

North Carolina Youth Rodeo Association

2026 Rule Book

Updated 4/23/2026



Mission Statement

“Preserving our western heritage through the art of rodeo by maintaining and developing respect for our livestock, family, and community.”

**NCYRA
P.O. Box 183
Mebane, NC 27302**

ncyrayouthrodeo@gmail.com

www.NCYRA.com

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NCYRA Board of Directors

President	Locke Rowe	336-705-0341
Vice President	Mike Apple	336-261-8969
Secretary	Shanna Willard	336-497-8098
Treasurer	Vic Apple	336-266-4339
	Misty Carson	267-733-3949
	James Hill	336-648-5008
	Sara Smith	336-453-6076
	Andy Ward	267-233-0087
	Corey Carson	336-648-4534
	Leigh Anne Powlas	704-798-5912

NCYRA Event List

Peewee

Pony Bareback Riding
Mutton Bustin
Calf Riding
Goat Tying
Barrel Racing
Pole Bending
Goat Doggin

Junior

Pony Bareback Riding
Breakaway Roping
Girls Goat Tying
Boys Goat Tying
Barrel Racing
Pole Bending
Steer Riding (10-12)
Junior Steer Riding (13-14)
Chute Doggin

Senior

Bareback Riding
Saddle Bronc Riding
Calf Roping
Girls Breakaway Roping
Girls Goat Tying
Barrel Racing
Pole Bending
Senior Bull Riding
Chute Doggin

Open Events

(Points will carry over to All Around points for each contestants specific division, if applicable)

Team Roping

Order of events will be posted before text in.

Fees and Payout Rules

MEMBERSHIP FEES

PeeWee	(3-9 years old as of Jan. 1, 2026)	\$150
Junior	(10-14 years old as of Jan. 1, 2026)	\$150
Senior	(15-19 years old as of Jan. 1, 2026)	\$150

Rough Stock Entry Fees

(Including Break away, Roping, Chute Doggin', & Goat Doggin')

PeeWee	\$30 Entry Fee + \$5 Stock Fee = \$35
Junior	\$35 Entry Fee + \$10 Stock Fee = \$45
Senior	\$40 Entry Fee + \$10 Stock Fee = \$50

Timed Events Entry Fees

PeeWee	\$30 Entry Fee + \$5 Timer Fee = \$35
Junior	\$30 Entry Fee + \$5 Timer Fee = \$35
Senior	\$30 Entry Fee + \$5 Timer Fee = \$35

There will be a \$5 Admin fee per contestant, per day

Exhibition Fees

Mutton Bustin - \$30	Break Away - \$40
Calf Riding - \$30	Chute Doggin - \$40
Steer Riding - \$40	PeeWee Bareback - \$30
Jr/Sr Bulls - \$55	All Timed Events - \$30
Jr/Sr Bareback - \$55	Goat Doggin - \$30

*No points or prize money will be awarded for Exhibitions **

There is not a limit on the amount of exhibitions

Permit Fees

Rough Stock \$50 + Entry Fee (break out per event)
Timed Events \$30 + Entry Fee

Fundraiser Requirements

Each member is required to sell a minimum of 25 raffle tickets to qualify for Season Finals. If 30 or more raffle tickets are sold the member will receive an NCYRA Jacket. More information available on the NCYRA Facebook page.

Payout Rules

1. All check-ins must occur at least one (1) hour prior to the start of the rodeo.
2. The Association Sanction Fee is 40% of each entry fee after the \$5 admin fee and \$5 timer/stock fee is deducted.
PeeWee Entry Fee is \$30 not including Admin and Stock/Timer Fees (-)minus 40% Association Fee (\$12) = 60% (\$18) payout for that event.
3. A \$5.00 Administration Fee will be added to each contestant or exhibition entered in an NCYRA rodeo. This is a one-time fee per contestant, per day.
4. Payouts will be paid only to qualifying contestants.
Example: If there are 6 payout positions but only 5 qualified rides/times, only 5 places will be paid according to the listed percentages. If there is only 1 qualified ride/time, that contestant will receive the entire payout. Prize money will be paid as long as there is at least one qualified ride/time.
5. All payout money must be signed for by the contestant. If the contestant cannot pick up their payout, a representative or parent/guardian will sign for payout.
6. Payouts will be available at the discretion of the Treasurer or with Board approval. Payout availability and pickup location will be announced when ready. ****DO NOT ASK FOR PAYOUT UNTIL IT IS ANNOUNCED.**
7. All rodeo grounds must be cleaned and approved by a Board member prior to any payouts.
8. If a contestant leaves before their payout is ready, the rodeo Treasurer will hold the payout until the next rodeo.
9. In the event of a tie (e.g., tie for 1st and 2nd place), the prize money for those places will be combined and split evenly. Remaining places will be paid as normal and are not affected by the tie.
10. If there are no qualified rides/times in an event, the payout will be returned to the association.

Payout Calculation Sheet

RODEO DATE: _____/EVENT: _____

Following the completion of the rodeo, the treasurer , or anyone appointed in her place, will make payments to the winning contestants in each event. One head, or any number of heads of stock, added money, and entry fees, are to be totaled and paid as follows:

_____ Entries X \$ _____ Amt of Entry Fee= _____ Total A

Total A _____ + \$ _____ Added Money= _____ Total B

Total B _____ X 40% Sanction Fee= _____ Total C

Total B _____ - Total C _____ = _____ Total D

The payout is to be determined as follows from Total D:

1 to 3 contestants will pay 1 money divided 100%

4 to 6 contestants will pay 2 monies divided 60% / 40%

7 to 9 contestants will pay 3 monies divided 50% / 30% / 20%

10 to 12 contestants will pay 4 monies divided 40% / 30% / 20% / 10%

13 to 15 contestants will pay 5 monies divided 35% / 25% / 19% / 14% / 7%

16 and over contestants will pay 6 monies divided 32% / 24% / 18% / 12% / 9% / 5%

The number of teams will determine payout for the Team Roping event.

Contestants must sign for prize money.

** Payout will be rounded down to the nearest dollar

Point System

- **1st Place:** 100 points
- **2nd Place:** 90 points
- **3rd Place:** 80 points
- **4th Place:** 70 points
- **5th Place:** 60 points
- **6th Place:** 50 points
- **7th Place:** 40 points
- **8th Place:** 30 points
- **9th Place:** 20 points
- **10th Place:** 10 points

Example - Tie for 1st & 2nd place

- 1st – 95 points
- 2nd – 95 points
- 3rd – 80 points
- 4th – 70 points, and so on

1. Point tabulation will not begin until membership fees are paid in full and will conclude at the end of finals.
2. All points are awarded based on the placement of a qualified ride/time in an event.
3. In the event of a tie, the points for the tied placements will be combined and split equally among the tied contestants.
4. Lead line contestants do not receive points
5. A maximum of 550 total points may be awarded in each event.
6. Contestants must compete in 9 of the 14 regular season rodeos to be eligible for finals.
7. To qualify for All-Around points in a division, a contestant must compete in at least two (2) events during the 9 required regular season rodeos.
8. Any additional points earned during the regular season in a contestant's age division or open events, even if the contestant does not qualify for finals in that event, will count toward All-Around standings.

(Example: Sally competes in barrels and poles all season. Two-thirds of the way through the regular season, she begins competing in goat tying. Although she will not qualify for goat tying finals, any points earned in goat tying during the regular season will be added to her All-Around total.)

Ground Rules

1. Each contestant under the age of 18 must have at least one parent or legal guardian present on the rodeo/event grounds in case of emergency.
2. Each contestant and one (1) guest will receive free admission to each rodeo. The guest must enter with the contestant.
3. General admission is \$10 per person. Children ages 3 and under are free.
4. Entry fees must be paid no later than one (1) hour prior to the start of the rodeo.
5. If an emergency causes a contestant to be late, the rodeo secretary must be notified immediately at 336-497-8098 (Shanna) with proof of emergency. If the contestant's event has already run, the contestant will be considered a turn-out and will still owe all entry fees and any applicable fines. Abuse of this rule will not be tolerated. Fines may be assessed at the discretion of the Board:
 - First Offense: \$25.00 fine
 - Repeat Offense: \$50.00 fine and may result in disqualification at the Board's discretion
6. Contestant meetings may be held before rodeos throughout the season. All contestants are required to attend and are responsible for knowing all information provided. Parents are welcome and encouraged to attend.
7. Dress Code will be enforced for Junior and Senior members starting one (1) hour before the rodeo and lasting through completion of the rodeo.
 - 7.1. PeeWee members must be in dress code while in the backpens, staging area, alleyways, and arena.

Dress Code includes: cowboy hat, long-sleeve or short-sleeve button-down collared shirt, jeans, and western boots with a heel.
 - 7.2. Tennis shoes or casual shoes are not allowed
 - 7.3. Failure to compete in heeled boots will result in disqualification
 - 7.4. This dress code also applies to parents or personnel entering the arena, alleyway, or backpens during the rodeo.

- 7.5. Any member violating dress code during an event will be disqualified from that event and from subsequent events until deemed compliant.
- 7.6. Anyone associated with a member entering backpens, staging area, alleyways, and arena not in dress code will cause that member to incur a \$25.00 fine.
8. If a member's hat comes off during an event and lands in the arena, bucking chutes, or roping box, no penalty will be assessed unless intentional tipping is observed by the Arena Director or Judges.
9. Rodeo registration will be completed via Google Form and will open the Monday before the rodeo from 8:00 AM to 8:00 PM. Late registration will be accepted through Tuesday until 5:00 PM with a \$25 late fee per member.
10. Contestants and parents are responsible for obtaining knowledge from the day sheet/draw, including livestock drawn and position in the order. Competing on the wrong stock or out of position—unless approved by the Judges or Arena Director—will result in no score/no time.
11. Contestants' names will be called three (3) times before being turned out of that event. Be ready.
12. Judges and the Arena Director may disqualify any contestant who is not ready to compete.
13. No contestant or parent may approach a Judge at any time.
 - 13.1. Junior and Senior contestants must personally request re-rides from the Arena Director.
 - 13.2. PeeWee contestants may receive guided assistance from an approved adult in the backpens to request a re-ride.
 - 13.3. Re-ride requests from the stands will not be honored.
 - 13.4. All re-ride requests must be made before exiting the arena and directly to the Arena Director.
14. Contestants and parents must be respectful and follow all venue rules, respect property owners and staff, and treat all livestock humanely.
15. Contestants and parents camping on rodeo grounds must leave campsites clean and free of trash. A \$50 cleanup fee will be assessed to the contestant and must be paid before competing again.

16. On the day of performance, no one may walk or ride the barrel or pole pattern in the arena. Violation will result in disqualification.
An exhibition barrel/pole fundraiser may be offered prior to or after the rodeo event at the discretion of the Board.
17. All riders must maintain control of their horses entering and exiting the alleyway. Judge, or Arena Director may disqualify any rider or horse deemed unsafe or out of control. Reins may not be dropped until in the alleyway.
18. Abuse of any animal or livestock will not be tolerated and may result in disqualification at the discretion of the Judges, Arena Director, or Board members.
19. Roughstock equipment checks will be conducted periodically. Failure to pass equipment checks may result in disqualification.
20. No one may change clothes in the backpens. Contestants must arrive dressed and ready.
21. Anyone assisting in arena, backpens or roping boxes must be in dress code and have a notarized liability waiver on file with the association.
22. No devices may be used to make livestock buck harder or run faster.
23. Timers will be approved by the Board of Directors.
24. Electronic timers will serve as the primary timing system and will remain unaltered. Each rodeo will also have one Official Stopwatch Timer and one Backup Stopwatch Timer. If electronic timers fail, the two stopwatch times will be averaged to the hundredths.
25. In roughstock events, the Judge on the latch side of the chute gate will serve as the primary timer and verify qualified rides using their timer and judge sheets.
26. If livestock leaves the arena during a run or ride, timers will stop the clock and the contestant will be granted another run or ride at the Judges' discretion, resuming from the stopped time and carrying all penalties.
27. No re-runs or re-rides will be granted for faulty or broken equipment provided by the contestant.
28. Disqualified contestants are not entitled to a refund of entry fees and will not be eligible for average money for that performance.

29. If a call cannot be resolved immediately during the rodeo event, members must follow the appeals process. Written appeals must be submitted within seven (7) calendar days to:
ncyrayouthrodeo@gmail.com
Payouts and points may be withheld or adjusted pending the Board's decision.
30. Arena Director, Judges, and Board Members will not base decisions on videos or photos. Video appeals require a \$250 protest fee. If upheld, all money will be returned minus stock fees for the re-ride; if denied, funds will be retained by the association.
31. Judges or the Arena Director may flag out any contestant for safety reasons.
32. Unsportsmanlike conduct will not be tolerated, including throwing equipment, vulgar language, or excessive force with animals, ect.
33. Contestants, parents, guests associated with a contestant or staff member consuming illegal substances will be removed from the property and may result in disqualification or revoked membership.
34. No alcohol use is permitted by contestants, parents, guests associated with a contestant, staff member, or anyone attending an NCYRA event.
 - First Offense: \$50.00 fine
 - Repeated offenses may result in disqualification, revoked membership, or banishment of associated persons.
35. Fighting, quarreling, or rowdy behavior is prohibited and will result in ejection and possible disqualification at the discretion of the Arena Director, Judges, or Board member.
36. Cheating or attempting to cheat in any form will result in disqualification or revocation of membership.
37. The Board of Directors enforces all rules. Any situation not covered in this rulebook will be resolved at the Board's discretion.
38. All Board decisions are final.
39. The 2026 NCYRA Board of Directors reserves the right to amend this rulebook as necessary during the season. Members will be notified of changes prior to the next scheduled rodeo.

Membership

1. All bank records for the 2026 season will be available for review at a member's request, at a time and place convenient for the Treasurer.
2. Members are asked to email any questions or concerns to ncyrayouthrodeo@gmail.com. Items submitted will be placed on the agenda for the next scheduled Board meeting.
3. Members who do not complete individual fundraising requirements by the announced deadline will not be eligible to compete in the 2026 Finals.
4. Members must compete in 9 of the 14 NCYRA regular season rodeos to qualify for Finals. Finals do not count toward this requirement.
5. Each member's parent or guardian is required to work two (2) volunteer shifts during the 2026 season. Failure to meet this requirement will result in the member not qualifying for Finals.
6. Members are expected to monitor the NCYRA website at www.NCYRA.com and the NCYRA Facebook page for updates and announcements.
Members are strongly encouraged to request access to the Members-Only Facebook Group. Once a membership application and all required paperwork are received by the Rodeo Secretary, members will be invited to join the group privately. This group will contain the most current rodeo information.
7. The Board of Directors reserves the right to deny any membership application by majority vote.
8. Membership applications and all required forms must be emailed or mailed to the appropriate addresses and received by the Rodeo Secretary no later than March 9, 2026.
 - Paperwork received after this date will incur a \$35 late fee.
 - Paperwork must be received before the first performance in order for that performance to count toward Finals qualification.
9. Members will receive a confirmation email after submitting rodeo registration through the Google Form.

10. Membership fees must be paid in cash at rodeo check-in, along with applicable entry fees.
11. Any paperwork requiring notarization that is submitted unnotarized will incur a \$5.00 notary fee per document.
12. A contestant will be considered a turn-out if all required paperwork is not submitted upon entry.
13. Each member must have at least one parent or guardian liability waiver on file with the association.

Membership Required Forms

The following documents are required for membership:

- Membership Application
- Copy of Birth Certificate
- Liability Waiver
- Rulebook Acknowledgement Form
- Photo/Media Release Form
- Completed W-9 Form
- Medical Release Form
- Code of Conduct Form
- Consent to Treat Form
- At least one liability waiver from a responsible adult for the member

* Any parent, guardian, or helper planning to enter the arena, roping boxes, backpens, or bucking chutes must submit a notarized Parent/Worker/Volunteer Liability Waiver and Consent to Treat Form to the Rodeo Secretary prior to entering these areas.

All forms can be found at: [Membership | NCYRA](#)

Address:
NCYRA
P.O. Box 183
Mebane, NC 27302

E-mail Address:
ncyrayouthrodeo@gmail.com

The 2026 membership may be purchased at any point in the season after the first rodeo dates in March.

Appeals

1. Members have seven (7) calendar days from the date of an incident to submit a written letter or email appeal to the Board of Directors at: ncyrayouthrodeo@gmail.com
2. The Board of Directors will review the appeal and make a decision based on a majority vote of the Board.
3. If an appeal is granted and a decision is overturned, all prize money and points will be adjusted accordingly, and an announcement will be made to the membership.

Exhibitions

1. Exhibitions may be purchased for all events.
2. Exhibitions are not eligible for prize money or points.
3. Exhibition runs will take place at the end of each event.
4. Exhibitions will not affect paid contestants in the drag.
5. Exhibition contestants must submit the following completed paperwork to the Rodeo Secretary before competing:
 - Liability Waiver
 - Copy of Birth Certificate
 - Rulebook Acknowledgement Form
 - Photo/Media Release Form
 - Medical Release / Consent to Treat Form
 - Code of Conduct Form
6. Any parent, guardian, or helper entering the arena, roping boxes, backpens, or bucking chutes must submit a notarized Parent/Worker/Volunteer Liability Waiver and Consent to Treat Form, and must be in dress code, prior to entering restricted areas.

Permit Rules

1. Permits may be purchased for all events, with a limit of two (2) performances per event during the 2026 season.
2. Permit holders are eligible for prize money, but not eligible for points.
3. Permit contestants must submit the following completed paperwork to the Rodeo Secretary before competing:
 - Liability Waiver
 - Copy of Birth Certificate
 - Rulebook Acknowledgement Form
 - Photo/Media Release Form
 - Medical Release / Consent to Treat Form
 - Code of Conduct Form
4. Any parent, guardian, or helper entering restricted areas must submit a notarized Parent/Worker/Volunteer Liability Waiver and Consent to Treat Form and be in dress code prior to entry.

Non-Notified Turn-Outs / No Shows

1. Contestants may med-out due to medical or animal health reasons without penalty if a doctor's or veterinarian's note is submitted to the Rodeo Secretary within seven (7) calendar days prior to the performance.
2. If required documentation is not submitted within the allowed timeframe, the contestant will be considered a turn-out and fined accordingly.
3. Rodeo entry fees must still be paid by check-in time for a med-out to count toward the 9 rodeo performance participation requirement.
4. Failure to attend a rodeo without notifying the Rodeo Secretary after the entry deadline will be considered a turn-out, and all fees and fines will apply.
5. A \$25.00 fee per entry will be assessed for all turn-outs, in addition to entry fees owed.

6. No-shows and non-notified turn-outs will be placed on a suspended list until all fees and fines are paid.
7. No-shows and turn-outs do not count toward participation requirements, unless approved as a med-out. Exhibition contestants will also be fined \$25.00 and placed on the suspended list for no-shows.
8. If a contestant or horse is injured during a rodeo, it is at the discretion of the Arena Director to grant a med-out for remaining events that day.

Rodeo Entry

1. Rodeo entry will be open from 8:00 AM to 8:00 PM on the Monday prior to each scheduled rodeo weekend.
2. Contestants must register using the Google Form provided. Voicemails or text messages will not be accepted as entries.
3. A confirmation email will be sent upon submission. Contestants are responsible for verifying accuracy. Corrections must be texted to the Rodeo Secretary by Tuesday at 5:00 PM.
4. Entry and registration dates are listed on the 2026 Season Schedule.
5. For Team Roping, only one team member needs to enter, specifying header and heeler.
6. Entry fees must be paid in cash at check-in.
7. Contestants must complete check-in at least one (1) hour prior to rodeo start time.
8. Late entries will be accepted through Tuesday at 5:00 PM with a \$25.00 late fee per member, payable at check-in.

Finals and Season Awards

1. To be eligible for All-Around titles, members must compete in two (2) or more events at 9 of the 14 regular season rodeos. Finals do not count toward the 9-rodeo requirement.
 2. Members must compete in their age division unless moving up is approved by the Board.
 - Points earned prior to moving up will not carry over
 - Moving up for a single event will count only toward that event title, not age-division All-Around standings
 3. Members must compete in all three (3) days of Finals to receive prize money or awards, unless excused due to visible injury to the contestant or horse.
 4. Members who do not compete in all three days of Finals, or who do not qualify, will forfeit all season points and awards, unless a reasonable appeal is approved by the Board.
 5. Points earned during Finals will count toward All-Around totals.
 6. Team Roping Finals averages will be calculated using the team's three-day aggregate.
 7. Team Ropers may qualify in both Heading and Heeling.
 8. Banquet invitations are issued at the discretion of the Board.
 9. All Finals qualifiers will pay a \$5.00 Finals Average Fee per event, added to entry fees to create the Finals Average payout.
- Finals Average Payout Scale
- 1–10 contestants: 1st place (100%)
 - 11–20 contestants: 1st (60%) / 2nd (40%)
 - 21+ contestants: 1st (50%) / 2nd (30%) / 3rd (20%)

Rodeo Event Rules

Bareback Pony (PeeWee and Junior)

1. This event follows the same rules as Bareback riding with the following expectations.
2. PeeWees must be under 80 lbs in weight.
3. Pony must be ridden for 4 seconds for PeeWees.
4. Pony must be ridden for 6 seconds for Juniors.
5. The rider must mark out to make a qualified ride. Meaning, the rider must have their spurs over or above the break of the pony's shoulders when the front feet of the pony touch the ground out of the chute.

Bareback Riding

1. Stock will be drawn before the rodeo.
2. Primary timer and back up timer are the Judges.
3. Judges will write down all scores on judges sheets.
4. One hand in rigging is to be used.
5. Helmet, vest, and mouthpiece are required.
6. Dry rosin or tape may be used on a handhold or glove.
7. 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 are allowed on fingers only.
8. Rigging must lie flat on the horse's back while rigging is being cinched.
9. Required bareback pads are to completely cover the underside of the rigging and are to extend a full 2 inches behind the rigging.
10. Contestants may pull rigging or saddle cinch from either side.
11. Contestants must ride with free spinning 8-10 point rowels.
12. Contestants must ride for 8 seconds. (Seniors)
13. Time starts when the horse's front shoulder passes the plain of the chute.
14. Riders must have spurs over or above the break of the horse's shoulders when the front feet of the horse touch the ground out of the chute.
15. Either Stock Contractor or contestant has the right to call the judges to pass on whether or not the horse is saddled properly and flanked to buck to the best of its ability.

16. The following, but limited to, will result in a No Score/Disqualification: -
Bucked off and not riding for the qualified time
- Riding with spur rowels locked or sharp
 - Touching an animal, equipment, or person with freehand, one arm must remain free at all times.
 - Rigging coming off the horse; with or without breaking
 - Faulty or defective equipment
 - Hand coming out of the handhold
 - Violating the spur out rule
 - Taking any kind of finger tuck, finger wrap, or use of finger tape
 - If the rider has been advised that he is next to go and is not above the animal drawn with his glove on when the previous animal leaves the arena.
17. If the chest (or brisket), belly, side, or rump contacts the ground the animal will be considered fallen. Knee is not considered fallen. 19. The matters of re-rides shall be decided by the judges.
20. If re-ride is given, the judge shall inform the contestant immediately of his marking and an option of a re-ride.
21. The contestant must make a decision immediately.
22. Re-rides may be given when the stock fails to break, stops, or fouls the rider.
23. Contestants that are fouled at chute and declare will be entitled to a re-ride at judges discretion, or the spurring out rule may be waived.
24. No soaking of rough stock
25. Flank strap will be pulled by stock contractor or his designee

Saddle Bronc Riding

1. Stock will be drawn before the rodeo.
2. Primary timer and back up timer are the Judges.
3. Judges will write down all scores on Judges Sheets.
4. Helmet, vest, and mouthpiece are required.
5. Dry resin may only be used on chaps and saddles.
6. Contestants may pull rigging or saddle cinch from either side.
7. Contestants must ride for 8 seconds.
8. Contestants must ride with free spinning 8-10 point rowels.

9. Riding rein and hand must be on the same side.
10. Rein cannot be wrapped around hand.
11. Horses must be saddled in the chute.
12. The rider may cinch own saddle.
13. Saddles shall not be set too far ahead on horses withers.
14. Time starts when the horse's front shoulder passes the plain of the chute.
15. Riders must have spurs over or above the break of the horse's shoulders when the front feet of the horse touch the ground out of the chute.
16. Either Stock Contractor or contestant has the right to call the judges to pass on whether or not the horse is saddled properly and flanked to buck to the best of its ability.
17. The following, but not limited to, will result in a No Score/Disqualification:
 - Bucked off and not riding for the qualified time
 - Riding with spur rowels locked or sharp
 - Touching an animal, equipment, or person with freehand, one arm must remain free at all times.
 - Saddle coming off the horse; with or without breaking - Faulty or defective equipment - Changing hands on reins.
 - Wrapping rein around hand.
 - Pulling leather.
 - Losing stirrup.
 - Violating the spur out rule
 - Taking any kind of finger tuck, finger wrap, or use of finger tape
 - If the rider has been advised that he is next to go and is not above the animal drawn with his glove on when the previous animal leaves the arena.
18. If the chest (or brisket), belly, side, or rump contacts the ground the animal will be considered fallen. Knee is not considered fallen.
19. The matters of re-rides shall be decided by the judges.
20. If re-ride is given, the judge shall inform the contestant immediately of his marking and an option of a re-ride.
21. The contestant may refuse a re-ride and take his marking.
22. The contestant must make a decision immediately.
23. If the halter comes off, the rider must have a re-ride providing the contestant has made a qualified ride up to the time the halter comes off.
24. Contestants must re-ride or take a no score for that ride.

25. Re-rides may be given when the stock fails to break, stops, or fouls the rider.
26. Contestants that are fouled at chute and declare will be entitled to a re-ride at judges discretion, or the spurring out rule may be waived.
27. No soaking of rough stock
28. Flank strap will be pulled by stock contractor or his designee
29. Seniors - you have 30 seconds to get ready in the chute you risk being turned out.

Mutton Bustin'

1. Contestants must be a minimum of 3 years old and no older than 7 years old as of January 1st and under 55 lbs. (Any exemptions will be at Stock Contractor's discretion.)
2. Cowboy hats or helmets, and vests are mandatory.
3. All stock will be chute run.
4. Primary timer and back up timer are the Judges.
5. Judges will write down all scores on Judges Sheets.
7. Time starts when the sheep's shoulders pass the chute plain.
8. Dry rosin or tape may be used on a glove.
9. Contestants may not enter Calf Riding and return back to Mutton Bustin.
10. Contestants must ride for 4 seconds.
11. To not receive a 5 point penalty, contestants must ride with one hand.
12. If a contestant rides with one hand, a free arm may not touch an animal, equipment, or person with freehand, one arm must remain free at all times. If your free arm touches the animal, a person, or equipment, you will be disqualified.
13. Contestants may start with two hands and go to one hand during the ride. This will result in a 5 point deduction from Contestants total score. If the Contestant goes back to two hands after releasing to one hand it will result in a disqualification.
14. If the contestant chooses to ride with two hands there will be a 5 point deduction to their final score.
15. Contestants must ride with a loose flat braided rope. No riggings.
16. No re-rides will be given unless the sheep goes down in forward motion and the Contestant goes over the head of the sheep.

17. No re-rides will be given if the sheep falls to the side, does not perform, or stops.
18. A bell on the rope is not required. If a bell is attached it must be attached in a humane way without harming the sheep.
19. Placing spurs or chaps under the rope when the rope is being tightened WILL result in disqualification..
20. If the rider has been advised that he is next to go and is not above the animal drawn with his glove on when the previous ride is over, the rider can be disqualified.

Calf Riding

1. A mouthpiece, helmet, and vest are mandatory.
2. All stock will be drawn before the rodeo.
3. Primary timer and back up timer are the Judges.
4. Judges will write down all scores on Judges Sheets.
5. Time starts when the calf's shoulder passes the plain of the chute.
6. Dry rosin may be used on gloves and rope.
7. Contestants must ride for 4 seconds.
8. Contestants must ride with one hand and loose rope, with or without hand-hold.
9. A Contestants' free arm may not touch the animal, equipment, or person with freehand, one arm must remain free at all times. If your free arm touches the animal, a person, or equipment, you will be disqualified.
10. Calf rope must have a bell on the rope and under the belly of the calf. Bell must be attached in a humane way without harming the calf.
11. No knots or hitches to prevent rope from falling off the calf when the rider leaves it.
12. The following, but not limited to, will result in a No Score/Disqualification:
 - Bucked off and not riding for the qualified time
 - Riding with sharp or tightly "locked" spurs
 - Placing spurs or chaps under the rope when the rope is being tightened.
 - Touching an animal, equipment, or person with freehand, one arm must remain free at all times.
 - Rope coming off of bull
 - Faulty or defective equipment

- Not having bell on bull rope
 - Intentionally leaving the chute with spurs hooked or lodged in the bull rope loop(s)
 - If the rider has been advised that he is next to go and is not above the animal drawn with his glove on when the previous animal leaves the arena.
13. If the chest (or brisket), belly, side, or rump contacts the ground the animal will be considered fallen. Knee is not considered fallen.
 14. The matters of re-rides shall be decided by the judges.
 15. If re-ride is given, the judge shall inform the contestant immediately of his marking and an option of a re-ride.
 16. The contestant may refuse a re-ride and take his marking.
 17. The contestant must make a decision immediately.
 18. Re-rides may be given when the stock fails to break, stops, or fouls the rider.
 19. Contestants that are fouled at chute and declare will be entitled to a re-ride at judges discretion.

Junior Steer Riding (10-12) years old

1. A mouthpiece, helmet, and vest are mandatory.
2. All stock will be drawn before the rodeo.
3. Primary timer and back up timer are the Judges.
4. Judges will write down all scores on Judges Sheets.
5. Time starts when the steers shoulder passes the plain of the chute.
6. Dry rosin may be used on gloves and rope.
7. Contestants must ride for 6 seconds.
8. Contestants must ride with one hand and with or without hand-hold.
9. The contestants' free arm may not touch the animal, equipment, or person with freehand, one arm must remain free at all times. If your free arm touches the animal, a person, or equipment, you will be disqualified.
10. Steer rope must have a bell on the rope and under the belly of the calf. Bell must be attached in a humane way without harming the steer.
11. No knots or hitches to prevent rope from falling off the calf when the rider leaves him.
12. The following, but not limited to, will result in a No Score/Disqualification:
 - Bucked off and not riding for the qualified time

- Riding with sharp spurs or tightly “locked” spurs
- Placing spurs or chaps under the rope when the rope is being tightened.
- Touching an animal, equipment, or person with freehand, one arm must remain free at all times. -
- Rope coming off of bull
- Faulty or defective equipment
- Not having bell on bull rope
- Intentionally leaving the chute with spurs hooked or lodged in the bull rope loop(s)
- If the rider has been advised that he is next to go and is not above the animal drawn with his glove on when the previous animal leaves the arena.

13. If the chest (or brisket), belly, side, or rump contacts the ground the animal will be considered fallen. Knee is not considered fallen.

14. The matters of re-rides shall be decided by the judges.

15. If re-ride is given, the judge shall inform the contestant immediately of his marking and an option of a re-ride.

16. The contestant may refuse a re-ride and take his marking.

17. The contestant must make a decision immediately.

Re-rides may be given when the stock fails to break, stops, or fouls the rider.

20. Contestants that are fouled at chute and declare will be entitled to a re-ride at judges discretion.

Junior Bull Riding (13-14 years old)

1. A mouthpiece, helmet, and vest are mandatory.
2. All stock will be drawn before the rodeo.
3. Primary timer and back up timer are the Judges.
4. Judges will write down all scores on Judges Sheets.
5. Time starts when the bulls shoulder passes the plain of the chute.
6. Dry rosin may be used on gloves and rope.
7. Contestants must ride for 6 seconds.
8. Contestants must ride with one hand and with or without hand-hold.

9. The contestants' free arm may not touch the animal, equipment, or person with freehand, one arm must remain free at all times. If your free arm touches the animal, a person, or equipment, you will be disqualified.
10. Bull rope must have a bell on the rope and under the belly of the calf. Bell must be attached in a humane way without harming the bull.
11. No knots or hitches to prevent rope from falling off the calf when the rider leaves him.
12. The following, but not limited to, will result in a No Score/Disqualification:
 - Bucked off and not riding for the qualified time
 - Riding with sharp spurs or tightly "locked" spurs
 - Placing spurs or chaps under the rope when the rope is being tightened.
 - Touching the animal, equipment, or person with freehand, one arm must remain free at all times.
 - Rope coming off of bull
 - Faulty or defective equipment
 - Not having bell on bull rope
 - Intentionally leaving the chute with spurs hooked or lodged in the bull rope loop(s)
 - If the rider has been advised that he is next to go and is not above the animal drawn with his glove on when the previous animal leaves the arena.
13. If the chest (or brisket), belly, side, or rump contacts the ground the animal will be considered fallen. Knee is not considered fallen.
14. The matters of re-rides shall be decided by the judges.
15. If re-ride is given, the judge shall inform the contestant immediately of his marking and an option of a re-ride.
16. The contestant may refuse a re-ride and take his marking.
17. The contestant must make a decision immediately.
18. Re-rides may be given when the stock fails to break, stops, or fouls the rider.
19. Contestants that are fouled at chute and declare will be entitled to a re-ride at judges discretion.

Senior Bull Riding (15-19)

1. A mouthpiece, helmet, and vest are mandatory.
2. All stock will be drawn before the rodeo.
3. Primary timer and back up timer are the Judges.
4. Judges will write down all scores on Judges Sheets.
5. Time starts when the bulls shoulder passes the plain of the chute.
6. Dry rosin may be used on your glove and rope.
7. Contestants must ride for 8 seconds.
8. Contestants must ride with one hand with or without hand-hold.
9. The contestants' free arm may not touch the animal, equipment, or person with freehand, one arm must remain free at all times. If your free arm touches the animal, a person, or equipment, you will be disqualified.
10. Bull rope must have a bell on the rope and under the belly of the calf. Bell must be attached in a humane way without harming the bull.
11. No knots or hitches to prevent rope from falling off the calf when the rider leaves him.
12. The following, but not limited to, will result in a No Score/Disqualification:
 - Bucked off and not riding for the qualified time
 - Riding with sharp spurs or tightly "locked" spurs
 - Placing spurs or chaps under the rope when the rope is being tightened.
 - Touching the animal, equipment, or person with freehand, one arm must remain free at all times.
 - Rope coming off of bull
 - Faulty or defective equipment
 - Not having bell on bull rope
 - Intentionally leaving the chute with spurs hooked or lodged in the bull rope loop(s)
 - If the rider has been advised that he is next to go and is not above the animal drawn with his glove on when the previous animal leaves the arena.
13. If the chest (or brisket), belly, side, or rump contacts the ground the animal will be considered fallen. Knee is not considered fallen.
14. The matters of re-rides shall be decided by the judges.
15. If re-ride is given, the judge shall inform the contestant immediately of his marking and an option of a re-ride.

16. The contestant may refuse a re-ride and take his marking.
17. The contestant must make a decision immediately.
18. Re-rides may be given when the stock fails to break, stops, or fouls the rider.
21. Contestants that are fouled at chute and declare will be entitled to a re-ride at judges discretion.

Senior Calf Roping (15-19)

1. Contestants may not enter Breakaway Roping and Calf Roping.
2. Contestants can only carry one loop and cannot rebuild that loop.
3. Barriers will be used.
4. The loop must be released from the hand to be a legal catch.
5. The horse must be clear of the end of the roping box before the loop is thrown. No draping.
6. Contestants must catch and tie within 60 seconds.
7. Contestants must rope the calf, dismount, throw the calf by hand, and cross and tie any three legs.
8. Catch as catch can.
9. To qualify as a legal tie, there shall be at least one wrap around all three legs and a half-hitch.
10. If the calf is down when the roper reaches it, the calf must be let up to his feet and thrown by hand.
11. If the roper's hand is on the calf when the calf falls, the calf is considered thrown by hand.
12. Rope must hold the calf until the rope gets a hand on the calf.
13. Three legs must remain crossed and tied from six seconds, as timed by the judge, from the time the rope horse takes its first step forward after roper remounted, until approved by the judge.
14. Roper must not touch the calf after signaling that he is finished until after the judge has completed his examination. Failure to do so will result in a disqualification.
15. Rope must remain slack until the field judge approves the tie.
16. In the event a contestant's catch rope is off of the calf after the completion of the tie, the 6 second time period is to start when roper clears the calf. Flag judges must watch the calf during the 6 second

period and will stop watch when the calf kicks free, using the time shown on the watch to determine whether the calf was tied long enough to qualify.

17. If the tie becomes illegal by the calf kicking, or the calf gets to his feet before the tie is approved by the judge, the roper will be marked a No Time.
18. If the calf escapes the arena, the flag is dropped, and the contestant gets the animal back, lap and tap, with time added from when the flag was dropped. No barrier will be used in this situation. Time starts again when the calf's nose goes across the score line.
19. Contestants may not receive any assistance once the calf is called for.
20. Contestants may have a helper pushing the calf or helping the horse in the roping box. The helper must be in the dress code. Once the calf is pushed or the horse is clear of the box the helper must not go into the arena until the run is over.
21. All stock is chute run.
22. The Jerk down rule applies. A jerk down means flipping the calf straight over backwards on its back or the back of the head.
23. Contestants will be flagged No Time for touching the calf, calf string, by touching the rope, or by dragging the calf after the contestant remounts the horse.
24. If a contestant at any time is in danger the arena staff will assist and a No Time will be given.
25. There will be a 10 second barrier penalty added to the Contestants official time for a broken barrier.
26. No Calves will have in excess of 3 inches of horns.

Breakaway Roping (Junior and Senior)

1. Barriers will be used.
2. All stock will be chute run.
3. Timed event Judge or the Arena Director will inspect each roper at the box.
4. Junior Girls and Boys will compete in the same event.
5. Only Girls will be allowed to compete in Senior Breakaway.
6. Junior contestants have 60 seconds to complete and Seniors have 30 seconds to complete the run.

7. A 12x12 flag is to be used on the tail of the rope.
8. Contestants' rope must be attached to the saddle horn with string.
9. All ropers must use the same string provided by the NCYRA at check in of that day's rodeo from the Rodeo Secretary.
10. Thinning or tampering of the string to weaken will result in disqualification.
11. For Juniors the catch as catch can rule shall apply after the loop has passed over the calf's nose and hold until the rope is broken from the saddle horn.
12. Seniors only bell collar catches will qualify for a time. If there are any legs or tail heads in the loop once it breaks off the saddle horn, the result will be a NoTime.
13. The contestant will carry only one loop. They may not rebuild this loop.
14. Time will stop when the flag pulls free of the saddle horn.
15. There will be a 10 second barrier penalty added to the Contestants official time for a broken barrier.
16. Contestants cannot touch the rope in any way to help or pull it off the saddle horn unless in a dangerous situation.
17. If the rope becomes dallied around the saddle horn, the rider can un-dally the rope, but not break it.
18. The loop must be released from the hand to be a legal catch. The horse must be cleared of the box before the loop is thrown.
19. Contestants may not receive any assistance once the calf is called for.
20. Contestants may have a helper pushing the calf or helping the horse in the roping box. The helper must be in the dress code. Once the calf is pushed or the horse is clear of the box the helper must not go into the arena until the run is over.
21. No Calves will have in excess of 3 inches of horns.
22. If the calf escapes the arena, the flag is dropped, and the contestant gets the animal back, lap and tap, with time added from when the flag was dropped. No barrier will be used in this situation. Time starts again when the calf's nose goes across the score line.
23. There will be 2 or more time keepers, a score line judge, and a field judge.
24. No draping the calf. You must throw the rope in order to make a legal catch.

Chute Doggin

1. A mouthpiece is mandatory.
2. The score line will be 10 feet from the chute and marked with flour.
3. There will be two judges. A line judge and a field judge.
4. Junior contestants have a 60 second time limit to throw the steer.
5. Senior contestants have a 30 second time limit to throw the steer.
6. A left delivery chute must be used.
7. All Chute Doggin runs must be made from the same chute.
8. It is the contestant's responsibility to check for broken horns.
9. The contestant must nod to call for the gate.
10. Juniors may lock up in the throwing position while the steer is in the chute.
11. Seniors: With the steer loaded in the bucking chute, the contestant gets beside the steer, right hand behind right front shoulder. When the contestant calls for the steer the chute gate will be opened. Doggers must keep their right hand in front of or behind their shoulder or loosely under the neck until the steer's nose crosses the score line. If a contestant moves into a throwing position or touches either horn or ear before the steer's nose crosses the line, there will be a 10 second penalty added to the time. If a steer is thrown before crossing the score line, the contestant will be disqualified.
12. Chute Dogger must allow steer to maintain forward motion to the score line. Contestants may not choke the steer.
13. The line judge will start the time when the steer's nose passes the score line.
14. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plane of the chute gate. Peewee and Juniors calves will be tailed. Senior calves will not be tailed.
15. The contestant is considered working the steer when the steer leaves the chute.
16. If the steer gets loose, the contestant may not take more than one step to catch the steer.
17. After crossing the score line, contestants must bring the steer to a stop and/or change its direction and twist it down.

18. If the steer is accidentally knocked down or thrown by a contestant putting animals' horns into the ground, it must be let up to all four feet and then thrown.
19. Steer will be considered thrown down only when it's lying flat on its side or on its back with all four feet and head straight.
20. Contestants must have a hand on steer when flagged.
21. The contestant is required to turn the steers head so that he can get up.
22. A steer falling in the opposite direction while the contestant is attempting to throw him (dog fall), the contestant may choose to turn the steer's head to correspond with the leg position to make a legal fall.
23. Stock will be chute run.

Goat Tying (Junior and Senior Girls)

1. Contestants will be girls only.
2. Junior Contestant time limit is 60 seconds.
3. Senior Contestant time limit is 30 seconds.
4. Time will begin when the horse's nose crosses the starting line. Time will stop when the tie is complete and the judge has dropped the flag.
5. Billy goats are only used when the Stock Contractor approves it.
6. Contestants must flank the goat by hand and cross and tie any three legs.
7. No wire will be allowed in the string.
8. If the goat is down when the contestant reaches it, the goat must be elevated high enough that it has the opportunity to regain its feet. If the contestant's hand is on the goat when it goes down, it will be considered thrown.
9. The goat must remain tied for 6 seconds. That time will not begin until the contestant has stepped back from the goat. The judges discretion will be used if the contestant is caught in the rope or under the goat.
10. Contestants may not touch the goat, the string, or make any loud noises in any way after the contestant has signaled that they are done.
11. Contestants signal they are done once their hands are in the air or up and out away from the rope.
12. If the horse crosses over the rope, touches the rope, or the goat, the contestant will receive a 10 second penalty.

14. If the contestant slams the goat maliciously, the contestant will be disqualified.
15. String cannot have a loop made or tied in it before entering the arena.
16. The starting line will be 100 feet from the stake.
17. Goat handlers must stand behind the goat. Judges and directors will position themselves so they are able to have a clear view of the goat rope. Standing on the left side unless the contestant is left handed.
18. If the contestant is left handed they should inform the Arena Director before the event starts to position judges correctly.
19. Running positions will be drawn.
20. Once the goat is tied, the contestant must stand up and back away from the goat while the 6 seconds count down. Contestants may not touch the goat while the goat is tied .

Peewee Goat Tying

1. This event follows the same rules as Junior and Senior Girls goat tying with the following exceptions:
 - Contestants can be Boys or Girls.
 - Goats will already be thrown and held down with 3 legs crossed.
 - Contestants may receive assistance with their dismount. If help is needed to dismount, the helper in the arena must be in dress code and may not stop the horse, or make motions for the contestant to stop the horse. This will result in a 10 second penalty added to their time.
 - Contestants must stop their horse on their own.
 - A white line in the flour will be drawn 20 feet from the goat stake. The contestant will dismount the horse and not be touching the horse before crossing the line. If the contestant does not dismount before crossing the line it will result in a disqualification.
2. Once the goat is tied, the contestant must stand up and back away from the goat while the 6 seconds count down. Contestants may not touch the goat while the goat is tied.

Cowboy Goat Tying

1. This event will follow the same rules as Junior Goat Tying with the following exceptions:

- Contestants will be boys only.
- Piggin' string must be used.
- Contestants must throw/ flank the goat by hand and must string the front leg and cross tie three legs.
- Tie must be finished with a half-hitch and a hooley.
- No wire will be allowed in the string.

Team Roping

1. Both contestants must pay the entry fee.
2. Contestants may enter twice. Either roping with different partners or changing ends at each run.
3. Contestants will be allowed to carry one loop.
4. Barriers will be used. There will be a 10 second penalty for breaking the barrier added to the time.
5. There will be 2 or more time keepers, a score line judge, and a field judge.
6. The header will start behind the barrier plane using either box. The header must be thrown first. The header cannot rope steer until the score line judge drops the flag.
7. Steers in Team Roping should be of uniform size and weight. All steers must have horn wraps.
8. Time will start when the steer crosses the score line. The contestant will be disqualified if the steer is roped before it crosses the score line. If the steer does not cross the score line in front of the line judge, the steer will be brought back and rerun.
9. Contestants have a 30 second time limit for a qualifying time.
10. The animal belongs to the contestant after crossing the score line.
(Exceptions: If an animal gets out of the arena, the flag will be dropped, and time will be stopped. Contestant gets the animal back, lap and tap, with the same head catch if the animal had been roped. The time when the animal left the arena will be added. All penalties from the run will carry.)
11. Contestants must hold dallies until the flag judge confirms catches.

12. No reruns will be granted due to hanging a horn or horns in the chute.
13. Time is to be taken when the steer is roped by both ends, in a direct line, horse is on all fours, horse facing steer at greater than a 90 degree angle to his body, with ropes tight and dallied.
14. There are only 3 legal head catches:
- Around both horns
 - Around the neck
 - Half the head
 - All other head catches are illegal
15. If the flag judge mistakenly flags a team without a dally, that time will be discarded, and the steer will be rerun.
16. The loop must be released from hand. Roping a steer without turning loose of the loop will result in a No Time.
17. No tied ropes allowed.
18. Heeler can only throw his loop after the header has changed directions.
19. Any heel catch behind both shoulders is legal if the rope comes on from around the heels. Dew claw catches are legal if the catch holds for flag judge inspection.
20. If the contestant tries the animal then he accepts the animal. If the contestant pulls up they will receive the same animal back for a rerun.
21. The following, but not limited to, will result in a No Score/Disqualification:
- Animals not on feet when roped by either end.
 - Failure to head and change directions of the steer 90 degrees before heeling (cross-firing)
 - Unnecessary rough treatment of steers.
 - Illegal head catches.
 - Lost or broken rope.
 - If a contestant intentionally dismounts during the run the team will be disqualified.
 - If rope is dropped.
22. There will be a 5 second penalty for roping 1 heel.
23. Same steers in Team Roping can be used for Chute Doggin.
24. The contestant may have 1 helper in the box. The helper must be in the dress code. Once the contestant calls for the steer, no further assistance can take place. No encouragement can take place by the helper after

the contestant calls for the steer. If the helper starts the horse or holds the horse in any way that affects the scoring process, the contestant will receive a No Time.

25. If a contestant wishes to enter Team Roping and does not have a partner one will be drawn for them from the event contestants of that rodeo. The draw partner will be allowed the option to pay the entry fee, if they are not already entered twice, and be eligible for prize money and season points. If the draw partner declines to pay the fee, or is already entered twice, they will not receive any season points or payout.

Barrel Racing

1. The barrel pattern is in the rule book.
2. Contestants can be girls or boys.
3. Judges and/or Board members are responsible for measuring and staking of the barrels and the start line before the beginning of the rodeo. Measuring is to be done with a measuring tape. Board members will use any and all discretion in setting the barrel pattern, for any arena, for safety.
3. Barrels must be at least 15 feet from the arena fence.
4. The front two barrels will be 20 feet from the starting line , arena conditions permitting.
9. The start and finish line, positioning of the barrels, and electronic timer placement must remain the same throughout the event.
10. In the event electronic timers are used, runs will be backed up with a flagman and two timers. The manual times are to be averaged between the two timers and recorded in hundredths. If the electronic timer fails more than 3 times during a rodeo, or two times on the same contestant, times will revert back to flagman times. Original stopwatch times to be used on all contestants. All penalties will carry over to the rerun. Contestants will have the option to take their stopwatch time should the electronic timer fail. The decision must be made immediately.
11. Barrels are to be set on the inside of each stake in a cloverleaf pattern.
12. The barrel pattern may not be used before the event begins. Contestants during intermission are not allowed to practice the pattern in the arena. This could result in a disqualification at the judge or Arena Directors discretion.
13. The contestant or horse may touch the barrel.

14. A barrel falling down will result in a 5 second penalty for each barrel down during the run.
15. Contestants may either run to the right or left barrel first. A qualifying run will consist of making one turn around each barrel of the three barrels in a cloverleaf pattern keeping forward motion.
16. There will be no talking to flagmen, timekeepers, or judges during the barrel racing event.
17. Both judges are required to be in the arena during the barrel racing event with one judge flagging the line and the other judge watching to see that a qualified cloverleaf pattern is run. The flag judge will flag the nose of the horse at the start and the finish of the run.
18. Contestants must compete in the order of the draw for the event. Failure to do so will result in a No Time unless otherwise called for by a judge or the Arena Director.
19. Drags will be based on the number entered in the event and the condition of the ground. Judges and Arena Director will make those decisions with the rodeo arena personnel. Exhibitions will be run last and not affect the drag for contestants.
20. The following, but not limited to, will result in a No Score/Disqualification:
 - Turning before the barrel instead of around it.
 - Failure to turn all three barrels in the cloverleaf pattern.
 - Coming back across the timer line before finishing the pattern.
 - Breaking the cloverleaf pattern.
 - Failure to follow the course: loss of course includes negotiating barrels in any other specified order, the wrong direction, circling, backing, or reversing the direction of movement to correct improper passing of a barrel.
 - Exposed wire on bats or whips used in the arena.
 - Knocking down barrels intentionally.
 - Breaking forward motion
 - If the contestant is led past the start line/ flagger in the arena. They will receive a No Time.
21. The contestant is allowed 1 helper in the alley way. The alley way is part of the arena. The helper must be in dress code and may not pass the start line/ flagger in the arena. Either will result in a disqualification and no time.

22. If a rerun is given for any reason it will be run at the end of that event.
23. If the contestant breaks the barrel pattern they may correct their horse and complete the pattern. They must stay on the correct course and may not go around the barrels any more than once just like in a qualified run. If the contestant does, they will be asked to leave the arena immediately. This is at the Arena Directors discretion.
24. A horse rearing or unruly, which is found to be a danger to a rider, other people, animals, or property, will be disqualified for safety concerns. Any Board member, Judge, or the Arena Director may make this call.

Peewee Barrel Racers Only:

- An adult can lead the contestant in the arena and through the cloverleaf pattern. The adult must be in the dress code.
- The adult is not allowed to touch any of the barrels at any time.
- If the contestant is led they will receive a 10 second added to their time and no points will be awarded.

Pole Bending

1. The pole pattern is in the rule book.
2. Contestants can be girls or boys.
3. You must maintain forward motion in the pattern.
3. Judges and/or Board members are responsible for measuring and staking of the poles and the start line before the beginning of the rodeo. Measuring is to be done with a measuring tape. Board members will use any and all discretion in setting the pole pattern, for any arena, for safety.
3. Poles must be at least 20 feet from the arena fence.
4. Six poles must be placed 21 feet apart and 21 feet from the starting line. Poles shall be seated on the top of the ground, six feet in height, and with no base larger than 14 inches or no less than 12 inches diameter.
5. A minimum of 75 feet allowed for stopping, arena conditions permitting.
6. The start and finish line, positioning of the poles, and electronic timer placement must remain the same throughout the event.
7. In the event electronic timers are used, runs will be backed up with a flagman and two timers. The manual times are to be averaged between the two timers and recorded in hundredths. If the electronic timer fails more than 3 times during a rodeo, or two times on the same contestant,

times will revert back to flagman times. Original stopwatch times to be used on all contestants. All penalties will carry over to the rerun.

Contestants will have the option to take their stopwatch time should the electronic timer fail. The decision must be made immediately.

8. The contestant is allowed 1 helper in the alley way. The alley way is part of the arena. The helper must be in dress code and may not pass the start line/ flagger in the arena. Either will result in a disqualification and no time.

9. If a rerun is given for any reason it will be run at the end of that event.

10. If the contestant breaks the pole pattern they may correct their horse and complete the pattern. They must stay on the correct course and may not go around the poles any more than once just like in a qualified run.

If the contestant does, they will be asked to leave the arena immediately.

This is at the Arena Directors discretion.

11. A horse rearing or unruly, which is found to be a danger to a rider, other people, animals, or property, will be disqualified for safety concerns. Any Board member, Judge, or the Arena Director may make this call.

Peewees Pole Benders Only:

- An adult can lead the contestant in the arena and through the pole pattern. The adult must be in the dress code.
- The adult is not allowed to touch any of the poles at any time.
- If the contestant is led they will receive a 10 second penalty added to their time and no points will be awarded.

Pee-Wee Goat Doggin'

“Goat Doggin” for pee-wee age groups is the beginning stages of learning to Goat tie in Junior and Senior Divisions. It is designed to help pee-wees stay focused on safety, confidence, and learning—not speed or aggression. To teach them the proper process of handling the goat as they prepare for the next stages of Goat Tying.

1. Event is conducted on foot
2. There will be a 30 second time limit. Time starts when the contestant crosses the marked timeline, and ends when the goat is legally thrown.

3. A Mouthpiece is mandatory. Failure to comply will result in disqualification.
4. If the goat escapes the stake during your run, you will be given a re-run at judge's discretion.

Ages 3-6

1. The Goat must be caught and controlled
2. The contestant will grab the goat by one front leg and one back leg and rotate to the ground.
3. The contestants' hands must remain in contact with legs the entire time until the goat is placed on the ground on its side with all four feet pointing in the same direction
4. If goat is thrown to the ground and released from hands before flag is dropped it will result in a no time

Ages 7-9

5. The Goat must be flanked by two hands and day lighted (picked up off the ground) before being taken to the ground.
6. Contestants must go down with the goat and assume the tying position and hands remain on the goat until the flag is dropped.
7. If the goat is picked up and taken to the ground and released from hands or the contestant doesn't go down to the tying position this will result in a no time score.

Barriers

1. Barriers must be inspected and measured by a standard measuring device by the line judge immediately before timed events in each performance. Automatic barriers must be used. Once the score line has been set, it will not be changed during the go, nor will chute or barrier be changed in any manner.
2. The score line is to be the length of the box minus 7 feet in Team Roping.
3. The score line is to be the length of the box minus 8 feet in Calf Roping.

4. The length of the box is determined by hooking up the barrier and measuring from the center of the back of the box to the center of the barrier rope.

5. The height of the barrier at the pin should be 32" to 36" from the ground. Any change in the score must be approved by a judge or stock contractor.

6. If the automatic barrier does not work correctly, contestants must take the same animal over, whether stock is caught or missed, during or immediately after the performance. Time to be set at the discretion of stock contractors, officials, and judges.

7. Barriers will not be considered broken unless the ring falls within 8 feet of the post. No metal may be used on the jerk line and the neck rope that extends beyond the front of the chute.

8. The barrier must be tied with a string only.

5. If the barrier equipment fouls a contestant in any timed event, they will be entitled to a rerun if they declare themselves immediately.

