



2025 RULEBOOK



Table of Contents:

Events rules:

Leadline Goat Ribbon Pull	8
Mutton Bustin	8
Little Wrangler Goat Ribbon Pull	9
Ground Roping	10
Barrels.....	11
Straightaway Barrels	12
Flags.....	13
Poles	14
Stakes.....	16
Goats	17-18
Breakaway	19
Tiedown	20
Ribbon Roping	22
Trail	
Officers and event director listing	26



2025 Rules and Regulations

I. **Governing Bodies** –

The elected officers of Silver Spur Rodeo Club are as follows:

President, Vice-President, Secretary, Treasurer.

These officers shall serve as the Executive Board of the Club.

The Board of Directors consists of the Executive Board and the Event Directors. They will handle any discrepancies and decision making at the shows.

The Event Directors are categorized as Barrels, Straightaway Barrels, Flags, Poles, Stakes, Goats, Spur, Trail course, Ground Roping, Roping, and Leadline. The Event Directors are responsible for assisting in the arena preparation, obtaining any stock necessary (for stock events) and ensuring that there are adequate helpers in the arena to assist with the events. If an Event Director will not be available to attend to their respective responsibilities, said Event Director will be responsible for finding a replacement for that show and that replacement shall assume the Event Director duties for that show.

Any discrepancies in an individual event will be addressed by the Event Director in charge of that event. For clarification as needed, the Event Director shall confer with the Executive Committee to determine the final call for “event grievances”. For any problem with conduct or general rules, the Executive Board will handle the situation.

II. **Fees** -

Membership dues are as follows:

\$ 50 Individual - receives 1 vote at General Membership meeting.

\$ 100 Family* - Receives 2 parental votes.

*Family members must reside in the same household.

Membership dues are due at the first show that the participant competes. No new Memberships will be granted after the 5th show of the current year.

Non-Member Fee - Non-members may run exhibitions for an additional non-member fee charge of \$10 for each exhibition entry at each show date, plus exhibition fee. Non-members will only be allowed to ride during exhibition time.

Sponsorships

Each membership will be responsible for obtaining a minimum of a **\$150.00 sponsorship for a single membership** and **\$200.00 for a family membership**. Members must submit their sponsorships by the 3rd show in which they compete. The Sponsorship fee will increase to \$175 for single memberships and \$225 family memberships after the third show in which the member competes. All sponsorships must be paid by the 5th show of the rodeo season (by June 21st for 2025 season). If the Sponsorship remains unpaid, members will not be allowed to compete in any future shows until the Sponsorship is paid.

Fundraising – Silent Auctions may be held the 2nd, 4th and 6th shows each year. Monies raised go to end of year awards There also may be 1 or more fundraising activities held each year at the decision of the officers and Board of Directors.

III. Age divisions are as follows:

Leadline Non-points. Event is for any age needing assistance.

Little Wranglers	0-6 years
Peanuts	7-9 years
Pee Wees	10-13 years
Juniors	14-17 years
Seniors	18 & over

Age of contestant will be the age of the individual as of January 1st and shall be maintained throughout the year. Be prepared to show a copy of proof of age (birth certificate or driver's license) upon request.

Members shall present a current Coggins test upon request. The Coggins must be current and must be performed within the last twelve (12) months.

There will be **nine** point shows offered each year. All shows will begin at 9 am.

Contestants are allowed to compete in their respective age division; however, should contestant elect to 'ride up' in the next age division, contestant must ride from that show forth till end of season in all events in the 'ride up' age division.

IV. Dress Code –

Participants must be dressed in acceptable Western attire - Meaning a long sleeve or short sleeve western shirt that buttons down the front, jeans and boots. Lead-line must wear shirt, jeans and boots. Caps can be worn by contestants during competition. Exception: Silver Spur sponsored t-shirts may also be allowed. Only SSRC t-shirts sold by the club will be permitted as the exception for western attire for participants. **Failure to wear proper attire will result in disqualification in the event in which you are competing.**

V. Point and Placing System - A set point system will be kept for the year end awards.

Payout of Placings at each show is as follows:

1 st Place	\$3.00
2 nd Place	\$2.00
3 rd Place	\$1.00

Points Awarded at each show are as follows:

1 st Place	5 points
2 nd Place	4 points
3 rd Place	3 points
4 th Place	2 points
5 th Place	1 points

After the points have been posted, the rider has until the next show to contest the points. After that time, the points will remain as posted, with the exception of the last two shows. The last show points may be checked within 7 days of the last show by calling the secretary/treasurer.

Tie Breaker for Year End Standings:

Contestants tying with points at the end of the year shall have ties broken as follows:

1st tie breaker - Contestant having the most 1st places in that class.

2nd tie breaker - Contestant having the most 2nd places in that class.

3rd tie breaker - Contestant competing in the most number of shows in the respective event.

VI. **End of the Year Awards** - Our club's goal for year-end awards is to award the following:

1. All Around and Reserve All Around awards for each age group.
2. 1st and 2nd place buckles in each event or the monetary value towards chosen SSRC awards
3. Awards in each event through 5th place.
4. Participation awards to anyone who does not place in the top 5 of an event and has made the qualification for year-end awards set forth below.

In order to qualify for any end of the year awards, a participant must be in good standing by completing the following:

1. Current Paid Membership
2. Paid or acquired the required Sponsorship fees, including late fees if applicable.
3. Entered in at least 7 shows in 3 events.
4. In the event a contestant does not attend a show they can "Buy Back" the show they missed to be eligible for year-end awards. "Buy Back" is defined as: You must pay all entries fees for the events you are buying back and any office fees. The missed show must be paid at the next attended show date. The deadline to purchase "Buy back" shows is by the 7th show of the season. After the 7th show, an additional late penalty of \$100 must also be paid in order to qualify member for year-end prizes.
5. All outstanding fees / fines are paid.
6. For Leadline only memberships, complete 7 worker points. For all other ages groups, complete 15 work points. Worker points are earned as follows:

1 work point is earned for each event that is signed up for and worked at the Saturday show dates including exhibitions. A contestant can earn 3 work points at Friday or Tuesday night jackpot which includes exhibition.

If a member is not able to obtain the necessary work points, the cost per point will be \$35 per point or \$525 for all 15 work points. If you sign up to work an event and do not, then you could be subject to a fine of \$10 at the discretion of the Executive Directors.

VII. **Events** –Show Starts @ 9:00 a.m. Order of Events is as follows:

1. **Leadline Barrels, Stakes and Goat Ribbon Pull, Stickhorse Barrels, Poles and Stakes**
2. **Dummy roping**
3. **Mutton Bustin**
4. **Trail**
5. **Flags**
6. **Spur**
7. **Barrels**
8. **Stake Race**
9. **Ground Dummy Roping**
10. **Goats**
11. **Flags**
12. **Breakaway Roping**
13. **Tie-Down Roping**

All exhibition rides will run at the end of that event.

Exhibition time limit: 1 minute limit for each exhibition; \$5 fine for exceeding time limit.

All Exhibitions will be run with a closed gate.

Running order of contestants will be random for each show.

VIII. **Entry Fees** - Entry Fees are as follows per contestant:

Barrel Racing	\$8.00	
Straightaway Barrels	\$8.00	
Pole Bending	\$8.00	
Stake Race	\$8.00	
Flags	\$8.00	
Mutton Bustin	\$8.00	PLUS Stock Charge - \$10.00
Goat Ribbon Pull	\$8.00	PLUS Stock Charge - \$1.00
Goat Tying	\$8.00	PLUS Stock Charge - \$7.00

Breakaway Roping	\$8.00	PLUS Stock Charge - \$20.00
Tie Down Calf Roping	\$8.00	PLUS Stock Charge - \$20.00
Office Fee	\$10.00	Per contestant per show

Exhibition fees (10 available slots per event) \$8, plus stock fee. Non-member fee add'l \$10.

IX. **General Information -**

- a. Rules for each event are listed in this rulebook. It is the member’s responsibility to be aware of all rules and regulations of Silver Spur Rodeo Club (SSRC). Any contestant not complying with event rules will be disqualified from their respective event after a review by the Board of Directors of SSRC.
- b. Member, or member’s family members, which are in violation of club rules may be brought before the Executive Board of Directors for an explanation. If a member, or a family member, is in violation of the rules, the member may lose all riding privileges.
- c. Members shall follow all safety rules, including but not limited to horsemanship and rider etiquette, and conduct themselves as sportsmen and women. Members shall inform their guest of these general rules.

Foul language and un-sportsman like conduct and inappropriate etiquette will not be permitted by club members or family members and are grounds for disqualification and/or expulsion. This includes all actions in the arena and outside of the arena.

If there is a conduct problem, the family membership is subject to be fined.

***1st offense- \$250.00 fine (under the discretion of the Board Members)**

***2nd offense- Family is removed from club (under the discretion of the Board Members)**

**** FINES MUST BE PAID BY THE START OF THE NEXT SHOW****

- d. Any member that has been suspended will be brought before the Executive Board after one calendar year for re-admission into the club, pending Executive Board approval.
- e. Any member, who has a grievance about a respective event, should address that grievance to the respective Event Director. For clarification as needed, the Event Director shall confer with the Executive Committee to determine the final call for “event grievances”. For any problem with conduct or general rules, the Executive Board will handle the situation.
- f. No one will be allowed to interfere with a judge, flag person, timer or announcer while an event is on-going.
- g. All spectators must stand back from the arena fences. Children should not be left unattended. This is for the safety of everyone. Spectators will not be allowed in the warm up area during the speed events. Spectators must remain away from gates unless they are volunteer workers.
- h. Horses are **NOT to be tied up in the arena or warm up pen.**
- i. **Stock pens are off limits for any animals other than those that contain stock contracted by SSRC, per West Cal Arena.** Stalls may be rented from West Cal at the Concession stand.

- j. **ALL DOGS ARE TO BE KEPT ON A LEASH AND AWAY THE ARENA** per West Cal Arena rules.
- k. **The alley way must be kept clear at all times**. Board members have the authority to call for the alley way clearing at any time. A contestant will be given 3 warnings and then disqualified for the Show date for noncompliance. If alley way offense is by a non-member, then that non-member will be asked to leave.
- l. **3 call rules will apply and be enforced**. When a contestant is given the first call to compete, they shall begin their entry into the arena immediately. The contestant MUST be making a good faith effort to enter the arena. The contestant will have 1 minute (at which point their name will be called 2 additional times (30 sec. intervals)) to enter. If for any reason the horse hesitates, stops, turns, balks, etc.; more time may be allowed at the discretion of the event director. If at the end of two minutes the run has not started, then the contestant will receive a No Time. These same rules apply for contestants entering the roping box for roping events.
- m. At no time will more than 1 person be allowed on a single horse. (**No Doubling**) This includes small children riding with an adult.
- n. The warmup pen should be used for **contestants to warm up horses** they are competing on, and you should **use courtesy** while doing so. Follow the flow of the majority.
- o. If you open a gate, **you must close it!** All gates should be latched and chained when equipped.
- p. The **arena and alleyway should be clear** of non-essential personnel while an event is taking place.
- q. Noncompliance with club or arena rules, whether listed herein this Rulebook or posted by the arena, may result in membership fines as set forth above.

EVENT RULES:

APPLIES TO EVERY EVENT: Assisted riders in any event will not receive a score above those riding without assistance.

GOAT RIBBON PULL - LEADLINE

This event is for Leadline only.

Event Rules:

1. Time will start when contestant crosses the starting line and ends once the contestant has pulled the ribbon off the goat and crosses the start/finish line with ribbon in hand.
2. Contestant will receive a no time if they do not have the ribbon in their hand when crossing the finish line.
3. Goat is to be held by a minimum of 2 helpers & goat is to be held still.
4. The ribbon is to be placed in the same location on the goat's tail for all contestants in that show.
5. The distance from the starting line to the goat shall be 32 Ft.

MUTTON BUSTIN'

This event is for children ages 0-6 only and counts towards participation for year-end awards.

Rules:

1. Child must weigh 50 pounds or less.
2. Waiver must be signed by parent or legal guardian.
3. Child will hang on to sheep as long as possible up to 6 seconds.
4. Children between the ages of 3 and 6 years as of January 1, 2025 may ride, dependent upon meeting weight requirement.
5. All children must wear protective helmet and vest.
6. Child should want to ride the sheep and have fun!

GROUND ROPING

Event Rules:

1. Little Wranglers and Peanuts age group only.
2. Score line is 3 feet back from the Dummy's back to start for Peanuts and 2 feet back for Little Wranglers.
3. All contestants will be allowed 3 loops from behind a roping dummy for the first go. The loop must circle the calf's head and neck, and the slack must be drawn.

4. Placings are based on the number of catches. Any contestant that catches the max number of loops moves on to the next round.
5. In the 2nd round contestants will be allowed 2 loops.
6. Third round contestants will be allowed 1 loop.
7. The line will be moved back after each round.
8. The contestant cannot step across the line. If contestant steps across line, the loop will be counted as a miss.
9. If contestant drops the rope or it falls to the ground – the loop will be counted as a miss.
10. The contestant cannot let go of the rope and must have a clean Bell Collar Catch when slack is pulled.

CLOVER LEAF BARREL RACING

Event Rules:

1. Starting line in clover leaf barrel racing will be subject to ground rules.
2. A clear visible starting line shall be provided.
3. The barrels and the starting line will be permanently marked for the entire go round.
4. The horse's nose will start the timer as it crosses the starting line.
5. During the barrel racing events, the pattern will be dragged or leveled.
6. A contestant may enter the arena at the speed of their choice.
7. The arena gate must be closed immediately after barrel racer enters the arena and kept closed until pattern is complete and the rider's horse is under control.
8. The clover leaf pattern is the only approved pattern in this event.
9. The Barrels must be a minimum of 20 feet from the arena fence.
10. Touching the barrel is permitted by horse or contestant.
11. The front 2 barrels shall be 20 yards from the starting line.
 - a. The maximum distance between the 2 front barrels shall be 35 yards, arena conditions permitting. The maximum distance between the 2 front barrels and the back barrel shall be 35 yards, arena conditions permitting.
 - b. The contestant may start on either the right or left barrel with a total of only 3 turns in the pattern.
 1. When starting on the right barrel, there will be one right turn and 2 left turns around the barrels.
 2. When starting on the left barrel, there will be one left turn and 2 right turns around the barrels.
12. Broken pattern shall also be defined as breaking the forward motion to finish the pattern.
13. Event director and club officers will determine what size pattern will be used (small or large) dependent upon arena conditions.

Scoring and Penalties:

1. Event Director will not flag contestant out if run is not legal until time is recorded.
2. Knocking over a barrel is a five (5) second penalty per barrel. Should barrel be knocked over and it sets up on opposite end, the five (5) second penalty still applies and will be assessed to the contestants' time.
3. If the horse crosses starting line at any time before the pattern is completed, pattern will be considered broken, and contestant will receive a no-time.
4. If contestant's horse breaks the timer light, by backing through before starting pattern- time will be considered as started.
5. Not following the designated pattern will result in a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern.

Reruns:

1. No rerun will be given due to faulty or broken equipment furnished by contestant
2. If the electric eyes malfunction during a run and time is lost, then the contestant will be given the option for a rerun at the end of the age grouping.

STRAIGHT AWAY BARRELS:

General Rules:

Barrels will be placed at the first, third, and fifth marker for the pole pattern.

The pattern may be started from either side of the first barrel.

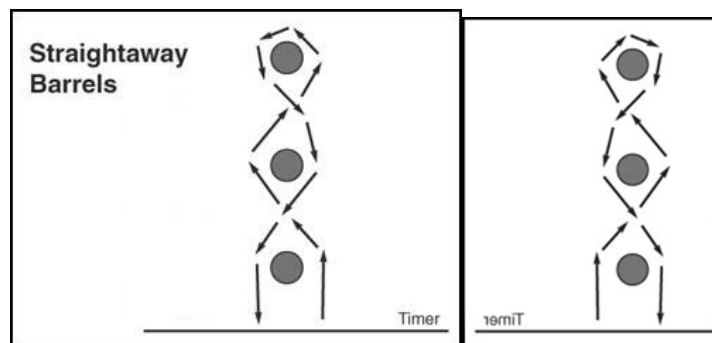
1. The time will begin when the horse crosses the timer.
2. After the first barrel, the participant will weave through on the other side of the second and then weave to opposite side third barrels, going around the third barrel and weaving back through alternating opposite sides to the first barrel ending on the opposite side to cross finish line.
3. Time ends when the horse crosses the timer on the opposite side of the first barrel.

Scoring and Penalties:

1. Knocking over a barrel is a five (5) second penalty per barrel. Should barrel be knocked over and it sets up on opposite end, the five (5) second penalty still applies and will be assessed to the contestants' time.
2. If the horse crosses starting line at any time before the pattern is completed, pattern will be considered broken, and contestant will receive a no-time.
3. If contestant's horse breaks the timer light, by backing through before starting pattern- time will be considered as started.
4. Not following the designated pattern will result in a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern.

Reruns:

1. No rerun will be given due to faulty or broken equipment furnished by contestant
2. If the electric eyes malfunction during a run and time is lost, then the contestant will be given the option for a rerun at the end of the age group.



SPUR EVENT

Event Rules:

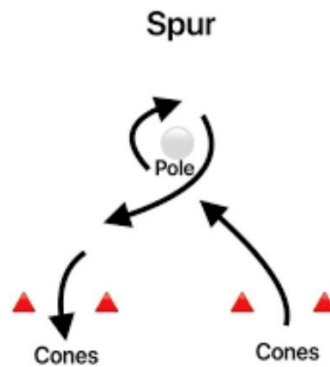
Start on either the left or the right side of the arena entering between the entry cones towards the barrel. Complete a circle around the barrel, then proceed through the poles on the other side of the arena passing the timer.

Penalties: 5-second penalty for knocked over barrel or pole.

Pattern setup –

- The poles shall be 20 yards from the timers. (setup can be on the barrel pattern lasers)
- The barrel shall be placed on the laser for the standard clover leaf pattern laser for third barrel.
- The poles shall be 10 feet apart (5 feet on each side of the lasers).
- The poles shall be placed at the first and third laser for the barrel pattern.

SPUR Pattern:



FLAG RACING EVENT

Event Rules:

1. Use barrels with 2 five gallon buckets filled with equine bedding pellets for all age groups. Bedding pellets should be 5 inches from top of both buckets. The flag will be 16-18 inches long. On the pickup bucket the top of the flag must protrude above the rim of the bucket at 5 inches. Buckets should sit on top of each barrel and in the middle of each barrel.
2. Barrels are set 30 feet from the arena wall.
3. The contestant may run the course in either direction, from the left to right or right to left. In either case, the bucket on the first barrel he/she come to shall not have a flag in it. The bucket on the second barrel he/she comes to shall have a flag set in the center of the bucket.
4. The contestant is given a flag just prior to when he/she enters the arena. The contestant then rides across the start/finish line toward the barrel with the flag. As he/she turns the 1st barrel, he/she places the flag into the bucket. Then crosses over to the second barrel and takes the flag out of the second bucket and races back across the start/finish line with the flag in hand.
5. The contestant may circle the barrel if he/she chooses to do so without penalty. However, the contestant may only circle from the outside of the barrel always turning towards the middle of the arena. If contestant goes to the right barrel first, they can only circle to the left. If the contestant goes to the left barrel first, they can only circle to the right.
6. A contestant will be disqualified and receive a No Time for any of the following:
 - a. Knocking over a barrel or turning a bucket over.
 - b. Failure to keep the flag in the first bucket. A dropped flag on ground or a missed flag in a bucket is a “no time”.
 - c. Using the flag as a whip on the horse.
 - d. Contestant may not dismount to retrieve flag after crossing start/finish line.
 - e. Carrying the flag any other place but in his/her hand carries a two (2) second penalty.
 - f. Circling the barrel in the wrong direction.
7. Not following the designated pattern will result in a No Time. A broken pattern shall be defined as breaking their forward motion.

Reruns:

1. No rerun will be given due to faulty or broken equipment furnished by contestant
2. If the electric eyes malfunction during a run and time is lost, then the contestant will be given the option for a rerun at the end of the age group.

POLE BENDING

Event Rules:

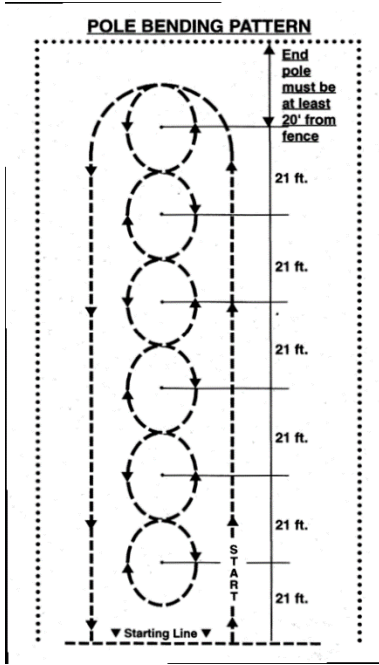
1. The pole bending pattern is to be ran around six poles.
2. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be 21 feet apart. The end pole must be 20 feet minimum from the arena fence.
3. Poles are to be set on top of the ground, six (6) feet in height with no base larger than 14 inches and no less than 12 inches in diameter.
4. Poles must be placed in a straight in line.
5. Touching a pole is permitted by horse or contestant.
6. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.

Scoring and Penalties -

1. Event Director will not flag contestant out if run is not legal until time is recorded.
2. Knocking over a pole is a five (5) second penalty per pole.
3. If the horse crosses starting line at any time before the pattern is completed, pattern will be considered broken, and contestant will receive a no-time.
4. If contestant's horse breaks the timer light, by backing through before starting pattern- time will be considered as started.
5. Not following the designated pattern will result in a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern.
6. Crossing the electric eye after a run is complete causing the electric eye to restart will result in a No Time.

Reruns:

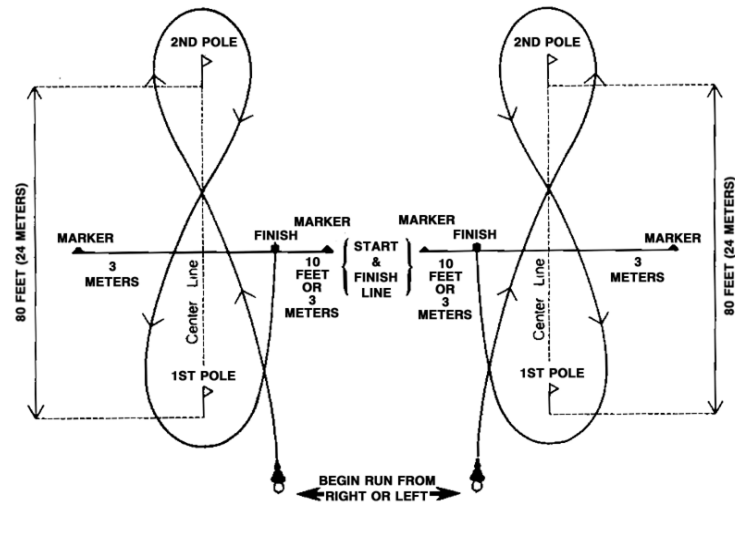
1. No rerun will be given due to faulty or broken equipment furnished by contestant
2. If the electric eyes malfunction during a run and time is lost, then the contestant will be given the option for a rerun at the end of the age grouping.



STAKE RACE

Event Rules:

1. Only 2 poles are to be used (same as the Pole Bending Poles), which are 80 feet apart.
2. Contestant must make a complete figure eight (8).
3. If a contestant does not make a complete figure eight (8) pattern, he/she will be disqualified.
4. Poles will be set up on the first pole marker (Pole Bending Pattern, closest to the timer line) and the fifth pole bending marker. Two cones 10 ft from middle of the run at 90 degrees.
5. Contestant can start on either the right or left of the first pole.
6. Cross the start/stop line which is located center line of stakes and marked 10 feet and 90 degrees, cross over to the opposite side of the pole, make either a right or left turn, go back across the start/stop line to approach the next pole making sure to cross over to the opposite side of the pole, make either a right or left turn and complete the pattern by crossing the start/stop line.
7. If an upright pole is knocked down or pattern is run outside of cones, it shall result in a no-time.
8. Contestant will exit the arena from the side gate used in the back end of the arena.
9. Broken pattern shall also be defined as breaking the forward motion to retrace their tracks to finish the pattern.



Reruns:

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
2. If the electric eyes malfunction during a run and time is lost, then the contestant will be given the option for a rerun at the end of the age grouping.

LITTLE WRANGLERS NANNY FLIPPING

Event Rules:

1. There will be a 60-second time limit in this event. Goats must be uniform in size.
2. Equipment--3-foot-long soft rope including the metal snaps on each end for tethering goats. Stake with a tether ring or a stake with an eye rolled into it and with a length of rope with a loop tied in one end and attached to the stake at the eye. All adjusted so that no part of the stake protrudes above the ground and just enough of the loop of the length of rope sticks above the ground so the tether rope may be snapped.
3. Contestants must ride their horse across the start line, race to where the goat is tethered, dismount, grab the goat and flip it on its side.
4. The goat will be tethered at a point roughly (one hundred) 100 feet from the start line and held at the point furthest away from the starting line and facing the starting line and far enough away from fences or walls that there is room to reasonably compete.
5. The goat will be held by a goat handler facing the starting point until start of the time. He/she will hold the goat for the entire run.
6. Time runs from the time the start line is crossed until the judge drops his/her flag as the contestant successfully flips the goat on its side.
7. For the safety of the contestants in this age group will be given the option to use a horse catcher prior to the child getting off. They are not allowed to touch the child, or this will be considered "With Assistance". This child will not place ahead of a child that does not get assistance.

Penalties:

- A (five) 5-second penalty if the horse crosses the tether between when the time starts and times ends.

Disqualifications:

- The horse makes contact with the goat.
- Undue roughness in handling the goat.

GOAT TYING

Event

1. The starting line in goat tying will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The stake and the starting line will be permanently marked for the entire go-round.
4. A contestant may enter the arena at the speed of their choice.
5. Arena gates must be closed immediately after contestant enters the arena.
6. The horse's nose will start the timer as it crosses the starting line.
7. Goats must be similar size and weight for the age group and have collars the same and snug.
8. Judges, goat handlers, directors, etc. must stand directly behind goat in order to give the contestants equal opportunity when dismounting from either right or left.
9. If there are 10 or more contestants in any age group, goats may be changed after 5 to 7 contestants, at the discretion of Event Director.
10. Goat typing age groups are Peanut, PeeWees, Juniors and Seniors

Event Rules:

1. There should be at least a 15-yard starting line.
2. Starting line will be 100 feet from stake.
3. The goat should be tied to a stake with a rope 10 feet in length including snaps.
4. Stake should be completely under the ground so that no part of it is visible or above ground.
5. The contestant must be mounted on a horse and must ride from the starting line to the goat.
6. If the goat is down when the contestant reaches it, goat must be stood up on at least 3 feet and then thrown. Cross and tie any 3 legs together with a leather thong, pigging string, or rope.
7. The contestant must stand clear of goat when tie is completed.
8. Legs must remain crossed and secure for 6 seconds after completion of tie.
9. To qualify as a legal tie, there will be one or more wraps, half hitch, hoey and knot.
10. Time will start when the contestant crosses the starting line. Electric timers can be used to start time.
11. Time will stop when the contestant signals the completion of the tie.

12. The contestant must move back 3 feet from the goat before the judge will start the 6 second time limit on the time for the goat's legs to remain crossed and tied. If contestant gets the rope that is holding the goat wrapped around his/her leg, he/she may ask the judge if he/she can remove it. After getting permission from the judge, he/she may remove the rope and move back 3 feet from the goat, then the 6 second time limit will start.

Scoring and Penalties:

1. Timed event judge will not flag a contestant out until time is recorded.
2. Judge is to flag time to stop, then flag contestant out if the run is not legal.
3. The tie will be passed on by a field judge and if it is not secure for six (6) seconds the contestant will receive a no time.
4. Contestant will receive a no time for touching the goat or tie string after he/she signals he/she is finished.
5. If the contestant's horse runs over the goat or rope at any time, he/she will receive a 5 second penalty.
6. If the goat should break away because of the fault of the horse while contestant is mounted, she will receive a no-time. A contestant is still mounted until both feet are on the ground.

Reruns:

1. No rerun will be given due to faulty or broken equipment furnished by contestant in any event.
2. If the goat should break away, it will be left to the judges' discretion whether the contestant will be given a rerun.
3. If the electric eyes malfunction during a run and time is lost, then the contestant will be given the option for a rerun immediately or at the end of the age grouping.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

BREAKAWAY ROPING

Events Rules:

1. A Barrier or flagged barrier line will be used.
2. **Time limit is 30 seconds** for Juniors and Seniors. Pee Wee and Peanut ropers will have a **1-minute time limit**.
3. All age groups will be allowed 2 loops. If roper intends to use 2 loops, he/she must carry 2 loops. If second loop falls from saddle before used, it cannot be used. **No loops can be rebuilt!!!!**
4. The rope must be secured to the saddle horn with the provided string in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope. This will be the contestants' responsibility.
5. Only cloth must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
6. The catch as catch can rule shall apply after the loop has passed over the calf's head.
7. Rope must be released from contestant's hand to be a legal catch.
8. In case the field judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back lap and tap, plus time already lapsed and any barrier penalty.
9. The contestant shall receive a no time should he/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 their horse to make the rope break away.
10. Contestant is responsible for finding someone to push their calf if desired.

Scoring:

1. Judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if the run is not legal.
3. There will be a ten second penalty assessed for breaking barrier.
4. Contestant and/or team will be disqualified for any abusive treatment to the calf or horse.
5. Judge's decision is final regarding legal or illegal runs, re-runs, and times.

Reruns:

1. Reruns may be given if calf escapes the arena. Flag will be dropped and watches stopped. contestant will get animal back with the lap & tap start and time already spent will be added to time used in qualifying plus barrier penalties if any.
2. No reruns will be given due to faulty or broken equipment provide by the contestant.
3. If no time is recorded or time missed, and the stock was qualified on in the field, contestant will be given a rerun.

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

TIE DOWN CALF ROPING

Event Rules:

1. A Barrier or flagged barrier line will be used. 10 Second penalty for broken barrier.
2. Ropers will be allowed 2 loops. If roper intends to use the second loop, he must carry 2 loops. No loops can be rebuilt. If second loop falls from saddle before it is used, it cannot be rebuilt.
3. In a roping event, a horse must clear the box before a loop is thrown. Contestant must rope calf, dismount the horse, go down the rope and throw calf by hand. Cross and tie any three (3) legs. Any catch is legal, catch as catch can. Roping calf without releasing loop from hand will disqualify the catch.
4. The roper shall throw the calf with no assistance. If calf is down when roper reaches it, the calf must be stood on at least 3 feet or elevated high enough that he would regain his feet, and calf must be re-thrown.
5. If ropers' hand is on calf when calf falls, calf is considered thrown by hand. Rope must hold calf until roper gets hand on the calf.
6. To qualify as a legal tie, there shall be one or more wraps, and a half hitch or hooey. (Hooey is a half hitch with a loop, the tail of the string may be partly, or all the way pulled through.)
7. The tie must hold 6 seconds, and 3 legs remain crossed until passed on by the judge. 6 second time will start when roper has remounted his horse and has taken 1 step forward. If ropers' rope comes off the calf as roper starts to work with tie, the 6 second time will start when roper completes the tie and signals for time to the judge.
8. Roper will be flagged a no-time for touching calf, or string after giving finish signal, or for excessively dragging the calf after he remounts horse.
9. Roper will be disqualified for any abusive treatment of calf or his horse.
10. Untie man must not touch calf until judge has passed on tie. Contestants must adjust neck roper or keeper (a keeper is a loop that is attached to the tie down), and reins in a manner that will prevent the horse from dragging the calf. If the horse excessively drags the calf after roper has dismounted, field judge may stop the horse. A ten (10) second penalty will be added to time by flag judge.
11. There will be a 1-minute time limit for **PEEWEEES** and help will be allowed at the discretion of the Event Director, who will designate someone to help all contestants in that age group. The designated helper may only assist in throwing the calf for the Peewee contestant, but only after contestant dismounts and touches calf.
12. There will be a **45 second time limit** for **JUNIORS and SENIORS**.
13. Contestant is responsible for finding someone to push their calf if desired.

Scoring:

1. Judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if the run is not legal.
3. There will be a ten second penalty assessed for breaking barrier.
4. Contestant and/or team will be disqualified for any abusive treatment to the calf or horse.
5. Judge's decision is final regarding legal or illegal runs, re-runs, and times.

Reruns:

1. Reruns may be given if calf escapes the arena. Flag will be dropped and watches stopped. Contestant will get animal back with the lap & tap start and time already spent will be added to time used in qualifying plus barrier penalties if any.
2. No reruns will be given due to faulty or broken equipment provide by the contestant.
3. If no time is recorded or time missed, and the stock was qualified on in the field, contestant will be given a rerun.
4. If the judge sees he/she has made an error in flagging, he/she must declare a rerun before the contestant leaves the arena.

TIE DOWN (Peanut Age Group only)

DOUBLE MUGGING RULES:

1. It will be up to the roper to secure a mugger.
2. CATCH AS CATCH CAN with rope from horse but rope must hold calf until mugger has his hands on calf.
3. Rope must be tied hard and fast to saddle horn.
4. After roping calf, roper must dismount and wait for mugger to throw calf by hand; mugger holds the foreleg and gives the foreleg to the roper. At this time, the mugger can assist in holding the calf down in a way that the calf is unable to get up. Roper must then cross and tie any three (3) of the calf's feet. Mugger cannot assist in the tie. If the calf gets up before time is called for, the procedure is repeated with the mugger throwing the calf and holding the foreleg and giving the foreleg to the roper.
5. A legal tie shall consist of one or two wraps and a half hitch. Any three legs must be tied together.
6. Tie must hold until passed on by the judge and roper must not touch calf after giving the finished signal until after the judge has completed his examination.
7. When the roper declares time, the 6 seconds will begin, and both the roper and mugger step away from the calf.
8. A NECK ROPE IS REQUIRED. ANY CONTESTANT NOT USING A NECK ROPE WILL RECEIVE A "NO TIME".

10. The gate will be CLOSED.

Mugger:

1. If calf is down when mugger reaches it, it must be cleared to the satisfaction of the judge and be thrown by hand.
2. If mugger's hand is on calf when calf falls, calf is considered thrown by hand.
3. Mugger may remove rope from calf (before roper has finished the tie) if necessary for safety reasons. This will not disqualify the run, however after roper has signaled for time the rope may not be removed until judge has expired the six (6) second tie rule.

Disqualification and "No-Time":

1. If tie comes loose or calf gets up before the time is ruled fair.
2. If the tie is ruled illegal.
3. NO NECK ROPE USED.

For all Roping Events

Scoring:

1. Judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if the run is not legal.
3. There will be a ten second penalty assessed for breaking barrier.
4. Contestant and/or team will be disqualified for any abusive treatment to the calf or horse.
5. Judge's decision is final regarding legal or illegal runs, re-runs, and times.

Reruns:

1. If the ribbon comes off the calf's tail prior to the roper making the catch or if there is no ribbon put on calf – there will be a rerun.
2. Reruns may be given if calf escapes the arena. Flag will be dropped and watches stopped. Contestant will get animal back with the lap & tap start and time already spent will be added to time used in qualifying plus barrier penalties if any.
3. No reruns will be given due to faulty or broken equipment provide by the contestant.
4. If no time is recorded or time missed, and the stock was qualified on in the field, contestant will be given a rerun.
5. If the judge sees he/she has made an error in flagging, he/she must declare a rerun before the contestant leaves the arena.

Trail Course

Objective is to maneuver through a series of obstacles while mounted horseback, successfully negotiating each obstacle in sequence in the shortest amount of time possible.

Rules:

1. There will be a **2-minute time limit** in this event.
2. Equipment – The obstacles used in the trail class are to be of standard size; however, the construction material may vary. Safety for the contestants will be the primary concern.

Bridge – To be constructed strong enough to withstand the rigors of being run and jumped upon by horses and will be six feet in length and four feet in width. Six pole bending poles will be positioned evenly, three on each side.

Gate – To be constructed strong enough to withstand being bumped into by horses, be no less than four feet in length and four feet in height and having the hinged side arranged so that the gate will swing either direction easily. There shall be a latch post, constructed so that it is not easily moved as horses bump into it while passing through the gate in a closed position. The gate must be setup so that the latch is easily reached by a contestant on horseback (no lower than four feet nor higher than six feet).

For **Little Wranglers** and **Peanuts**, the gate shall be open, so contestants walk through it.

For **PeeWees**, contestants shall open the gate and go through it.

For **Juniors** and **Seniors**, contestants shall open and close the gate.

Jump – The jump shall consist of two standards designed to hold the bar, one-and-a-half-inch pipe, in place at a consistent height and designed so that if hit by a horse making the jump that bar will fall off of the standards. It is mandatory that the bar be a ten-foot-long piece of one-and-a-half-inch PVC pipe.

Figure 8 poles –

Little Wranglers will through (between) the poles.

Peanuts, PeeWees, Juniors and Seniors shall make a figure 8 around the poles, starting from either direction.

If either pole is knocked down, there is a 5 second penalty.

Setup for Figure 8 shall be two poles setup 10 feet apart.

Pony Express –

Little Wranglers shall just ride through the obstacle.

Peanuts shall ride through, turn and ride back through before going to the next obstacle.

PeeWees, Juniors and Seniors shall ride through, pickup an object on a barrel, turn around, ride back through and place object on opposite barrel.

Setup for Pony Express shall be 8 feet apart from center of barrel with 4 cones on each side. For PeeWees, Juniors and Seniors, a cowboy hat will be used as the object for 'pick up' on the barrel.

Ground pole box –

For Little Wranglers, Peanuts and PeeWees, the contestant shall proceed through the ground pole box.

For Juniors and Seniors, the contestant shall enter the box, make a circle (without going out of the box, then walk out.

3. The course shall consist of five obstacles, arranged so that the course covers about one hundred yards of total distance. Placement of each obstacle is entirely at the discretion of the track or arena director. **The course pattern for trail will vary each show.**
4. To successfully complete the trail course, the contestant must successfully negotiate each obstacle in the proper sequence. Some obstacles may be successfully negotiated by if part or all the obstacles get tipped over or knocked down – as detailed later, there will be a time penalty assessed in these cases. Contestants who miss an obstacle, may go back and complete the requirements for that obstacle prior to negotiating the next obstacle in the sequence of the course.
5. Obstacles:
 - a. Bridge – To successfully negotiate the bridge, the rider must cross the length of the bridge without knocking down any of the poles placed along the edges. The horse does not have to touch the bridge while crossing it. Rider will be disqualified for failure to cross the length of the bridge and will be assessed a **ten second penalty for knocking down any or all the poles.**
 - b. Gate – To successfully negotiate the gate, the rider must unlatch the gate, rider her horse through the gate and re-latch the gate. Failure to complete any of the three above steps will mean disqualification. If, after the rider has re-latched the gate, the **horse bumps into the gate and knocks it down, a ten second penalty** will be assessed. If the horse kicks the gate down at any point prior to completion of relatching the gate and the contestant is unable to finish because of the obstacle is down, rider is disqualified.
 - c. Mailbox – In order to successfully negotiate the mailbox, the rider must complete the three steps listed:
 - Step 1 – open the mailbox door.
 - Step 2 – deposit mail (provided by committee) into the mailbox.
 - Step 3 – close the mailbox door.

The door must be closed all the way and mail must remain inside the mailbox. All above must be done while mounted. If mail is dropped, the rider may dismount to pick up the mail but must remount to complete the obstacle. **If the horse knocks over the obstacle after it has been successfully negotiated a ten second penalty** will be addressed.

6. All obstacles must be negotiated with the rider mounted. It will be the field judge's decision to pass on whether an obstacle was properly negotiated or not, the field judge's decision is final. When the time limit has expired, the contestant must exit the arena immediately.
7. All penalties, no times and broken patterns will be documented on the judges' sheets by the field judge.

Sample course (setup will vary each show) --

