

## National Gay Rodeo Association Rodeo Introduction

Now that regional Rodeos are a reality and beginning to take on the aspect of being stepping stones leading up to and qualifying for a National Rodeo, the following Rules and Regulations are designed to encourage additional participation by all contestants.

In order to encourage both horse owners and non-horse owners and to make it worthwhile for a horse owner to move his horse such great distances, the following rules distinctly recognize two areas of competition (1) Rodeo Events and (2) Horse Events. Each has specific rules governing each individual event and how points are earned.

In both areas of competition there will be two categories judged (1) Cowboy: Male, (2) Cowgirl: Female.

There are two recognized formulas for Prizes and Pay Offs used today. Each Rodeo may choose one of the formulas by which to advertise and run its Rodeo

### Rules and Regulations for \_\_\_\_\_ Rodeo

#### General Requirements:

1. ALL CONTESTANTS must be of legal age in the state where the Rodeo is being held or have a signed consent form.
2. ALL CONTESTANTS must fill out and complete a Rodeo Contestant Entry Form.
3. ALL CONTESTANTS must fill out and complete a Rodeo Liability Waiver Form. There is NO LIABILITY INSURANCE provided by the (name of host association).
4. Each contestant will be issued a Contestant Number, which must be worn at all times during the Rodeo. This will gain you admittance to the grounds, contestant areas, and chute areas. LOST/STOLEN/FORGOTTEN Contestant Numbers: YOU will be charged (amount) for issuance of a new number. No admittance/no competing without your issued number on your back. This CAN and WILL result in disqualification and forfeiture of fees.
5. ALL CONTESTANTS must register a signature using their legal name. However under AKA (also known as), he/she MAY use an alias name. This is the name that will be used by the Rodeo Announcer in the program and given to the news media. Rodeo officials and the news media can now use names and pictures of any and all contestants. They are, in general, considerate and conservative in this respect. All Media must gain admittance by permission of the Rodeo Officials.
6. ANY CONTESTANT CAN BE DISQUALIFIED by the Rodeo Officials for any number of reasons; intoxication, drugs, belligerency, cruelty to animals, etc.
7. ALL CONTESTANTS signed up for the events MUST meet at (place) at (time) (days). Meeting is mandatory for all contestants and arena personnel. Stock will be drawn at this meeting for that day's performance. Briefing and contestant questions will be answered at that time.
8. ENTRY FEES — are to be set by individual Rodeo Officials.
9. Each Rodeo must publish and advertise its Rodeo Rules, and Regulations, and Pay-Offs, prior to its Rodeo.

#### Point System — Rodeo Events

1. Cowboy (male) and Cowgirl (female) will be competing together but will be judged separately!
2. Each will be competing separately for All Around Cowboy and Cowgirl Titles.
3. To compete for all around titles contestant must be entered in three (3) or more events.
4. Contestant may compete in any event only once per performance.

#### Rodeo Events:

1. Bareback Riding
2. Bull Riding
3. Calf Roping Mounted
4. Calf Roping On Foot
5. Team Roping
6. Bulldogging
7. Chute Dogging
8. Wild Cow Milking
9. Steer Decorating
10. Wild Cow riding
11. Goat Tying
12. Ribbon Roping

Each Rodeo may choose to use any or all of these events or others that may be approved.

Points are awarded per performance to the first four places.

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|-----------|-----------------|
| 1st Place | 40 Points Total |
| 2nd Place | 30 Points Total |
| 3rd Place | 20 Points Total |
| 4th Place | 10 Points Total |

In team events, team members split points evenly.

#### Tie Decisions — Rodeo Events

Should a tie occur for any place:

Example — Tie for first place; equal points will be given to both contestants. 40 points for first and 30 points for second will be added together and split evenly, 35 points to each contestant. No second place. Third place remains third and fourth place remains fourth. Tie between second and third, or third and fourth will be treated similarly.

#### Tie Decision — All Around Title

In the event two contestants should earn the same number of points for the All Around Title the tie breaker will be to give one (1) point to the contestant who has placed in the most events. If a tie still exists an additional tie breaker would be head on competition comparison of all like events and scores.

#### Horse Events:

1. Barrel Racing
2. Barrel Racing Classic
3. Texas Flag Race
4. Pole Bending
5. Jumping Figure 8
6. Ribbon Race
7. Key Hole

Each Rodeo may choose to use any or all of these events or others that may be approved.

Points are awarded per performance to the first four places.

- |           |                 |
|-----------|-----------------|
| 1st Place | 40 Points Total |
| 2nd Place | 30 Points Total |
| 3rd Place | 20 Points Total |
| 4th Place | 10 Points Total |

In team events, team members split points evenly.



## Tie Decisions — Horse Events

Should a tie occur for any place:

Example — Tie for first place; equal points will be given to both contestants. 40 points for first and 30 points for second will be added together and split evenly, 35 points to each contestant. No second place. Third place remains third and fourth place remains fourth. Tie between second and third, or third and fourth will be treated similarly.

## Tie Decision — Horse Events Winner

In the event two contestants should earn the same number of points for the Horse Events Winner the tie breaker will be to give one (1) point to the contestant who has placed in the most events. If a tie still exists an additional tie breaker would be head on competition comparison of all like events and scores.

## Rodeo Prizes and Pay-Offs

### 1. Advertised Purse Rodeo

Sponsor advertises set amount of prize money to be paid.

Stted amounts will be paid to:

All Around Cowboy  
All Around Cowgirl

and to the first four places in each event to both Cowboy and Cowgirl Divisions, regardless of number of performances, number of competitors or amount of entry fees paid.

Sponsor advertises he will give buckles to:

All Around Cowboy  
All Around Cowgirl  
Horse Event Winner Cowboy  
Horse Event Winner Cowgirl

and to top point earner of each event. (In the event of a tie, scores or times will be used to determine buckle winner. If still tied, each winner will receive a buckle.)

**BUCKLES WILL NOT BE AWARDED IN ANY EVENT WITH LESS THAN THREE CONTESTANTS.**

### 2. Day Money (Go-Around) Rodeo

Sponsor advertises set amount of prize money to be paid.

All Around Cowboy  
All Around Cowgirl

Sponsor advertises all entry fee money to be paid back in each event to the first four places per go-around. If ribbons are given they may be deducted from entry fee money in each event. The balance will be paid to the first four places.

1st Place 40%  
2nd Place 30%  
3rd Place 20%  
4th Place 10%

Sponsor advertises he will give buckles to:

All Around Cowboy  
All Around Cowgirl  
Horse Event Winner Cowboy  
Horse Event Winner Cowgirl

and to top point earner of each event. (In the event of a tie, scores or times will be used to determine buckle winner. If still tied, each winner will receive a buckle.)

**BUCKLES WILL NOT BE AWARDED IN ANY EVENT WITH LESS THAN THREE CONTESTANTS.**

In either rodeo, Cowboy or Cowgirl Division Pay Off Money will still be awarded as stated.

## Rules and Regulations for \_\_\_\_\_ (name) Rodeo

### General Rules:

ALL CONTESTANTS MUST WEAR LONG SLEEVE SHIRTS AND COWBOY HATS DURING COMPETITION (EXCEPTION — WILD COW MILKING FOR THE DRAG COSTUME.)

### LAP AND TAP RULES.

THESE APPLY WHEN USING A SCORING LINE FOR STARTING TIME INSTEAD OF A BARRIER IN CALF ROPING, CALF ROPING ON FOOT, BULL DOGGING, TEAM ROPING, AND RIBBON ROPING.

- BULLRIDING:** Rider must stay on the bull for a full SIX (6) seconds, horn will sound at that time. Rider will be scored additional points for spurring, etc. Women MAY ride with TWO (2) hands, but that will result in a lower score (optional). If the two hand option is selected, both hands must be used for the complete ride. Rider must have locked rowels on spurs. IF FREE HAND TOUCHES, THE RIDER WILL BE DISQUALIFIED!
- BAREBACK BRONC RIDING:** Rider must stay on the bronc for a full SIX (6) seconds; horn will sound at that time. Rider will be scored additional points for spurring, etc. Women MAY ride with TWO (2) hands, but that will result in a lower score (optional). If the two hand option is selected, both hands must be used for the complete ride. Rider must have spurs with free rolling rowels. When leaving the chute feet must be above the point of the horse's shoulder and rider must mark the horse. IF FREE HAND TOUCHES, THE RIDER WILL BE DISQUALIFIED!
- CALF ROPING:** Contestant must provide his/her own horse. Each roper will be allowed TWO (2) loops. Lap and tap rules will be used. Time starts when calf's nose crosses score line (2 feet in front of chute). If roper crosses score line before the calf, there will be a five second penalty. Time is completed when calf is roped and the mounted judge drops the flag. Rope is to be secured to saddlehorn and time will be flagged when calf breaks rope from the saddle horn. This is a timed event with a 90 second time limit.
- CALF ROPING ON FOOT:** Each contestant will be allowed TWO (2) loops. Lap and tap rules will be used. Time starts when calf's nose crosses score line (2 feet in front of chute). If contestant crosses score line before the calf, there will be a five second penalty. If calf is roped prior to crossing the line, there will be a five second penalty. Roper must start inside the roping box. This is a timed event with a 90 second time limit.
- WILD COW RIDING:** Rider must stay on the cow for a full SIX (6) seconds; at that time the horn will sound. Rider will be scored additional points for spurring, etc. Women MAY ride with TWO (2) hands, but that will result in a lower score (optional). If two hand option is selected, both hands must be used for the complete ride. IF FREE HAND TOUCHES, RIDER WILL BE DISQUALIFIED!
- WILD COW MILKING:** This a THREE CONTESTANT EVENT (male, female and drag). Cows will be in the bucking chutes with ropes attached. Female will be standing in front of the chute holding the rope. Drag may be standing next to female and must be in (a)wig, and (b)dress. Male will be in mid-field. All SIX (6) chutes will be opened at once. Females must hang on to the rope on the cows. Once the cows are completely out of the chutes, the Drag must work as the "Mugger," grabbing the cow's neck/head and steadying it. Drag may not touch the cow or rope until the cow clears the chute. The male must run from mid-field, with his empty cup, and milk at least TWO (2) drops of milk in his cup, he must run back to the judges, keeping the cup away from his face. Upon the judges' order, time stops, turns the cup upside down to prove that there are TWO (2) drops of milk inside. The first male runner back to the judges, and proving the TWO (2) drops of milk will decide the winning team. Knots in the holding rope are allowed. This becomes a timed event if there is more than one heat!
- BULLDOGGING:** The bulldogger is the only one who pays an entry fee in this event. There must a hazer and bulldogger for this event. Lap and tap rules will be used. Time starts when steer's nose crosses the score line (2 feet in front of chute). If bulldogger crosses score line before the steer, there will be a five second penalty. Time starts when the judge drops his flag at score line — time stops when the bulldogger has wrestled his steer and flipped its head backwards to the ground with all four feet facing the same direction. At this time, the mounted judge drops the flag. Women's rules are the same as above, except dogger will remove ribbon from the steer's neck while staying on horse back instead of wrestling the steer to the ground. This is a timed event with a 90 second time limit.
- STEER DECORATING:** This is a two contestant event. Steers are released from the chute with rope attached. Can be around horns or a nose and neck loop (like a halter) and knots in the rope are allowed. One member of team holds rope while the other member of team ties the ribbon on the tail. Person attaching ribbon runs to judge when done. Ribbon must stay on tail until runner reaches judge and to finish the time, the rope must be removed from the steer's head. This becomes a timed event if there is more than one heat.
- TEAM ROPING:** Team consists of a header and a heeler. The header may rope the horns, the head, or half of the head. Each team is allowed a total of THREE (3) loops. The heeler must rope the back legs. If only one leg is roped there will be a five second penalty. Judge will start time when the steer's nose crosses the score line (2 feet in front of chute). If either of the team members crosses the score line before the steer, there will be a five second penalty. Lap and tap rules will apply. The mounted judge will flag when the steer is roped and both header and heeler are stopped and facing each other with both ropes taut. This is a timed event with a 90 second limit.
- RIBBON ROPING:** This is a team event with two contestants on each team. One team member will be on horseback in the roping box with rope attached to the calf's neck. The calf will be in the roping chute and have a ribbon tied around its tail. The second team member will be on foot and positioned mid-way in the arena. Lap and tap rules will apply. Rider must stop calf while staying on his horse and the team member on foot must pull ribbon from calf's tail and run to the judge for time. This is a timed event with a 90 second limit.
- CHUTE DOGGING:** Steer is in roping chute. Dogger is on foot positioned at head gate. Time starts when dogger calls for the steer. The dogger must then grab the steer's horns and wrestle the steer to the ground. Time ends when the contestant flips the steer's head backwards to the ground with all four feet facing the same direction. This is a timed event with a 90 second limit.
- GOAT TYING:** This event consists of one contestant on horseback and one goat. The goat is staked on an 8 foot line inside a 20 foot diameter circle. The mounted contestant is positioned at the other end of the arena. Time will start when contestant crosses starting line and rides down to the circle and dismounts outside the circle. Time ends when contestant ties ribbon securely to the goat's tail and raises both hands in the air. Contestant is disqualified if the horse crosses into the circle while the contestant is still mounted, or if the ribbon falls off. This is a timed event with a 90 second limit.