

SOUTHERN JUNIOR RODEO ASSOCIATION RULEBOOK 2026-2027

SJRA Board Members (2026-27)

PRESIDENT: Jeremy Teague (1)

VICE-PRESIDENT: Kaden Owen (2)

SECRETARY /TREAS: Celina McLelland, Meghan Harrison (1)

EVENT DIRECTORS:

AM ARENA DIRECTOR: Chad Fryar (1)

PM ARENA DIRECTOR: Jesse Franco (2)

AM SPEED: DJ Dickinson (2)

PM SPEED: Rick Lancaster (1)

GOATS: Joey Clayton (2)

ROPING: Chase Marchese (1)

ROUGH STOCK: Bubba James (1)

Southern Junior Rodeo Association Bylaws

The Southern Junior Rodeo Association (SJRA) is strictly a non-profit organization. The purpose of the SJRA is to promote youth rodeo, provide leadership, sportsmanship, year-end awards, and act as a rule making body for the contestants.

All rules will be written in favor of contestants to encourage them to participate in the sport of rodeo. The Board of Directors reserves the right to change or add rules for the good of contestants and the organization.

General membership meetings may be held throughout the year as directed by the Board of Directors.

Board meetings will be open to the members and parents and will be announced through the website. Board members will be strictly volunteers. Board member positions will be for a two-year time period with half the offices coming up for election each year.

ARTICLE I - **OFFICERS**

1. The Board of Directors of the SJRA shall consist of: President, V-President, Secretary/Treasurer, and the following Event Directors: Roping Director(s), Speed Director(s), Rough Stock Director(s), Goat Director(s), and Arena Director(s). Event directors may have co-directors with no more than 2 directors per event.

2. The directors shall serve terms of 2 years, with half the offices coming up for election each year. The term of the office shall be from the SJRA Award Banquet to Award Banquet.

3. Election of SJRA Board of Directors shall be the majority vote of the General Membership. Election of new officers shall be at the General Membership meeting held in conjunction with the annual awards banquet. New officers shall take office immediately. However, outgoing officers shall serve in an advisory capacity without voting privileges for any ongoing or unfinished business.

4. To qualify as a nominee for the Board of Directors an individual must be the parent/step parent/grandparent/guardian of a member of the SJRA in good standing.

5. It shall be the duty and responsibility of the Board of Directors to conduct and manage the business, property, and affairs of the SJRA. The Board of Directors may take any action which it considers necessary to carry out the purposes of the SJRA and may enter into any contract or obligation in the furtherance thereof.

6. Special meetings of the Board of Directors may be called by the President at his/her discretion.

7. A simple majority of the Board of Directors shall constitute a quorum at any meeting. The President shall vote only in case of a tie and is known as a non-voting member.

8. The Board of Directors shall establish major policies governing the affairs of the SJRA and devise measures for continued growth and development.

9. The Board of Directors shall have the power to fill any vacancies on the Board. Duties of the various offices on the Board of directors are as follows:

a. The President shall serve as chief executive officer of the SJRA and shall preside at all meetings of the Board of Directors or General Membership. The president shall enforce the by-laws and rules of the SJRA and shall perform all other duties that may be prescribed from time to time by the Board of Directors.

b. The Vice-President shall serve as assistant to the president and shall perform other duties prescribed by the Board of Directors. In the absence of the President, the Vice-President shall have the powers and shall perform the duties of the President. The Vice-President will have a vote on all SJRA business with the exception of when acting as President. He/she will then be a non-voting member.

c. The Secretary/Treasurer shall keep the minutes of all membership and directors meetings. He/she shall be the custodian for safe keeping of all documents and records of the SJRA. He/she shall collect all money due the SJRA and shall be responsible for deposit of the same in an account with an accredited bank. In addition to the Secretary/Treasurer, the President and Vice-President will be authorized to sign checks. SJRA funds shall be disbursed only upon itemized demands or as directed by the Board of Directors. The Secretary/Treasurer shall account for all monies by itemized statements in detail to the board of Directors and General Membership upon request of the board.

d. The point secretary will audit the books from each rodeo to determine the correct awarding of points. He/she shall publish current standings to members in good standing. He/she shall make reports of his/her office to the Board to Directors and General Membership upon request of the Board.

10. The SJRA President and or Board of Directors may appoint various special committees in furtherance of SJRA business or functions.

11. Any member of the Board of Directors who misses three regularly scheduled meetings without justification, as determined by the remainder of the board, may be dismissed from his/her office. Resignation of officers must be presented to the Board of Directors and will be acted upon and accepted by board action. These or other vacancies Board of Directors shall be filled by a majority Vote of the members present at the next Board of Directors meeting.

ARTICLE II - **MEMBERSHIP**

1. The Board of Directors of the SJRA shall have legislative rule-making powers for the SJRA including the power to make, adopt, alter, or amend the Articles of Incorporation, By-Laws. General Rules and Rodeo Event Rules.

2. Membership in the SJRA is open to any boy or girl who is nineteen (19) years old or under as of the first rodeo of the current rodeo year. Each member must furnish a birth certificate. A member may compete all year including the Finals Rodeo for that year if his/her 19th birthday is on or before the date of the rodeo of the rodeo year, which is from conclusion of Finals to next SJRA Finals.

3. A voting member shall be established by a current SJRA membership. Each member shall receive one vote.

4. A member must be in good standing to compete.

ARTICLE III **MEETINGS**

1. A minimum of one (1) meeting of the General Membership shall be held each calendar year, usually in conjunction with the annual Awards Banquet, for the election of new members of the Board of Directors. As many other general membership meetings as determined necessary by the Board of Directors may be called by said Board. The time and place of General Membership meetings and topics of discussion will be decided by the Board of Directors.

2. The SJRA Board of Directors may meet at least once monthly to conduct the official business of the SJRA. Meetings may be scheduled more often if deemed necessary by the Board. Special meetings may be called by the President or a quorum of the Board of Directors at any time provided each member of the Board is given sufficient notice of the meeting.

3. All SJRA members are encouraged to attend all General Membership meetings. The SJRA board meetings shall also be open for observation only to members in good standing; however, the Board may go into executive session at which time, members shall not be allowed to attend.

4. A Quorum at any SJRA meeting shall be a simple majority.

5. These Articles may be revised at the General Membership meeting held at the SJRA Awards Banquet, by a majority vote of the members present.

INJURY OF MEMBERS:

The association assumes no responsibility for injury or damage to person, property, or stock of any owner, contestant, assistant, or employee.

Each participant, by the act of paying membership dues or entry fees, waive all claims against any agent, management, stock contractors, and the association for the injuries he or she or their property may sustain at the rodeo or on the road to and from the rodeo.

AMENDMENTS:
AMENDMENTS TO ANY RULE CAN BE MADE AT ANY TIME BY A MAJORITY VOTE OF THE SJRA BOARD OF DIRECTORS. DECISIONS WILL BE MADE BASED ON SAFETY OF THE CONTESTANTS AND THE BEST INTEREST OF THE ASSOCIATION AS A WHOLE.

GENERAL RULES:

1. Each contestant must have paid a membership fee. If you are not a member in good standing, you will not be allowed to compete until all fees have been taken care of.

2. Each contestant must have a birth certificate on file.

3. Each contestant will be required to compete in at least 50% of the rodeos per event, as a member. Finals do not count when adding up the number of rodeos competed in.

4. No slack will be allowed.

5. Each contestant must have turned in a $140.00 sponsorship fee and/or raffle tickets (contestant's choice) of which half will be due at the November 21/22, 2026 rodeo. The final half must be turned in by the January 16/17, 2027 rodeo. (See -Sponsorships for more information.)

6. Each contestant must compete in all performances of that event at the finals to qualify for year-end awards. If a contestant does not compete in that event, all points will be removed from the standing and all around standing in said event.

7. Each contestant must be present at the awards banquet and be in official cowboy dress code to receive awards.

8. It is at the Directors and Judges' discretion who will be allowed in the arena to run cattle out.

9. Stalls and RV: There will be NO TIE OUTS allowed. Your stall must have a tag or sign with your Last name on it that can be seen from the outside of the stall. Stalls and RV are to be paid for in full before your first run. A $35 stall/RV fine will be added to any stall/RV fees that are left unpaid by the end of the rodeo on Sunday.There will be a $10 fine for not cleaning out your stall before you leave the grounds for the weekend.

10. Kicking horses MUST have a RED ribbon in the tail at all times when out of their stalls or trailers.

11. In any event that a safety issue arises, and a competitor is assisted by arena workers, it will be left to the discretion of the event directors, judges, and/or board members whether it is considered a PA (Parent Assist).

12. In the event of injury to the contestant or animal, contestants are allowed to pay entry fee with doctor or vet excuse and will be allowed to count rodeo, but no participation point will be awarded.

13. In the event the SJRA rulebook does not clarify a rule, the NHSRA rulebook will be upheld.

***Failure to comply with any of the above will result in forfeiture of all points and/or awards! ***

SOCIAL MEDIA:

If anyone is found to have posted ANY negative comments/pictures of any kind against SJRA or its board members, you will receive one warning. If it continues, that family will be removed from the association and all points and awards will be forfeited.

MEMBERSHIP:

Membership fee will be $30.00 per contestant. Points earned will not be counted until the membership form is completed and fees are paid.

NON-MEMBERS:

Non-members will be assessed a $30.00/rodeo fee to compete, in addition to entry, stock and arena fees.

BIRTH CERTIFICATES:

A copy of the contestant's birth certificate or other acceptable proof of age is required by the second rodeo weekend the contestant attends after membership is paid or points will not count. Birth certificates will be held from one year to the next. You will not need to turn them in each year.

SPONSORSHIPS:

1.. Each contestant is responsible for obtaining a $140.00 sponsorship or raffle tickets (contestants' choice) of which half will be due at the 4th rodeo/ weekend- November 21/22, 2026. The final half must be turned in by the 7th rodeo/weekend- January 16/17, 2027. If a member has not turned in half that is due at the November 21/22 rodeo, they will not be allowed to compete at the finals. Late sponsorships will be accepted through the January 16/17 rodeo with a penalty fee of $25.00. After the January 17th rodeo has ended, contestants who have not paid their required sponsorships will be disqualified from competing at finals and will forfeit all points/prizes accumulated but will be allowed to compete at the remaining rodeos if desired. Turning in additional sponsorships is strongly encouraged. Additional sponsorships will be accepted at any time.

2. If a member joins at the November 21/22 (or after) rodeo, they will be required to turn in the first half to be eligible to attend finals.

All sponsorships/fundraisers will go into the general fund, which will help pay for the end of year awards.

Contestants may continue to sell additional raffle tickets with all money and/or tickets to be turned in at noon on Sunday of the FINALS. The contestant selling the most dollar amount of tickets will

win the end-of-year prize. The winner of the prize MUST keep it and not remove any of the sponsorship logos.

AWARDS CEREMONY:

Contestants must be present at the awards ceremony in complete official cowboy dress code to receive awards. ***This includes all of the following: boots with heels, western pants, a long-sleeved button-down or snap western shirt with a collar and a cowboy hat.*** If unable to attend the awards banquet for a legitimate reason you may submit in writing a request to be excused from the awards banquet before finals. The Board of Directors will vote whether or not to approve the excuse and you will be notified by phone and/or letter before the banquet of the board's decision.

AGE GROUPS:

There are four (4) age divisions: 6 & under, 7-10, 11-14 and 15-19. Age will be determined as of the date of the first rodeo of the current rodeo year.

Contestants will not be permitted to run in the same event in two age groups. Contestants will not be allowed to accumulate All Around points in two age divisions. Contestants must declare at the beginning of the rodeo season in which age group they are counting All Around points.

Contestants will be allowed to compete in older age divisions, in the following situations:

1. For events not offered in his/her age group. Points earned in events competed in outside of normal age groups will not count towards All-Around points but may accumulate for the year end awards and/or title in that event.

2. If a contestant feels competition in his/her own age group is not suitable. A contestant is only allowed to move upwards, and once a contestant has gone up, they may not go back down during that season. In following years, a contestant may choose to move back to the younger age group. Contestants who choose to move up forfeit all points accumulated in the original age group immediately.

DRESS CODE:

All contestants will be required to wear western attire, which includes the following:

Each contestant must be in full dress code at all times while in the arena. Anyone in the arena helping with any events must be in full dress code; exception of Stick Horse Barrels. The definition

of the arena is: from the back gate of the alley to the perimeter fence at the other end. This includes the entire alley way, roping box, bucking chutes, arena, and animal holding pens at the far end.

Long sleeve western button or snap up shirts with collars and cuffs, (sleeves rolled down, tails tucked in at the start of competing) (zipper shirts not allowed), cowboy hat, western pants (any color) and boots (with a heel) must be worn in the arena by all contestants. Protective helmets may be worn by contestants while competing. **(No toboggan.)**

Any violation of the dress code will result in a disqualification.

Contestants will not be allowed to compete bare- headed. Either a helmet or cowboy hat must be worn; no baseball caps. Your shirts must be tucked in at the start of your run/event.

ENTRIES:

All entries will be done by the "Entries" page on the website. Entries will be accepted up until the Monday before the rodeo weekend at 9 p.m. Any form submissions/entries received after Monday evening at 9 p.m. will be assessed a $25.00 late fee per day. Members will not be allowed to run until *ALL fees are paid to the office.* Fees will be paid before making any of the contestants' runs on rodeo day. Money can be paid to the rodeo secretaries on the morning of the rodeo (check or cash).

Entries will close on the Wednesday before the rodeo weekend at noon. No entries will be accepted after the Wednesday before the rodeo ***UNLESS*** *YOU* ARE A FIRST TIME CONTESTANT OF THE SJRA. **FIRST TIME** 10 and Under contestants will be allowed to enter up to 8:30 am and **FIRST TIME** 11-19 contestants have until 11:00 am the day of the rodeo. This applies to **ONE** weekend only.If a contestant has pre-entered a rodeo and has a conflict and cannot participate in that rodeo, the secretary must be notified by Wednesday before the rodeo stock is ordered. Otherwise, entry fees **must be paid,** fees will be added to the jackpot and the contestant will be marked as a No-Show. **NO** entry fees will be returned to a contestant who is marked as a No-Show or Turnout. The only exception to this rule would be with a doctor or vet release for the days of the rodeo. In this case the secretary must be notified by 9:00 am on the day of the rodeo. No fees will be returned until the excuse/release from the doctor or vet is turned into the secretary

In the event a rodeo is cancelled for any reason, and the rodeo is re-scheduled, entries will be open for all members to enter on the re-scheduled date. Entries must be received on the Monday before the re-scheduled rodeo.

CONDUCT AT SJRA SANCTIONED EVENTS/RODEOS:

The following acts by contestants and/or parents and spectators will NOT be permitted:

1. The use of foul language.
2. The use or possession of alcohol or drugs. ***
3. Cheating or attempting to cheat.
4. Fighting.
5. Attempting to threaten, bribe, influence, harass or coerce any judge, board member, or employee.
6. Roughing livestock, including beating or excessive dragging.
7. Any law-breaking crime actions.

*****ALCOHOLIC BEVERAGES AND/OR DRUGS ARE NOT PERMITTED!!**

Having any association with alcoholic beverages or drugs (other than those prescribed by a physician) while in attendance at any SJRA event/rodeo will be grounds for immediate disqualification and loss of membership. Anyone having association with alcoholic beverages or non-prescribed drugs should be immediately reported to a SJRA board member. **Contestants, parents, and/or guests who are observed by any board member or judge conducting themselves in an unsportsmanlike manner at any SJRA event will receive a letter of reprimand from the Board of Directors requiring signatures from both the member and parent/guardian and will be assessed a $25.00 penalty fee. The penalty fee is due immediately in cash. Upon the member's second offense the member will not be allowed to compete for the remainder of the year**

COMPLAINTS:

COMPLAINTS OF ANY TYPE SHALL BE TAKEN TO THE BOARD OF DIRECTORS AND NOT TO THE JUDGES. The Arena Director will take complaints and/or grievances to the Judge. Complaints and/or grievances must be taken care of before the end of the event.

IN ALL EVENTS THE JUDGE'S DECISIONS ARE FINAL!

POINTS:

The point scale is the same for all age groups and includes one point for participation. Just paying for an event does not constitute participation. No-Shows and Turn-outs will not receive any participation points. You must be a member in good standing before the points you win count. If you are a non-member points will round down to the next member in good standing.

Points are awarded on the following scale:

1st place - 11 points
2nd place -10 points
3rd place - 9 points
4th place - 8 points
5th place - 7 points
6th place - 6 points
7th place - 5 points
8th place - 4 points
9th place - 3 points
10th place- 2 points
11th place & below - 1 point

ALL AROUND POINTS:

All Around points will be obtained by adding up all points earned within your events. Multiple events must be entered throughout the season to qualify for all-around. With the following exceptions:

- Contestants who are competing in an event not offered in their age group will not be allowed to count points earned in that event towards the All Around in their age group.
- Team roping: All points accumulated will count for team roping event points and be added to the All-Around. At the finals ropers will only rope once in their age group. See team roping section for additional rules.

AVERAGE POINTS:

Average points will be awarded at the Finals rodeo. The average rodeo points will be added to season end totals to determine the champions. The average rodeo is for points only; no jackpot

monies will be paid out based on the average rodeo. Contestants must compete on both days of finals in order to earn any points, event, All Around or average and to earn awards.

Ties:

Ties in events will result in 2 places and two sets of jackpot monies and/or prizes being split evenly. EXAMPLE: If two contestants both tied their goat in a 7.999, and that was the fastest time, then the contestants would be tied for 1st & 2nd place. They would get 10.5 points and split the 1st & 2nd place jackpots equally.

Ties for year-end awards: The tie is broken by counting the most 1st places won throughout the year, (including finals and the average @ finals), then on down 2nd, 3 places etc. The contestant with the most number of highest placing awards will win, and the other will be the 2nd place event winner. In the event that a tie cannot be resolved, award/place will be determined by the flip of a coin.

PAYBACK INFORMATION:

Payback will not exceed 6 monies. Ground money will not be paid if there are no qualified rides. If there are less qualified times than places to pay all money will be paid to those that qualify. Percentages will be altered to fit the number of qualified times. In case of ties, the monies will be added together and divided by the number of contestants tied.

Payback Percentages:

1-3 Contestants 1st place pays 100%

4-7 Contestants 1st place 60%, 2nd place 40%

8-11 Contestants 1st place 50%, 2nd place 30%, 3rd place 20%

12-15 Contestants 1st place pays 40%, 2nd place 30%, 3rd place 20%, 4th place 10%

16-20 Contestants 1st place 37%, 2nd place 27% and 3rd place 17%, 4th place 12%, 5th place 7%

21 & more 1st place 29%, 2nd place 24%, 3rd place 19%, 4th place 14%, 5th place 9%, 6th place 5%

JACKPOT AMOUNTS:

6 and Under Stick Horse, Horseback Barrels, Horseback Poles, Goat Undecorating = $2.00
Muttin Bustin= $4.00

7-10 Barrels and Poles = $7.00

7-10 Goats =$8.00

7-10 Breakaway, Team Roping, Steer Riding = $11.00

11-14 Barrels and Pole= $11.00

11-14 Goats= $12.00

11-14 Breakaway, Chute Doggin, Ribbon Roping, Tie Down, and Team Roping= $15.00

11-14 Jr. Bull Riding= $15.00

15-19 Barrels and Poles= $16.00

15-19 Goats= $17.00

15-19 Breakaway, Chute Doggin, Ribbon Roping, Tie Down, Team Roping, and Steer Wrestling = $20.00

15-19 Bull Riding , Saddle Bronc, Ranch Bronc and Bareback Riding= $20.00

$4.00 of every entry fee goes to the prize fund, $3.00 on non-stock fee. Every contestant will pay a $12.00 arena fee per rodeo.

CONTESTS:

In all events, it takes two or more contestants to make up a contest. If a contestant enters an event that does not have enough entries to run at the rodeo, then they can compete in the rodeo but will not receive points, he/she will only receive the participation point for that rodeo. The contestant will be notified by the secretary to give them the option of competing or having their fees returned.

TIMEKEEPERS:

Timekeepers will keep times/scores according to a legend provided by the board.

TIME LIMIT BY EVENT

1. 6 & under events-
    a. Mutton Bustin ' - 6 seconds
2. 7-10 events - 60 seconds
    a. Calf/ Steer riding- 6 seconds
    b. All Roping 7-10 Roping events are 30 second time limit.
3. 11-14 events- 30 seconds
    a. Tie-down Roping - 45 seconds - whistle for adult help at 20 seconds
    b. Jr. Rough stock - 6 seconds
4. 15-19 events- 30 seconds
    a. Sr. Rough stock- 8 seconds
5. All Breakaway roping- 30 second

RULES BY EVENT

General Racing Rule

1. The re-run will be added to the bottom of the list in that event or have at least five (5) minutes to rest horse. During the re-run time from the second run stands and the penalties from the first run apply. (Example: If first run is clean, time from second run will stand. If barrel knocked over on the first run, a 5 second penalty will be added to the second run.) There will be one electronic timer, if the timer malfunctions the contestant will get a rerun at the end of the age group.

2. Any contestant crossing the time line before completion of pattern or breaking a pattern will receive a no-time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the offside. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.

3. Once the member has entered the arena (at the back gate) they must continue forward motion; with the exception of 6 and Under.

4. No one is allowed to assist contestant beyond the time line or contestant will receive a no time/PA.

5. If the contestant is not ready when name is called, contestant will be given 3 gate calls. If not present after the third call contestant will be given a no time absence.

6. Only one person is allowed with a rider in the alley. Both the contestant and the assistant must be in official dress code.

7. Buddy/Magic seats are **NOT** allowed ; riders will receive a No-time.

8. No use of video or recording will be used to review times or penalties in any event.

9. If in the event that the electric timer malfunctions, two consecutive times within that age division event, the Judge will make the call on whether to re-run or run all off of the hand timer time.

EVENTS

1. 6 & Under Stick Horse Barrel

1.1. Cloverleaf pattern using three 5 gallon buckets approximately 15-25' apart.

1.2. Contestant must complete pattern. Failure to do so will result in a no time.

1.3. Barrel overturned will result in a 5 second penalty.

1.4. Stick horse must remain between legs at all times during the run or contestant will receive a 5 second penalty

2. 6 & Under Horseback Goat Undecorating

2.1. Use an approximately 12-inch strip of flagging tape.

2.2. Goat to be staked on a 3 ft. rope. The stake is to be driven below ground level.

2.3. Goat is to be held until contestant crosses the starting line.

2.4. Contestant must ride his/her horse across the start line, race to where the goat is staked, dismount, remove the ribbon from the goat's tail, and run back across the finish line which will be located 10 feet from the stake back in the direction of the start line.
2.5. Contestant must cross line with ribbon in hand. No ribbon, no time.
2.6. Ribbons to be held in place with rubber bands.

2.7. If the contestant's horse breaks the plane or touches the goat or rope before the flag drops, a 10 second penalty will be assessed. The contestant will not be assessed a 10 second penalty for

breaking the plane /touching the rope or goat after the time has stopped. When a contestant crosses the line and the flag is dropped, no penalty will be assessed.

2.8. If goat breaks away because of fault of horse, contestant will be given a no time.

2.9. Only one goat will be used.

2.10 A contestant will receive a parent assist (PA) if parents are in the arena past the timer line. Unless it is a safety issue (judge's discretion).

3. Barrel Racing (All age divisions)

3.1. Cloverleaf pattern. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the off side. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.
3.2. Five (5) second penalty for each barrel knocked over during run.
3.3. Failure to complete pattern on first attempt will result in a no time.
3.4. Barrels will be set a minimum of 15 ft. from the fence.

3.5. Drag after every 10 runs max, fewer if ground conditions warrant. To be left to the discretion of the racing director. With the exception of 6 & Under Barrels.

4. Pole Bending (All age divisions)

4.1. There will be six (6) poles used, 6' tall. Pole bases must be standard in height and diameter (no metal bases). Poles are to be placed on the ground in a straight line. The distance from the starting line to the first pole will be 21' and the distance between poles will be 21'.

4.2. There will be a five (5) second penalty assessed for each pole knocked down during a run. Contestant may start on either the right or left side.

4.3. Contestant will receive a no time for not following the pattern.

4.4. If a pole is down, contestant must pass on the correct side of the downed pole base.

4.5. Drag after every 10 runs max, fewer if ground conditions warrant. To be left to the discretion of the racing director. With the exception of 6 & Under Poles.

5. Goat Tying (7-10, 11-14, 15-19)

5.1. Goat is to be staked on a 10' (nominal) rope. The stake is to be driven below ground level.

5.2. Goat is to be held until contestant crosses the starting line.

5.3. The contestant will receive a no time if he/she touches the goat or string after he/she signals for time.

5.4. Girls must cross and tie any 3 legs with a goat string rope. No other material will be permitted. Boys must use a piggin' string and string a front foot. A legal tie is 1 or more wraps and a 1/2 hitch or hooey. Tie must be a 3-bone cross tie.

5.5. Goat must stay tied for 6 seconds.

5.6. If the contestant's horse breaks the plane or touches the goat or rope before the flag drops, a 10 second penalty will be assessed. The contestant will not be assessed a 10 second penalty after the time has stopped. When a contestant finishes the tie and the flag is dropped, no penalty will be assessed if the horse crosses the plane /rope/ goat.

5.7. Goat must be thrown by hand. If goat is down, contestant must lift goat to feet and throw again. If contestant's hand is on goat when the goat falls, the goat is considered thrown by hand.

5.8. Goats must be of equal size and weight. Weight of goat should be appropriate to contestant's age group.

5.9. If more than 5 contestants are entered, there must be at least 2 goats of approx. the same size. Goats will not be tied more than 5 times in a row.

5.10. Fresh goats will be tied at least once before the rodeo.

5.11. If goat breaks away because of fault of horse, contestant will be given a no time.

5.12. Contestant must stand back 3' from the goat before judge will start the 6-second time after the contestant clears the goat.

General Roping Event Rules:

1. There will be a field judge and a barrier judge. Arena conditions will determine length of score. Judges, stock contractors and Board of Directors will set length of score.

2. There will be only 1 contestant in the arena during a roping event.

3. Roping boxes are considered inside the arena. Contestant must have hat on their head when they call for the livestock.

4. Barrier will not be considered broken unless ring falls within 10 ft. of pin. If jerk line, which pulls barrier, fouls roper, he/she will be entitled to a rerun if he declares himself immediately, not after spending loop.

5. If roper breaks the barrier, a 10 second penalty will be added to the time. Penalty will not count as part of the time limit.

6. Judges will see the barrier is not tampered with. If the barrier fails to work properly, roper will receive a rerun.

7. The barrier judge, prior to each roper competing, will inspect barrier equipment.

8. If the livestock leaves the arena, other than out the out gate, roper will receive the livestock back lap and tap with the time, which was expired prior to the livestock leaving the arena, added.

9. A dropped loop is a thrown loop.

10. At the finals breakaway and calf roping will be permitted to carry two loops. If the roper intends to use two (2) loops, where permitted, he/she must carry two (2) loop and not rebuild the first.

11. If the Field Judge flags a roper that still legally has another loop coming, he she will get the livestock back lap and tap with the time, for the first loop, added.

12. All stock will be drawn, except in Team Roping during the regular season. Team Roping steers will be drawn during the finals.

13. In all roping events, except Team Roping, catches are catch as catch can in the 7-10 and 11-14 divisions. 15-19 division must be a bell collar catch.

14. ALL Roping events will be a 30 second time limit, with the exception of 11-14 tie-down. (45 seconds, with a whistle at the 20 second time for adult assistance) - 60 second time limit in the box.

15. It is the responsibility of the 11-14/15-19 athlete to pay attention to their cattle draw. Contestants that run the wrong cattle will be issued a no time.

16. In the 10 and Under division, any contestant running the wrong number draw animal will be given a 10 second penalty.

17. Lap and Tap -- No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.

6. Break-away Roping

6.1. See General Roping Event Rules above.

6.2. All age groups will have a closed arena (the cattle out gate will be closed).

6.3. There will only be one loop allowed, except at the finals.

6.4. 30 second time limit

6.5. Contestant will receive a no time if he/she breaks the rope from the saddle horn by hand or by touching rope or string after rope is released. However, if the rope should dally around the horn, the contestant may ride forward and undally the rope, stop the horse and let the rope break away. Judge’s discretion is final.

6.6. Loop is required to go over the calf's head, then, catch as catch can for 7-10 and 11-14 divisions. 15-19 must be a bell collar catch.

6.7. Barrier will be used for all age groups.

6.8. Time will stop when rope breaks from saddle horn.

6.9. Roper must have a bright colored flag tied to the end of the rope where string ties the rope to the saddle horn.

6.10. All saddle horn ties are subject to inspection by officials. 7-10 will use cotton string, 11-19 will use nylon string.

6.11 It is the responsibility of the 11-14/15-19 athletes to pay attention to their cattle draw. Contestants that run the wrong cattle will be issued a no time.

6.12 In the 10 and Under division, any contestant running the wrong number draw animal will be given a 10 second penalty.

6.13 During the finals (when 2 loops are allowed) - In the event that a break-a-way roper catches with an illegal catch, the rope breaks loose, and the judge drops the flag, the 2nd loop may not be used.

7. Ribbon Roping

7.1. See General Roping Event Rules above.

7.2. All age groups will have a closed arena (the cattle out gate will be closed).

7.3. Only one loop is allowed.

7.4. Mugger/runner must be a paid member of the SJRA for roper's points to count. Only roper receives points

and pays fees

7.5. Ribbon-flagging tape shall be approx. 12 inches long . Any or all of the ribbon must be returned to the judge to receive a time, If there is no ribbon on the calf when the runner reaches the calf the runner must strip the calf's tail (starting at the root of the tail, top to bottom.). Failure to do so will result in a no time.

7.6. The finish line (flag line) will be the score line in front of the roping chute and will be imaginary, extending from one side of the arena to the other. The field judge will judge all activities of the mugger/runner and roper from horseback. The flag judge will flag for time at stop line (on the ground).

7.7. Loop does not have to be removed before runner crosses the flag line.

7.8. Horse must be equipped with a neck rope. Rope must be tied on hard and fast.

7.9. Rope must hold calf until roper/runner gets his/her hands on calf.

7.10. A boy and girl must work together.

7.11. The runner shall be a girl/boy from any age group. She/ he must get the ribbon, as mentioned above, only after the roper has his/her hands on the calf.

7.12. In all age groups there will be a 30 second time limit.

8. Tie Down Calf Roping

8.1. Roping Box -- shall be part of the arena during all events.

8.2 Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.

8.3 Lap and Tap -- No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose clears the chute.

8.4 The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier, you may still impose a beating-the-barrier penalty.

8.5 Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten second penalty. Otherwise, this will not be considered a broken barrier.

8.6 If barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.

8.7 If barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on

in the field, entitling contestant to a rerun without penalties.

8.8 If barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.

8.9 If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.

8.10 Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:

8.10.a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.

8.10.b. In cases of mechanical failure.

8.10.c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back , providing contestant declares himself by pulling up.

8.11. A contestant must be on his horse and his horse must break the plane of the barrier with his draw breaking the plane of the score line before he is allowed to compete.

8.12. Time to be taken between two flags.

8.13. This event shall not be conducted with an open catch pen gate at any rodeo.

8.14 11-14 tie-down. (45 seconds, with a whistle at the 20 second time for adult assistance) The adult can flank the calf at that time. If the calf is jerked down, the contestant doesn't have to flank the calf; it will be given a 5 second penalty.

8.15 It is the responsibility of the 11-14/15-19 athlete to pay attention to their cattle draw. Contestants that run the wrong cattle will be issued a no time

8.16 Tie must be a 3-bone cross tie

8.17 Time Limit:

There will be a thirty (30) second time limit, with the exception of 11-14 tie-down . (45 seconds, with a whistle at the 20 second time for adult assistance)

8.18 Event Rules

8.18.1. This event is open to boys and girls.

8.18.2. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.

8.18.3. Calves may be pushed out by contestant's assistant providing they are ready.

8.18.4. Two loops will be permitted only at final weekend. If roper intends to use two loops, he must carry two ropes.

8.18.5. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.

8.18.6. Contestant cannot receive any assistance after crossing starting line, with the exception of the 11-14 tie-down (see above ruling).

8.18.7. Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Must cross and tie any three legs.

8.18.8. Any catch is legal, catch as catch can rule.

8.18.9. (15-19 age division) If calf is down when roper reaches it, calf must be stood on at least three feet. (Calf must be elevated high enough that it has the opportunity to regain its feet) and calf must be re-thrown.

8.18.10. If roper's hand is on calf when calf falls, calf is considered thrown by hand.

8.18.11. Rope must hold calf until roper gets hand on calf.

8.18.12. To qualify as a legal tie, there shall be at least one complete wrap around any three legs, and a half hitch or hooey (A hooey is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).

8.18.13. The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the judge. 8.18.14. Six second time will start when roper has remounted and his horse has taken one step forward.

8.18.14. If roper's rope comes off the calf as the roper starts to work with tie, the six (6) second time will start when roper clears the calf.

8.18.15. Rope will not be removed and rope must remain slack until field judge has passed on tie.

8.18.16. In case the field judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the contestant will receive a 10-second penalty for any loop used. Contestant to only get to use remaining loop.

8.18.17 It is the responsibility of the 11-14/15-19 athlete to pay attention to their cattle draw. Contestants that run the wrong cattle will be issued a no time

8.19 Scoring and Penalties

8.19.1. Timed event judge will not flag contestant out until time is recorded.

8.19.2. Judge is to flag time, then flag contestant out if run is not legal.

8.19.3. There will be a ten-second penalty assessed for breaking the barrier.

8.19.4. Roping calf without releasing loop from hand will disqualify catch .

8.19.5. Contestant will be disqualified for any abusive treatment of calf or his horse.

8.19.6. Any intentional dragging of calf regardless of distance will result in a no time. Intentional dragging shall be defined as caused by contestant. Excessive dragging of calf will receive a no time. Excessive dragging shall be defined as moving the calf six or more feet after the contestant has called for time. However, if in the opinion of the judge, the dragging was caused by something outside of the control of the contestant, the judge may give the contestant his time. Dragging the calf while the contestant is tying the calf will not be considered excessive dragging.

8.19.7. Roper will be flagged no time for touching calf, or string or by touching rope to train his horse after giving finish signal, or by dragging calf after he remounts horse.

8.19.8. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.

8.19.9. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. The contestant and/or person rattling the chute shall be disqualified.

8.19.10. When the contestant calls for the calf, no further assistance can take place after that. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.

8.19.11 It is the responsibility of the 11-14/15-19 athlete to pay attention to their cattle draw. Contestants that run the wrong cattle will be issued a no time.

8.20. Reruns

8.20.1. In any timed event if animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.

8.20.2. No rerun will be given due to faulty or broken equipment furnished by contestant.

8.20.3. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

8.20.4. A calf must be rerun before it is used by another contestant.

8.20.5. When no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.

8.20.6. In Tie-Down Roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the calf roper remains behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure

8.21. Equipment

8.21.1. Pigging String - a piece of rope used for securing animals.

8.21.2. Cattle neck ropes on calves must be tied with string or break-a way honda.

8.21.3. No metal snaps or hardware shall be used on the outside of the chute on cattle neck ropes in the Tie-Down Roping event.

8.21.4. Adjustable slide shall be used on all cattle neck ropes for cattle used in Tie-Down Roping event.

8.21.5. A mechanical barrier must be used.

8.22. Livestock Requirements

8.22.1. Calves must be uniform in weight and breed.

8.22.2. Animals used for this event should be inspected and objectionable ones eliminated.

8.22.3. If after one go-round has been completed, a fresh calf has to be used, the calf must be roped and tied before the drawing, but if extra calves have been tied at that rodeo they will not be considered fresh.

8.22.4. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be repenned by itself. Decisions will be made by the arena director about when stock is repenned.

8.22.5. Tie Down Roping Calves:

8.22.6 Maximum weight 250 lbs.

8.23. Officials:

8.23.1. There shall be one or more timers, a field flag judge, and a barrier judge.

8.23.2. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of the next contestant.

8.23.5. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.

8.23.4. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.

8.23.5. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with.

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

8.23.7. Judge will start six (6) second time when roper remounts and his horse has taken one step forward. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.

8.23.8. Flagger must watch calf during the six second period

8.23.9. Rope will not be removed and rope must remain slack until field judge has passed on tie.

8.23.10. Start watch, and then watch calf, counting to six seconds.

8.23.11. If the horse excessively drags the calf after roper has dismounted, field judge may stop horse.

8.23.12. If a calf kicks loose, the judge will stop watch and check time to determine if tie was legal.

9. STEER WRESTLING

9. General Rules

9.1. Dogging Box--shall be part of the arena during dogging events.

9.2. Once score line has been set in timed events it will not be changed , nor can length of box be changed.

9.3. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating-the-barrier penalty.

9.4. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten-second fine. Otherwise this will not be considered a broken barrier.

9.5. If barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.

9.6. If barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a rerun without penalties.

9.7. If barrier fails to work and stock is brought back, contestant must take same animal over during or immediately after the same performance.

9.8. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.

9.9. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:

9.10. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.

9.10.a. In cases of mechanical failure.

9.10.b. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his steer back, providing contestant declares himself by pulling up.

9.11. Time to be taken between two flags.

9.12. It shall be the contestant responsibility to see that contestants compete on the stock drawn for them. In the event contestant runs wrong stock, they will receive a no time and no reruns will be given.

9.13. This event shall not be conducted with an open catch pen gate at any rodeo.

9.2 Time Limit

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

9.3. Event Rules

9.3.1. This event is open to boys and girls.

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

9.3.3. Contestant must furnish own hazer and horse.

9.3.4. Contestant is considered working with steer when steer leaves the box.

9.3.5. Steer must be caught from horse.

9.3.6. If contestant jumps at steer, he accepts him as sound.

9.3.7. If steer gets loose, dogger may take no more than one step to catch steer.

9.3.8. After catching steer, wrestler must bring it to a stop or change its direction and twist it down.

9.3.9. If steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.

9.3.10. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.

9.3.11. Wrestler must have hand on steer when flagged.

9.3.12. Contestant and hazer must use the same horse they leave chute with.

9.3.13. Hazer will be allowed to catch dogger's horse.

9.3.14. Contestant is required to turn steer's head so that he can get up.

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

9.4. Scoring and Penalties

9.4.1. In order for time to be considered official, barrier flag must operate.

9.4.2. Timed event judge will not flag contestant out until time is recorded.

9.4.3. Judge is to flag time, then flag contestant out if run is not legal.

9.4.4. There will be a ten second penalty assessed for breaking the barrier.

9.4.5. Contestant will be disqualified for any abusive treatment of steer or his horse.

9.4.6. Any violation of any rule by hazer will disqualify the contestant they are helping.

9.4.7. Hazer must not render any assistance to contestant while contestant is working with steer. Failure to observe this rule will receive no time.

9.4.8. If hazer bats steer, or contestant's horse, contestant will receive no time.

9.4.9. A ten second penalty will be assessed in any case in which barrier judge rules that dogger's feet touch the ground before flag line is crossed.

9.4.10. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.

9.4.11. When the contestant calls for the steer, no further assistance can take place after that. No encouragement can take place by the assistant 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, contestant will receive a no time.
9.4.12. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.

9.5. Reruns

9.5.1. In any timed event if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.

9.5.2. No rerun will be given due to faulty or broken equipment furnished by contestant.

9.5.3. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

9.5.4. A steer must be rerun before it is used by another contestant. Fresh steers may be added to the herd after they have been bulldogged from horseback and thrown down. It is the responsibility of the steer wrestlers to throw the cattle, at a time mutually agreed upon with the stock contractor.

9.5.5. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.

9.5.6. In steer wrestling, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the steer wrestler and hazer remain behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

9.6. Equipment

9.6.1. Cattle neck ropes on steers must be tied with string or break-away honda.

9.6.2. No metal snaps or hardware shall not be used outside the chute on cattle neck ropes in the steer wrestling event.

9.6.3. Adjustable slide shall be used on all cattle neck ropes in steer wrestling event

9.6.4. The steer wrestling chute must have at least 30 inches clearance inside the chute and at the gate when in an open position.

9.6.5. In steer wrestling the score may be no longer than the length of the steer wrestling box, minus six feet, unless other arrangements are approved by the arena director.

9.6.6. Length of box to be measured from center of back end of box to center of barrier.

9.6.7. A mechanical barrier must be used and there must be at least a 12-foot box.

9.7. Livestock Requirements

9.7.1. Animals used for this event should be inspected and objectionable ones eliminated.

9.7.2. Fresh steers added to bunch that have not been used must be bulldogged from horseback and thrown down. It is the responsibility of steer wrestlers to throw the cattle at a time mutually agreed upon with the stock contractor.

9.7.3. Contestant will not be required to compete on a crippled steer or steer with broken horn.

9.7.4. During any performance if a steer escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that steer will be returned by the arena director and the labor crew during or at the end of that performance in the same manner originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be repenned by itself. Decisions will be made by the arena director about when stock is repenned.

9.7.5. Steer Wrestling Cattle:

9.7.5.a. A minimum weight of 450 lbs.

9.7.5b. A maximum weight of 550 lbs.

9.8. Officials

9.8.1. There shall be one or more timers, a field flag judge, and a barrier judge.

9.8.2. Once a contestant has been flagged out, he will receive no stock back.

9.8.3. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant

9.8.4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.

9.8.5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.

9.8.6. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.

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

9.8.8. The fairness of catch and throw will be left to the judges, and their decision will be final.

9.8.9. Field flagger is required to watch contestant and steer until animal is turned loose.

10 Chute Dogging:

10. General Rules:

10.1. Once score line (gypsum line) has been set it will not be changed in that go.

10.2. Score line will be perpendicular to chutes. It will be set at ten (10) feet in front of chute. The measurement will be made with chute gate in the closed position.

10.3. The line (barrier) judge will flag the start when the animals' nose crosses the score line.

10.4. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:

10.4.a. In any timed event, if animal escapes from the arena, field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap and tap start. Time already accumulated will be added to time used to complete the qualifying run.

10.4.b. In cases of mechanical failure.

10.4.c. If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up.

10.5. Time shall be taken between two flags.

10.6. It shall be the contestant responsibility to see that contestants compete on the stock drawn for them. In the event the contestant runs the wrong stock a no time will be given and no reruns.

10.7. This event shall not be conducted with an open catch pen gate at any rodeo.

10.8. All steers shall be turned out in the same direction and the same chute will be used.

10.1. Time Limit:

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

10.2. Event Rules:

10.2.1. With steers loaded in chute, dogger gets beside the steer, right hand in front of or behind right front shoulder. When dogger calls for the steer the chute gate will be opened. dogger must keep right hand in front of or behind shoulder until the steer's nose crosses the score line. If dogger moves into throwing position or touches either horn before steer's nose crosses score line there will be a ten (10) second penalty added to time. If steer is thrown before crossing the score line, the dogger will be disqualified.

10.2.2. Chute dogger must allow steer to maintain forward motion to the score line. Chute dogger may not choke steer.

10.2.3. It is the contestant's responsibility to check for broken horns.

10.2.4. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plane of the chute gate.

10.2.5. Contestant is considered working the steer when the steer leaves the chute.

10.2.6. If steer gets loose, dogger may take no more than one step to catch steer.

10.2.7. After crossing the start line, wrestler must bring it to a stop or change its direction and twist it down.

10.2.8. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.

10.2.9. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.

10.2.10. Wrestler must have hand on steer when flagged.

10.2.11. Contestant is required to turn steer's head so that he can get up.

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

10.3. Scoring and Penalties:

10.3.1. Timed event judge will not flag contestant out until time is recorded.

10.3.2 Judge is to flag time, then flag contestant out if run is not legal.

10.3.3. Contestant will be disqualified for any abusive treatment of steer.

10.3.4. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.

10.3.5. Dogger will be disqualified if animal is thrown before start line.

10.3.6. If steer falls on its own before nose crosses line, steer must be let up and not thrown until steer's nose crosses line.

10.4 Reruns:

10.4.1. If steer must be rerun before it is used by another contestant. It is the responsibility of the steer wrestlers to throw the cattle, at a time mutually agreed upon with the stock contractor.

10.5. Optional Rules:

10.5.1. A whistle may be used to signal when the steer has crossed the start line.

10.5.2. The same judge can be used to flag the start and the finish.

10.6. Equipment:

Chute Dogging: Refer to SJRA Steer Wrestling Rulebook with the following exceptions:

10.6.1. Chutes will be used to release steers.

10.6.2 Gypsum, baby powder, chalk, etc. will be used to mark start line in front of chute.

10.7. Livestock Requirement:

10.7.1 Fresh steers added to bunch that have not been used must be bull- dogged from the chute and thrown down. It is the responsibility of steer wrestlers to throw the cattle at a time mutually agreed upon with the stock contractor.

10.8. Officials:

10.8.1. There shall be one or more timers, a field flag judge, and a barrier judge.

10.8.2. The fairness of the catch and throw will be left to the judges, and their decision will be final.

10.8.3. Field flagger is required to watch contestant and steer until animal is turned loose.

10.8.4. Barrier judge will stand on the start line on right side of the steer and flag when the animal's nose crosses the line indicating the start of the run.

10.8.5. Field flagger will flag when the animal in legally thrown indicating the end of the run.

11. Dally Team Roping:

Partners do not have to be written on the entry form. On Finals weekend, the roper you choose to rope with in round one is the same rope you must rope with in round 2.

A change of direction and one hop must be made before the heeler can throw his/her rope

A member in a different age group than the roper does not pay an entry fee (i.e., If a 18 year old is roping with a 10 year old, in the 10 and under age group, then only the 10 year old pays an entry fee). Payout will be done accordingly (i.e. if there are 9 team ropers entered in an age group then the payout will be based on 9 entries. If two of the 9 are on the same team and that team wins then that team will split 1st and 2nd place money and points.) All points accumulated will count for team roping event points and All-Around. At the finals ropers will only rope once in their age group.

11.1. 10 & Under:

11.1.1. See General Roping Event Rules above.

11.1.2. Teams will only be allowed two (2) loops, except at finals rodeo, then there will be three (3) allowed.

11.1.3. Time will be taken when the heel rope comes tight.

11.1.4. Roping a steer without releasing loop will be considered a no catch.

11.1.5. There are three (3) legal head catches: slick around the horns, half head, or around the neck.

11.1.6. There will be a 5 second penalty for catching one (1) heel.

11.1.7. Ropers can rope twice but they must switch partners or ends.

11.1.8. Roper can rope with anyone.

11.1.9. 30 second time limit.

11.1.10 In the 10 and Under division, at the finals rodeo, any contestant running the wrong number draw animal will be given a 10 second penalty.

11.2 11-14 Team Roping:

11.2.1. See General Roping Event Rules above.

11.2.2 Teams will only be allowed two (2) loops, except on finals rodeo, then there will be three (3) allowed.

11.2.3. Time will be taken when both ropers are dallied around saddle horn and horses face each other in a line with rope tight and horses' front feet on the ground.

11.2.4. Roping a steer without releasing the loop will be considered a no catch.

11.2.5. There are three (3) legal head catches: slick around the horns, half head, or around the neck.

11.2.6. If either roper does not dally or drops their rope the team will receive a no time.

11.2.7. There will be a 5 second penalty for catching one (1) heel.

11.2.8. Ropers can rope twice but they must switch partners or ends.

11.2.9. Roper can rope with anyone .

11.2.10. 30 second time limit.

11.3 15-19 Team Roping

11.3.1. See General Roping Event Rules above.

11.3.2. Teams will only be allowed two (2) loops, except on finals rodeo, then there will be three (3) allowed.

11.3.3. Time will be taken when both ropers are dallied around saddle horn and horses face each other in a line

with rope tight and horses' front feet on the ground.

11.3.4. Roping a steer without releasing the loop will be considered a no catch.

11.3.5 There are three (3) legal head catches: slick around the horns, half head, or around the neck.

11.3.6. If either roper does not dally or drops their rope the team will receive a no time.

11.3.7. There will be a 5 second penalty for catching one (1) heel.

11.3.8. Ropers can rope twice but they must switch partners or ends.

11.3.8. Roper can rope with anyone.

11.3.9. 30 second time limit

12. General Rough Stock Event Rules:

12.1. No one will be allowed in the arena unless cleared by the judges or stock contractor.

12.2. There will be no hot shots in the arena

12.3. If contestant is touched (fouled) by parent or helper during the contest, they will receive a no score.

EVENTS

13. Muttin Bustin':

13.1 Riding can be done with one (1) or two (2) hands. No ropes are allowed

13.2 Time begins when the sheep's inside front shoulder passes the plane of the chute. Ride is for six (6) seconds.

13.3 Scoring will be as follows: Qualified rides will receive a minimum of 60 points. No times will be taken; only score if contestant rides for 6 seconds.

13.4 Vest, helmet, and mouthpiece are recommended.

13.5. Sheep will be chute ran.

13.6 Contestants must enter from the back on the bucking chutes. In order to assist in bucking chute, you must be in full dress code. If they cross the plane of the gate, then it will be a parent assist. No parents are to be in the arena.

13.7 Weight limit of contestants participating in mutton bustin is 60 lbs.

14. Bulls/Steer Riding/Calf:

14.1. Time begins when the calf's inside front shoulder passes the plane of the chute. Ride is for six (6) seconds.

14.2. Riding must be done with one (1) hand. Rider must use a rope.

14.3. No knots or hitches are permitted that would prevent the rope from falling off of the calf when the rider leaves the animal.

14.4. Ropes with knots, wire, or other devices used for the purpose of placing spurs therein, will be considered illegal equipment and the rider will be disqualified.

14.5. Only approved adhesive material may be used on ropes or gloves.

14.6. Only dull rowel spurs may be used.

14.7. If the calf/steer falls or the rider is knocked off at the chute, a re-ride may be granted at the judge's discretion.

14.8 Contestants will be given 60 second (1 minute- with judge's discretion) from the time their name is called to nodding.

14.9. Vests, helmets, and mouthpiece are MANDATORY.

14.10. Scoring will be on qualified 6 second rides only.

14.11. Flank rope is optional. If flank comes off, contestant will be given a re-ride option.

14.12. When average points are given contestant will not receive the same stock both days.

14.13 Only butterfly wraps will be allowed.

15. Bareback Riding

15.1 Ride with one hand only.

15.2 Must ride for 6 second.

15.3 Mark out IS required.

15.4 You must ride in a bareback rigging.

15.5 Flank rope is required. If flank comes off, contestant will be given a re-ride Option.

15.6 No shape locking rowel.

15.7 Helmets and chaps are OPTIONAL. Vests and Mouthpieces are REQUIRED

15.8 Contestants will be given 60 second (1 minute) from the time their name is called to nodding. (Judge's discretion)

16. Saddle Bronc Riding

16.1 Ride with one hand on reins - other hand has to be free

16.2 Bronc Saddle only

16.3 Flank is required. If flank comes off, contestant will be given a re-ride option.

16.4 Vests and mouthpieces are required. Helmets and chaps are optional.

16.5 Must ride for 6 seconds

16.6 Mark out is required.

16.7 Contestants will be given 60 seconds (1 minute) from the time their name is called to nodding. (Judge's discretion)

19. Ranch Bronc Riding

19.1 “Ride as ride can” for 8 seconds. A standard working saddle must be used. No hobbling of one or both stirrups. Horse must be saddled, as he would be for everyday use on the ranch. Saddled for everyday use means- stirrups have no binding in order to hold stirrups forward, nor can they be hobbled under the horse’s girth. Latigos may not be run through the stirrup leathers when saddling in order to hold the stirrups forward. Stirrup leathers must be standard leathers, no nylon. Flank cinch does not need to be hobbled to front cinch.

19.2 No night latch or ropes can be carried on the saddle. You can use the horn or freehand.

19.3 If a bronc rider has a questionable saddle, they should present the saddle to the judges for approval prior to the event. Saddles will be inspected before unsaddling in the stripping chute. Violations will result in immediate disqualification in the ranch bronc riding for that rodeo.

19.4 A regular bronc rein will be provided by the contestant.

19.5 A re-ride may be awarded at judge's discretion. If a re-ride is given it must be taken by the rider that was offered the re-ride.

20. Junior Bulls:

20.1. Rules are the same as Calf Riding; however the following exception should be noted.

20.2. Must ride for six (6) seconds.

20.3. Must ride with one hand, wraps and bubbles are optional. Judge may disallow any dangerous wraps.

20.4. ONLY qualified, scored rides will receive points or placing.

20.5. Flank rope is required. If flank comes off, contestant will be given a re-ride option.

20.6. Vest, mouthpiece, and helmet are REQUIRED.

20.7. Stock will be drawn. When average points are given contestant will not receive the same stock both days.

20.8. Contestants will be given 60 second (1 minute) from the time their name is called to nodding. (Judge's discretion)
20.9. Bells on rope, no hooks, or rings.

21. Senior Bulls:

21.1. Rules are the same as Calf Riding; however the following exception should be noted.

21.2. Must ride with one hand, wraps and bubbles are optional. Judge may disallow any dangerous wraps.

21.3. Ride is for eight (8) seconds.

21.4. Re-rides may be given only when stock fails to break, stops, or fouls the rider. Rider must make their decision about re-ride immediately.

21.5. Contestants who are fouled at the chute will receive a re-ride at the judge's discretion.

21.6. If animal fall down out of the chute, rider will be given a re-ride option at the judge's discretion.

21.7. If in the opinion of the judge, a rider makes two (2) honest attempts to get out on a chute fighting animal and is unable to do so, the rider may opt for the re-ride draw.

21.8. Judges shall decide on all re-ride matters.

21.9. Bells on rope, no hooks, or rings.

21.10. Flank rope is required. If flank comes off, contestant will be given a re-ride option.

21.11. Vest, mouthpiece, and helmet are REQUIRED.

21.12. Stock will be drawn. When average points are given contestant will not receive the same stock both days.

21.13 Contestants will be given 60 second (1 minute) from the time their name is called to nodding. (Judge's discretion)

AMENDMENTS TO ANY RULE CAN BE MADE AT ANY TIME BY A MAJORITY VOTE OF THE SJRA BOARD OF

DIRECTORS. DECISIONS WILL BE MADE BASED ON SAFETY OF THE CONTESTANTS AND THE BEST INTEREST OF THE ASSOCIATION AS A WHOLE. IN THE EVENT THE SJRA RULEBOOK DOES NOT CLARIFY A RULE, THE NHSRA RULEBOOK WILL BE UPHELD.