



Southern Indiana Junior Rodeo Association

By-Laws Rules & Regulations

www.sijra.org

2026



SIJRA - Building Character One Run At A Time

Southern Indiana Junior Rodeo Association

www.sijra.org

The Southern Indiana Junior Rodeo Association, Inc. (SIJRA) was established as a 501(c)(3) non-profit organization in 1996 to preserve and promote the sport of rodeo for children in Indiana and surrounding states. The founders wanted to create an association providing a competitive environment in which instruction would be a vital part of each and every event.

The SIJRA promotes the building of character and sportsmanship in our young cowboys and cowgirls. Responsibility, cooperation, good conduct and positive attitudes are life skills that our children develop enabling them to become outgoing and productive members of their communities.

The SIJRA Arena is located on SR 56, 10 minutes west of Salem, IN.

Southern Indiana Junior Rodeo Arena
7596 West State Road 56
Salem Indiana 47167

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**SOUTHERN INDIANA JUNIOR RODEO ASSOCIATION
BY-LAWS**

Revised March, 2026
(revisions in bold text)

Article I

Name and Incorporation

- 1.1 This organization will be known as the Southern Indiana Junior Rodeo Association (SIJRA), hereafter referred to as "Association".
- 1.2 This Association is organized exclusively for charitable purposes within the meaning of section 501(c) (3) of the Internal Revenue Code. Notwithstanding any other provision of these Articles, the Association shall not carry on any other activities not permitted to be carried on (a) by an Association exempt from Federal income tax under section 501(c)(3) of the Internal Revenue Code of 1986 (or the corresponding provision of any future United States Internal Revenue Law) or (b) by an Association, contributions to which are deductible under section 170(c)(2) of the Internal Revenue Code of 1986 (or the corresponding provision of any future United States Internal Revenue Law).

Article II

Purpose

- 2.1 Organized exclusively for charitable and educational purposes to promote the sport of rodeo.
- 2.2 To keep the Western Heritage alive in Southern Indiana. For purposes of these by-laws, Southern Indiana will be defined as the area bordered by State Road 7 to the East, State Road 50 to the North, State Road 231 to the West, and the Ohio River to the South.
- 2.3 To promote the highest of sportsmanship and a positive attitude at the various rodeos by setting standards to be met to reach this end.
- 2.4 To increase and maintain interest of elementary school and junior high school students in the sport of rodeo, and promote closer relationships among the people interested in rodeo sports.
- 2.5 To promote humane treatment of animals.

Article III

Membership, Dues, and Voting

- 3.1 Any family or single person of good character, interested in the purpose of this Association or having an interest in the sport of Rodeo may apply for membership. The membership of this Association consists of Active, Contestant, Pre-K or Associate.
- 3.2 Active Membership is defined as an adult individual with full voting rights within the Association. An individual may qualify for Active Membership if their child is a paid Contestant Member in the organization and has made the required payment of \$100.00 in sponsorships. A maximum of two Active Members per child or immediate family.
- 3.3 At least one Active Member per family, to maintain their obligation as a member, is required to either hold an elected position, volunteer director position, or to provide volunteer assistance at a minimum of one Rodeo Event per year.
- 3.4 Contestant Membership is defined as a child competing in the K-8 events. The cost of a Contestant Membership is \$40.00 per calendar year, and carry over to Spring the following year, before the new season begins.
- 3.5 Pre-K Membership is defined as a child participating in the Pre-K events. The cost of a Pre-K membership is \$15.00 per calendar year.
- 3.6 Associate Membership is defined as an individual with voting rights, who desires to support the Association. The cost of an Associate Membership is \$30.00 per calendar year. Associate membership applications are subject to review by the board of directors prior to being accepted.
- 3.7 The Association shall retain the authority to evict from any function or to suspend membership or dismiss from the Association any person, participant, member or family for illegal or other activities or actions not consistent with the beliefs and intentions of the Association. This action is only to be taken by majority vote of the Board of Directors.

Article IV
Officers and Board of Directors

- 4.1 The Officers of this Association shall be elected **every two years** for a two-year term by and from the Active and Associate Membership and consist of President, Vice President, Rodeo Secretary, Association Secretary and Treasurer. The President, Treasurer and Association Secretary shall be elected to serve beginning on an odd calendar year. The Vice President and Rodeo Secretary shall be elected to serve beginning on an even calendar year.
- 4.2 The five Officers described in Article 4.1 above will serve on the Board of Directors. Additional duties and responsibilities of the Officers are determined, documented, and maintained by the Board of Directors.
- 4.3 The Board of Directors of this Association shall be elected by and from the Active and Associate Membership **every two years** for a two-year term and consist of the Five (5) officers of the association, immediate past President and Five (5) Board Members.
Two (2) board members will be elected on even calendar years. Three (3) board members will be elected on odd calendar years.
- 4.4 Nominations for Officers and Board Members can be submitted at the last rodeo of the season until one week before the awards banquet. Election Ballots will be distributed at the awards banquet. Active and Associate Members not present on the day of election may call either secretary prior to the awards banquet to cast their votes by absentee ballot. The results of the Election for the upcoming calendar year will be announced at a later date.
- 4.5 The Board of Directors will be responsible for making operational and financial decisions on behalf of the Association. These decisions will be made by majority vote of the Board of Directors. Board members will make every effort to attend in person, however, if they cannot then a notification must be made to an officer. A virtual meeting invitation will be extended where the missing board member will be an active participant for the entirety of the meeting. There may be meetings where in-person attendance is required and a virtual meeting presence is not allowed.
- 4.6 The President shall preside at all meetings of the Association and all meetings of the Board of Directors. The President shall not vote in decisions of the Board of Directors except in the case of a tie in which he or she casts the deciding vote.
- 4.7 An individual may hold an officer position for an unlimited amount of years.
- 4.8 A vacancy in the office of the President, either temporary or permanent shall be filled in the following order:
a) Vice President, b) Treasurer.
- 4.9 Vacancies in all other officers or in the Board of Directors shall be filled by special election.
- 4.10 Impeachment proceeding may be instituted against any officer or director of the Association if he or she shall willfully or maliciously execute the duties of his or her office in contrast to the majority wish of the club, or if he or she shall fail to attend three (3) consecutive meetings of the Association or Board of Directors without legitimate excuse (sickness or death in the immediate family of absences for business/work reasons shall constitute a legitimate excuse).
- 4.11 A majority vote in favor of impeachment by the Board of Directors shall remove a subject from his or her office and may by majority vote of the Board of Directors cancel his or her privilege of membership without any refund of dues paid.
- 4.12 A criminal background check will be made on all new officers and board members at the discretion of the Board of Directors.

Article V
Volunteer Director Positions

- 5.1 The Board of Directors shall define Volunteer Director Positions, along with the duties and responsibilities.
- 5.2 A Volunteer Director Position will be for a term of one year. Should more than one individual wish to fulfill a specific Volunteer Director Position, the position will be shared or a special election may be held to select which individual will fill the position.
- 5.3 A Rodeo Committee will be developed which consists of the Board of Directors and the defined Volunteer positions for the current "Rodeo Season" defined herein below. "Rodeo Season" is defined as the month before the first Rodeo Event is held in a calendar year, and one month following the last Rodeo Event in a calendar year.
- 5.4 Each Volunteer member of the Rodeo Committee will be expected to give input and advice to the Board of Directors related to decisions made on behalf of the Association.
- 5.5 **Volunteers are required to sign a Release of Liability form when working with livestock or in the arena.**

Article VI
Meetings

- 6.1 Rodeo Committee meetings shall be held during the Rodeo Season.
- 6.2 Board of Director Meetings should be held every calendar month or more frequently as deemed necessary by the President at a predetermined location within the described rodeo area.
- 6.3 Membership meetings shall be held annually or more frequently as deemed necessary by the Board of Directors.
- 6.4 Active and Associate Members may attend any or all Rodeo Committee meetings.
- 6.5 Board of Director Meetings will be considered open meetings, except when a determination is made by the President to close a meeting or any portion of a meeting.
- 6.6 Special meetings may be called by the President or by petition to the Association secretary signed by at least ten (10) Active or Associate members of the Association. Members must be notified at least six (6) days in advance of the meeting.

Article VII
Payment of Monies and Fiscal Year

- 7.1 No officer, member of the Board of Directors, Associate member or Active member of the Association shall incur any financial obligations in the name of the Association or make payments of any monies of the Association without having previously had such action approved by the Board of Directors. The Treasurer, subject to the approval of the Board of Directors may pay regular expenses for the Association.
- 7.2 All checks and other instruments for the payment of monies of the Association shall be drawn by the Treasurer in the name of the Association and shall be signed by the Treasurer. Any check will require two signatures. Second signature can be the President, Vice President or a Secretary.
- 7.3 The fiscal year shall begin January 1st and end December 31st.
- 7.4 Let it be noted that two family members cannot sign the same check. In the event that two family members are officers as mentioned above, the next office position will assume one of the family members responsibilities of check signing when required.

Article VIII
Distribution of Assets

- 8.1 Any and all assets of the Association are permanently dedicated to exempt purposes within the meaning of Section 501 (c)(3) of the Internal Revenue Code of 1954 (or corresponding provision of future laws). The Association shall not be operated for profit and shall have no capital stock; shall make no distribution of dividends to its members, directors, officers, or persons having a private interest in the activities of the Association, except that the Association shall be authorized and empowered to pay reasonable compensation for services rendered and to make payments and distributions in furtherance of the purposes set forth in these By-Laws.
- 8.2 In the event the Association is dissolved, the Board of Directors shall pay, satisfy and discharge all liabilities and obligations of the Association or make adequate provisions therefore and distribute all remaining assets of the Association to an organization or organizations engaged in activities substantially similar to those of the Association and organized and operated exclusively for charitable, educational, religious or scientific purposes as shall at the time qualify as an exempt organization under Section 501 (c) (3) of the Internal Revenue Code of 1954 (or corresponding provisions of future laws).
- 8.3 Any of such assets not so disposed of shall be disposed of by the circuit court of the county in which the principle of the Association is then located, exclusively for such organization or organizations, as said court shall determine which are organized and operated exclusively for such purposes.
- 8.4 Use and loaning of the Association assets to individuals for individual use will not be allowed. By majority vote of the Board of Directors, assets may be loaned or used by another association, organization or individual for special events, which support the community and are consistent with the Purpose of this Association.

Article IX
Politics

- 9.1 No substantial part of the activities of the Association shall be the carrying on of propaganda, or otherwise attempting to influence legislation, elections or any other political cause. The Association shall not participate in or intervene in (including the publishing or distribution of statements) any political campaign on behalf of any candidate or political party for public office.

Article X
Limitations

- 10.1 No alcoholic beverages shall be permitted during the rodeo events authorized by the Association. Violators may be asked to leave an event, and may further be subject to dismissal or suspension from the Association.

Article XI
Amendments

- 11.1 The Officers, Board of Directors, Associate Members or any Active Member may propose amendments to the By-Laws.
- 11.2 Proposed amendments shall be submitted to the Board of Directors by letter at least 15 days prior to a scheduled meeting by which the amendments are to be brought to a vote.
- 11.3 The proposed amendment shall become a part of the By-Laws upon the determination of a two-thirds majority of those in attendance at the meeting.
- 11.4 Any By-Law change can be made or proposed by general membership or board of directors during January and February, but all changes must be approved by March 31st of the calendar year.

**SOUTHERN INDIANA JUNIOR RODEO ASSOCIATION
GENERAL RULES & REGULATIONS**

Revised March, 2026
(revisions in bold text)

General Information

1. Any rule change can be made or proposed by the board of directors during January and February, but all changes must be approved by March 31st of the calendar year. If after March 31st any proposed rule change(s) can only be modified or changed with a 2/3 board vote for the safety of the members and/or livestock.

Enrollment Qualifications

1. Any Contestant member participating in SIJRA Kindergarten through 8th grade events must be of age 5 (five) by **August 1st** of the current Rodeo Season. **If the contestant is entering Kindergarten in the fall, they may compete that summer.** A copy of a Birth Certificate or proof of grade may be required as documentation of the contestant's eligibility. There is no minimum age requirement for the Pre-K division.
2. Exclusions to enter a new year: Contestants may not enter a new year upon completing the ninth grade or upon turning age 16 prior to **August 1st** of the current Rodeo Season. Contestants may finish a Rodeo Season if the grade completed immediately preceding the current Rodeo Season is the eighth grade, and begins the ninth grade at the end of the same Rodeo Season, as long as contestant does not turn age 16 prior to **August 1st** of the current Rodeo Season.
3. A contestant **may join the association** at age 5, but not yet in kindergarten. They may participate in the K-1-2 grade group for a maximum of 4 years and would be considered as a Kindergarten participant the first two years of participation. In grade groups 3-4-5 and 6-7-8, a contestant may participate a maximum of 3 years in each division. If a contestant is retained in a school grade, he/she still must advance to the next level in SIJRA.

Conduct, Equipment, and Attire

1. Western saddle and equipment are required.
2. At any and all SIJRA events, a participant must be accompanied by a parent or guardian, or there must be a designated adult (as designated by the participant's parent or guardian) to be responsible for the participant during the entire event.
3. All contestants in the arena, Arena Director, President, Vice President, and Judges, during the day of the rodeo, while in the arena/competing area (including chutes) must wear full rodeo attire. Western hat/helmet, long sleeved western shirt (must be wrist length sleeved shirt with collar, cuffs, and shirt tail tucked in), or long- sleeve shirt with vest, Western boots, and long pants or denim or other western skirt below the knee in length.
 - a) The only exception to this requirement will be in the Steer Riding, Calf Riding and Mutton Busting. For these competitions, while competing, participants may roll up sleeve on riding arm only. (2 rolls of the western shirt sleeve rolled, not to exceed the elbow).
 - b) Western hat/helmet must be worn in:
 - 1) Goat tying events and all events using a pattern **when entering the arena gate for their run** (hat must remain on head until participant has crossed the plane of the "in" gate).
 - 3) In roping events and steer wrestling events when calling for stock
 - 4) In all rough stock events, when calling for stock.
4. All participants entering any event which requires a mouthpiece, vest or helmet, are responsible for providing their own equipment. Neither party, association officers, or board of directors are liable when any equipment is shared or borrowed.
5. Participants appearing in any Event or Grand Entry without acceptable rodeo attire will be disqualified.
6. During any event or competition, a participant may not have their feet, hips or any other body part tied to the saddle, with the exception of ¼" rubber bands which will be allowed on stirrups during the barrel racing and pole bending events. If a participant is tied to the saddle or horse in any manner, they will be disqualified from the event, and may be refused future participation in events.
7. No wooden paddles or twisted wire whips are permissible for use on horses.
8. Any participant having a need to compete in special equipment or special attire, which may conflict with the SIJRA rules, must present a written request to an SIJRA Officer or any Board Member.
9. The back number is to be worn at all times during the rodeo event in the arena and/or during dummy events.

Entry and Fees

1. Prior to competing, each K-8 contestant must complete a Contestant Membership Form and pay the \$40.00 annual membership fee. An Accident Waiver/Release of Liability Form must also be signed by a parents/legal guardian for each contestant prior to competing.

2. Each K-8 contestant is required to turn in \$100 in sponsorship money (\$200 total for families with 2 or more children participating). All sponsor money must be paid by the contestant's third rodeo or a date announced by the board prior to the rodeo season. This money may be given by any number of sponsors or by an individual. If the \$100 fee per contestant (or \$200 max per family) is not paid by the due date, the Contestant will be considered a non-member and points earned in any and all competitions prior to the date the sponsor money is turned in will not be considered for the year-end awards and all future runs by said contestant shall be considered exposition runs and shall not qualify for day points/awards unless arrangements are made with the Rodeo Secretary.
3. Additional awards are provided for contestants who bring in sponsorship money above the \$100 minimum. As each sponsorship tier is met, another award is provided. Refer to www.sijra.org for sponsorship forms and tiers. All additional sponsorship monies must be received within 14 days after the last rodeo.
4. An award (as determined by the Board of Directors) will be given to the participant earning the highest amount in sponsorship dollars for the current rodeo season.
5. Any and all payment for sponsorship must be accompanied by a sponsorship form when it is turned in.
6. Rodeo entries will be online, refer to www.sijra.org for instructions, links, and registration entry deadlines. Any livestock exposition run(s) must be registered within the online registration entry deadline. Non-livestock exposition run(s) may be registered within the online registration entry deadline or during check-in times the day of the rodeo. **Online rodeo entries open within two (2) days following the rodeo and close seven (7) days (Friday) before the next rodeo.** Rodeo entry cancellations (aka scratches) will receive a full refund when completed the **Sunday** before the rodeo.
7. Only first-time SIJRA contestants will be allowed to enter on the day of the rodeo during the check-in period. The first-time contestant will not be subject to the **\$25 late fee per contestant.**
8. All contestants must check-in with the Rodeo Secretary before the rodeo. The check in period may begin on Friday night and also begins before the rodeo but closes one hour before the rodeo begins. Check-in must be done in person. No phone check-ins are allowed however a contestant may designate another contestant to check them in, with the understanding that said individual will then be responsible to notify that contestant of any changes in the event schedule.
9. The entry fee for each run **in barrels and poles will be \$15, cattle events will be \$30, sheep events will be \$25, and goat events will be \$20.** The only exception will be those who volunteer to be drawn as a team roping partner for a contestant who does not have a partner. The volunteer "draw" partner does not pay fees for that run and if they earn a placing the volunteer's placing will not count for points.
10. A \$10.00 office charge will be charged for every K-8 rodeo contestant with a maximum \$20.00 charge per family.
11. A returned check fee is a minimum of \$25.00. If a returned check fee is not paid by the next rodeo event, the points earned by the participant for that day/event will not be considered for the year-end awards. A cash-only basis will apply if an NSF is issued.
12. Once any monies including membership dues, sponsorships or entry fees are paid to the Association, no refund will be given.
13. The order of events may be changed at any time as provided for elsewhere in these rules. In such case, if the contestant misses their event they will be disqualified, and no refund of entry fee will be given.
14. A refund of entry fees may only be requested if the contestant provides a signed veterinarian statement to the Rodeo Secretary declaring their horse unfit to compete at that rodeo, or if they provide the Rodeo Secretary with a signed doctor's statement stating the contestant is not to compete at that rodeo. Exceptions may also be made for emergency situations at the discretion of the Officers of the Association.
15. Should a participant need or desire financial assistance to enable them to participate and/or become a member of the Association, they should contact an Officer, and/or the Treasurer of the Association.
16. Pre-Kindergarten contestants may sign up the day of the rodeo and will not be required to check in. There will be no office charge for Pre-K contestants.
17. Prior to competing, each Pre-K contestant must complete a Contestant Membership Form and pay a \$15 annual membership fee. An Accident Waiver/Release of Liability Form must also be signed by a parents/legal guardian for each Pre-K contestant prior to competing.
18. For Pre-K contestants the entry fee will be \$10.00 and covers all Pre-K events. Pre-K contestants will not be required to have a \$100.00 sponsorship. If the Pre-K contestant chooses to have a \$100.00 sponsor, they will receive the same year-end award as the K-8 contestants. Additional awards are provided for contestants who bring in sponsorship money above the \$100 minimum. As each sponsorship tier is met, another award is provided. Refer to www.sijra.org for sponsorship forms and tiers. All additional sponsorship monies must be received within 14 days after the last rodeo.

Participant Event Disqualifications

1. Competing under an assumed name or falsifying any entry information.
2. Failure to meet financial obligation on the part of the participant incurred as a result of entry, membership, participation, penalty or fine in any Association function.
3. Failure to return any prize erroneously awarded.

4. Failure to report any points erroneously awarded.
5. Inappropriate or improper attire or equipment as described in the Conduct, Equipment, and Attire section of these Rules and Regulations. Including the absence of required safety equipment.
6. Failure to comply with instructions given while in the arena by authorized individuals of the Association.
7. Improper or inappropriate entrance or exiting to/from the arena.
8. Not being ready when called. Announcer shall call the Participant's name three (3) times. If a participant is not present and prepared to compete and does not enter the arena within the sixty (60) second time limit, they will be disqualified from that event. Exceptions will be made in the case of needed equipment or livestock change, but the Arena Director or Rodeo Secretary should be notified prior to the beginning of that event.
9. Use of illegal equipment.
10. Exceeding time limits. Failure to complete an event in the prescribed time limit (excluding penalties) set for that event will result in disqualification from that event. Participants must leave the arena immediately upon direction from the Event Director or other authority of the Association.
11. Not being mounted. A participant must be mounted at the completion of their time in an event unless it is an integral part of the competition for the participant to be on foot. Failure to be mounted will result in disqualification from that event. Falling off horse in any event will result in a disqualification. Participants may not remount and continue the event or dismount in any event, where it is not an integral part of the competition. A participant may not dismount during an event to retrieve a rope or other equipment.
12. Breaking a designated pattern. This includes re-crossing the start/finish line prior to completion of the designated pattern.

General Disqualifications

1. Intentional abuse of stock.
2. Abuse of officials or other Participants by a participant, participant's family member or participant's friends.
3. Tampering with or vandalism of another Participant's equipment, with rodeo stock, or with facilities, including moving rodeo stock at a rodeo in or out of the arena before, during or after any performance.
4. Cheating by a Participant or member of Participant's family.
5. Deliberate or continued failure to report for an event.
6. Abusive use of Profanity or obscenity
7. Quarreling.
8. Use of unapproved equipment.
9. Acquisition of another's property without their consent/permission.
10. Use of, or trafficking intoxicating beverages or drugs.
11. Any contestant being assisted by an adult when crossing the score or time line will be disqualified.

Probation, Suspension, Expulsion and Appeal

1. Any member(s), Participant(s), or entire family(s) of Association who make themselves incompatible to the operations of the Association by works or deeds, may be placed on probation. The Board of Directors may impose probation after consideration of the acts of conduct of the individual(s) involved. Probation may be up to one year. The Board of Directors has the authority to limit the rights of an individual(s) on probation.
2. Any member(s), Participant(s), or entire family(s) of Association who make themselves incompatible to the operations of the Association by works or deeds may be suspended for a period of up to one year. To suspend an individual(s), the Board of Directors must conduct a hearing at the earliest possible time to determine the facts of the words or deeds which make the individual(s) incompatible to the operation of the Association. At a hearing, the individual(s) shall have the opportunity to be heard and to present a defense. This hearing shall be conducted informally by the Board of Directors who shall make a determination of the facts and shall inform the individual(s) in writing of the suspension. The length of suspension shall be determined by the Board of Directors. During suspension, the individual shall be deprived of all rights and benefits of the Association including participation in or attending events.
3. Any member(s), Participant(s), or entire family(s) of Association who make themselves incompatible to the operations of the Association by works or deeds may be permanently expelled from the Association. Any individual who commits a serious criminal offense, who engages in acts of cheating or attempts cheating acts that attempt to fix, threaten, bribe, influence, harass or coerce a rodeo judge shall be permanently expelled from the Association.
4. Any member(s), Participant(s), or entire family(s) of Association who have been disqualified, put on probation, suspended, or expelled has the right to petition the Board of Directors for reinstatement. A statement from the individual(s) in question must be included in the petition describing the decision being appealed and the factual basis for the appeal within five (5) days after being notified of the decision being appealed. The individual(s) shall have the opportunity to be heard and present evidence to support their position. The Board of Directors, upon hearing the evidence may affirm, modify or reverse the decision, and the individual(s) shall be notified of the ruling in writing. This appeal procedure does not apply to or

supersede the protest procedure provisions set forth herein, nor to the decisions of judges, flagmen, or timers in contest events.

Protest Procedures

1. Any contestant with a protest or re-run request must be filed prior to the end of the event within the age division to the Arena or Event Director (preferably immediately following that run). The Arena or Event Director will immediately communicate the protest or re-run request to the Judge(s). The Judge may seek input from the other judge, or another rule book (s).
2. The Judges may reference the NHSRA Rules and Guidelines when a specific rule is not stated in the SIJRA By-Laws, Rules & Regulations.
3. The Judge's decision will be final.

Rodeo and General Rules

1. Motorized ATVs, scooters, mopeds, Hoverboards, 4-wheelers, skateboards, bicycles and/or go-carts, or anything comparable are not allowed during active rodeo hours on rodeo grounds, except for SIJRA officials or equipment needed to assist handicapped individuals.
2. Any dogs brought to the rodeos are to be kept on a leash at all times. Unruly animals may be banned from the rodeo grounds.
3. Stallions will be allowed at SIJRA events, but the following rules will apply:
 - a. They will not be allowed to be used during the Grand Entry
 - b. An adult must escort the stallion into and out of the arena
 - c. When not competing, the stallion must be securely tied away from traffic areas
 - d. The Association Board reserves the right to exclude a stallion from any future events
4. A horse may not be asked to run until the horse has entered the paneled area leading to the alley way. An alley way may be used in barrels, poles, and goat tie and will be considered part of the arena.
5. Should an animal become sick or injured prior to the time it is scheduled to be used in competition, that animal shall not be used and another animal can be drawn as a replacement.
6. Any mistreatment of livestock or animals will result in disqualification, and may result in probations, suspension or expulsion from the Association.
7. Contract acts and clowns using stock or animals shall be subject to the same rules of humane treatment as all participants and members.
8. The **Arena Director**, Event Director, or Judge shall have the option to shorten any event time limit for safety reasons and to minimize the stress on the animals.
9. No wooden paddles or twisted wire whips are permissible.
10. No animal shall be treated inhumanely or prodded excessively. This includes intentional slamming of livestock or intentionally flipping a calf backward in the calf-roping event.
11. Any animal that becomes overly excited so that it gets down in the chute or in any way appears to be in danger of injuring itself or contestant may be released immediately by the Stock Contractor, Judge or Event Director. An option of re-ride for any contestant having used the stock in that day's event will be at the discretion and determination of the Judge.
12. All team roping steers must have horn wraps, and whenever possible horns will be of uniform/consistent length.
13. All rough stock and chute dogging steers are to have blunt horns that have been nipped or filed to at least a dime-sized flat or blunt surface.
14. Stock for each rodeo will be numbered.
15. All stock will be run according to how they enter the chute - Herein called Chute Ran.
16. Any person who enters or volunteers in the arena or livestock pens must be an Active Member, Associate Member, or Contestant Member, unless approved by the Board of Directors.

Awards and Points

1. In unisex events, boys and girls are scored together.
2. A 10-point system will be used, and the top ten places in each event will earn or be awarded points.
3. In Team Roping, points will be awarded to the Header and the Heeler. The Header for the team with the quickest time for each rodeo will be awarded 10 points; the heeler for the team with the quickest time for each rodeo will be awarded 10 points. Heading and Heeling will be tracked as two (2) separate events in a contestant's All-Around total. Contestant must indicate a "pick" partner during entry and indicate which member of the team is heading and heeling. Contestants can enter twice in a rodeo, once as a header and once as a heeler. If a header and a heeler do not have a partner then these two will be a point receiving team for the rodeo's event that day. If any remaining headers or heelers cannot be paired then a "drawn" partner will be assigned from a volunteer pool of other team roping contestants. The drawn partner, who already has entered their two times, may not earn points from this run.
4. If a Team Roping contestant enters without a partner, he or she must designate themselves as a header or a heeler and can request that a partner be drawn for them from a list of other contestants entered without

partners. The contestants without partners are matched, those remaining contestants entered without a partner will have a partner drawn from a volunteer list of already entered contestants. The drawn partner, who already has entered their two times, may NOT earn points from a third or more runs towards their All-Around total. Drawn teams cannot be a duplicate team of an entered unless they switch ends.

5. A participant may step up to **the next** age group to compete in an event not available in their age group. No step ups will be allowed in rough stock events (**mutton, calf riding, 345 and 678 steer riding**). The participant will earn points in this event, but these step up points will not be counted toward the All-Around Championship.
6. To determine year-end standings in each event, the Rodeo Secretary will use the best five (5) pointed runs (or rough stock rides) to determine final point standings.
7. All-Around Champion will be awarded to one boy and one girl in each of the three age groups. All contestant's events entered will be used to determine the All-Around Championship. The events must be those events in their age group and cannot include any events in which the participant is stepping up to the next age group to compete. Contestant must compete in a minimum of two (2) events for the All-Around Competition.
8. If a contestant should win All-Around Champion, they will be given the *option* to receive, in lieu of buckles and other prizes (excluding the All-Around buckle), that same value in the form of a gift certificate to apply toward an SIJRA trophy saddle. The type, specifications of the saddle, and saddle supplier will be determined by the Board to ensure quality and the desired look to represent this association. If the cost of such a saddle is more than the value of the buckles and prizes, the child's parents must agree to add additional money to cover the remaining cost of the saddle (to be paid before ordering). The saddle option is only available to the All-Around Champion of each division.
9. Rookie of the year will be awarded to the highest **pointed** boy and highest **pointed** girl in each of the three age groups. To qualify for Rookie of the Year, it must be the participant's first year participating in the Association **and they compete in a minimum of two (2) events**. To determine year-end Rookie of the Year standings, the Rodeo Secretary will use all contestant's events within their age division to determine final point standings.
10. For year-end awards, more than one participant will not be awarded the same place in an event or any other standing (no ties). To resolve situations where two participants may end the year with the same total points in an event, the determination will be based on the best average times or average scores **from the top 5-pointed runs or scores** in the event from the rodeo season.
11. Points from each event will be published on the website following that rodeo. Any dispute or disagreement with points must be protested and brought to the attention of the Rodeo Secretary within 5 days of the points being published. If there are no protests to points within 5 days, all points will be final on the 6th day after being published.
12. For point protests, the Rodeo Secretary will review and discuss with the appropriate Officers, Board Members, or rodeo committee members to review the situation. The determination made by the Rodeo Secretary will be final, and all point protests must be settled, and points final within 30 days of being published.

SOUTHERN INDIANA JUNIOR RODEO ASSOCIATION
EVENT RULES

Grand Entry Guidelines

- A. Grand entries will be limited to western attire and flags only. Grand entry is not required for contestants but encouraged.
- B. Grand entries will be held at a controllable pace and will be monitored for safety. All contestants should consider and be aware of safety factors while participating in all grand entries.
- C. Participants will not be allowed to lead another horse in grand entry or ride double.
- D. Participants will not be allowed to swing ropes, drag ropes, or throw ropes while participating in the grand entry. No items will be thrown in the crowd from participants on horseback.
- E. Flags will be carried appropriately and upright and will not be swung back and forth or held straight out to the side or front of a horse.
- F. Participants will not be allowed to pass the queen, princess, or other designated lead participant.
- G. Non-mounted contestants will not be allowed to run through the arena during the grand entry. A designated entrance and staging area for all non-mounted contestants will be available so these contestants can participate in grand entry.
- H. Stallions will not be allowed in grand entry.
- I. Adults on horseback will not be allowed to participate in grand entry.

Queen/Princess Contest

- A. Qualifications:
 - 1. Each queen or princess contestant must be a current paid contestant member in the Association as defined in Article III of the By-Laws.
 - 2. Those in grades 5th, 6th, or 7th during the current rodeo season will be eligible to compete in the queen contest to reign as the 6-7-8 Queen in the subsequent season. Additionally, two princesses will be selected; one from Kindergarten, First grade contestants to reign as the K-1-2 Princess in the subsequent season, and one Princess from the 2nd, 3rd, 4th grade contestants to reign as the 3-4-5 Princess in the subsequent season.
 - 3. Queen/Princess cannot hold title for two (2) consecutive years in the same age division.
 - 4. All contestants wishing to become a Queen/Princess must be able to lope their horse.
 - 5. Refer to www.sijra.org for Queen/Princess contest details, responsibilities, and expectations.
- B. Duties:

Any contestant accepting the queen or princess position must be willing to assume the following duties/responsibilities:

 - 1. Represent the Association by demonstrating a positive attitude, good sportsmanship, and honorable behavior, both in and out of the arena.
 - 2. While representing the Association in official appearances and at all rodeo events (except while competing), wear the title, crown and sash.
 - 3. Lead Grand Entry
 - 4. Present Awards at Rodeo Events at the Awards table during the rodeos.
 - 5. Other Duties and Responsibilities as requested by the Association Board of Directors.
- C. Contestants will be judged on the following categories:
 - 1. Personal Interview/Personality/Rule Book Questions (interview not to exceed 15 minutes)
 - 2. Appearance
 - 3. Prepared Speech (Princess speeches are to be one to two minutes in length. Queen speeches are to be two to three minutes in length.)
 - 4. Horsemanship (pattern as determined by the Board of Directors)
 - 5. Optional Rule Book Test (point values to be determined by the queen committee.) When a rule book test is given, rule book questions will be omitted from the Personal Interview.
 - 6. Any of the above components of the competition may be omitted or the time limit decreased/revised to accommodate the number of contestants for the current year.
 - 7. In case of a tie, the Horsemanship score will determine the winner. In case of a tie after the Horsemanship score then the judges will ask additional questions to the contestants for furthering the interview scores.
- D. Judging:
 - 1. The horsemanship portion of the queen/princess competition will be held at an SIJRA rodeo. The date will be determined by the Queen committee.
 - 2. The interview, speech & optional rule book test portions of the contest will be judged during the day and at the location of the year end awards banquet.
 - 3. The Queen & Princess titles will be awarded during the year end awards banquet. The queen and princesses will reign for the entire season of the subsequent year.

- E. Attire:
1. Horsemanship- Contestants will wear blue western jeans or pants, plain white shirt or blouse with long sleeves and collar, hat or helmet, boots and belt. Gloves and chaps are not permitted.
 2. Interview and speech portion-Contestants will have the option of suits, dresses, skirts, blouses, dress pants, colored jeans and shirts. Hat and boots are required.
 3. All blouses, dresses, jackets and shirts must have long sleeves extending to the wrist and a collar. The collar can be a mock style collar or lapel style collar that folds down.
- F. Awards:
1. The queen and both princesses will be awarded sashes and crowns to reign for the year.
 2. The queen and princesses will be awarded buckles at the end of the rodeo season awards banquet.
 3. The queen will receive the SIJRA crown, to be worn until the end of her reign.
 4. Crowns and sashes will be transferred to the new royalty at the end of the rodeo season awards banquet.
 5. Queen contest will not go towards any other awards such as All Around or Rookie.
- G. Queen/princess committee:
1. A committee consisting of 3 or more persons shall be appointed by the Board of Directors for the purpose of organizing the contest and recommending the judges. The committee shall be chaired by a parent of the current queen.
 2. Judges will be selected by the Board of Directors.
 3. The number of judges will be based on availability.
 4. The queen/princess packet will be made available one month prior to the contest on the website and will include horsemanship patterns, speech topic, sample rulebook questions, times and dates.

K-1-2 EVENTS

Barrel Racing K-1-2 (Unisex)

- A. TIME LIMIT: NO TIME LIMIT
Time will begin when the contestant crosses the start line, the flag is dropped, and/or the horse passes through the electric timer's eye. Time will stop when the contestant crosses the finish line, flag is dropped, and/or horse passes through the electric timer's eye. A stopwatch may be used in lieu of an electronic timer.
- B. PROPERTIES:
 - 1. Three 55-gallon Barrels
- C. Contestant leaves start/finish line with forward motion.
- D. Contestant may choose the direction of the pattern (beginning the first barrel to the right or left) but must follow the designated pattern. (See Barrel Pattern.)
- E. Contestant will be assessed five (5) seconds for each barrel knocked over.
- F. Contestant shall be disqualified for any of the following:
 - 1. Re-crossing the start/finish line before completing pattern, as arena conditions allow.
 - 2. Not continuing in a forward motion or breaking pattern.
 - 3. Horses cannot be struck in the head area during a run.
- G. Should a barrel fall after Contestant crosses the start/finish line, time will hold and run shall be considered qualified.
- H. The standard cloverleaf barrel-racing pattern shall be used for distances but may be shortened for distance to save time in this event.
- I. **Western hat/helmet must remain on head until participant has crossed the plane of the "in" gate.**
- J. A contestant may only compete in this event once, but a horse may be utilized by more than one contestant.
- K. A horse may not be asked to run until the horse has entered the paneled area leading to the alley way.

Calf Riding 1-2 (Unisex)

- A. TIME LIMIT: Three (3) seconds for Qualified Ride.
Calf riding will be scored only with a full three (3) second qualified ride with the judge's score. Each judge will score 1-25 points on the stock and 1-25 points on the contestant for a total of 100 possible points with two judges scoring. Time begins when the steers inside shoulder crosses the plane of the chute. Time will end at the three-second buzzer or when the contestant loses hold of the rope or falls off the calf.
 - B. Riding will be done with one or two hands, with overlapped rope or steer rope with bell – no wraps are permitted: butterfly only. If the ride is started with one hand, it must be finished with the same one hand to be considered a qualified ride. If the ride is started with two hands, it must be finished with two hands to be considered a qualified ride. Contestants shall furnish their own equipment including bull rope and bell.
 - C. Calves will not be flanked
 - D. When the calf is ready Contestant will have two (2) minutes to nod.
 - 1. No knots or hitches to prevent rope from falling off steer when contestant leaves animal are permitted.
 - 2. Riders must have bell: NO BELL-NO SCORE
 - 3. Ropes with knots, wires or other devices used for the purpose of placing spurs therein will be considered illegal equipment.
 - 4. Only approved adhesive material may be used on rope and glove.
 - 5. Contestants are permitted to use bubble wraps only. Event Director or Judges will have the authority to disallow dangerous wrap.
 - 6. Rowels must have at least 1/4" of a turn movement.
 - 7. Event Director or Judges have the right to approve or disapprove rope and equipment.
 - E. Contestant will be disqualified for any of the following:
 - 1. Being bucked off before allotted time.
 - 2. Touching any part of the animal, equipment, or person with the free hand if rider begins ride with one hand.
 - 3. Using sharpened rowel or rowels with no movement.
 - 4. Using rope with no bell.
 - 5. Losing hold of rope.
- MANDATORY: Contestant must wear safety approved helmet, vest, and own mouthpiece.

Dummy Calf Roping K-1-2 (Unisex)

- A. TIME LIMIT: Sixty (60) seconds
Time will begin when Contestant is standing behind the three-foot chalk line and calls for the start by nodding his/her head.
- B. PROPERTIES:
 - 1. Dummy Calf Head
 - 2. Three-foot chalk line behind dummy
- C. Points are earned based on the total number of legal catches made during the sixty (60) second time limit.

1. The Contestant must be standing behind the three-foot chalk line when rope is thrown.
2. In Dummy Calf Roping, the loop must go completely over the calf head to be considered a legal catch. Full body catches will not be counted; must be a bell collar catch (loop goes around neck only.)
3. Slack in rope must be pulled tight **while standing behind the white line** to be counted as a legal catch.
4. "Fishing" is permitted only behind the chalk line. If fishing is done in front of line, it is a no catch.
5. There will not be rope offs for any ties. Points for those places will be split.

Dummy Steer Roping K-1-2 (Unisex)

- A. TIME LIMIT: Two (2) minutes
Time will begin when Contestant is standing behind the three-foot chalk line and calls for the start by nodding his/her head.
- B. PROPERTIES:
 1. Dummy Steer Head
 2. Three-foot chalk line behind dummy
- C. Points are earned based on the total number of legal catches made out of five (5) throws during the two (2) minutes time limit.
 1. The Contestant must be standing behind the three-foot chalk line when rope is thrown.
 2. In Dummy Steer Roping, there are three catches: slick horns, whole head, and half head. Full body catches will not be counted.
 3. Slick Horns – 3 points Half Head – 2 points Whole head (neck) – 1 point
 4. Slack in rope must be pulled tight **while standing behind the white line** to be counted as a legal catch.
 5. "Fishing" is permitted only behind the chalk line. If fishing is done in front of line, it is a no catch.
 6. There will not be rope offs for any ties. Points for those places will be split.

Dummy Goat Tying K-1-2 (Boys)

- A. TIME LIMIT: Sixty (60) seconds
Time will begin when Contestant crosses timeline. Time will be completed when tie is complete, contestant raises hands, and hands free from string.
- B. PROPERTIES:
 1. Dummy standing upright on legs connected to a 5-foot rope staked in ground
 2. Starting line three (3) feet from stake.
- C. Contestant nods head, races to dummy, flanks dummy, ties 3 dummy legs, and throws both hands in the air to signal end of tie.
 1. An approved piggin' string (rope, leather, or poly) must be used to tie. No other type of material will be permitted.
 2. Contestant may carry two piggin' strings. If first string is rendered useless, contestant may use second string to finish tie within the allotted time.
 3. Legs of dummy must remain crossed and secured for a period of five seconds after Contestant has cleared dummy for a legal tie. To qualify as a legal tie, there will be at least one complete wrap around at least 3 legs, and a half hitch or hooley. Judge may use a stopwatch.
 4. Contestant cannot touch tied dummy after once signaling a completed tie.
- D. If tie comes loose, Contestant will receive a "No Time".

Dummy Goat Tying K-1-2 (Girls)

- A. TIME LIMIT: Sixty (60) seconds
Time will begin when Contestant crosses timeline. Time will be completed when tie is complete, contestant raises hands, and hands free from string.
- B. PROPERTIES:
 1. Dummy standing upright on legs connected to a 5-foot rope staked in ground
 2. Starting line three (3) feet from stake.
- C. Contestant nods head, races to dummy, flanks dummy, ties 3 dummy legs, and throws both hands in the air to signal end of tie.
 1. An approved leather string, piggin' string or rope must be used to tie. No wire is to be used.
 2. Contestant may carry two pigging/goat strings. If first string is rendered useless. Contestant may use second string to finish tie within the allotted time.
 3. Legs of dummy must remain crossed and secured for a period of five seconds after Contestant has cleared dummy for a legal tie. To qualify as a legal tie, there will be at least one complete wrap around at least 3 legs, and knot. Judge may use a stopwatch.
 4. Contestant cannot touch tied dummy after once signaling a completed tie.
- D. If tie comes loose, Contestant will receive a "No Time".

Goat Flank K-1-2 (Unisex)

- A. TIME LIMIT: Sixty (60) seconds.
Time will begin when the contestant's shoulder crosses the plane, the flag is dropped, and/or horse passes through the electric timer's eye. Time will stop when the goat is flanked on its side, with all legs out to the side in the same direction.
- B. PROPERTIES:
 - 1. Ten (10) foot rope
 - 2. The ground stake is tied to one end of rope and the goat is tied to the other end.
- C. A goat must be held by an official facing the starting line at the farthest point away from the Contestant and must be released when the flag is dropped.
- D. Contestant races toward the goat tethered on a ten-foot rope, dismounts and runs toward the goat. Contestant flanks goat by hand.
 - 1. Contestant may go down the rope before flanking the goat.
 - 2. If goat is down before Contestant flanks goat, it must be brought to its feet, then flanked.
 - 3. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the rope or goat prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
 - 4. Unusual roughness in handling or slamming the goat will result in a disqualification or no time.
- E. A contestant may only compete in this event once, but a horse may be utilized by more than one contestant.
- F. A horse may not be asked to run until the horse has entered the paneled area leading to the alley way.

Mutton Busting K Only (Unisex)

- A. TIME LIMIT: Four (4) seconds for Qualified Ride.
Mutton busting will be scored first within the time limit (buzzer) and the judge's score, secondly by the stopwatch with a minimum of one (1) second. Each judge will score 1-25 points on the stock and 1-25 points on the contestant for a total of 100 possible points with two judges scoring. Time begins when sheep's feet hit the ground on the first jump out of the chute. Time will end at four-second buzzer or when the contestant falls off of the sheep. Event Director or Judges have the right to approve or disapprove equipment.
- B. When the animal is ready Contestant will have two (2) minutes to nod.
- C. Contestant will be disqualified for any of the following:
 - 1. Being bucked off before allotted time.MANDATORY: Contestants must wear safety-approved helmet, vest, and own mouthpiece, and must furnish their own equipment.

Pole Bending K-1-2 (Unisex)

- A. TIME LIMIT: NONE
Time will begin when the contestant crosses the start line, the flag is dropped, and/or horse passes through electric timer's eye. Time will stop when contestant crosses the finish line, flag is dropped, and/or horse passes through electric timer's eye. A stopwatch may be used in lieu of electronic timer.
- B. PROPERTIES:
 - 1. Iron and metal poles are prohibited.
 - 2. Poles must be at least six (6) feet high and uniform in height.
- C. Contestant leaves start/finish line with forward motion.
- D. Contestant may start either to the right or to the left of the first pole and then must run the remainder of the pattern accordingly. (See Pole Pattern).
- E. The standard pole bending pattern shall be used for distances.
 - 1. Six poles are to be used.
 - 2. Each pole is to be twenty-one (21) feet apart.
- F. The first pole is to be twenty-one (21) feet from the start/finish line, or as arena allows.
- G. Contestant will be assessed five (5) seconds for each pole knocked down.
- H. RERUN OPTION. See Protest Procedures #2 under General Rules and Regulations.
- I. Contestant shall be disqualified for any of the following:
 - 1. Re-crossing the start/finish line before completing the pattern, as arena conditions allow.
 - 2. Not continuing in a forward motion.
 - 3. Horses cannot be struck in the head area during a run.
- J. **Western hat/helmet must remain on head until participant has crossed the plane of the "in" gate.**
- K. A contestant may only compete in this event once, but a horse may be utilized by more than one contestant.
- L. A horse may not be asked to run until the horse has entered the paneled area leading to the alley way.

3-4-5 EVENTS

Barrel Racing 3-4-5 (Unisex)

- A. TIME LIMIT: Sixty (60) seconds
Time will begin when the contestant crosses the start line, the flag is dropped, and/or horse passes through electric timer's eye. Time will stop when contestant crosses the finish line, flag is dropped, and/or horse passes through electric timer's eye. A stopwatch may be used in lieu of electronic timer.
- B. PROPERTIES:
 - 1. Three 55-gallon Barrels
- C. Contestant leaves start/finish line with forward motion.
- D. Contestant may choose the direction of the pattern (beginning the first barrel to the right or left), but must follow the designated pattern (see Barrel Pattern.).
- E. Contestant will be assessed five (5) seconds for each barrel knocked over.
- F. Contestant shall be disqualified for any of the following:
 - 1. Re-crossing the start/finish line before completing the pattern, as arena conditions allow.
 - 2. Not continuing in forward motion.
 - 3. Horses cannot be struck in the head area during a run.
- G. Should a barrel fall after Contestant crosses the start/finish line, time will hold and run shall be considered qualified.
- H. The standard cloverleaf barrel racing pattern shall be used for distances.
- I. **Western hat/helmet must remain on head until participant has crossed the plane of the "in" gate.**
- J. RERUN OPTION. See Protest Procedures #2 under General Rules and Regulations
- K. A contestant may only compete in this event once, but a horse may be utilized by more than one contestant.
- L. A horse may not be asked to run until the horse has entered the paneled area leading to the alley way.

Breakaway Roping 3-4-5 (Unisex)

- A. TIME LIMIT: Thirty (30) seconds.
A barrier or nine (9) foot six (6) inch score line will be used. A ten (10) second penalty shall be assessed for breaking the barrier or if horse's nose prematurely crosses the score line prior to calf crossing score line, or if calf is roped before it crosses the score line. Time starts when calf's nose crosses the score line or when barrier is released by calf. Time ends when calf is roped and rope breaks away from the saddle, and the Judge lowers flag. In the case of a mechanical failure of the barrier, the judges will refer to the NHSRA rule book.
- B. Contestant must come from right hand box facing arena.
- C. Two (2) loops will be permitted
 - 1. If Contestant intends to use two loops, he/she must carry two ropes.
 - 2. No recoiling.
 - 3. Should Contestant miss with both loops, he/she must retire, and "no-time" shall be given.
- D. Contestant is required to carry a regulation rope, with rope tied with a string to the saddle horn. To ensure uniformity, the Rodeo Committee will provide string to tie off ropes to the saddle horn (general description of string is #150 masonry line) and approved method of tying rope to saddle horn. Event director will check to ensure proper string is used. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A solid color (no pattern/printing) flag must be attached at the knot end of the rope.
- E. Contestant must rope calf.
 - 1. The calf's head must pass completely through the loop. The loop must draw up on any part of the calf's body behind the head.
 - 2. Catch must carry slack out of rope.
 - 3. Contestant will receive a "No Time" for breaking string by hand.
- F. Contestant has the option to have calf pushed out of chute, but also must provide his/her own pusher.
- G. When a loose rope touches the ground, it is considered a "dead rope", and cannot be used.
- H. The calf may not be roped in either roping box. Roping the calf while it is in either of the two boxes will result in no time.
- I. **Calf belongs to Contestant after he/she crosses the line regardless of what happens, with exceptions such as: calf goes out of the arena and/or calf gets hung up. The judge's flag will be dropped and roper gets the calf back lap and tap, as decided by the judge. The contestant will receive the original animal back with a lap and tap start without a barrier. The lap and tap 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. Any penalties such as broken barrier will also apply.**

Steer Riding 3-4-5 (Unisex)

- A. TIME LIMIT: Six (6) seconds for qualified ride
Steer riding will be scored only with a full 6 second qualified ride with the judge's score. Each judge will score 1-25 points on the stock and 1-25 points on the contestant for a total of 100 possible points with two judges scoring. Time begins when the steer's inside shoulder crosses the plane of the chute. Time will end at the six-second buzzer or when the contestant loses hold of the rope or falls off the calf.
- B. Riding will be done with one hand, with overlapped rope or steer rope with bell. Contestant shall furnish their own equipment including rough stock riding vest, approved helmet, mouth guard, glove, spurs, bull rope and bell. Participants may roll up sleeve on riding arm only. (2 rolls of the western shirt sleeve rolled, not to exceed the elbow).
- C. Steers will not be flanked.
- D. When the steer is ready Contestant will have two (2) minutes to nod.
1. No knots or hitches to prevent rope from falling off steer when contestant leaves animal are permitted.
 2. Riders must have a bell: NO BELL – NO SCORE.
 3. Ropes with knots, wires or other devices used for the purpose of placing spurs therein will be considered illegal equipment.
 4. Only approved adhesive material may be used on rope and glove.
 5. No wraps are permitted; butterfly only.
 6. Rowels must have at least ¼" of a turn movement.
 7. Event Director or Judges have the right to approve or disapprove ropes and equipment.
- E. Contestant will be disqualified for any of the following:
1. Being bucked off before allotted time.
 2. Touching any part of the animal, equipment, or person with the free hand.
 3. Using sharpened rowel or rowels with no movement.
 4. Using rope with no bell.
 5. Losing hold of rope.
- MANDATORY: Contestants must wear safety approved helmet, vest, and own mouthpiece.

Chute Dogging 3-4-5 (Boys)

- A. TIME LIMIT: Thirty (30) seconds
Time starts when the calf/steer's nose crosses the chalk line. Time stops when the steer is considered thrown down (when it is lying flat on its side, or on its back with all four feet and head straight).
- B. PROPERTIES:
1. Chalk line six (6) feet from chute
- C. Contestant will get a hold of the steer in the chute.
- D. Steer will be tailed by an appointed individual chosen by the Event Director.
- E. Contestant is allowed to make contact with right horn before the nose of the steer breaks the plane of the chalk line. ("hook up")
- F. Contestant must clear the chute with the steer and cross the line before downing the steer.
- G. Contestant must stop the steer or change the direction of the steer.
- H. If contestant loses contact, contestant shall have two steps to regain contact with calf.
- I. Refer to the NHSRA Rule Book in the event of questions.
- MANDATORY: Contestant must wear OWN mouthpiece.

Goat Tying 3-4-5 (Boys)

- A. TIME LIMIT: Sixty (60) seconds
Time will begin when contestant and horse crosses the starting line and the starting flag is dropped or horse passes through electric timer's eye. Time will stop when tie is complete, both hands are thrown in the air, Judges flag is lowered.
- B. PROPERTIES:
1. Ten (10) foot rope
 2. In ground stake tied to one end of rope and goat tied to the other end.
- C. Goat must be held by official facing starting line, at furthest point away from Contestant, and must be released when flag is dropped.
- D. Upon starting the signal, Contestant races toward the goat tethered on a ten-foot rope, dismounts, and runs down the rope toward the goat. Contestant flanks the goat by hand, then crosses and ties three (3) feet together.
1. Contestant may go down the rope.
 2. If goat is down before contestant flanks goat, it must be brought to its feet, and then flanked.
 3. An approved piggin' string (rope, leather, or poly) must be used to tie. No other type of material will be permitted.
 4. Goats cannot be dropped to render them breathless and immobile.
 5. Unusual roughness in handling the goat will disqualify contestant.

6. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the rope or goat prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
7. Contestant may carry two (2) piggin strings. If first string is rendered useless, contestant may use second string to finish tie within the allotted time.
- E. When tie is complete, Contestant signals time by throwing both hands in the air. After throwing hands in the air, contestant must immediately lose contact with the goat. Intentional failure to lose contact will result in a ten (10) second penalty at the Judge's discretion.
- F. Legs of goat must remain crossed and secured for a period of six (6) seconds after Contestant has cleared goat for a legal tie. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a half hitch or hooley. Officials must remain a reasonable distance away from goat until time is up. Judge may use a stopwatch.
 1. Contestant cannot touch tied goat after once signaling a completed tie.
 2. If tie comes loose or if goat gets to its feet before time has been ruled fair, Contestant will receive a "No time".
 3. Goat must not be released until Judge indicates that tie is good.
 4. Contestant must step back from goat before the Judge will start stopwatch. Judge may wave this rule in case of entanglement.
- G. A horse may not be asked to run until the horse has entered the paneled area leading to the alley way.

Goat Tying 3-4-5 (Girls)

- A. TIME LIMIT: Sixty (60) seconds
Time will begin when the contestant and horse cross the starting line and the starting flag is dropped or horse passes through electric timer's eye. Time will stop when tie is complete, both hands are thrown in the air, and Judge's flag is lowered.
- B. PROPERTIES:
 1. Ten (10) foot rope
 2. In ground stake tied to one end of rope and goat tied to the other end.
- C. Goat must be held by official facing starting line, at furthest point away from Contestant, and must be released when flag is dropped.
- D. Upon starting signal, Contestant races toward goat tethered on a ten-foot rope, dismounts, and runs down the rope toward goat. Contestant throws goat by hand, then crosses and ties three (3) feet together.
 1. Contestant may go down rope.
 2. If goat is down before contestant flanks goat, it must be brought to its feet, and then flanked.
 3. An approved leather string, piggin' string or rope must be used to tie. No wire is to be used.
 4. Goats cannot be dropped to render them breathless and immobile.
 5. Unusual roughness in handling the goat will disqualify contestant.
 6. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the rope or goat prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
 7. Contestant may carry two (2) goat strings. If first string is rendered useless, contestant may use second string to finish tie within the allotted time.
- E. When tie is complete, Contestant signals time by throwing both hands in the air. After throwing hands in the air, contestant must immediately lose contact with the goat. Intentional failure to lose contact will result in a ten (10) second penalty at the Judge's discretion.
- F. Legs of goat must remain crossed and secured for a period of six (6) seconds after Contestant has cleared goat for a legal tie. To qualify as a legal tie, there will be at least one complete wrap around at least three legs and knot. Officials must remain a reasonable distance away from goat until time is up. Judge may use a stopwatch.
 1. Contestant cannot touch tied goat after once signaling a completed tie.
 2. If tie comes loose or if goat gets to its feet before time has been ruled fair, Contestant will receive a "no time".
 3. Goat must not be released until Judge indicates that tie is good.
 4. Contestant must step back from goat before the Judge will start stopwatch. Judge may wave this rule in case of entanglement.
- G. A horse may not be asked to run until the horse has entered the paneled area leading to the alley way.

Lead Steer Heeling 3-4-5 (Unisex)

- A. TIME LIMIT: Thirty (30) seconds
A barrier or ten (10) foot six (6) inch score line will be used. A ten (10) second penalty shall be assessed for breaking the barrier or if horse's nose prematurely crosses the score line prior to steer crossing score line, or if steer is roped before it crosses the score line. Time starts when steer crosses the score line or when barrier is released by steer. Time ends when Contestant's loop draws tight on leg(s), slack is held, and

- Judge lowers flag. If Contestant drops rope or if loop falls off leg(s) prior to time being taken it will result in a no-time.
- B. Contestant must start from the Heeling box.
 - C. Steer belongs to Contestant when he/she calls for it regardless of what happens, except in case of mechanical failure.
 - D. **Calf belongs to Contestant after he/she crosses the line regardless of what happens, with exceptions such as: calf goes out of the arena and/or calf gets hung up. The judge's flag will be dropped and roper gets the calf back lap and tap, as decided by the judge. The contestant will receive the original animal back with a lap and tap start without a barrier. The lap and tap 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. Any penalties such as broken barrier will also apply.**
 - E. Contestant carries only one rope. Only one loop is allowed. A dropped or broken rope will be considered a "no time".
 - F. The steer must not be handled roughly at any time. If, in the opinion of the Judge, the Contestant has intentionally done so, they may be disqualified.
 - G. If Contestant ropes a front foot or feet in the heel loop, this is a foul catch. However, should the front foot or feet come out of the heel loop by the time the Judge drops his flag, time will be counted.
 - H. A five second penalty shall be assessed if only one hind leg is caught.
 - I. Any heel catch behind both front shoulders is legal if rope goes up heels.
 - J. Contestant must not dally, and a break-away honda is not allowed in this event. If a dally is attempted or completed a no-time will result. Contestant is to HOLD slack tight and hold rope in hand until Judge drops the flag.
 - K. The steer may not be roped in either roping box. Roping the steer while it is in either of the two boxes will result in a "no time".
 - L. Roping steers without turning loose of loop will be considered no catch.
 - M. Refer to the NHSRA Rule Book in the event of questions.

Pole Bending 3-4-5 (Unisex)

- A. **TIME LIMIT:** Sixty (60) seconds
Time will begin when the contestant crosses the start line, the flag is dropped, and/or horse passes through electric timer's eye. Time will stop when contestant crosses the finish line, flag is dropped, and/or horse passes through electric timer's eye. A stopwatch may be used in lieu of electronic timer.
- B. **PROPERTIES:**
 - 1. Poles must be at least six (6) feet high and uniform in height.
- C. Contestant leaves start/finish line with forward motion.
- D. Contestant may start either to the right or to the left of the first pole and then must run the remainder of the pattern accordingly (see Pole Pattern).
- E. The standard pole bending pattern shall be used for distances.
 - 1. Six poles are to be used.
 - 2. Each pole is to be twenty-one (21) feet apart.
 - 3. The first pole is to be twenty-one (21) feet from the start/finish line, or as arena allows.
 - 4. Contestant will be assessed five (5) seconds for each pole knocked down.
- F. Contestant shall be disqualified for any of the following:
 - 1. Re-crossing the start/finish line before completing pattern, as arena conditions allow.
 - 2. Not continuing in a forward motion or breaking pattern.
 - 3. Horses cannot be struck in the head area during a run.
- G. **Western hat/helmet must remain on head until participant has crossed the plane of the "in" gate.**
- H. **RERUN OPTION.** See Protest Procedures #2 under General Rules and Regulations
- I. A contestant may only compete in this event once, but a horse may be utilized by more than one contestant.
- J. A horse may not be asked to run until the horse has entered the paneled area leading to the alley way.

Steer Stopping 3-4-5 (Unisex)

- A. **TIME LIMIT:** Thirty (30) seconds
A barrier or ten (10) foot six (6) inch score line will be used. A ten-second penalty shall be assessed for breaking the barrier or if horse's nose prematurely crosses the score line prior to steer crossing score line, or if steer is roped before it crosses the score line. Time starts when steer crosses the score line or when barrier is released by steer. Time ends when Contestant catches steer with any of the three legal head catches (slick horns, half head or whole head/neck), the rope is tight with a complete dally (one wrap around the saddle horn), the horse stops and the breakaway honda breaks away from the steer, and Judge lowers flag. If the honda breaks before the Contestant has completed a full dally, it will result in a no time. The Contestant is to slow or stop their horse straight to break the honda and stop the time. If, in the opinion of the field judge, the Contestant ducks or turns their horse to the left to break the honda, a 10 second penalty

- will result. The exception will be if the steer has stopped or is not moving enough to cause the honda to break, at which time the Contestant will be allowed to dally and ride away from the steer in order to break the honda. This will be penalty free at the discretion of the field Judge.
- B. Contestant must start from the Heading box.
 - C. Steer belongs to Contestant when he/she calls for it regardless of what happens, except in case of mechanical failure.
 - D. **Calf belongs to Contestant after he/she crosses the line regardless of what happens, with exceptions such as: calf goes out of the arena and/or calf gets hung up. The judge's flag will be dropped and roper gets the calf back lap and tap, as decided by the judge. The contestant will receive the original animal back with a lap and tap start without a barrier. The lap and tap 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. Any penalties such as broken barrier will also apply.**
 - E. Contestant carries only one rope. Two loops are permitted. Contestant must rebuild to use 2nd loop. A dropped or broken rope will be considered a "no time".
 - F. The steer must not be handled roughly at any time. If, in the opinion of the Judge, the Contestant has intentionally done so, they may be disqualified.
 - G. No foul catch can be removed by hand. If steer is roped by one horn, Contestant is not allowed to ride up and put rope over horn or head with hands.
 - H. Roping steers without turning loose of loop will be considered no catch.
 - I. The Event director or designee must inspect rope and breakaway honda.
 - J. Contestant has the option to push steer but must provide a pusher.
 - K. A breakaway honda on a roping rope is mandatory in this event.
 - L. The steer may not be roped in either roping box. Roping the steer while it is in either of the two boxes will result in a no time.
 - M. Event Director or the Board of Officers will decide on an adult Hazer.
 - N. Refer to the NHSRA Rule Book in the event of questions.

6-7-8 BOYS' EVENTS

Breakaway Roping 6-7-8 (Boys)

- A. TIME LIMIT: Thirty (30) seconds
A barrier or nine (9) foot six (6) inch score line will be used. A ten-second penalty shall be assessed for breaking the barrier or if horse's nose prematurely crosses the score line prior to calf crossing score line, or if calf is roped before it crosses the score line. Time starts when calf's nose crosses the score line or when barrier is released by calf. Time ends when calf is roped and rope breaks away from saddle. In the case of a mechanical failure of the barrier, the judges will refer to the NHSRA rule book.
- B. Contestant must come from right hand box facing arena (Heeling box).
- C. Two (2) loops will be permitted
 - 1. If Contestant intends to use two loops, he/she must carry two ropes.
 - 2. No recoiling.
 - 3. Should Contestant miss with both loops, he/she must retire, and "no-time" shall be given.
- D. Contestant is required to carry a regulation rope, with rope tied to a string tied to the saddle horn. To ensure uniformity, the Rodeo Committee will provide string to tie off ropes to the saddle horn (general description of string is #150 masonry line) and approved method of tying rope to saddle horn. Event director or designee will check to ensure proper string is used. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A solid color (no pattern/printing) flag must be attached at the knot end of the rope.
- E. Contestant must rope calf.
 - 1. The calf's head must pass completely through the loop. The loop must draw up on any part of the calf's body behind the head.
 - 2. Catch must carry slack out of rope.
 - 3. Contestant will receive a "No Time" for breaking string by hand.
- F. Contestant has the option to push calf out of chute, but also must provide his/her own pusher.
- G. When a loose rope touches the ground, it is considered a "dead rope", and cannot be used.
- H. The calf may not be roped in either roping box. Roping the calf while it is in either of the two boxes will result in a no time.
- I. **Calf belongs to Contestant after he/she crosses the line regardless of what happens, with exceptions such as: calf goes out of the arena and/or calf gets hung up. The judge's flag will be dropped and roper gets the calf back lap and tap, as decided by the judge. The contestant will receive the original animal back with a lap and tap start without a barrier. The lap and tap 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. Any penalties such as broken barrier will also apply.**

Calf Roping (Boys)

- A. TIME LIMIT: Sixty (60) seconds.
A barrier or nine (9) foot six (6) inch score line will be used. A ten (10) second penalty shall be assessed for breaking the barrier or if horse's nose prematurely crosses the score line prior to calf crossing score line, or if calf is roped before it crosses the score line. Time starts when calf's nose crosses the score line or when barrier is released by calf. Time ends when contestant signals time by throwing hands in the air, and Judge lowers his flag. In the case of a mechanical failure of the barrier, the Judges will refer to the NHSRA rule book.
- B. Contestant must come from right hand box facing arena (Heeling box).
- C. Any catch is legal, catch as catch can rule.
- D. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging calf.
- E. Calves may be pushed out by contestant's assistant providing they are ready.
- F. Two (2) loops will be permitted
 - 1. If Contestant intends to use two loops, he must carry two ropes.
 - 2. No rebuilding loop.
 - 3. Should Contestant miss with both loops, he must retire, and "no-time" shall be given.
 - 4. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
- G. Contestant is required to carry a regulation rope, with rope hard tied to saddle horn.
- H. Contestant must rope calf, dismount, go down the rope and throw or mug the calf by hand, then cross and tie at least three (3) legs.
- I. If calf is down when roper reaches it, calf must be stood on at least three feet and then re-thrown.
- J. If the roper's hand is on the calf when calf falls, then calf is considered thrown by hand.
- K. Calves cannot be dropped to render them breathless and immobile.
- L. Unusual roughness in handling the calf will disqualify contestant.

- M. A piggin' string or rope may be used to tie. No other type of material will be permitted.
- N. Contestant may carry two (2) piggin' strings. If the first string is rendered useless, Contestant may use second string to finish tie within the allotted time.
- O. Rope must hold calf until roper gets hand on calf.
- P. Contestant may mount back up to throw second loop if rope does not hold calf until roper gets hand on calf.
- Q. To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, and a half hitch or hooley. (A hooley is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).
- R. The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the Judge. Intentional failure to lose contact will result in a ten (10) second penalty, at the Judge's discretion.
- S. Six second times will start when roper has remounted and his horse has taken one step forward.
- T. 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.
- U. Rope will not be removed, and rope must remain slack until field Judge has passed on tie.
- V. The calf may not be roped in either roping box. Roping the calf while it is in either of the two boxes will result in a no time.
- W. **Calf belongs to Contestant after he/she crosses the line regardless of what happens, with exceptions such as: calf goes out of the arena and/or calf gets hung up. The judge's flag will be dropped and roper gets the calf back lap and tap, as decided by the judge. The contestant will receive the original animal back with a lap and tap start without a barrier. The lap and tap 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. Any penalties such as broken barrier will also apply.**

Chute Dogging 6-7-8 (Boys)

- A. TIME LIMIT: Thirty (30) seconds
Time starts when the calf/steer's nose crosses the chalk line. Time stops when the steer is considered thrown down (when it is lying flat on its side, or on its back with all four feet and head straight).
- B. PROPERTIES:
 - 1. Chalk line ten (10) feet from chute
- C. Contestant will get a hold of the steer in the chute.
- D. A contestant may choose to have his own helper. The helper cannot pass the plane of the chute.
- E. Contestant is not allowed to make contact with right horn in any manner before the nose of the steer breaks the plane of the chalk line. If this is done, a ten (10) second penalty will be assessed.
- F. Contestant must clear the chute with the steer and cross the line before downing the steer.
- G. Contestant must stop the steer or change the direction of the steer.
- H. If steer gets loose, contestant may take no more than one step to catch steer.
- I. Refer to the NHSRA Rule Book in the event of questions.
MANDATORY: Contestant must wear OWN mouthpiece.

Goat Tying 6-7-8 (Boys)

- A. TIME LIMIT: Sixty (60) seconds
Time will begin when contestant and horse cross the starting line and starting flag is dropped or horse passes through electric timer's eye. Time will stop when tie is complete, both hands are thrown in the air, Judge lowers the flag.
- B. PROPERTIES:
 - 1. Ten (10) foot rope
 - 2. In ground stake tied to one end of rope and goat tied to the other end
- C. Goat must be held by official facing starting line, at furthest point away from Contestant, and must be released when flag is dropped.
- D. Upon starting signal, contestant races toward goat tethered on a ten-foot rope, dismounts, and runs down the rope toward goat. Contestant flanks goat by hand, then crosses and ties three (3) feet together.
 - 1. Contestant may go down rope.
 - 2. If goat is down before contestant flanks goat, it must be brought to its feet, and then flanked.
 - 3. An approved piggin' string must be used to tie. No other type of material will be permitted
 - 4. Goat cannot be dropped to render them breathless and immobile.
 - 5. Unusual roughness in handling the goat will disqualify contestant.
 - 6. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the rope or goat prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
 - 7. Contestant may carry two (2) piggin' strings. If first string is rendered useless, contestant may use second string to finish tie within the allotted time.

- E. When tie is complete, contestant signals time by throwing both hands in the air. After throwing hands in the air, contestant must immediately lose contact with the goat. Intentional failure to lose contact will result in a 10 second penalty at the judge's discretion.
- F. Legs of goat must remain crossed and secured for a period of six (6) seconds after contestant has cleared goat for a legal tie. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a half hitch or hooley. Officials must remain a reasonable distance away from goat until time is up. Judge may use a stopwatch.
 - 1. Contestant cannot touch tied goat after once signaling a completed tie.
 - 2. If tie comes loose or if goat gets to its feet before time has been ruled fair, Contestant will receive a "no time".
 - 3. Goat must not be released until Judge indicates that tie is good.
 - 4. Contestant must step back from goat before the Judge will start stopwatch. Judge may wave this rule in case of entanglement.
- G. Calves may be substituted for goats at the discretion of the board.

Steer Riding 6-7-8 (Boys)

- A. TIME LIMIT: Eight (8) Seconds for qualified ride
Bull riding will be scored only with a full eight (8) second qualified ride with the Judge's score. Each Judge will score 1-25 points on the stock and 1-25 points on the contestant for a total of 100 possible points with two judges scoring. Time begins when bull/steer's inside shoulder crosses the plane of the chute. Time will end at the eight second buzzer or when the contestant loses hold of the rope or falls off the animal.
- B. Riding will be done with one hand, with overlapped rope or steer rope with bell. Contestant shall furnish own equipment including rough stock riding vest, approved helmet, mouth guard, glove, spurs, bull rope and bell. Participants may roll up sleeve on riding arm only. (2 rolls of the western shirt sleeve rolled, not to exceed the elbow).
- C. Animals will be flanked
- D. When animal is ready Contestant will have two (2) minutes to nod.
 - 1. No knots or hitches to prevent rope from falling off steer when contestant leaves animal are permitted.
 - 2. Riders must have bell: NO BELL – NO SCORE.
 - 3. Ropes with knots, wires or other devices used for the purpose of placing spurs therein will be considered illegal equipment.
 - 4. Only approved adhesive material may be used on rope and glove.
 - 5. No wraps are permitted, butterfly only.
 - 6. Rowels must have at least ¼" of a turn movement.
 - 7. Event director or judges have the right to approve or disapprove ropes and equipment.
- E. Contestant will be disqualified for any of the following:
 - 1. Being bucked off before allotted time.
 - 2. Touching any part of the animal, equipment, or person with the free hand.
 - 3. Using sharpened rowel or rowels with no movement.
 - 4. Using rope with no bell.
 - 5. Losing hold of rope.

MANDATORY: Contestant must wear safety approved helmet, vest, and OWN mouthpiece.

6-7-8 GIRLS' EVENTS

Barrel Racing 6-7-8 (Girls)

- A. TIME LIMIT: Sixty (60) seconds
Time will begin when the contestant crosses the start line, the flag is dropped, and/or horse passes through electric timer's eye. Time will stop when contestant crosses the finish line, flag is dropped, and/or horse passes through electric timer's eye. A stop watch may be used in lieu of electronic timer.
- B. PROPERTIES:
 - 1. Three 55-gallon Barrels
- C. Contestant leaves start/finish line with forward motion.
- D. Contestant may choose the direction of the pattern (beginning the first barrel to the right or left), but must follow the designated pattern (see Barrel Pattern).
- E. Contestant will be assessed five seconds for each barrel knocked over.
- F. Contestant shall be disqualified for any of the following:
 - 1. Re-crossing the start/finish line before completing pattern, as arena conditions allow.
 - 2. Not continuing in a forward motion or breaking pattern.
 - 3. Horses cannot be struck in the head area during a run.
- G. Should a barrel fall after Contestant crosses the start/finish line, time will hold and run shall be considered qualified.
- H. The standard cloverleaf barrel racing pattern shall be used for distances.
- I. **Western hat/helmet must remain on head until participant has crossed the plane of the "in" gate.**
- J. RERUN OPTION. See Protest Procedures #2 under General Rules and Regulations
- K. A contestant may only compete in this event once, but a horse may be utilized by more than one contestant.
- L. A horse may not be asked to run until the horse has entered the paneled area leading to the alley way.

Breakaway Roping 6-7-8 (Girls)

- A. TIME LIMIT: Thirty (30) seconds
A barrier or nine (9) foot six (6) inch score line will be used. A ten-second penalty shall be assessed for breaking the barrier or if horse's nose prematurely crosses the score line prior to calf crossing score line, or if calf is roped before it crosses the score line. Time starts when calf's nose crosses the score line or when barrier is released by calf. Time ends when calf is roped and rope breaks away from saddle. In the case of a mechanical failure of the barrier, the judges will refer to the NHSRA rule book.
- B. Contestant must come from right hand box facing arena.
- C. Two (2) loops will be permitted
 - 1. If Contestant intends to use two loops, he/she must carry two ropes.
 - 2. No recoiling.
 - 3. Should Contestant miss with both loops, he/she must retire, and "no-time" shall be given.
- D. Contestant is required to carry a regulation rope, with rope tied to saddle horn. To ensure uniformity, the Rodeo Committee will provide string to tie off ropes to the saddle horn (general description of string is #150 masonry line) and approved method of tying rope to saddle horn. Event director will check to ensure proper string is used. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A solid color (no pattern/printing) flag must be attached at the knot end of the rope.
- E. Contestant must rope calf.
 - 1. The calf's head must pass completely through the loop. The loop must draw up on any part of the calf's body behind the head.
 - 2. Catch must carry slack out of rope.
 - 3. Contestant will receive a "No Time" for breaking string by hand.
- F. Contestant has the option to push calf out of chute, but also must provide his/her own pusher.
- G. When a loose rope touches the ground, it is considered a "dead rope", and cannot be used.
- H. The calf may not be roped in either roping box. Roping the calf while it is in either of the two boxes will result in a no time.
- I. **Calf belongs to Contestant after he/she crosses the line regardless of what happens, with exceptions such as: calf goes out of the arena and/or calf gets hung up. The judge's flag will be dropped and roper gets the calf back lap and tap, as decided by the judge. The contestant will receive the original animal back with a lap and tap start without a barrier. The lap and tap 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. Any penalties such as broken barrier will also apply.**

Goat Tying 6-7-8 (Girls)

- A. TIME LIMIT: Sixty (60) seconds
Time will begin when Contestant and horse cross the starting line and starting flag is dropped or horse passes through electric timer's eye. Time will stop when tie is complete and both hands are thrown in the air.
- B. PROPERTIES:
1. Ten (10) foot rope
 2. In-ground stake tied to one end of rope and goat tied to the other end
- C. Goat must be held by official facing starting line, at furthest point away from Contestant, and must be released when flag is dropped.
- D. Upon starting signal, Contestant races toward goat tethered on a ten (10) foot rope, dismounts, and runs down the rope toward goat. Contestant flanks goat by hand, then crosses and ties three (3) feet together.
1. Contestant may go down rope.
 2. If goat is down before contestant flanks goat, it must be brought to its feet, and then flanked.
 3. An approved leather string, piggin' string or rope must be used to tie. No wire is to be used.
 4. Goats cannot be dropped to render them breathless and immobile.
 5. Unusual roughness in handling the goat will disqualify contestant.
 6. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the rope or goat prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
 7. Contestant may carry two (2) goat strings. If first string is rendered useless, contestant may use second string to finish tie within the allotted time.
- E. When tie is complete, Contestant signals time by throwing both hands in the air. After throwing hands in the air, contestant must immediately lose contact with the goat. Intentional failure to lose contact will result in a ten (10) second penalty at the judge's discretion.
- F. Legs of goat must remain crossed and secured for a period of six (6) seconds after Contestant has cleared goat for a legal tie. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a knot. Officials must remain a reasonable distance away from goat until time is up. Judge may use a stopwatch.
1. Contestant cannot touch tied goat after once signaling a completed tie.
 2. If tie comes loose or if goat gets to its feet before time has been ruled fair, Contestant will receive a "no time".
 3. Goat must not be released until Judge indicates that tie is good.
 4. Contestant must step back from goat before the Judge will start stopwatch. Judge may wave this rule in case of entanglement.
- G. A horse may not be asked to run until the horse has entered the paneled area leading to the alley way.

Pole Bending 6-7-8 (Girls)

- A. TIME LIMIT: Sixty (60) seconds
Time will begin when the contestant crosses the start line, the flag is dropped, and/or horse passes through electric timer's eye. Time will stop when contestant crosses the finish line, flag is dropped, and/or horse passes through electric timer's eye. A stop watch may be used in lieu of electronic timer.
- B. PROPERTIES:
1. Iron and metal poles are prohibited.
 2. Poles must be at least six (6) feet high and uniform in height.
- C. Contestant leaves start/finish line with forward motion.
- D. Contestant may start either to the right or to the left of the first pole and then must run the remainder of the pattern accordingly (see Pole Pattern).
- E. The standard pole-bending pattern shall be used for distances.
1. Six poles are to be used.
 2. Each pole is to be twenty-one (21) feet apart.
 3. The first pole is to be twenty-one (21) feet from the start/finish line, or as arena allows.
- F. Contestant will be assessed 5 seconds for each pole knocked down.
- G. Contestant shall be disqualified for any of the following:
1. Re-crossing the start/finish line before completing pattern, as arena conditions allow.
 2. Not continuing in a forward motion or breaking pattern.
 3. Horses cannot be struck in the head area during a run.
- H. **Western hat/helmet must remain on head until participant has crossed the plane of the "in" gate.**
- I. RERUN OPTION. See Protest Procedures #2 under General Rules and Regulations
- J. A contestant may only compete in this event once, but a horse may be utilized by more than one contestant.
- K. A horse may not be asked to run until the horse has entered the paneled area leading to the alley way.

6-7-8 BOY AND/OR GIRL EVENT

Team Roping 6-7-8 (Unisex)

- A. TIME LIMIT: Sixty (60) seconds
A barrier or ten (10) foot six (6) inch score line will be used. A ten (10) second penalty shall be assessed for breaking the barrier or if horse's nose prematurely crosses the score line prior to steer crossing score line, or if steer is roped before it crosses the score line. Time starts when steer crosses the score line or when barrier is released by steer. Time ends when steer is roped, both horses facing steer in line with ropes dallied and tight.
- B. A team may be composed of 2 boys, 2 girls or 1 boy and 1 girl. Contestant must indicate partner during entry and indicate which member of team is heading and heeling. If they enter with NO partner they must indicate if they are heading or heeling and may request a partner be drawn for them. The Rodeo Secretary will draw first ropers who don't have a partner then move to ropers with partners to complete the draw.
- C. The Header for the team with the quickest time for each rodeo will be awarded 10 points; the heeler for the team with the quickest time for each rodeo will be awarded 10 points. Heading and Heeling will be considered separate events for Year-End awards but will be tracked as Team Roping in a contestant's All-Around total.
- D. A team consists of a header and a heeler.
1. A contestant with a partner can enter in the Team Roping event in each rodeo two times. They must indicate if they are heading or heeling. If contestant enters two times, then they may enter once as a header and once as a heeler.
 2. A contestant *without* a "pick" partner may enter Team Roping two times. He or she must designate if they are a header or a heeler and can request that a partner be drawn for them from a list of other contestants. If the team consists of two "drawn" partners, and those two were already a "pick" team, then they cannot rope together as a "drawn" team and each will have a new draw from the Rodeo Secretary.
- E. For the awarding of points in Team Roping see the Awards and Points section of the General Rules and Regulations.
- F. Header must start from left hand box. Heeler must start from the right-hand box.
- G. Steer belongs to Contestant when he/she calls for it regardless of what happens, except in case of mechanical failure.
- H. Steer belongs to Contestant after he/she crosses the line regardless of what happens, with exceptions such as: steer goes out of the arena and/or steer gets hung up. The judge's flag will be dropped and roper gets the steer back lap and tap, as decided by the judge. The contestant will receive the original animal back with a lap and tap start without a barrier. The lap and tap 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. Any penalties such as broken barrier will also apply.
- I. Each Contestant carries only one rope. Each team is allowed three loops/throws total. Designated header must attempt first throw at steer's horns/head; if header misses, heeler may choose to head steer and header must heel, or header may rebuild for second loop. Roping steers without turning loose of loop will be considered no catch. Roper must dally to stop steer. No tied ropes are allowed. If a loose rope hits the ground, it is considered as a thrown rope.
- J. The steer must not be handled roughly at any time. If, in the opinion of the Judge, the Contestant has intentionally done so, they may be disqualified.
- K. If header accidentally jerks steer off its feet or steer trips and falls, header must not drag steer over eight (8) feet before steer regains its footing or the team will be disqualified.
- L. Broken rope or dropped rope will be considered a "no time".
- M. No foul catch can be removed by hand.
- N. If steer is roped by one horn, Contestant is not allowed to ride up and put rope over other horn or head with hands.
- O. If heeler ropes a front foot or feet in the heel loop, this is a foul catch. However, should the front foot or feet come out of the heel loop by the time the Judge drops his flag, time will be counted.
- P. Legal Catches:
1. Three legal head catches
 - a) Around both horns
 - b) Half a head
 - c) Around the neck/whole head.
 2. Any heel catch behind both front shoulders is legal if rope goes up heels.
 3. One hind foot receives a five (5) second penalty.
- Q. Illegal head catches: if a loop crosses itself in head catch, or if Honda passes over one horn and the loop over the other, or loop ends up in steer's mouth.
- R. If, in the opinion of the Judge, a heel loop is thrown before the header has dallied and changed the direction of the steer, the team will be disqualified.

- S. Judge should approve both dallies and head and heel loops.
- T. Contestant has the option to push steer, but must provide pusher.
- U. The steer may not be roped in either roping box. Roping the steer while it is in either of the two boxes will result in a no time.
- V. Refer to the NHSRA Rule Book in the event of questions.

OPEN CLASSES

“Open Classes” will be offered as a trial basis for the 2026 rodeo season. These classes will be open to Kindergarten through Seniors in high school. The SIJRA K-8 event rules and registration deadlines apply but the open classes are not pointed events. Monetary payouts will be offered for each class.

Contestants will register for open classes through www.EquestEvent.com. The entry fee for each run in barrel racing, pole bending, and goat tie is \$30, team roping is \$40 per contestant, and all other cattle events are \$50.

The Board of Directors reserves the right to change anything at any time related to the open classes. This includes, but not limited to, the frequency, prices, gender, or age of the contestants in the open classes.

Open Class Barrel Racing

Kindergarten-Senior in High School (Unisex)

- A. TIME LIMIT: Sixty (60) seconds
Time will begin when the contestant crosses the start line, the flag is dropped, and/or horse passes through electric timer's eye. Time will stop when contestant crosses the finish line, flag is dropped, and/or horse passes through electric timer's eye. A stop watch may be used in lieu of electronic timer.
- B. PROPERTIES:
 - 1. Three 55-gallon Barrels
- C. Contestant leaves start/finish line with forward motion.
- D. Contestant may choose the direction of the pattern (beginning the first barrel to the right or left), but must follow the designated pattern (see Barrel Pattern).
- E. Contestant will be assessed five seconds for each barrel knocked over.
- F. Contestant shall be disqualified for any of the following:
 - 1. Re-crossing the start/finish line before completing pattern, as arena conditions allow.
 - 2. Not continuing in a forward motion or breaking pattern.
 - 3. Horses cannot be struck in the head area during a run.
- G. Should a barrel fall after Contestant crosses the start/finish line, time will hold and run shall be considered qualified.
- H. The standard cloverleaf barrel racing pattern shall be used for distances.
- I. Western hat/helmet must remain on head until participant has crossed the plane of the “in” gate.
- J. RERUN OPTION. See Protest Procedures #2 under General Rules and Regulations
- K. A contestant may only compete in this event once, but a horse may be utilized by more than one contestant.
- L. A horse may not be asked to run until the horse has entered the paneled area leading to the alley way.

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Open Class Breakaway Roping

Kindergarten-Senior in High School (Unisex)

- A. TIME LIMIT: Thirty (30) seconds
A barrier or nine (9) foot six (6) inch score line will be used. A ten-second penalty shall be assessed for breaking the barrier or if horse's nose prematurely crosses the score line prior to calf crossing score line, or if calf is roped before it crosses the score line. Time starts when calf's nose crosses the score line or when barrier is released by calf. Time ends when calf is roped and rope breaks away from saddle. In the case of a mechanical failure of the barrier, the judges will refer to the NHSRA rule book.
- B. Contestant must come from right hand box facing arena.
- C. Two (2) loops will be permitted
 - 1. If Contestant intends to use two loops, he/she must carry two ropes.
 - 2. No recoiling.
 - 3. Should Contestant miss with both loops, he/she must retire, and “no-time” shall be given.
- D. Contestant is required to carry a regulation rope, with rope tied to saddle horn. To ensure uniformity, the Rodeo Committee will provide string to tie off ropes to the saddle horn (general description of string is #150 masonry line) and approved method of tying rope to saddle horn. Event director will check to ensure proper string is used. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A solid color (no pattern/printing) flag must be attached at the knot end of the rope.

- E. Contestant must rope calf.
 - 1. The only qualified catch will be a bell collar catch. If there is/are any leg(s) or tail head in the loop once it breaks free of the saddle the result be a NO TIME.
 - 2. Catch must carry slack out of rope.
 - 3. Contestant will receive a "No Time" for breaking string by hand.
- F. Contestant has the option to push calf out of chute, but also must provide his/her own pusher.
- G. When a loose rope touches the ground, it is considered a "dead rope", and cannot be used.
- H. The calf may not be roped in either roping box. Roping the calf while it is in either of the two boxes will result in a no time.
- I. Calf belongs to Contestant after he/she crosses the line regardless of what happens, with exceptions such as: calf goes out of the arena and/or calf gets hung up. The judge's flag will be dropped and roper gets the calf back lap and tap, as decided by the judge. The contestant will receive the original animal back with a lap and tap start without a barrier. The lap and tap 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. Any penalties such as broken barrier will also apply.

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Open Class Calf Roping

3rd grade-Senior in High School (Boys)

- A. TIME LIMIT: Sixty (60) seconds.
A barrier or nine (9) foot six (6) inch score line will be used. A ten (10) second penalty shall be assessed for breaking the barrier or if horse's nose prematurely crosses the score line prior to calf crossing score line, or if calf is roped before it crosses the score line. Time starts when calf's nose crosses the score line or when barrier is released by calf. Time ends when contestant signals time by throwing hands in the air, and Judge lowers his flag. In the case of a mechanical failure of the barrier, the Judges will refer to the NHSRA rule book.
- B. Contestant must come from right hand box facing arena (Heeling box).
- C. Any catch is legal, catch as catch can rule.
- D. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging calf.
- E. Calves may be pushed out by contestant's assistant providing they are ready.
- F. Two (2) loops will be permitted
 - 1. If Contestant intends to use two loops, he must carry two ropes.
 - 2. No rebuilding loop.
 - 3. Should Contestant miss with both loops, he must retire, and "no-time" shall be given.
 - 4. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
- G. Contestant is required to carry a regulation rope, with rope hard tied to saddle horn.
- H. Contestant must rope calf, dismount, go down the rope and throw or mug the calf by hand, then cross and tie at least three (3) legs.
- I. If calf is down when roper reaches it, calf must be stood on at least three feet and then re-thrown.
- J. If the roper's hand is on the calf when calf falls, then calf is considered thrown by hand.
- K. Calves cannot be dropped to render them breathless and immobile.
- L. Unusual roughness in handling the calf will disqualify contestant.
- M. A piggin' string or rope may be used to tie. No other type of material will be permitted.
- N. Contestant may carry two (2) piggin' strings. If the first string is rendered useless, Contestant may use second string to finish tie within the allotted time.
- O. Rope must hold calf until roper gets hand on calf.
- P. Contestant may mount back up to throw second loop if rope does not hold calf until roper gets hand on calf.
- Q. To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, and a half hitch or hooley. (A hooley is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).
- R. The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the Judge. Intentional failure to lose contact will result in a ten (10) second penalty, at the Judge's discretion.
- S. Six second times will start when roper has remounted and his horse has taken one step forward.
- T. 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.
- U. Rope will not be removed, and rope must remain slack until field Judge has passed on tie.
- V. The calf may not be roped in either roping box. Roping the calf while it is in either of the two boxes will result in a no time.

- W. Calf belongs to Contestant after he/she crosses the line regardless of what happens, with exceptions such as: calf goes out of the arena and/or calf gets hung up. The judge's flag will be dropped and roper gets the calf back lap and tap, as decided by the judge. The contestant will receive the original animal back with a lap and tap start without a barrier. The lap and tap 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. Any penalties such as broken barrier will also apply.

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Open Class Goat Tying

Kindergarten-Senior in High School (Girls)

- A. TIME LIMIT: Sixty (60) seconds
Time will begin when Contestant and horse cross the starting line and starting flag is dropped or horse passes through electric timer's eye. Time will stop when tie is complete and both hands are thrown in the air.
- B. PROPERTIES:
1. Ten (10) foot rope
 2. In-ground stake tied to one end of rope and goat tied to the other end
- C. Goat must be held by official facing starting line, at furthest point away from Contestant, and must be released when flag is dropped.
- D. Upon starting signal, Contestant races toward goat tethered on a ten (10) foot rope, dismounts, and runs down the rope toward goat. Contestant flanks goat by hand, then crosses and ties three (3) feet together.
1. Contestant may go down rope.
 2. If goat is down before contestant flanks goat, it must be brought to its feet, and then flanked.
 3. An approved leather string, piggin' string or rope must be used to tie. No wire is to be used.
 4. Goats cannot be dropped to render them breathless and immobile.
 5. Unusual roughness in handling the goat will disqualify contestant.
 6. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the rope or goat prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
 7. Contestant may carry two (2) goat strings. If first string is rendered useless, contestant may use second string to finish tie within the allotted time.
- E. When tie is complete, Contestant signals time by throwing both hands in the air. After throwing hands in the air, contestant must immediately lose contact with the goat. Intentional failure to lose contact will result in a ten (10) second penalty at the judge's discretion.
- F. Legs of goat must remain crossed and secured for a period of six (6) seconds after Contestant has cleared goat for a legal tie. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a knot. Officials must remain a reasonable distance away from goat until time is up. Judge may use a stopwatch.
1. Contestant cannot touch tied goat after once signaling a completed tie.
 2. If tie comes loose or if goat gets to its feet before time has been ruled fair, Contestant will receive a "no time".
 3. Goat must not be released until Judge indicates that tie is good.
 4. Contestant must step back from goat before the Judge will start stopwatch. Judge may wave this rule in case of entanglement.
- G. A horse may not be asked to run until the horse has entered the paneled area leading to the alley way.

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Open Class Pole Bending

Kindergarten-Senior in High School (Unisex)

- A. TIME LIMIT: Sixty (60) seconds
Time will begin when the contestant crosses the start line, the flag is dropped, and/or horse passes through electric timer's eye. Time will stop when contestant crosses the finish line, flag is dropped, and/or horse passes through electric timer's eye. A stop watch may be used in lieu of electronic timer.
- B. PROPERTIES:
1. Iron and metal poles are prohibited.
 2. Poles must be at least six (6) feet high and uniform in height.
- C. Contestant leaves start/finish line with forward motion.

- D. Contestant may start either to the right or to the left of the first pole and then must run the remainder of the pattern accordingly (see Pole Pattern).
- E. The standard pole-bending pattern shall be used for distances.
 - 1. Six poles are to be used.
 - 2. Each pole is to be twenty-one (21) feet apart.
 - 3. The first pole is to be twenty-one (21) feet from the start/finish line, or as arena allows.
- F. Contestant will be assessed 5 seconds for each pole knocked down.
- G. Contestant shall be disqualified for any of the following:
 - 1. Re-crossing the start/finish line before completing pattern, as arena conditions allow.
 - 2. Not continuing in a forward motion or breaking pattern.
 - 3. Horses cannot be struck in the head area during a run.
- H. Western hat/helmet must remain on head until participant has crossed the plane of the "in" gate.
- I. RERUN OPTION. See Protest Procedures #2 under General Rules and Regulations
- J. A contestant may only compete in this event once, but a horse may be utilized by more than one contestant.
- K. A horse may not be asked to run until the horse has entered the paneled area leading to the alley way.

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Open Class Steer Wrestling

6th grade-Senior in High School (Boys)

- A. Objective—The objective of this event is for the contestant to transfer from the back of a horse to a steer and then to throw the steer to the ground by hand in the shortest time possible.
- B. Rules:
 - 1. There will be a 30-second time limit in this event.
 - 2. Steer is to be released from a standard roping chute.
 - 3. The contestant must start from the left-hand box as you face the arena, the hazer from the right-hand box.
 - 4. The contestant is allowed a helper, referred to as a hazer. The hazer must be an SIJRA member or adult.
Hazers are subject to contestant rules if acting as a hazer. A rule violation by a hazer will disqualify the contestant he or she is helping. The hazer may not render any assistance once the contestant comes in contact with the steer.
 - 5. The steer will be given a head start to a preset score; a (ten) 10- second penalty will be assessed for breaking or beating the barrier and must be documented by the barrier judge. Time starts when the steer releases the barrier rope and ends when the field judge drops his flag.
 - 6. The animal belongs to the contestant when he calls for it regardless of what happens except in case of a mechanical failure. The contestant must pull up and declare himself to get a re-run.
 - 7. Contestants will not be required to compete on crippled or broken horn steers.
 - 8. No re-run will be given for steer hanging horns in chute.
 - 9. There is no penalty for breaking a horn unless done so intentionally.
 - 10. If steer gets loose from contestant's grasp after the contestant has caught him, the contestant may take no more than one step to re-catch the steer on foot; he must remount his horse to make another jump.
The contestant may not switch horses with the hazer, this will result in disqualification.
 - 11. If the contestant misses or loses steer, the field judge must ask the contestant if he wishes another jump.
The contestant must decide at once or he will be flagged out immediately.
 - 12. After the contestant catches the steer, he must bring the steer to a stop or change the steer's direction of travel before he can throw the steer to the ground.
 - 13. The steer will be considered thrown when the head and all four feet are the same direction and no feet are underneath the steer.
 - 14. If the steer is accidentally knocked down or not legally thrown, the steer must be let up to all (four) 4 feet and then thrown. The contestant must have at least one hand on the steer when flagged.
 - 15. The fairness of the catch and throw will be left to the discretion of the field judge.

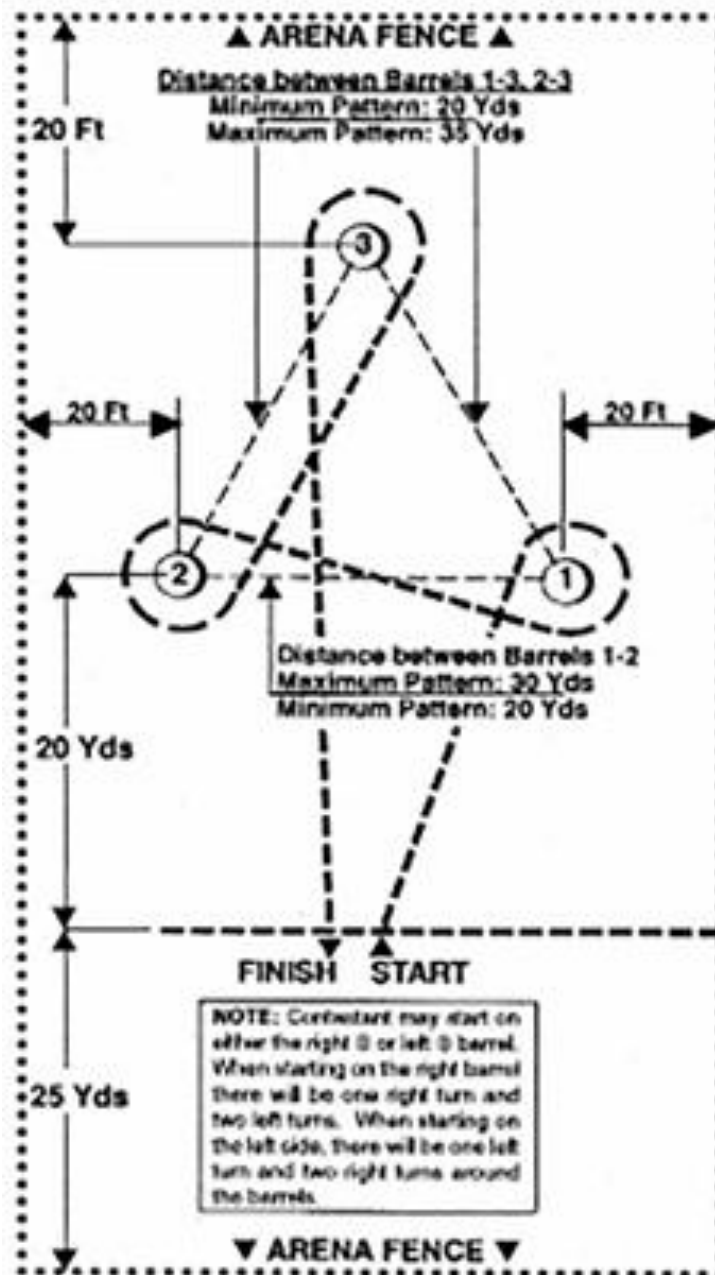
Open Class Team Roping

3rd grade-Senior in High School (Unisex)

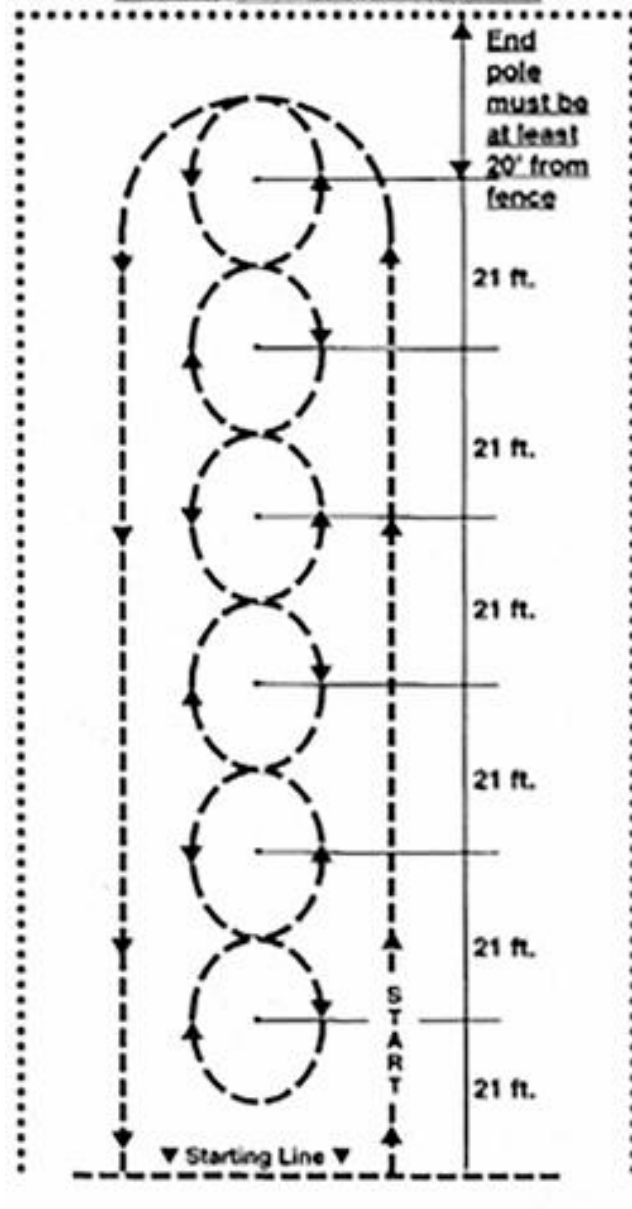
- A. TIME LIMIT: Sixty (60) seconds
A barrier or ten (10) foot six (6) inch score line will be used. A ten (10) second penalty shall be assessed for breaking the barrier or if horse's nose prematurely crosses the score line prior to steer crossing score line, or if steer is roped before it crosses the score line. Time starts when steer crosses the score line or when barrier is released by steer. Time ends when steer is roped, both horses facing steer in line with ropes dalled and tight.
- B. A team may be composed of 2 boys, 2 girls or 1 boy and 1 girl. Contestant must indicate partner during entry in Equest Events and indicate which member of team is heading and heeling. The Rodeo Secretary will not assign draw partners for contestants needing a roping partner.
- C. A contestant is allowed to rope more than once with different partners, and are permitted to enter "up and back" (switching ends with same partner).
- D. Header must start from left hand box. Heeler must start from the right-hand box.
- E. Steer belongs to Contestant when he/she calls for it regardless of what happens, except in case of mechanical failure.
- F. Steer belongs to Contestant after he/she crosses the line regardless of what happens, with exceptions such as: steer goes out of the arena and/or steer gets hung up. The judge's flag will be dropped and roper gets the steer back lap and tap, as decided by the judge. The contestant will receive the original animal back with a lap and tap start without a barrier. The lap and tap 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. Any penalties such as broken barrier will also apply.
- G. Each Contestant carries only one rope. Each team is allowed three loops/throws total. Designated header must attempt first throw at steer's horns/head; if header misses, heeler may choose to head steer and header must heel, or header may rebuild for second loop. Roping steers without turning loose of loop will be considered no catch. Roper must dally to stop steer. No tied ropes are allowed. If a loose rope hits the ground, it is considered as a thrown rope.
- H. The steer must not be handled roughly at any time. If, in the opinion of the Judge, the Contestant has intentionally done so, they may be disqualified.
- I. If header accidentally jerks steer off its feet or steer trips and falls, header must not drag steer over eight (8) feet before steer regains its footing or the team will be disqualified.
- J. Broken rope or dropped rope will be considered a "no time".
- K. No foul catch can be removed by hand.
- L. If steer is roped by one horn, Contestant is not allowed to ride up and put rope over other horn or head with hands.
- M. If heeler ropes a front foot or feet in the heel loop, this is a foul catch. However, should the front foot or feet come out of the heel loop by the time the Judge drops his flag, time will be counted.
- N. Legal Catches:
 - 1. Three legal head catches
 - a) Around both horns
 - b) Half a head
 - c) Around the neck/whole head.
 - 2. Any heel catch behind both front shoulders is legal if rope goes up heels.
 - 3. One hind foot receives a five (5) second penalty.
- O. Illegal head catches: if a loop crosses itself in head catch, or if Honda passes over one horn and the loop over the other, or loop ends up in steer's mouth.
- P. If, in the opinion of the Judge, a heel loop is thrown before the header has dalled and changed the direction of the steer, the team will be disqualified.
- Q. Judge should approve both dallies and head and heel loops.
- R. Contestant has the option to push steer, but must provide pusher.
- S. The steer may not be roped in either roping box. Roping the steer while it is in either of the two boxes will result in a no time.
- T. Refer to the NHSRA Rule Book in the event of questions.

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BARREL RACING PATTERN



POLE BENDING PATTERN



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