrapped around the saddle horn at least one complete turn before it is considered a dally. Time stops when heeler dallies, header faces, and both ropes are completely stretched.
- Competitors may be disqualified for the following reasons:
    - excessive whipping/striking horse
    - loss of rope by either the header or the heeler
    - failure to maintain a dally through the completion of the run.
    - refusal to face

RANCH STYLE BRONC RIDING

- All contestants must be ready to compete when name is called.
- No re-runs or re-rides due to contestant's faulty equipment.
- "Ride as ride can" for eight (8) seconds.
- Any style of spurs can be used as long as rowels are dull. (at least 5 point rowels) and are not locked.
- Any rigging or saddle will be allowed.
- Rider can hold on to horn, latch, or rope.

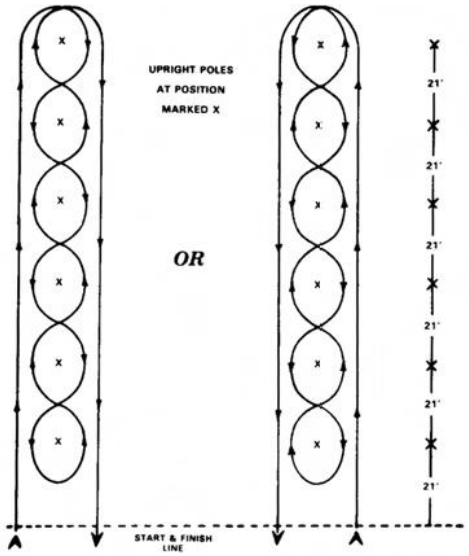
- The event will be judged for the difficulty that the horse demonstrates from one (1) to twenty-five (25) by each judge. The rider will be judged from one (1) to twenty-five (25) by each judge for his aggressiveness, control, and exposure.
- No mark out rule will be enforced.
- Stock will be drawn for each competitor, and that is the stock that the competitor must compete upon. Rerides will be given at the discretion of the judges.

BULL RIDING

- Bull must be ridden for eight seconds; with time starting when animal's inside shoulder passes the plane of the gate.
- Both judges will score the animal 0-25 and rider 0-25 points. (Allowing a max of 100 points).
- Stock will be drawn for each competitor, and that is the stock that the competitor must compete upon. Rerides will be given at the discretion of the judges.
- Riding is to be done with one hand and loose rope, with or without handhold. No knots or hitches to prevent rope from coming off bull when no rider leaves bull will be permitted. Ropes must have a bell, with bell being under the bull's belly.
- If rider makes a qualified ride with any part of the loose rope in riding hand, he is to be marked.
- Disqualifications may occur if:
    - The rider is bucked off before the eight seconds, uses sharp spurs, or touches anything with his/her free hand
    - Ropes with knot, wires, or other aids or used
    - No re-rides will be given due to default or breakage of contestant's equipment
    - No object should be placed in or under the rope or pad to slow or hinder the bull
    - Bull is slapped/touched with free hand.

POLE BENDING

- Pole bending is a timed event for females.
- Each contestant will begin from a running start, and time shall begin and end as the horse's nose crosses the line. A clearly visible starting line must be provided. Stopwatches or electric eyes are permitted.



- The pole bending pattern is to be run around six poles. Each pole is to be 21 feet (6.4 meters) apart, and the first pole is to be 21 feet (6.4 meters) from the starting line. Poles shall be set

ontop of the ground, six feet (1.8 meters) in height, with no base more than 14 inches (35 cm) in diameter.

- A horse may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.
- Knocking over a pole shall add a five-second penalty for each pole knocked over.
- Failure to follow the course shall cause disqualification. (Must run straight in, weave in and out, and run straight out; see diagram) A contestant may touch a pole with his or her hand in pole bending. If the original course is altered by a rider intentionally grasping a pole, a five second penalty for each pole grasped will be assessed.

GOAT DRESS

- Each team will consist of two contestants of males and/or females.
- The object of the competition is to dress your designated goat the fastest.
- A judge will call time to begin at which when each team is to get pants, hat, shirt, and belt from the middle designated area.
- The goats are not to be removed from their staked lead ropes. Stakes are to remain in the ground during competition.
- Time will end when the goat is completely dressed and both team members have once again crossed the timers.
- A team will be disqualified if the clothes are not correctly put onto the goat.

BUDDY BARREL PICK-UP

- The rider will begin at the entry end of the arena.
- The rider must ride to the opposite end of the arena, circle the barrel, and pick up their partner.
- The partner must be standing on top of the barrel when being picked up for the run to qualify.
- Both contestants must ride double back to the starting end of the arena.
- If the partner falls from the horse after jumping from the barrel onto the horse, they will be allowed to remount for a qualifying time.
- Time starts when the rider crosses the judge's line heading toward the barrel.
- Time stops when both contestants cross the judge's line returning to the starting position.
- Both contestants must be on horseback when crossing the finish line or the team will receive no time.
- Contestants may compete in Buddy Barrel Pick-Up multiple times but must change partners or positions for each entry.

CHUTE DOGGING

- Contestant will receive a 60 second time limit.
- Stock will be run into one of the bucking chutes. All stock will be turned out in the same direction.
- The score line will be clearly marked, parallel to the bucking chute and 10 feet in front of the chute.
- If after calling for the steer, the steer gets loose, the dogger may take no more than one step to catch the steer. The wrestler must bring the steer to a stop or change its direction and twist it down.
- The steer is considered thrown down only when it is lying flat on its side, or on its back with all 4 feet straight.

- A hullahan (steer lying down with 2 legs one way and 2 legs under or the other way) will result in a disqualification.
- No tailing of steers from the chute is allowed.
- With steer's loaded in chute, dogger gets beside the steer, left hand on the left horn, right hand in front of or behind the front shoulder.
- When dogger calls for the steer, the chute will be opened.
- Dogger must keep right hand in front of or behind shoulder until steer's nose crosses the score line.
- If dogger moves into throwing position before steer's nose crosses the score line, there will be a 10 second penalty added to the time.
- If steer is thrown before crossing the score line, the dogger will be disqualified.
- Time starts when steer's shoulder crosses the plane of the bucking chute.

WILD COW MILKING

- Teams will consist of three males on foot.
- Steers will be released into the arena.
- The objective is for each team of three to rope one steer, grab a strand of tail hair, and bring it to the judge at the starting line.
- The steer must be roped before a strand of tail hair can be pulled.
- The team must release the rope upon pulling the strand of tail hair.
- The first team of three to have all members cross the finish line with their strand of tail hair and rope will win the event.

GOAT CHASE

- Each team will consist of three female contestants.
- The objective of the competition is to chase down, catch, and bring one goat from the group across the finish line.
- A group of goats will be released into the arena.
- All contestants will begin at an even starting line.
- The judge will signal the start of the event.
- The first team to catch a goat and have all team members cross the finish line with their goat will be declared the winner.
- All team members must have a hand on the goat when crossing the finish line.
- Teams will receive no time if they fail to bring a goat across the finish line or if all team members do not cross the finish line.

MUTTON BUSTIN'

- All contestants must be age 8 and under and weight 60 lbs. maximum.
- A parent or legal guardian must be present at registration and sign a liability waiver before the contestant is permitted to compete.
- All contestants must wear a protective helmet and vest while competing. Protective gear will not be provided and must be brought or borrowed.
- Each contestant will be allowed one ride. Re-rides will be given at the discretion of the judges.

- Sheep will be randomly drawn for each contestant, and that is the animal the contestant must compete upon.
- Contestants must begin their ride seated on the sheep and may use both hands to hold onto the animal.
- The ride will begin when the sheep's inside shoulder passes the plane of the gate.
- Contestants will be judged based on the length of time they remain on the sheep, unless otherwise determined by rodeo management.
- Disqualifications may occur if:
    - The contestant uses ropes, straps, or other equipment to secure themselves to the sheep.
    - The contestant receives assistance after the ride has begun.
    - The contestant fails to follow the instructions of the judges or rodeo personnel.
    - No re-rides will be given due to default or breakage of contestant equipment.
- Rodeo management and judges reserve the right to stop any ride due to safety concerns.
- All decisions made by the judges are final.

OVERALL COWBOY/COWGIRL

This award will be given at the student rodeo only. The winner of the overall cowboy and overall cowgirl will receive a belt buckle. This award goes to the cowboy and cowgirl who acquired the most points throughout the night, and must have been entered in more than one BUCKLE event (refer to General Rules Section). If one contestant enters the same event more than once, only their highest score in that particular event will be counted towards all around. In the event of a tie, a coin toss will determine the winner of the buckle Points will be awarded in the following fashion in all events entered:

Placing	Points Awarded
1st	10
2nd	9
3rd	8
4th	7
5th	6
6th	5
7th	4
8th	3
9th	2
10th	1

OPEN RODEO

General Rules

- All contestants shall cooperate with producers and ride in the grand entry, if possible.
- Open rodeo is open to any contestant.
- The management assumes no responsibility or liability for injury or damages to the person, property, or stock of any owner, contestant or assistant. Each participant by the act of his/her entry waives all claims against the stock contractor, facility, or rodeo committee for injuries he/she or their property may sustain.
- All contestants of the open rodeo must adhere to western dress code consisting of cowboy hats, long pants, and long sleeved shirts, while in the arena. Safety related devices, such as helmets, are considered western attire.
- The decisions of the judges, flagmen, and timers shall be final. Any discrepancies should be presented to the arena director immediately to be presented to the judge before the end of that event.
- All contestants are required to read the rules carefully, particularly those relating to contest or events in which they enter. Failure to understand rules will not be accepted as an excuse.
- Contestants will be paid out in a 60-40% payout, with 60% being paid out. Payout is as follows:

# of Paid Entries	# of Placings	Pay Out
1 – 5	1 Place	100%
6 – 10	2 Places	60% - 40%
11 – 15	3 Places	50% - 30% - 20%
16 – 20	4 Places	42% - 29% - 19% - 10%
21 – 25	5 Places	38% - 28% - 18% - 10% - 6%

- The running order for all competitive events will be determined by a random draw for each night of the rodeo. Each night's draw will be conducted separately, and contestants are not guaranteed the same running position on both nights. Failure to be ready when called may result in disqualification at the discretion of the judges.

Disqualification of Contestants

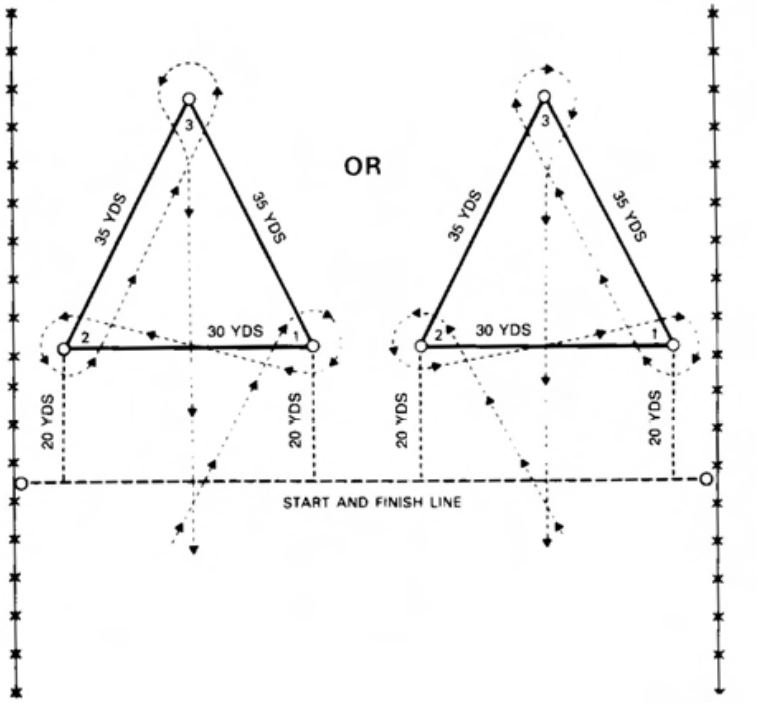
Contestants may be disqualified for any of the following offenses:

- Being under the influence of liquor in the arena
- Fighting or quarreling in the arena or barn areas
- Mistreatment of stock
- Refusing the stock drawn for him/her by the judges, unless extenuating circumstances (lameness, etc.) decided upon by the judges
- Not being ready to compete when being called upon
- Cheating or attempting to cheat
- Not wearing proper western attire
- Talking to the flag men or time keepers while events are in progress

Event Rules

BARREL RACING

- Barrel racing is a timed event for females. The fastest time (including all penalties) wins.



- The course must be measured exactly according to diagram and cannot exceed these dimensions. However, if the course is too large for the available space, the pattern should be reduced five yards at a time until the pattern fits the arena. Adequate space must remain between barrels and any obstacle. The distance from barrel number three to the finish line need not be reduced five yards (4.6 meters) at a time if there is sufficient room for the horse to stop. When measuring the area for the barrel course, allow ample room for horses to complete their turns and stop at the finish. It is recommended there be at least 45 feet (13.5 meters) from the starting line to the end of the arena, at least 18 feet (5.4 meters) from barrels 1 and 2 to the fence and 36 feet (10.8 meters) from barrel 3 to the end of the arena.
- Brightly colored 55 gallon (200 liters) steel drums with both ends intact must be used. There shall be no rubber or plastic barrels or barrel pads used.
- Starting line markers or electric timers, when possible, shall be placed against the arena fence. An electric timer or at least two watches shall be used, with the time indicated by the electric timer or average time of the watches used by official timers to be the official time.
- Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line.
- The contestant is allowed a running start. The contestant will proceed to run a clover-leaf pattern consisting of either 1 right turn around the first barrel and 2 left turns around the second and third; or 1 left turn around the first barrel and 2 right turns around the second and third barrels. After completing the final turn, contestant must run between the first and second barrels. (See diagram).
- Knocking over a barrel adds a five-second penalty for each barrel knocked over.
- Failure to follow the course shall result in disqualification. Contestants must exit the arena upon breaking the pattern. A contestant may touch the barrel with his or her hands in barrel racing.

- The judge, at his/her discretion, may disqualify a contestant for excessive use of a bat, crop, whip or rope in front of the cinch.
- Each horse will only be allowed to run one time.

ROPING EVENTS

- Horses must start from the roping box.
- Calf roping and heading horses in team roping must start from behind a barrier (an electronic barrier is acceptable). Breaking the barrier will result in ten second penalty. The length of score will be decided upon by judges. Max=length of box – 2 feet; Min = length of box – 4 feet
- The contestant shall not attempt to rope the animal until the barrier flag has been dropped. Any attempt by a contestant to position his horse behind the barrier enabling the contestant to rope the animal without attempting to leave the box shall be disqualified.
- Any unnecessary whipping, jerking reins, talking or any noise making, slapping, jerking rope or any unnecessary action to induce the horse to perform better, will result in disqualification.
- The judge may at his discretion award new cattle to a contestant under the following circumstances:
- Chute or barrier malfunctions, if the contestant pulls up and does not attempt to rope the calf/steer
- Stock turns back immediately before the score line
- Stock leaves arena
- In all roping events, a run must be completed within a one minute time limit.

CALF ROPING

- Time starts when calf breaks neck rope (or crosses electric eye if electronic barriers are being used). Time stops after the calf has been tied and roper puts hands in the air. Fastest time (including all penalties) wins.
- If more than one loop is used, the roper may carry a second rope tied to the saddle or the roper may rebuild the original loop.
- Any catch that holds is legal, but rope must remain on calf until the roper touches the calf.
- If the roper fails to catch, he will retire from the arena with no score
- If calf is not standing when roper reaches calf, the roper must re-throw calf by hand. Then he will cross any three feet, and tie with not less than one complete wrap and a half hitch. The roper must then remount his horse, ride up to put slack in the rope. Once the rider puts slack in the rope, the judge will start his time. The calf must remain tied in appropriate manner for six seconds. If calf does not remain tied for six seconds, the roper will be disqualified. The roper will also be disqualified for touching the calf after he has called for time and for intentionally dragging the calf.
- Horse must start behind a barrier, and +10 second penalty will be in effect for any broken barriers.

BREAKAWAY ROPING

- This is a timed event for females and males that are either 50 and older or 13 and under with a one-minute time limit.
- Horse must start from behind a barrier. A 10-second penalty will be added to the time for breaking the barrier.
- Ropes are to be tied to the saddle horn by a heavy string provided by the judge. String must be tied at the end of the rope and the rope must have a visible cloth or flag at the end of the rope.

- Two loops will be permitted. Should the roper desire to use a second loop, he may either recoil if carrying only one rope or use a second rope tied to the saddle horn. If the second loop falls loose, it cannot be rebuilt.
- The contestant shall receive no time should he break the rope from the horn by hand. If rope wraps around saddle horns, the roper may undally the rope from the saddle horn so long as she does not break the string.
- reaches the end of it, the contestant will receive no time.
- Time will be start when calf breaks the neck rope (or upon crossing electric eye) and time stops when the rope breaks away from the saddle horn, indicated by the field judge. A legal catch is a clean bell collar loop that causes the string to break away from the saddle horn. A bell collar catch is defined as the loop passing over the head of the calf, with no feet or legs in the loop. Roping the calf without releasing the loop from the hand is not permitted.
- The contestant shall not attempt to rope the animal until the neck rope breaks. Any attempt by a contestant to position his horse behind the barrier, enabling the contestant to rope the calf without leaving the barrier or box, shall be considered a disqualification.
- Rope may not pass through bridle, tie-down, neck rope or any other device.

BUDDY BARREL PICK-UP

- The rider will begin at the entry end of the arena.
- The rider must ride to the opposite end of the arena, circle the barrel, and pick up their partner.
- The partner must be standing on top of the barrel when being picked up for the run to qualify.
- Both contestants must ride double back to the starting end of the arena.
- If the partner falls from the horse after jumping from the barrel onto the horse, they will be allowed to remount for a qualifying time.
- Time starts when the rider crosses the judge's line heading toward the barrel.
- Time stops when both contestants cross the judge's line returning to the starting position.
- Both contestants must be on horseback when crossing the finish line or the team will receive no time.
- Contestants may compete in Buddy Barrel Pick-Up multiple times but must change partners or positions for each entry.

TEAM ROPING

- There is no limit to the number of entries per contestant, but a team may not enter in the same Header/Heeler combination more than once.
- The header will start behind a barrier, and a ten second penalty will be added for any broken barriers. Time starts when the steer breaks the neck rope (or electric eyes). A 1-minute time limit will be in effect.
- All heading and heeling cattle shall be protected by horn wraps. Legal catches in heading are both horns, half-head, and around the neck. Any figure-eight catch or front leg in the catch is not legal. Any catch made by the heeler must be a legal catch defined as a catch that holds from behind the steer's shoulders and back, around the flank, or on one or both heels/hind legs, but not by the tail only. When heeler catches only one hind leg, a 5 second penalty will be added.
- Three loops may be used among both the header and the heeler.
- The header must head the steer and the heeler must heel the steer. Horses cannot switch positions.
- Cross-firing will not be permitted and will result in disqualification.

- Riders are to stay mounted. When both ropes are dallied and both horses are facing stretched steer, run is completed. The rope must be wrapped around the saddle horn at least one complete turn before it is considered a dally. Time stops when heeler dallies, header faces, and both ropes are completely stretched.
- Competitors may be disqualified for the following reasons:
    - •excessive whipping/striking horse
    - •loss of rope by either the header or the heeler
    - •failure to maintain a dally through the completion of the run.
    - •refusal to face

RANCH STYLE BRONC RIDING

- All contestants must be ready to compete when name is called.
- No re-runs or re-rides due to contestant's faulty equipment.
- "Ride as ride can" for eight (8) seconds.
- Any style of spurs can be used as long as rowels are dull. (at least 5 point rowels) and are not locked.
- Any rigging or saddle will be allowed.
- Rider can hold on to horn, latch, or rope.
- The event will be judged for the difficulty that the horse demonstrates from one (1) to twenty-five (25) by each judge. The rider will be judged from one (1) to twenty-five (25) by each judge for his aggressiveness, control, and exposure.
- No mark out rule will be enforced.
- Stock will be drawn for each competitor, and that is the stock that the competitor must compete upon. Rerides will be given at the discretion of the judges.

CHUTE DOGGING

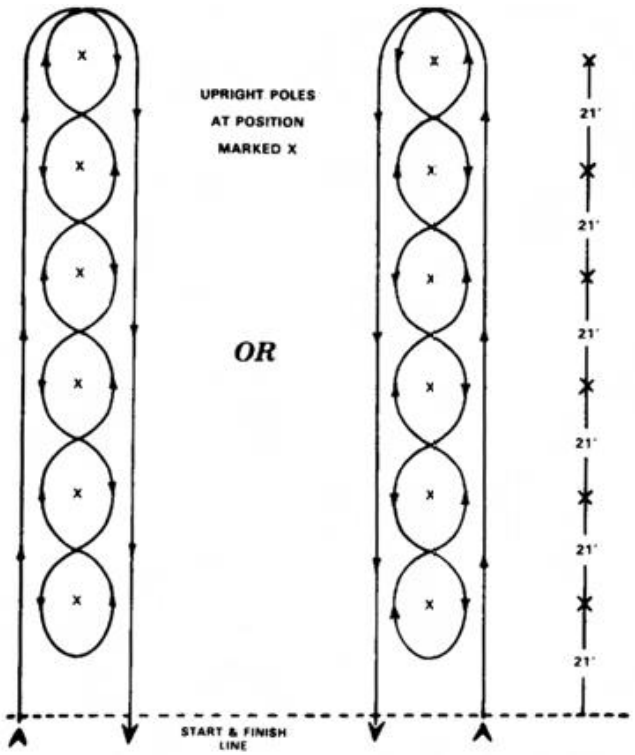
- Contestant will receive a 60 second time limit.
- Stock will be run into one of the bucking chutes. All stock will be turned out in the same direction.
- The score line will be clearly marked, parallel to the bucking chute and 10 feet in front of the chute.
- If after calling for the steer, the steer gets loose, the dogger may take no more than one step to catch the steer. The wrestler must bring the steer to a stop or change its direction and twist it down.
- The steer is considered thrown down only when it is lying flat on its side, or on its back with all 4 feet straight.
- A hullahan (steer lying down with 2 legs one way and 2 legs under or the other way) will result in a disqualification.
- No tailing of steers from the chute is allowed.
- With steer's loaded in chute, dogger gets beside the steer, left hand on the left horn, right hand in front of or behind the front shoulder.
- When dogger calls for the steer, the chute will be opened.
- Dogger must keep right hand in front of or behind shoulder until steer's nose crosses the score line.
- If dogger moves into throwing position before steer's nose crosses the score line, there will be a 10 second penalty added to the time.
- If steer is thrown before crossing the score line, the dogger will be disqualified.
- Time starts when steer's shoulder crosses the plane of the bucking chute.

BULL RIDING

- Bull must be ridden for eight seconds; with time starting when animal's inside shoulder passes the plane of the gate.
- Both judges will score the animal 0-25 and rider 0-25 points. (Allowing a max of 100 points).
- Stock will be drawn for each competitor, and that is the stock that the competitor must compete upon. Rerides will be given at the discretion of the judges.
- Riding is to be done with one hand and loose rope, with or without handhold. No knots or hitches to prevent rope from coming off bull when no rider leaves bull will be permitted. Ropes must have a bell, with bell being under the bull's belly.
- If rider makes a qualified ride with any part of the loose rope in riding hand, he is to be marked.
- Disqualifications may occur if:
    - The rider is bucked off before the eight seconds, uses sharp spurs, or touches anything with his/her free hand
    - Ropes with knot, wires, or other aids or used
    - No re-rides will be given due to default or breakage of contestant's equipment
    - No object should be placed in or under the rope or pad to slow or hinder the bull
    - Bull is slapped/touched with free hand.

POLE BENDING

- Pole bending is a timed event for females.
- Each contestant will begin from a running start, and time shall begin and end as the horse's nose crosses the line. A clearly visible starting line must be provided. Stopwatches or electric eyes are permitted.



- The pole bending pattern is to be run around six poles. Each pole is to be 21 feet (6.4 meters) apart, and the first pole is to be 21 feet (6.4 meters) from the starting line. Poles shall be set

ontop of the ground, six feet (1.8 meters) in height, with no base more than 14 inches (35 cm) in diameter.

- A horse may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly.
- Knocking over a pole shall add a five-second penalty for each pole knocked over.
- Failure to follow the course shall cause disqualification. (Must run straight in, weave in and out, and run straight out; see diagram) A contestant may touch a pole with his or her hand in pole bending. If the original course is altered by a rider intentionally grasping a pole, a five second penalty for each pole grasped will be assessed.

MUTTON BUSTIN'

- All contestants must be age 8 and under and weight 60 lbs. maximum.
- A parent or legal guardian must be present at registration and sign a liability waiver before the contestant is permitted to compete.
- All contestants must wear a protective helmet and vest while competing. Protective gear will not be provided and must be brought or borrowed.
- Each contestant will be allowed one ride. Re-rides will be given at the discretion of the judges.
- Sheep will be randomly drawn for each contestant, and that is the animal the contestant must compete upon.
- Contestants must begin their ride seated on the sheep and may use both hands to hold onto the animal.
- The ride will begin when the sheep's inside shoulder passes the plane of the gate.
- Contestants will be judged based on the length of time they remain on the sheep, unless otherwise determined by rodeo management.
- Disqualifications may occur if:
    - The contestant uses ropes, straps, or other equipment to secure themselves to the sheep.
    - The contestant receives assistance after the ride has begun.
    - The contestant fails to follow the instructions of the judges or rodeo personnel.
    - No re-rides will be given due to default or breakage of contestant equipment.
- Rodeo management and judges reserve the right to stop any ride due to safety concerns.
- All decisions made by the judges are final.

UPDATED:

FALL 2024