

RRA Rulebook- 10th Revised Edition

ARTICLES

The name of this Association is the Roughrider Rodeo Association of North Dakota, Inc. It shall be a non-profit organization in accord with the laws of the State of North Dakota. The RRA has been formed for the following purposes:

1. To organize rodeo committees, stock contractors and contestants of North Dakota for their mutual protection and benefit.
2. To insure just amount of prize money.
3. To secure competent, honest judges and officials in all events.
4. To cooperate with the management of all rodeos in which members contest.
5. To create a point award system in order to determine champions in each of the standard and optional events plus an all-around cowboy, all-around cowgirl, junior all-around cowboy and junior all-around cowgirl at the end of each rodeo season.
6. To promote western traditions, sportsmanship and true competition in rodeo.
7. To keep membership fees, entry fees, and all other expenses low so rodeo is affordable for the family and novice contestants.
8. To keep purse monies and all other production costs as reasonable and fair as possible so as to make rodeo financially encouraging for each committee and contractor.

BYLAWS

Board of Director Membership and Voting Privileges

1. The Board of Directors shall consist of the following members with one vote each: president, vice president, past president, the rules committee person, each stock contractor with a membership, each committee with a previous year or upcoming rodeo, two timed event representatives, two rough stock representatives, two ladies event representatives, three members-at-large appointed to the board by the Executive Committee. All terms on the board shall be for one year and elections should normally be held between December 1 and February 28. The election must be announced as to time and place on the web site or a special mailing must be sent to notify each voting member.
2. The president and vice president shall be voted on by the Board of Directors only. They may be nominated from the general membership, or committee membership. Contractors to be excluded from being president or vice president.
3. The contestant representatives shall be voted on by any contestant member in good standing including: single and family memberships (one vote per family membership). Contractors and committee representatives may not vote on contestant board membership unless they themselves are a competing member of the RRA. Contestant Representatives shall be elected for the following year at the same time the finals pickup men, bullfighter and judges elected.

4. There shall be at least a quorum (5) of the Executive Committee (8) to make, adopt, alter or amend rules. A majority vote of the quorum shall be final.
5. No Board member shall fill more than one position on the Board. The president shall preside at all meetings, and in his absence the vice president shall perform his duties. The President normally only votes to break a tie.
6. The secretary-treasurer will be appointed by the Executive Committee and shall not have a vote. The secretary-treasurer of the Association shall keep the minutes and other official reports of the Association and shall conduct the official documents relating to the Association at such place as shall be designated by the Board of Directors. The secretary-treasurer shall keep account of all monies received by the Association and shall deposit it in the name of the Association in such depository as shall be designated by the Board of Directors. The secretary-treasurer shall not pay out or disburse any of the money of the Association except by check, and only for the purpose of the Association. At each annual meeting of the members, the secretary/treasurer shall make a current financial statement and provide a copy to any member so requesting.
7. The president and all directors shall serve without salary. Expenses of persons performing special duties for the Association may be paid by Board approval.
8. Resignation of officers and directors must be presented to the Board.
9. The Board of Directors will fill any vacancy that occurs through resignation or removal of an officer or director. This shall be done by majority vote of the Board of Directors at any meeting.
10. The Board shall have the authority to render decisions relative to business matters of the Association, membership conduct and rodeo matters. This shall pertain to situations that may arise that are addressed in this rulebook and to situations not so covered.
11. The EXECUTIVE COMMITTEE shall consist of the president and seven appointed members, consisting of the vice president, a past president, a stock contractor, rules chairman, a contestant director, a rodeo committee representative, and a finals rodeo committee representative. Each will be elected by the group they represent. Business of the Executive Committee may be done by phone.
12. The RULES COMMITTEE shall consist of five members appointed by the Executive Committee as needed.
13. The PROMOTION COMMITTEE will take care of major sponsors and new rodeos. It will consist of two to four members appointed by the Executive Committee as needed.
14. The MEMBERSHIP COMMITTEE shall consist of two to four members including the secretary-treasurer appointed by the Executive Committee as needed.
15. Proposed changes to the rules, articles and bylaws must be proposed (first reading) at a meeting of the Board of Directors or Executive Committee, tabled and brought to the floor as a second reading as old business at their next regular meeting before the change can be voted on or enacted. This rule may not be suspended so the Executive Committee can vote on rule changes at the same meeting or rodeo that a proposal is made.
16. RRA will not accept proxy votes.

17. A clincher may be enacted on any motion passed or failed by a 2/3 majority of board members in attendance at the same meeting at which it is voted on originally. The clincher would prevent bringing the matter before the board again during that calendar year or rodeo season.

GENERAL RULES

Membership and Dues

1. Members shall abide by all rules and regulations of the Association and are bound by same.
2. Yearly memberships shall consist of single, family and junior cards.
3. An unlimited number of permits to compete may be purchased but no points won on a permit will be counted for year-end standings. If a contestant wishes to upgrade a permit to a membership, the full cost of a membership must be paid. No points won on the original permit or permits will transfer to the subsequent membership.
4. For the purpose of membership determination, a family membership shall cover a husband, wife and any children whose age qualifies them as a junior. A junior must be 18 or under as of January 1 of that year.
5. Any member who has held a membership for at least 5 years and is 60 years of age by January 1 of that year will be given a free lifetime contestant membership.
6. Bidding contractors and committees will pay a \$180.00 membership fee, that fee to cover award sponsorship. The sub-contractors will pay a \$85.00 membership fee. If the sub-contractor does not pay the membership, their stock will not be used at the finals. A new bidding contractor must bring in one new rodeo to be in existence for two consecutive years, existing RRA rodeos cannot be bid on buy a new contractor until his new rodeo has been approved by the RRA Executive Committee for the second year. If a contractor allows a RRA contractor card to expire for one year, they will be considered a new contractor for bidding purposes. They may not have more than 22% of the stock in any full event at the finals the first year. The bullfighter and pickup men to be approved by the RRA board. The same rule would apply to a sub-contractor wishing to become a bidding contractor. Contractors and sub-contractors, who lease stock from non-contract members, must use their name only on those lease animals unless the lessee pays for a sub-contractor membership.
7. The RRA secretary-treasurer must have a cashier's check or money order for the amount of the purse from a first time bidding contractor 10 days prior to central entry time for an event not sponsored by a committee.
8. Membership cards must be held by directors, contestants, announcers, pickup men, bullfighters, central entry and judges. All membership categories must be paid up before they can exercise their membership privileges. Any tardy membership payments will be deducted from their rodeo earnings.
9. A junior competing on a junior card must upgrade the membership to a senior before competing in a senior event. A junior may upgrade a junior card to senior by paying the difference between the two memberships (a junior competing on a family card may compete in both junior and senior events).
10. ND High School Champions will receive a free senior card and ND High School Runner-ups will receive a free junior card. The junior cards may be updated to senior cards. The cards to be for the following season.
11. All voting shall be secret ballot.

Approval, Point Awards, Finals

1. There shall be 13 standard events at a RRA approved rodeo. These events include bareback riding, saddle bronc riding, bull riding, tie down roping, steer wrestling, team roping, ladies barrel racing, ladies goat tying, ladies breakaway roping, jr. breakaway roping, jr. bareback riding, jr. saddle bronc riding and jr. bull riding. Optional events shall include jr. tie down roping, jr. steer wrestling, jr. barrel racing, jr. goat tying, novice barrel racing, mixed team roping, novice steer riding, and senior breakaway roping. The Board shall have the discretion to approve or disapprove a rodeo according to the circumstances.

2. A system of points rather than dollars won will be used to determine individual event and all around champions. A contestant must have 500 points in two events to be eligible to be in the all-around. Any points won in other events in that category will be added. The breakdown of points for placing at each rodeo in each event and for the all-around will be as follows: If four places are paid, points will be awarded to six places.

1st.....	400 points
2nd.....	350 points
3rd.....	300 points
4th.....	250 points
5th.....	200 points
6th.....	150 points

If an event pays six places by virtue of increased entries and or added money, points will be awarded to eight places.

7th.....	100 points
8th.....	50 points

The points for the finals rodeo will be awarded in the same manner as the payoff. Points will be awarded for each go-round. Average points will be awarded 2 places beyond money at the finals. Finals award winners to be determined by total time or points.

- 3. Points won by a female in the team roping shall count for the ladies all-around.
- 4. Awards will be given at the end of the year for the champion all-around cowboy, all-around cowgirl, junior all-around cowboy and junior all-around cowgirl. Points won in the optional jackpot events and standard junior events will be used to determine the various junior all-around champions. A champion and reserve champion buckle will be awarded in all standard events. A champion buckle will be awarded in all optional events. A reserve champion buckle will be awarded in all optional events where there is a minimum of 6 people with points in that event.
- 5. A contestant must compete in one or more rodeos to be eligible to compete at the finals. A contestant must compete in four or more rodeos, besides the finals, to be eligible to win a year-end award. A contestant must compete at the finals to win a year end award, with exception of a Doctor’s release or a crisis approved the executive committee.
- 6. Senior contestants in the finals shall vote for bareback, saddle bronc, and bull of the year if they compete in those events. Those animals eligible to be on the ballot must be in the draw at the finals.
- 7. The Executive Committee will select the judges for the finals. Saddle bronc and bareback riders to vote for two pick up men and bull riders to vote for two bull fighters. The contestants’ name and event to be included on the ballots. The horse contractors will be allowed to vote for pick up men and the bull contractors will be allowed to

vote for bull fighters. Barrel racers will be allowed to pick their flagger from the elected judges. Junior contestants will be excluded from voting for pickup men and bull fighters.

8. Timed event directors, ladies event director and the stock boss will pick the timed event cattle and goats for the finals. The timed event contractors to be polled to see if they would be willing to furnish one pen of cattle.
9. Points won by members of other associations (in co-sanctioned rodeos) or permit holders will not count toward the RRA finals until a contestant purchases a RRA membership.
10. The Executive Committee will set up the finals rodeo and the optional event finals.
11. Timers, bull fighters, pick up men and announcers must work 1 rodeo with an RRA membership before they may work the finals. Pick up men to be listed as individuals on the ballot for the finals.
12. There will be a champion header and heeler, as well as reserve header and heeler awards. The top ten headers and top ten heelers to be invited to the finals.
13. Rough stock must be bucked at two separate rodeos and a timed event contractor must have stock at two rodeos to qualify to be at the finals. The rough stock must be drawn, rerides may be set.
14. There shall be a closed gate on the way out in the barrel race at the optional event finals.
15. If a member abuses or mistreats an animal by any unnecessary competitive or non-competitive action (inside the arena or on the rodeo grounds), they may be disqualified. Violators of the rule shall be reported to the board. The board, upon hearing the evidence is such an instance, could then fine or disqualify the contestant, or both, as appropriate. A minimum of \$150.00 fine for the first offense. The fine will be progressively doubled with each offense. All complaints to be in writing and postmarked within 5 days of the incident. The offense to be acted upon at the next meeting. No electricity of any kind may be used during competition in the arena. There shall be a minimum of \$150.00 fine for the first offense.
16. Raker's for the finals: the names of three barrel racers will be drawn for each performance at the finals. Those persons will be responsible to find someone to rake the barrels for them for that performance. That barrel racer to be fined \$50.00 if she does not find a raker. The fine to be administered by the director.
17. There will be a \$500.00 fine for anyone who turns out at the finals unless approved by the board of directors.

Blacklist

1. The RRA will post and maintain a RRA suspended or blacklist.
2. Any member may be fined, suspended, or both for any of the following reason:
 - a. Turn out or no show will be the total entry fee that the Association sets plus \$10.00. The juniors will also be fined their entry fees plus \$10.00.
 - b. Bad checks. A \$25.00 fine for each bad check. After two bad checks, it will be cash only.
 - c. Failure to pay hotel bills.

- d. Non-payment of entry fees.
- e. Fighting, quarreling, or causing trouble in or out of the arena as it relates to the rodeo.
- f. Harassing rodeo committee or secretary.
- g. Unsportsmanlike conduct.
- h. Attempting to fix, threaten, bribe, influence or harass the judge at any time between the opening and closing dates of an approved rodeo, in or out of the arena, or for talking with the judge or timer while an event is in progress. Violators of this rule shall be reported to the Board by the judge involved, or by the arena director, or stock contractor of the rodeo where violation occurred. The Board, upon hearing the evidence in such an instance, could then fine or suspend the contestant, or both, as appropriate.
- i. Any points won by a contestant at a rodeo where he has written a bad check for his entrance fees shall not count until his bad checks are made good. Fines and suspensions to be determined by the Board.
- j. Delay of Rodeo: the first offense will be \$20.00. Fines to be doubled for each offense. Fines to be levied by the Board of Directors, judges or arena director.

3. A judge has the authority to fine on the spot and suspend from that rodeo, any contestant he feels is harassing him. Said fine shall be a minimum of \$25.00 and can be more by Board decision. Contestant to be blacklisted and appear before the Board before he can be removed from blacklist.

RODEO REGULATIONS

General

1. The RRA assumes no responsibility or liability for injury or damage to person, property, or stock of any owner, contestant or assistant. Each participant, by the act of his entry waives all claims against the management and the RRA for injuries he or his property may sustain. All contestants must sign a waiver of liability. Liability must have parent's signature and be notarized for contestants under 18 years of age.
2. The announcer must announce all scores and times.
3. The RRA Board has the right to declare any stock unsatisfactory and any so declared will be taken from the draw.
4. The management of each RRA approved rodeo shall be required to provide an ambulance with trained attendants on hand during the performances and slack of that rodeo.
5. The RRA is not responsible for the entry fees of those contestants who do not show up at a rodeo but will pay the stock contractor the stock charge.
6. Stock is not to be fed in the arena during the rodeo. If stock must be fed in the arena, the rodeo committee must have the arena worked satisfactorily the same for all performances and slack.
7. If a member abuses or mistreats an animal by any unnecessary competitive or non-competitive action (inside the arena or on the rodeo grounds), they may be disqualified. Violators of the rule shall be reported to the board. The board, upon hearing the evidence in such an instance, could then fine or disqualify the

contestant, or both, as appropriate. A minimum of \$150.00 fine for the first offense. The fine will be progressively doubled with each offense. All complaints to be in writing and postmarked within 5 days of the incident. The offense to be acted upon at the next meeting. No electricity of any kind may be used during competition in the arena. There shall be a minimum of \$150.00 fine for the first offense.

8. A Committee that brings a new sponsor will receive 25% of that sponsorship money as long as that sponsorship continues.
9. The barrels will be removed from the arena 1 hour before the performances and slack.
10. Rodeos and date must be approved by the RRA Board. Points for individual events or rodeos will not count for the year end standings if notice for the rodeo or individual events are not listed on website or a special mailing. Rodeos approved and whose rodeo information is received will have their posters printed by the RRA. Any rodeos scheduled after that date must have their information listed on the website or a special mailing at least 30 days prior to entries for the rodeo or event.
11. Anyone who stalls their horses in the roping box overnight will be fined \$50.00

Secretary and Rodeo Office

1. The Rodeo Committee provides the arena secretary, shall be responsible for the secretary's actions, and is liable for secretary's mistakes or discrepancies in the payoff or in the handling of entry fee monies.
2. Committees to be responsible for providing flags poles, whistles, watches, barrels, rakes and other equipment as necessary.
3. Rodeo secretaries must provide a list of the winners, money won, and times to the RRA secretary for recording toward the joint standings. This list must be signed by the rodeo secretary or the producer of the rodeo. President, stock contractor, and secretary must have copy of this list.
4. Rodeo committees must make the payoff within one week of the first performance of the rodeo.
5. All fines and no shows shall be called into the central entry system and the Association secretary the Monday following the rodeo.
6. No one is allowed to contest at an RRA rodeo until the no show is paid.
7. The RRA will not honor nor be responsible for bad check turned into the RRA office by a rodeo committee, stock contractor or secretary if the date of the check is more than 30 days prior to receipt by the RRA.
8. The RRA does not guarantee the no show entry fees to the purse. No show moneys will go into the purse if the entry fees are collected before the payoff is figured for that rodeo.
9. The committee fee shall be dropped and everyone shall pay at the gate, if the gate charge is \$5.00 or less. If the charge is \$6.00 or more revert back to the \$5.00 committee fee and return the gate charge.
10. Ground money will be split between qualifying contestants. One qualifier - 100%, 2 qualifiers - 60% - 40%, 3 qualifiers - 50% - 30% - 20%, 4 qualifiers - 40% - 30% - 20% - 10%, 5 qualifiers - 37% - 27% - 19% - 10% - 7%. Ground money will be divided equally between qualifying contestants. If there are no qualifiers the money will go to the committee.

Payoff

1. Entrance fees plus prize money shall be totaled in each event to determine the payoff. Six places to be split as such: 29% - 24% - 19% - 14% - 9% - 5%. Four places to be split as such: 40% - 30% - 20% - 10%.
2. If the purse for an event is less than \$1200.00, four places will be paid; if it is more than \$1200.00 six places will be paid. In the team roping, if the total purse is less than \$2400.00, 4 places will be paid; if the team roping purse is more than \$2400.00, 6 places will be paid.
3. The payoff for the junior and optional events shall be as follows:

Mixed Team Roping

- 1 - 5 Teams - 1 place - 100%
- 6 - 11 teams - 2 places - 60% - 40%
- 12 - 21 teams - 3 places - 50% - 30% - 20%
- 22 & over teams - 4 places - 40% - 30% - 20% - 10%

All Other Events

- 1 - 5 contestants - 2 places - 60% - 40%
- 6 - 11 contestants - 3 places - 50% - 30% - 20%
- 12 & over contestants - 4 places - 40% - 30% - 20% - 10%

Central Entry

1. All contestants shall enter through central entry system.
2. Entries shall be taken in accord with the method determined by the Board.
3. Contestants may enter a rodeo after the closing of the normal central entry time period through the central entry telephone. Late entries will be taken up till the close of draw-outs, but entries taken during this late entry period will require double entry fees for each event entered. This additional entry fee money will be split between the association and the central entry secretary as compensation for their inconvenience in making the changes to the judges' sheets and programs. None of this additional entry fee goes to the purse. Trade outs would be allowed. Central entry to be notified by the person will to trade by 9:00 AM the morning after entries close.
4. The person who enters others is responsible for the entry fee of those entered.

Entry Fees

1. Checks will be accepted from members in good standings.
2. Rodeo secretary must turn into the Association office immediately after each rodeo the names of any member contestants who did not pay entry fees, the names of members entering any contestants who did not pay entry fees, and the amount of these unpaid entry fees must be listed.
3. An entry fee as determined by the RRA Board shall be charged each contestant in each event he enters.
4. Any contestant who is injured or suddenly taken ill at a rodeo in which he is contesting shall have his entry fees returned in the events where he has not used stock, upon receipt of a doctor's release.
5. Medical and veterinary releases must be received within 7 day of the rodeo missed. Veterinary releases in the barrel race only.

Contestants

1. A contestant may draw out of a rodeo through the central entry number during the appointed draw out time, as determined by the Board.
2. RRA members or rodeo officials shall not drink in the arena, behind the chutes, and shall not be under the influence of alcohol during the performance, and/or slack.
3. Contestants must wear a hat, boots, and long-sleeved shirt with collars and buttons or snaps while in the rodeo arena, during performances, slack and one hour prior to the start of the rodeo. Western attire will be a long sleeved shirt with a collar and buttons or snaps. No tennis shoes or competition shoes of any kind allowed, even if approved by other rodeo associations. Offenders may be fined \$25.00 by the Executive Committee providing the offenders have been warned. A warning constitutes an announcement from the crowd's nest or by any RRA official or Board member. Dress code fines to be doubled for each offense. All contestant helpers must be in western attire. Fines will be levied against the contestant. Fines may be levied by committee people, directors and judges.
4. If a contestant loses his/her hat during the barrel race he/she shall be fined. Seniors - \$10.00 and novice and juniors - \$5.00.
5. It is the responsibility of each contestant to read the rules carefully, especially those relating to events in which they compete. Failure to understand rules is not an excuse.
6. Contestants must wear numbers while competing if they are provided by the management. Contestants may be required to ride in the grand entry. Contestants in the arena must not interfere with the vision of the paid spectators.
7. All contestants will be charged at the gate. The committee fee shall be dropped and everyone shall pay at the gate, if the gate charge is \$5.00 or less. If the charge is \$6.00 or more revert back to the \$5.00 committee fee and return the gate charge.
8. Ages for junior contestants will be 18 and under as of January 1 of that year.
9. Junior contestants that win points in the same senior events, must then choose to be either junior or senior in that event and remain in that category for the remainder of that year. This rule includes novice barrel racers entering the junior barrel race. This to exclude bareback, saddle bronc, bull riding and steer wrestling. Contestants in the bareback, saddle bronc, bull riding and steer wrestling may compete in both junior or senior events throughout the season but must choose to be either junior or senior in that event before finals entries. Only points from the chosen event to count toward the year end and all around.
10. While a contestant may have occasion to ask a judge for clarification of a decision during an event, contestants may not be argumentative or use abusive language in any way toward a judge. Contestants who wish to protest a judge's decision or lodge a complaint of any kind may do so by addressing the Executive Committee in written form. Oral complaints will not be accepted or acted upon in any formal way.
11. Medical releases and veterinary releases must be received within 7 days of the missed rodeo. Veterinary releases for the barrel race only.
12. Stock that is loaded will be turned out after the contestant has been called 3 times. The contestant will receive a no time or no score.

13. If a member abuses or mistreats an animal by any unnecessary competitive or non-competitive action (inside the arena or on the rodeo grounds), they may be disqualified. Violators of the rule shall be reported to the board. The board, upon hearing the evidence is such an instance, could then fine or disqualify the contestant, or both, as appropriate. A minimum of \$150.00 fine for the first offense. The fine will be progressively doubled with each offense. All complaints to be in writing and postmarked within 5 days of the incident. The offense to be acted upon at the next meeting. No electricity of any kind may be used during competition in the arena. There shall be a minimum of \$150.00 fine for the first offense. Fine money collected from an abuse should be given to the contractor involved.
14. If a contestant's equipment fails he/she shall not receive a rerun.
15. It is the contestant's responsibility to see when their event is and when he/she is up. If a contestant competes on the wrong animal, except in the goat tying, it will be a no time.
16. Judges may assess a \$20.00 fine for delay of rodeo.

STOCK Drawing of Stock, Positions, and Rerides

1. Stock contractors, rodeo secretary, or director from local committee, or a director from the Board may make the draw if no judge is present one hour before rodeo. All drawing of stock must be conducted so that any entrant may witness the draw.
2. Positions must be drawn for immediately at the close of entries by the central entry secretary.
3. There must be as many as four exact copies made of the draw. One copy to be posted, one copy for each judge, and one or more copies for the secretary's records. Receptacle containing the numbers to be drawn must be held above the drawing judge's head and numbers recorded between each draw. These numbers must be recorded on the posted copy, the judges' copies and the secretary's copy.
4. Stock for rerides may be chosen by the contractor but the order of reride stock must be drawn by the judges prior to the rodeo performance.
 - a. Any stock in the original draw that is turned out, this means not contested upon or bucked exhibition, automatically goes into the re-ride if needed. If in the chute, the turn out will be the first one used.
5. Judge must announce the option of a re-ride at the time the score is announced. Contestant must make a decision whether to accept the score or the re-ride as soon as the option is given to him.
6. All junior stock will be drawn the same as senior stock.
7. The draw shall be posted where all contestants can examine it.
8. Stock may be turned out if the contestant fails to show or if he is stalling and wasting too much time, or if called three times. Delay of Rodeo: the first offense will be \$20.00. Fines to be doubled for each offense. Fines to be levied by the Board of Directors, judges, or arena director.
9. It is the responsibility of the contestant to see that he/she competes on the stock drawn for him/her. If a contestant competes on the wrong animal, except in the goat tying, it will be a no time.
10. A contestant will receive time/score on an animal only if he has competed on the animal drawn for him. The part of the rule regarding an animal being the contestants after he nods for him pertains only to the

condition of the animal (injuries, broken horn, crippled, etc.) and his position in the chute. The only exception to competing on livestock other than that originally drawn for a contestant will be in the case of an animal injured after the draw and prior to competition, then a substitute animal will be drawn.

11. If in the opinion of the judges, a rider makes two (2) honest efforts to get out on a chute fighting animal and is unable to do so, he may have a re-ride.
12. Any animal that becomes excessively excited so that it gets down in the chute repeatedly or tries repeatedly to jump out of the chute or in any way appears to be in danger of injuring itself should be released immediately. The contestant to be given another animal.
13. No untried horses or bulls shall be used in the draw.
14. All horned animals used in the bull riding shall have their horns blunted to at least the diameter of a half dollar.
15. Animals for all events will be inspected before the draw, and no sore, lame, sick, or injured animals or animals with defective eyesight will be permitted in the draw at any time. Should an animal become sick or be injured between the time it is drawn and the time it is scheduled for use in competition, that animal shall not be used in competition and another animal shall be drawn for the contestant. This is the responsibility of the judges.
16. One arm must be free of animal and equipment at all times during ride, but contestant may use his free hand against any foreign objects (pickup men, fences, etc.) that obstruct his ride.
17. Rider may be given a re-ride if the flank breaks or comes off provided he completes a qualified ride.
18. If horse backs out of the chute the starting rule shall be waived.
19. Time on the rough stock shall start when the inside shoulder or inside hip of the animal breaks the plane of the chute.
20. All timed event stock will be drawn.
21. Minimum number of timed event cattle at a rodeo:

Calf roping - 10

Steer wrestling - 5 or enough for the largest performance and an extra Team roping - 12.
22. Drawing Timed Event Stock. Senior and junior calf roping will be drawn as one event unless a separate pen of cattle is provided for each. Ladies and junior breakaway will be drawn as one event unless a separate pen of cattle is provided for each. Team roping will be a separate pen for the mixed team roping and senior breakaway. Mixed team roping and senior breakaway will be drawn as one event unless a separate pen of cattle is provided for each. Prior to each performance and slack, the judge will draw an animal for each contestant scheduled to compete in that performance. If all animals are used and more are needed, return all to the draw. Any remaining animals will start the draw for the next performance. If more animals are needed for that performance only those not competed on in that performance are drawn from. Should the whole herd be used and more animals are needed draw from the animals that have the least runs on them. Example: Cattle

numbers are 1,2,3,4,5,6,7,8,9,10. Slack has 23 contestants, draw all animals twice and 3 more, 5, 2, 8. First performance has 12 contestants, draw from 1,3,4,6,7,9,10 first, and then draw from 5,2,8. Draw 2 from 1,3,4,6,7,9,10 for the other 2 contestants, because 5,2,8 have an extra run on them. 6 and 7 are drawn. Second performance has 12 contestants, draw from 1,3,4,9,10, first then draw from 2,5,6,7,8. Draw the other 2 contestants from the 1,3,4,9,10, since those cattle have only 4 runs and the rest have 5 runs.

23. All fresh timed event cattle be run (tie down calves to be tied, steer wrestling steers to be thrown) before the rodeo. A \$50.00 fine to be levied for each pen of cattle that are not suitable. The fine to be doubled for each offense.

24. Event directors may declare particular animals unsatisfactory due to health, condition of the animal, or consistent irregular performance. Upon notification, either written or verbal (verbal notification supported with documentation). Stock contractors shall eliminate such animal from competition draw. Continued use of said animal(s) after notification will result in a \$50.00 fine per competition. Unsatisfactory animals may be reinstated by those same event directors or the executive committee.

Slack

1. Slack time will be determined by rodeo committee and advertised as such. A slack time shall be advertised for every rodeo.

2. Order of slack will be as follows: **Tie Down Roping, Steer Wrestling, Bareback, Saddle Bronc and Bull Riding are not normally slack events, but if the need should arise to have those events in slack, the order would be as follows:**

1. Barrel race, senior, junior and novice
2. All open team roping
3. Saddle bronc and bareback, senior and junior
4. Steer wrestling, senior and junior
5. Goat tying, senior and junior
6. Calf roping, senior and junior
7. Breakaway, ladies and junior
8. All mixed team roping
9. Senior breakaway
10. Bull riding, senior and junior

3. Rodeo office will be open the entire time that slack is going on.

Judges

1. There shall be a minimum of two qualified judges per approved rodeo. The qualification will be determined by Executive Committee.
2. RRA will hire the judges for the rodeos.
3. Judges must attend a RRA, NDRA, NDHRA, or PRCA clinic in the last three years to be on the RRA judges list. Judges who have distinguished themselves by virtue of their experience and/or competition shall be exempt from the clinic attendance rule. Such respected judges shall first be nominated and approved by the board of directors or the executive committee prior to the rodeo.
4. Judges may not compete at and judge at the same rodeo.
5. In case of disagreement between judges that decision will be in favor of the contestant.
6. If there is a question, the judge must make a decision before the end of the event.
7. The time for all rough stock events, both junior and senior, shall be (8) eight seconds. Official time shall be kept by one or both judges. The committee timer shall keep back up time and blow the whistle as well.
8. While a contestant may have occasion to ask a judge for clarification of a decision during an event, contestants may not be argumentative or use abusive language in any way toward the judge. Contestants who wish to protest a judge's decision or lodge a complaint of any kind may do so by addressing the Executive Committee in written form. Oral complaints will not be accepted or acted upon in any formal way.
9. The judges will be responsible for setting up the barrel pattern and marking the barrels.
10. The judges must note all penalties and rule infractions on their judges sheets, sign them and return them to the rodeo office.

Timers

1. There shall never be two inexperienced timers working the same rodeo.
2. If timed event stock gets out of the arena, stop the watch.
3. Never stop your watch when the contestant is competing until the judge clearly signals time. If there is any doubt in your mind as to the judge's signal, one timer should stop her watch and the other keep the time going, until the judge can clarify his signal. If the judge did signal time, the first time shall be taken; if not, the second timer will have the correct time.
4. There must be two timers at every rodeo at all times. Timers may be replaced in different events, but the same timer must time all of whatever event she first timed.
5. Timers should ideally not be closely associated with the contestants. This is not always possible, so a sincere effort will be acceptable.
6. Time on the rough stock shall start when the inside shoulder or inside hip of the animal breaks the plane of the chute.
7. Timers must record stop watch times as well as electric eye times in the barrel race. Both stop watch times to be recorded in tenths. Electric eye times in 1000's.

8. All timed events shall be timed in tenths of a second rather than hundredths when the stop watches are used. All stopwatch times shall be read in tenths only. No rounding off to the nearest number shall be used.
9. The time for all rough stock events, both junior and senior, shall be (8) eight seconds. Official time shall be kept by one or both judges. The committee timer shall keep back-up time and blow whistle as well.
10. There will be a 30 second time limit, excluding penalties in the Calf Roping, Steer Wrestling, Team Roping, Breakaway and Goat Tying.
11. Whenever the field flagger drops the flag record the time even though it may result in a no time. (Record the time, put a line through the time, put no time next to it.)

Committee

1. The arena must be in good condition, with fences, chutes, and corrals in good repair, and some source of water available.
2. Have the grounds worked the same for slack and performances.
3. If there is a center gate, use it whenever possible.
4. Proper watering of the arena
5. Fifty-five gallon metal barrels must be supplied for the barrel race. No tires allowed on barrels and the barrels must be closed on both ends.
6. Contestants must wear a hat, boots, and long-sleeved shirt with collars and buttons or snaps while in the rodeo arena, during performances, slack and one hour prior to the start of the rodeo. Western attire will be a long sleeved shirt with a collar and buttons or snaps. No tennis shoes or competition shoes of any kind allowed, even if approved by other rodeo association. Offenders may be fined \$25.00 by the Executive Committee providing the offenders have been warned. A warning constitutes an announcement from the crowd's nest or by any RRA official or Board member.

Barrier Judge

1. A tape measure is an absolute necessity for any barrier judge. Score line: Calf roping and breakaway: minimum length will be the length of the roping box minus four (4) feet. Maximum length of the score will be eighteen (18) feet. Steer wrestling: the score may be no longer than the length of the steer wrestling box minus six (6) feet, unless the box is less than fourteen (14) feet. In that instance the length of the score would be the maximum length of the box minus five (5) feet. Team roping: the minimum length of the team roping score line shall be the length of the box minus four (4) feet. Indoor arenas: all measurements minus one (1) foot.
2. Barrier and neck rope must be braided poly at least 3/8 inches. Neck ropes must be tied with string. An adjustable slide must be used on all neck ropes used in the timed events. Barrier height should be 32 to 36 inches measured in the center.
3. The neck rope is the only part of the barrier that may foul a contest to warrant a rerun, but the contestant must stop and declare immediately.
4. Prior to each performance measure rope length to score line with pin in place. Measure from front of chute gate to end of neck rope and make sure this given length is maintained throughout the entire rodeo. All

barrier measurements should be written in the judge's book and turned into the secretary. Barrier and gate should be put into operation and tested, to make sure that everything is in proper working order. Barrier string (where rings are attached) should be checked prior to first contestant and each run thereafter. Make sure there is an ample supply of string. Replace string regularly since it may become frayed or worn. All broken barriers should be recorded in the judge's book even though the stock may be missed. Barrier string will be furnished by the RRA.

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5. Ropes, pulleys, and all equipment needed to set up barriers and open gates shall be provided judges.
6. Animal belongs to contestant when he calls for him, regardless of what happens, except in cases of mechanical failure of the barrier.

Field Flagger

1. If animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get the animal back with lap and tap start, and time already spent will be added to time used in qualifying. If time is not recorded, the decision of the judge will be final.

2. Neither timers, barrier judge, nor field flag judge may be changed during the course of the rodeo except in the case of sickness or by request of association officials in agreement of stock contractor and rodeo committee.
3. At least several head of animals will be brought back together. No animal may be re-penned by himself. Decision will be made by the arena director about when stock is re-penned.
4. In the calf roping, a field flagger should position himself far enough down the left side (right-hand tie) of the arena fence, being against the fence, so that he has full view of the calf and the roper as he rides toward the contestant to inspect the throw and tie. The best approach after the roper has caught his calf is a position at a 45-degree angle behind and to the side of the contestant. This will enable him to tell if the calf was allowed to regain his feet. In the steer wrestling, the field flagger should position himself on the left hand side of the arena by the dogging box. When the steer wrestler passes, follow him down the left hand side of the arena. If he is unable to follow the dogging horse, the flagger should be positioned so that he will be on the side where he is best able to see the steer's head and all four feet. In the team roping, the field flagger should be positioned on the left of the chute about 45-degrees from the score line and ten to fifteen feet down the arena. In the breakaway roping, the field flagger should position himself against the fence on the far end of the right side of the arena so he will have full view of the calf and the roper and can see when the rope breaks free.
5. Field flagger judge will not flag the contestant out until time is recorded. Judge to flag time, then flag the contestant out if run is not legal.

**** Riding Events ****

General Rules for All Riding Events.

Riding Event Animals. A stock contractor that is a current RRA member will furnish all riding event animals. The riding event animals must be bucked at two separate rodeos to qualify for the finals.

Markings. The ride and the animal are to be marked separately. Figures used in marking the riding events shall range from zero to 25 per judge on both the bucking animal and rider. By using the full spread, the total may reach a maximum of 100 points.

Timing. All riding events shall be timed for eight seconds, that time to start when animal's inside front shoulder (or hip, if animal comes out backwards) passes the plane of the chute gate. All riding event contestants must complete the eight-second time limit to be eligible for a marking. Judges in arena shall carry a stopwatch for the official time.

Use of Prod ("Hotshot"). Rider must tell one judge, flank man, and/or stock contractor if he does not want his draw touched with hotshot. If a contestant requests no hotshot be used, no reride will be awarded if the animal stalls or runs off. However, if the animal slips, falls, or the rider is fouled, a reride may be awarded. No hotshots used on the animal once they are in the arena.

Rerides. Rerides will be given at the discretion of a judge. Reasons for possible rerides include the following: if an animal stops, throws itself or fouls rider, animal comes in contact with arena personal, stock contractor's equipment fails, performance of animal is inferior or has become sick or injured prior to being bucked. No rerides will be given if the contestant's equipment breaks.

Chute-Fighting Animal. If in the opinion of the judges, a rider makes two honest efforts on a chute-fighting animal and is unable to do so, they may be given a reride.

Flank Comes Off or Breaks. Rider may be given a reride on the same animal if flank comes off or breaks. If rider has made a qualified ride, they may have the option of a reride or accepting the marking by the judges. A contestant will only have the option of a reride if the flank comes off the animal and the contestant did not complete a qualified ride, but was qualified up to the point of the flank coming off.

Animal Deliberately Throws Itself. If in the opinion of the judges an animal deliberately throws itself, the rider or contractor shall have the choice of the same animal again or they may have the first available reride animal.

Contact Between Pickup Men and Animal. If pickup men or any horse in arena come in contact with a bucking animal before the qualified time elapses, the contestant shall have the option of a reride; if a qualified ride is made up until the infraction.

Bareback Riding.

One-Handed Rigging. Riding shall be done with one-handed rigging.

Rigging Requirements. Rigging shall be leather and shall not be more than 10 inches in width at the handhold and not over 6 inches wide at the "D" ring. Latigo cannot be blocked in the "D" ring. Riggings will use a standard "D" ring to be set to sit flat on horse's back when cinched. No fiberglass or metal riggings or handholds. No freaks will be allowed. **Single Layer of Leather or Sheepskin Under Hand Hold.** Rider may have a single layer of leather or sheepskin under handhold, which will extend at least 1 inch on both sides of the center of the handhold and which shall be glued down.

Cinches and Latigos. Cinches on bareback rigging shall be made of mohair and at least 8 inches in width at the center, but may be tapered to accommodate cinch "D" rings. Latigos must be of leather only.

Bareback Pads. Required bareback pads are to completely cover the underside of the rigging and are to extend a full 2 inches behind the rigging. Pads used under riggings must be leather covered on both sides. No hair pads will be allowed. Only a high-density foam pad, at least $\frac{3}{4}$ inch thick will be allowed. In addition, the pad must have leather over the bars $\frac{3}{16}$ inch thick and extending at least $\frac{1}{2}$ inch on either side and back of the handle bars. Also, a piece of leather a minimum of $\frac{3}{16}$ inch thick and 4 inches square must be centered in comparison to the total body length of the rigging. The piece of leather shall be placed so that $\frac{1}{2}$ inch of it extends behind the rigging and the remaining 2 inches are under the rigging.

Approval of Riggings and Pads. Stock contractors will have the right to have judges pass on whether riggings and pads satisfy the requirements listed above.

Rider's Glove. The rider's glove will be a plain glove with no flaps, rolls, wedges, or gimmicks. A palm piece may be used in glove, which will be at least 1 inch wide and 3 inches long and will be glued in.

Use of Adhesives. There will be no adhesive material other than dry resin used on rigging or on rider's glove. Benzoin may be used on glove.

Spur Out Rule. To qualify for a marking a bareback rider must have the rowels of the spurs touching the horse above the break of the shoulders when the horse's front feet hit the ground on its initial move out of the chute. If in the opinion of the judges a rider is fouled at the gate, the spur out rule will be waived.

Stalled Horse. If a horse stalls in the chute, either judge shall tell rider to take their feet out of the horse's neck (yelling, "go on") and the spur out rule will be waived. Rider shall be disqualified for not following judge's instructions to take feet from neck of horse stalled in chute.

Disqualification of Rider. Any of the following will disqualify a rider:

- a. Riding with rowels too sharp or locked;
- b. Being bucked off;
- c. Touching animal, equipment, or person with free hand. One arm must be free at all times;
- d. Violating the spur out rule;
- e. Rigging coming off horse, with or without breaking;
- f. Taking any kind of finger tuck, finger wrap, or use of finger tape. Violators shall be disqualified and may also be subject to fine.
- g. If rider has been advised they are next to go, failing to be above the animal with their glove on when the previous horse leaves the arena.

Inability to Free Hand. Contestants may be subject to fine by the board upon discretion of the pickup men, judges, event director, and/or stock contractor if a bareback rider is unable to free their hand from rigging after a qualified ride or after declaring by double grabbing. The fine shall be \$25.00. A contestant fouled or bucked off before or after the whistle will not be fined. Judges are required to report the offense.

Saddle Bronc Riding.

Saddle Specifications. All riding must be done with saddles that comply with the following specifications:

- a. Rigging: Three-quarter double front edge of "D" ring must pull not further back than directly below center of point of swell. Standard E-Z or ring-type saddle "D" must be used and cannot exceed 5 $\frac{3}{4}$ inches outside width measurement.
- b. Swell Undercut: Not more than 2 inches – 1 inch on each side.
- c. A) Gullet: Not less than 4 inches wide at center of fork of covered saddle.
- d. A) Tree: Saddles must be built on standard tree and must conform to the following specifications, with a reasonable added thickness of $\frac{1}{2}$ inch for leather covering:

Fork – 14 inches wide

Height – 9 inches maximum

Gullet – 5 $\frac{3}{4}$ inches wide

Cantle – 5 inches maximum height; 14 inches maximum width.

e. Stirrup Leather: must be hung over bars.

f. No freaks allowed.

Cinches and Latigos. Front cinch on bronc saddle shall be made of mohair and at least 8 inches in width at the center, but may be tapered to accommodate cinch "D" rings. Latigos must be of leather only.

Standard Halter. Halters must have adjustable noseband and be at least 1 ½ inches wide. Standard halter must be used unless agreement is made by both contestant and stock contractor. Contestant may furnish their own halter.

Riding Rein. Riding rein and hand must be on same side. Contestant must furnish own rein.

Saddling of Horses. Horses shall be saddled in chute. Rider may cinch own saddle. Saddles shall not be set too far ahead on horse's withers. Either stock contractor or contestant has the right to call the judges to pass on whether or not horse is properly saddled and flanked to buck its best. Middle flank belongs to rider, but contractor may have rider put flank behind curve of horse's belly. Flank cinch may be hobbled.

Spur Out Rule. To qualify for a marking a saddle bronc rider must have the rowels of the spurs touching the horse above the break of the shoulders when the horse's front feet hit the ground on its initial move out of the chute. If in the opinion of the judges a rider is fouled at the gate, the spur out rule will be waived.

Stalled Horse. If a horse stalls in the chute, either judge shall tell rider to take their feet out of the horse's neck (yelling, "go on") and the spur out rule will be waived. Rider shall be disqualified for not following judge's instructions to take feet from neck of horse stalled in chute.

Disqualification of Rider. Any of the following will disqualify a rider:

- a. Riding with rowels too sharp or locked;
- b. Being bucked off;
- c. Touching animal, equipment, or person with free hand. One arm must be free at all times;
- d. Violating the spur out rule;
- e. Changing hands on rein;
- f. Losing or dropping rein before pre-designated time;
- g. Wrapping rein around hand;
- h. Losing stirrup;
- i. If rider has been advised they are next to go, failing to be above the animal when the previous horse leaves the arena.

Use of Adhesives. There will be no adhesive material other than dry resin used on saddle or on rider's chaps.

Bull Riding.

Riding Requirements. Riding to be done with one hand and loose rope, with or without handhold.

Rope. Rope must have bell; bell must be under belly of bull. No knots or hitches to prevent rope from falling off bull when rider leaves him. Rope must come off bull after ride has been completed.

Pulling of Rope. No more than two people may be allowed to pull contestant's rope.

Flanking of Bull. No bull tails will be allowed under flank straps. Horse flanks will be allowed, provided that the tail of the flank strap is not long enough to touch the ground once pulled.

Horn Specifications. No bull may be put in draw until his horns have been blunted to at least the diameter of a half-dollar.

Disqualification of Rider. Any of the following will disqualify a rider:

- a. Being bucked off;
- b. Touching animal, equipment, or person with free hand. One arm must be free at all times;
- c. Using sharp spurs, or placing spurs or chaps under the rope when rope is being tightened; d. Not having a bell on bull rope;
- e. If rider has been advised they are next to go, failing to be above the animal with their glove on and the previous bull leaves the arena.

Use of Adhesives. There will be no adhesive material other than dry resin used on rope or on rider's glove.

Tie Roping

1. Rope must be tied hard and fast. Contestant must rope calf, dismount, go down the rope and throw calf by hand and cross and tie any three feet. To qualify as a legal tie there shall be at least one wrap around all three legs (or all three legs must be tied together) and secured with a half hitch. (EXAMPLE: One wrap around two legs, third leg wrapped to one or both of first two.) If calf is down when roper reaches it, the calf must be elevated high enough that it has the opportunity to regain its feet. If roper's hand is on the calf when the calf falls, the calf is considered thrown by hand. Rope must hold calf till roper gets hand on calf. Tie must hold and three legs remain crossed until passed on by the judge, and roper must not touch calf after giving finished signal until after judge has completed his examination. If tie comes loose or calf gets to his feet before the tie has been ruled a fair one, the roper will be marked no time.
2. Tie roping is one loop only.
3. Contestant must adjust rope and reins in a manner that will prevent horse from dragging calf. Contestant must receive no assistance of any kind from outside. If horse drags calf, field judge may stop horse and any penalty for such offense can only be assessed by the flag judge.
4. The field flag judge will pass on the tie of calves through the use of a stop watch, timing six seconds from the time the rope horse takes his first step forward after the roper has remounted. Rope will not be removed from calf and rope must remain slack until field judge has passed on tie.
5. Flagger must watch calf during the six second period and will stop watch when a calf kicks free using the time shown on the watch to determine whether calf was tied long enough to qualify.
6. Under all circumstances, roper will be disqualified for removing rope from calf after signaling for time, before the tie has been passed by the field judge.
7. Roping calves shall weigh a minimum of 165 pounds, maximum 265, and should be uniform size. Roping calves must be permanently marked for the season.

8. Neck ropes must be tied with string. No metal snaps or hardware shall be used on neck ropes in the timed events. Barrier judge is responsible to see that neck rope is placed on calf properly.
9. There shall be two or more timers, a field flag judge and a barrier judge, time to be taken between two flags. Arena conditions will determine score, length of score to be set by arena director and timed event spokesman or director, stock contractor and judges.
10. Fresh calves shall be tied down prior to the first performance or slack. Draw will not be posted until after this is done.
11. Calves must be lined the same throughout the rodeo. Liners will be straight out the far side of the heading box however far the timed event contractor wishes.
12. There will be an open gate excluding those rodeos where there is an average. If at any time during the run any part of the calf crosses the catch pen gate, he is considered home and free and no time will be given.
13. There will be a 30 second time limit excluding penalties in the calf roping.
14. Animal belongs to contestant when he calls for him, regardless of what happens, except in cases of mechanical failure of the barrier.
15. All changes in order to split horses etc., must be made before the performance or slack begins.
16. A contestant will receive a no time for the run if he brings the animal over backward, (between 10 and 2 on a standard clock), with the animal landing on the back of his head with all four feet in air.

Steer Wrestling

1. Contestants must furnish own hazer and horses. Steer must be caught from horse. Only one hazer is allowed.
2. If steer gets loose, dogger may take no more than one step to catch steer. **After catching steer, wrestler must change directions or bring steer to a stop and twist him down.** If steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by a wrestler putting animal's horn into the ground, it must be let up on all four feet and then thrown. Steer will be considered down only when it is lying flat on its side, or on its back with all four feet straight. Wrestler must have hand on steer when flagged. The fairness of catch and throw will be left to the discretion of the judges.
3. Hazer must not hit steer in the face before catch is made or render any assistance to contestant while contestant is working with steer. Failure to observe this rule will disqualify contestant. Contestant and hazer must use the same two horses they leave the chute with.
4. An automatic barrier must be used and there should be at least a twelve-foot box.
5. Neck ropes must be tied with string. No metal snaps or hardware shall be used on neck ropes in timed events. It is the barrier judge's responsibility to see that neck rope is placed on the steer properly.
6. A weight limit shall be placed on dogging cattle: a minimum of 400 pounds and a maximum of 550 pounds per animal. Horn length to be at least nine inches and bulls are permitted with director approval.

7. If dogger misses or loses steer, flag man must ask dogger if he wishes another jump. Dogger must reply at once.
8. Cattle used for team roping shall not be used for steer wrestling.
9. When fresh steers are used, any fresh steers not thrown down during competition will be thrown down before the next performance. Contestants will be responsible to throw down such steers under the supervision of the arena director or stock contractor.
10. Arena conditions will determine score, length of score to be set by arena director and timed event director or spokesman, if present, subject to the conditions set forth herein.
11. In steer wrestling the score may be no longer than the length of the steer wrestling box minus six feet unless other arrangements are approved by the steer wrestling director or representative.
12. There shall be two or more timers, a field flag judge and a barrier judge, time to be taken between two flags.
13. Animals used for this contest should be closely inspected and objectionable ones eliminated. Contestant will not be required to compete on a crippled steer or a steer with a broken horn. Contestant will be disqualified if he attempts in any way to tamper with steers or chutes.
14. Field flagger is required to watch contestant and steer until animal is turned loose. Contestant is required to turn steer's head so he can get up. Arena director may report infractions.
15. All cattle must be permanently marked for the season.
16. Animal belongs to contestant when he calls for him, regardless of what happens, except in cases of mechanical failure of the barrier.
17. Closed gate policy.
18. There will be a 30 second time limit excluding penalties in the Steer Wrestling.
19. All changes in order to split horses etc., must be made before the performance or slack begins.
20. The horns in steer wrestling cattle must be blunted to the size of a dime. Failure to abide by this may result in the stock contractor being fined \$25.00 per head per run. Stock contractors will be expected to cooperate in trimming the horns of steers that are not able to pass through the timed event chute.

Dally Team Roping

1. Cattle will be drawn for. Header will start behind a barrier. There will be a ten second penalty assessed for breaking the barrier. If steer gets out of the arena, flag will be dropped and the roper gets the steer back lap and tap with the time added which was taken when the steer left the arena. Team roper behind barrier must throw first loop at head.
2. Each contestant will be allowed to carry one rope. There will be a limit of two loops in the Team Roping. Roping steers without turning loose the loop will be considered no catch. Roper must dally to stop steer. No tied ropes allowed, except heelers over 50 years of age. Dropped loop will be considered thrown loop.

3. Field judge shall drop flag when steer is roped by its head and heels, and both horses are facing steer in line with ropes dallied and tight. Horses' front feet must be on ground and ropers must be mounted for flag to drop. Steer must be standing up when roped by head and heels.
4. All changes in order to split horses etc., must be made before the performance or slack begins.
5. Steer must not be handled roughly at any time, and ropers may be disqualified if, in the opinion of the field judge, they have intentionally done so. IF HEADER ACCIDENTALLY JERKS STEER OFF HIS FEET OR STEER TRIPS OR FALLS, HEADER MUST NOT DRAG STEER OVER EIGHT FEET BEFORE STEER REGAINS HIS FEET OR THE TEAM WILL BE DISQUALIFIED.
6. Broken rope or dropped rope will be considered no time, regardless of whether time has been taken or not. Flagger may ask ropers to hold dallies until catches are inspected. Any questions as to catches in this contest will be decided by the judges. Illegal catches may not be taken off by hand by either roper.
7. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his hands.
8. If heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from the loop by hand. However, should the front foot or feet come out of the heel loop by the time the field flag judge drops his flag, time will be counted.
9. There shall be two timers, a barrier judge and a field flag judge, time to be taken between two flags. Arena conditions will determine score, length of score to be set by arena director and timed event director or spokesman, if present, subject to the conditions set forth herein.
10. Animals used for this event should be inspected and objectionable ones eliminated.
11. Neck ropes must be tied with string. No metal snaps or hardware shall be used on neck ropes in the timed events. It is the barrier judge's responsibility to see that neck rope is placed on steer properly.
12. Throwing heel loop. The direction of the steer's entire body must be changed before the heel loop can be thrown. However, if the steer stops, it must only be moving forward for the heel loop to be legal. Any heel loop thrown before or in the switch will be considered a crossfire and no time will be recorded.
13. Heelers over the age of 50 may tie solid.
14. LEGAL CATCHES
 - a. There will be only three legal head catches, around the neck, both horns, half a head.
 - b. Head catch with one front leg is illegal.
 - c. If hondo passes over one horn and the loop over the other, catch is illegal.
 - d. No figure eight head catches.
 - e. Any heel catch behind both shoulders is legal if rope goes up heels.
 - f. Catch must be above hoof.
 - g. One hind foot receives a 5 second penalty.

- h. Figure eight catch is permissible on heels only - if loop crosses itself in a head catch it is illegal. i. Rope in steers mouth is illegal.
15. Once steer is past heel loop, it is considered a missed loop.
 16. Ropers must dally; coils dropped over horn will be considered no time.
 17. Ropers may not take off any illegal catch until told to do so by judge.
 18. Judge has right to inspect all catches and dallies.
 19. If a team roper draws out after position is drawn, in accordance with the regulations of the official rule book, or does not appear before the performance at which he is scheduled to compete, the man or men entered with him may get another partner or partners from among any of the entered contestants, except team ropers already entered the legal limit of times in the event.
 20. There will be an open gate rule. If at any time during the run, any part of the steer crosses the catch pen gate, he is considered home and free and no time will be given.
 21. All roping cattle must be permanently marked for season.
 22. Ropers may only enter once.
 23. Plastic horns and natural horns may be used, but not mixed. The weight limit shall be 350 pounds to 600 pounds. The cattle should be within 100 pounds of each other. Second year steers cannot be mixed with fresh steers.
 24. Ropers may not enter single. If one partner does not show up, the one that does will not be fined. The one not showing up will be fined.
 25. There will be a 30 second time limit, excluding penalties in the Team Roping.
 26. Animal belongs to contestant when he calls for him, regardless of what happens, except in cases of mechanical failure of the barrier.
 27. Stock contractors will be expected to cooperate in trimming the horns of steers that are not able to pass through the timed event chute.

Ladies Barrel Racing

1. The starting and finish line and the position for the barrels must be marked permanently for the entire rodeo. Markers shall be on the outside of the barrels. The contestant is allowed a running start. Time shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose reaches the finish line. The starting and finish line are the same. The three barrels must all be the same size and at no time can they be less than 50 gallon barrels. No tires are allowed on the barrels and the barrels must be closed on both ends.
2. Contestant may go around either the right barrel first, making the first turn to the right and then two turns to the left; or the left barrel first, making the first turn to the left and then two turns to the right.

3. Contestants will be assessed a five-second penalty for each barrel knocked over. Touching a barrel is permitted. Should barrel be knocked over and it sets up on opposite end, the five-second penalty will be assessed. Barrel must be set back on the marker before next contestant competes.
4. Contestant will be disqualified if she crosses the finish line before finishing the pattern, or if the pattern course is not followed correctly.
5. If a contestant's name has been called three times with no response, the contestant will be flagged out and will not receive a re-run.
6. If a contestant loses her hat during the barrel race she shall be fined. Seniors - \$10.00 and novice and junior - \$5.00.
7. If horse falls or similar incident occurs, the contestant will be disqualified and shall not receive a re-run.
8. All contestants must be in proper rodeo attire while in the arena 1 (one) hour prior to rodeo or slack time, and during competition at an RRA approved rodeo.
9. Anyone who tampers with the barrel pattern after it is set and marked will be fined by RRA Board of Directors as they see fit.
10. Two contestants may use the same horse, but the horse must be used in different performances, or in different age divisions or different sections of the same performance. In the novice barrel race only, the same horse may be ridden in the same performance by family members covered by the same family membership.
11. If a contestant wishes to make a practice run prior to a rodeo performance, the barrels must be set at least 10 (ten) feet off the markers. No contestant is allowed a practice run in the arena after a performance (or slack) has begun.
12. If equipment is available and if time permits, the ground must be worked before the slack and after the equivalent number of contestants drawn for a performance have competed. Raking around the barrels is encouraged after every 6 (six) contestants.
13. If a contestant rides one day at a two-day rodeo involving an average, another person cannot ride for her the second day. The contestant is not allowed to take her second run before the start of the second performance. If contestant is not at both performances, she cannot compete for the average.
14. Should, for any reason, the barrels not be placed on the marks or the flagman is not in the correct place, things must be put in correct order and all contestants who ran on the incorrect course must re-run with no penalty. Judge must make decision that barrels were not on marker. Should this happen, contestants and judges should be notified, then judge and arena director will set the time for re-run.
15. Should the marker be gone and a tape measure be used to set up the barrel pattern, that will be sufficient, and no re-run will be allowed.
16. The judges will be responsible for setting up the barrel pattern and marking the barrels.
17. The barrels will be removed from the arena 1 hour before the performances and slack.
18. If a barrel racer runs out of order it will be a no time.

19. There will be a \$25.00 fine for practicing on the barrel stakes.

Barrel Pattern

1. Barrels must not be closer than 20 (twenty) feet from the fence under any circumstances.
2. The standard course should be used wherever possible. The standard pattern course for the barrel race is:
 - a. 90 feet between barrel 1 and 2.
 - b. 105 feet between barrel 1 and 3 and between 2 and 3.
 - c. 60 feet from barrels 1 and 2 to score line.
 - d. 30 to 45 feet from score line to chutes (or fence).
3. The standard pattern course for the barrel race may be reduced to accommodate for smaller arenas.

Method for Marking Barrels

1. A brightly colored, 2-3 foot rope, fastened to a 6-10 inch spike should be used to mark the barrels.
2. Dig a hole approximately 1-1/2 feet deep, depending on the type of ground. Drive the spike into the bottom of the hole. Tamp the dirt in securely around it, leaving about one to two feet of rope out of the ground.
3. The markers should be buried at the location of each barrel. By using this method the barrels will be in the same place during the entire rodeo.
4. The starting line will also be marked by this method. Markers are to be buried approximately 6 feet inside the fence on both sides of the arena at the location in which the electric eye is to be placed. It is recommended that the starting line also be marked on the fence with a ribbon or paint.
5. Barrels shall be marked using a 100 foot measuring tape. Add 5 feet on the tape in order for correct measurement between barrel 1 and 3; 2 and 3. The person measuring the barrel pattern must make an arc on the ground from barrel 1 to barrel 3 and then from barrel 2 to barrel 3. Where the arc crosses is where the third barrel marker must be placed. This will insure equal distance for barrel racers who run to either the right or left barrel first.
6. The starting line must also be correctly measured back from barrel 1 and barrel 2, so the distance is the same to insure barrel racers going either to the right or left the same opportunity.
7. All measurements must be turned in to the rodeo secretary before the first performance.
8. Markers shall be on the outside of the barrels.

Electronic Eye Timer

1. Equipment necessary: Complete electric eye timer plus two stopwatches to be operated manually.
2. Complete electric timer must be backed up by a flag judge who will stand directly behind timer post in the arena. One timer will record the time that appears on the electric eye controlled readout. Additional timers will operate the back-up watches and will record the times from both stopwatches.

3. When the electric eye is used, there will be electric eye times and flag times kept in the crow's nest, secretary's book and timer's sheet.
4. The electric eye timer will be placed in the arena on the permanently marked spots on the score line, a maximum distance of 140 (one hundred forty) feet apart. At no time will the electric eye be set inside the pattern of the first two barrels.
5. Field flagger must be positioned in the same location during each performance (including slack) and must remain in that location for the duration of the barrel race. The same judge must flag all contestants at each performance (including slack) for the entire rodeo. The judge who is not flagging is responsible for checking the proper placement of each barrel before the barrel race and is responsible for re-setting tipped over barrels.
6. Contestants may be requested to help mark barrels and to help set up the electric eye.
7. Stop watch times will be recorded in 10ths of a second. When electric eye is used, the barrel race will be timed in 1000's.

Electric Timer Failure

1. Manual back up times are to be used for those electronically missed:
 - a. When the manual back up times are used, 2 zeros will be added to the 10ths.
 - b. Electric eye times will remain unaltered.
2. If an electric eye timer malfunctions for 51% of all contestants entered at a rodeo, then flag times will be used for the entire rodeo.

Ladies Goat Tying

1. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from the horse, throw the goat by hand, cross and tie any three feet together with a leather string, pigging string or cotton rope, and stand clear of the goat.
2. The time will be passed on by a field judge, and if tie does not stay tied for (6) six seconds, the contestant will receive a no time. Contestant must stand back three feet from goat before judge begins his time.
3. Time will start when horse's nose reaches starting line and will stop when contestant signals completion of the tie.
4. There will be a (10) second penalty if the horse crossed the rope between the start and finish flag. If the goat should break away because of the fault of the horse, she will be disqualified. If the goat should break away at any other time, it will be left to the discretion of the judges whether she will get a re-run.
5. The goat must be staked with a rope that is between 10-to-14 feet in length and the stake must be pounded completely in the ground so that no part is visible. The rope and stake is to be furnished and set up by timed event stock contractor and checked by the judge.
6. The same starting line must be used in each go-round, and the goat staked in the same spot with the same length of rope.

7. If a contestant's name has been called three times with no response, the contestant will be disqualified and will not receive a run.
8. If goat is down when contestant reaches it, goat must be cleared off the ground before tie is made. If contestant's hand is on goat when falls, goat is considered thrown by hand. Once a contestant has signaled her tie complete she may not once again touch the tie or goat. Goat must be held by the collar at the end of the rope in a vertical position from the starting line until time begins.
9. Event director shall inspect the goats for size and weight and reject unacceptable goats. Director shall provide for alternate goat if the goat is rejected.
10. The senior and junior goat tying shall be drawn as one single event. Five runs will be completed on one goat before they are switched. If less than five runs have been completed on a goat in a performance, the following performance or slack will begin with that goat until the completion of the five runs on that particular goat. Starting goat to be drawn.
11. In the senior goat tying at the RRA finals, three goats shall be used and no contestant may draw the same goat twice. In the event there are more than 10 goat tiers, the number of goats will be altered.
12. There will be a 30 second time limit.
13. The judge's decision is final.

Ladies' Breakaway Roping

1. Contestant can use only one loop.
2. A time limit of 30 seconds shall be enforced.
3. The only legal catch will be a bell collar catch for ladies' breakaway only. Bell collar catch defined as the animal's whole head with no extremities. The loop must first pass over the animal's head.
4. Ropes are to be tied to saddle horn with color coded string furnished by the RRA and a 12 by 12 square or larger white flag is to be attached and tied at the horn or behind the horn. Flag must be attached to rope when time is taken.
5. The contestant will receive no time should she break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop her horse to make the rope break away.
6. A barrier will be used in this event and a 10 second penalty added if it is broken.
7. Roping the calf without releasing the rope from the hand will result in a no time.
8. There will be an open gate. Any time a calf crosses the catch pen gate it is considered home and free, and the contestant receives a no time.
9. All roping calves must be permanently marked for season.
10. If calf is roped and crosses the catch pen gate before the rope breaks free it will be a no time. If calf is roped and the 30 second limit whistle blows before the rope breaks it will be a no time.
11. Cattle will be drawn

12. Any discrepancy will be left up to the judge and his decision is final.
13. Animal belongs to contestant when she calls for him, regardless of what happens, except in cases of mechanical failure of the barrier.
14. All changes in order to split horses etc., must be made before the performance or slack begins.
15. Breakaway calves weight limit shall be a minimum of 175 pounds and a maximum of 350 pounds. Horns up to two inches accepted.

Junior Breakaway Roping

1. The junior breakaway age shall be 14 and under as of January 1 for boys. Boys 14 and under competing in the junior breakaway may not compete in the junior or senior calf roping. Girls age shall remain at 18 and under as of January 1 and the boys and girls breakaway will be combined.
2. All breakaway ropers shall use a color coded string furnished by RRA.
3. The same rules apply as in the ladies' breakaway, except the bell collar catch.
4. The calf's head must pass through the loop. The rope may draw up on any part of the calf's body behind the head and breakaway.

Junior Bareback, Junior Bull Riding, Junior Saddle Bronc

1. Open to junior contestants only.
2. The same rules apply as in the senior bareback, senior saddle bronc, and senior bull riding.

Optional Jackpot Events

1. These events are not standard events. Each committee may feature any or all of these events.

Jr. Tie Down Roping, Jr. Steer Wrestling, Junior Goat Tying

1. Open to junior contestants only.
2. The same rules apply as in the like senior event.

Junior Barrel Race

1. Open to juniors (boys and girls) 18 and under as of January 1 who have never won money in any standard barrel race event in any rodeo association.
2. The same rules apply as in the like senior event.

Novice Barrel Race

1. Open to junior contestants 12 and under as of January 1 who have never won money in any standard barrel race event in any rodeo association.
2. The same rules apply as in the like senior event.
3. This event shall be jackpot and the payoff shall be as for all jackpot events.
4. Novice barrel race points shall not count for the jr. all around.

5. Once a contestant has won the year-end award in the novice barrel race she must move to a different category.

Novice Steer Riding

Novice Steer Riding will be added as an optional event. The contestant will need to enter through central entry and have a RRA membership. The age will be 14 and under as of January 1. Entry fees will be the same as novice barrel race, payback would be jackpot. Points will be given as in the other optional events and a year end award will be given.

Mixed Team Roping

1. The mixed team roping to be a number 5, with the exception that a number one or two may rope with any immediate family member (mother, father, husband, wife, son, daughter, brother or sister) provided the total team be a number 6 or less. Women of any age may tie on in the mixed team roping. All teams will be assigned numbers by an RRA Committee. Anyone who has an issue with the assigned numbers must contact RRA Committee in writing prior to the rodeo.
2. The same rules apply as in the team roping except mixed team ropers may enter twice.
3. Limited to two loops.
4. Anyone who ended the year in the top ten in the open team roping the previous year may not enter the mixed team roping with any partner who ended the year in the top ten in the open team roping the previous year.
5. Points in the mixed team roping will only count if you are a junior contestant, a women, or a number 1 or 2 ropers.
6. Numbers will remain the same for the entire season.
7. Full points will be given in the junior all-around for the highest placing in the mixed team roping. Any second placing would not count for the all around.
8. Points applied toward the junior all-around from the mixed team roping event will count only from a team made up of 2 junior contestants as partners.

Senior Breakaway Roping

1. Limited to contestants 45 years of age and older, provided the contestant turns 45 prior to the finals that year.
2. The roper must rope from behind a barrier and start from the either box. The legal catches are whole head, half head, or horns.

3. Rules for this event are the same as for ladies' and junior breakaway with the exception that steers will be used.
4. All breakaway ropers shall use a color coded string furnished by the RRA.