

# IGRA Rodeo Rules Book

The first IGRA rules before the official formation of IGRA

1984

## Of Interest

- These rules were used in 1984 Denver rodeo
- This was the year before the first official rule book was published
- We believe all these pages are the ones that were actually annotated and used by Wayne Jakino
- Thanks to Patrick Terry who found these tossed in a file cabinet in the CGRA equipment storage locker

**INTERNATIONAL  
GAY  
RODEO**

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**1.** Sanctioned Rodeos (Not Approved-But Guidelines)

1. Vet
2. Standard Entry Form
3. Must Comply With State Health Rules & Regulations
4. Offer Events From Approved List
  - A. Each rodeo must provide:
    - (1) Four (4) Rough Stock Events
    - (2) Three (3) Roping Events
    - (3) Three (3) Horse Events
    - (4) Three (3) Camp Events
5. Follow Approved Point Structure
6. Rodeo Director
7. Arena Director
8. Chute Bosses -- One (1) at Bucking Chutes  
One (1) at Roping & Dogging Chutes
9. Official Timers
10. Judges -- Two (2) Qualified
11. Professional Bullfighter
12. Professional Pickup Men
13. Professional Medical Personnel & Ambulance
14. American & State Flag Presented Western Style
15. Follow Specific Lap & Tap Rules
16. Contestant list will be posted at the chute or area used for that particular event.
17. Protest Committee
18. Publish Rules, Regulations & Pay Offs Prior to the Rodeo
19. Media Control

**2.** General Rules of a Sanctioned I.G.R.A. Rodeo

1. All contestants must be of legal age in the state where the rodeo is being held, and be an I.G.R.A. member in good standing with the association.
2. All participants must fill out completely the standard entry form and liability waiver form. (This includes all grand entry participants, dancers, entertainers, staff members, etc.) There is no liability insurance provided by \_\_\_\_\_.
3. Each contestant will be issued a contestant number, which must be worn on the back of the shirt at all times during the rodeo. This will gain the contestant admittance to the grounds, the contestant and chute areas. Lost, stolen or forgotten contestant numbers; the contestant will be charged FIVE DOLLARS (\$5.00) for issuance of a new number. No admittance nor competing will be allowed without authorized issued number worn on the contestant's back. Failure to comply will result in disqualification and forfeiture of fees.

2. General Rules of a Sanctioned I.G.R.A. Rodeo (Cont'd.)

4. All contestants must register a signature using their legal name. However, under AKA (also known as) he/she may use an alias. This will be the name used by the rodeo announcer and released to the news media.
5. Any contestant can be disqualified by the rodeo officials and will forfeit all entry fees for any of the following:
  - A. Bad Checks
  - B. Non-Payment of Entry Fees
  - C. Fighting
  - D. Attempting to Fix or Bribe a Judge
  - E. Entering the Arena or Contestant Area Under the Influence or in Possession of Alcohol, Narcotics, or Drugs of Any Kind
  - F. Inhumane Treatment of Animals
  - G. Illegal or Unauthorized Drugging of Animals
  - H. Intentionally subjecting the Rodeo or I.G.R.A. to Bad Publicity
  - I. Unauthorized Use of I.G.R.A. Membership Card
6. It is mandatory that all contestants and arena personnel must attend a meeting prior to competing. Meetings will be held two and a half (2½) hours prior to grand entry of each performance. Stock draw for the rodeo will be made at the first (1st) meeting. Arena director will draw for absentee contestants. Failure to attend a meeting will result in a TWENTY FIVE DOLLAR (\$25.00) CASH fine payable before the contestant can compete.
7. Entries for all events will be closed at midnight the day prior to the first (1st) performance.
8. Entry fees to be established by each rodeo's officials.
9. All contestants are numbered and must compete in the order listed on the contestant list. If the contestant does not follow the listed order, they will be disqualified. (If a contestant has a conflict with another event, they must contact the arena director before the event and have their position changed.)
10. Coggins test and health certificates must comply with the host states regulations.
11. All contestants are required to wear long sleeve shirts and a cowboy hat during the competition. Failure to do so, will cause contestant to be disqualified. Camp events excluded.
12. Contestant must provide or make arrangements for their horse or the necessary equipment for these events.

### **3.** Approved Events

#### 1. Rough Stock Events

- A. Bull Riding
- B. Wild Cow Riding
- C. Bare Back Bronc Riding
- D. Chute Dogging

#### 2. Roping Events

- A. Team Roping
- B. Mounted Break-Away Calf Roping
- C. Calf Roping on Foot
- D. Ribbon Roping

#### 3. Horse Events

- A. Barrels
- B. Texas Flag Race
- C. Pole Bending
- D. Speed Barrels
- E. Speed Race

#### 4. Camp Events

- A. Wild Cow Milking
- B. Steer Decorating
- C. Goat Decorating

### **4.** Point System

1. Cowboy (male) and cowgirl (female) will be competing together but will be judged seperately.
2. Each will be competing seperately for all around cowboy and cowgirl titles.
3. To compete for all around titles, each contestant must participate in three (3) of the four (4) divisions of events and place in two (2) divisions.
4. Contestant must participate in two (2) performances of the rodeo.
5. Contestant may compete in any event only once per performance except for team roping.



4. Point System (Cont'd.)

6. Points are equal for all events and awarded per performance to the first (1st) four (4) places as follows:

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

(In the team events, each team member will receive full points for placing.)

7. Tie Decisions

A. All Events

Tie for first (1st) place; equal points will be given to both contestants. The forty (40) points for first (1st) and thirty (30) points for second (2nd) will be added together and split evenly, thirty five (35) points to each contestant. No second (2nd) place given. Third (3rd) place remains third (3rd) and fourth (4th) remains fourth (4th). Ties between second (2nd) and third (3rd), third (3rd) and fourth (4th) will be treated the same.

B. All Around Titles

In the event two (2) contestants should earn the same number of points, 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 score.

**5.** Rodeo Prizes and Payoffs

1. Advertised Purse Rodeo

- A. Sponsor advertises set amount of prize money to be paid.
- B. Stated amounts will be paid to: All Around Cowboy and All Around Cowgirl and to the first four (4) places in each event to both Cowboy and Cowgirl Divisions, regardless of the number of performances, number of competitors or amount of entry fees paid.
- C. Sponsor advertises he will give buckles to: All Around Cowboy and All Around 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.)

5. Rodeo Prizes and Payoffs (Cont'd.)

2. Day Money (Go Around) Rodeo

- A. Sponsor advertises set amount of prize money to be paid: All Around Cowboy and All Around Cowgirl.
- B. Sponsor advertises all entry fee money to be paid back in each event to the first (1st) four (4) places per go around and ribbons will be given to the first (1st) four (4) places per go around.

Entry fee split as follows:

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

(Tied money awards to be treated the same as ties in the point system.)

- C. Sponsor advertises he will give buckle to: All Around Cowboy and All Around Cowgirl and to the 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.)

3. In either type of rodeo, payoff money will be paid as stated.

6. Rules For Events

1. Rough Stock Events

A. Bull Riding

- (1) A woman may elect to ride with one (1) or two (2) hands. Before she calls for the animal, her decision must be made and maintained throughout the ride. If she starts with one (1) hand, she will be disqualified for using the second (2nd) hand. (Riding with two (2) hands is an automatic ten (10) point reduction in score.)
- (2) Men must ride one (1) handed.
- (3) If the rider chooses to use spurs, locked rowel spurs must be used. The rider is not to use sharp spurs.

6. Rules For Events (Cont'd.)

1. Rough Stock Events (Cont'd.)

A. Bull Riding (Cont'd.)

- (4) Riders who are fouled at the chute or if the bull falls, are to be entitled to a re-ride at the discretion of the judges.
- (5) If a flank strap comes off, a re-ride must be given and must be taken on the same bull provided the rider has qualified up until the time the flank strap came off. If rider disqualifies after the flank strap comes off, the re-ride will still be given regardless of the rider's performance.
- (6) If rider makes a qualified ride with any part of the rope in the riding hand, he/she is to be scored. Contestant will have the right to ask the judges to pass on whether or not the bull is properly flanked to buck to the best of its ability. The bell must be under the belly of the animal.
- (7) The matter of re-rides shall be the decision of the judges, regardless of performance. Contestant may request re-ride or decline. The Judges decision is final.
- (8) No more than two (2) people may be on chute to pull contestant's rope. Chute boss will designate who is qualified to assist the rider.
- (9) Hooks, rings or knots will not be used on bull ropes.
- (10) Mulie bulls should be requested from stock contractor. All horned bulls must have their horns tipped or cut back. This is the responsibility of the arena director.
- (11) No hot shots will be used on an animal in the rough stock events after rider sits down on an animal unless rider requests such use. Hot shot may be used when animal turns its head out of chute.
- (12) Rider will receive no score for any of the following offences:
  - (a) Being bucked off
  - (b) Touching the animal with free hand
  - (c) Using sharp spurs
  - (d) Placing spurs or chaps under the rope when rope is being tightened

6. Rules For Events (Cont'd.)

1. Rough Stock Events (Cont'd.)

A. Bull Riding (Cont'd.)

- (13) Judges may disqualify a bull rider who has been advised he/she is next to go if he/she is not above the animal with his/her glove on when the previous animal leaves the arena.
- (14) Rider must stay on bull for full six (6) second ride. Horn will sound at this time. Rider will be scored additional points for spurring.
- (15) This event has two (2) judges.
- (16) Ride will be scored fifty (50) points by each judge; twenty-five (25) points for the bull; twenty-five (25) points for the rider.

**B.** Wild Cow Riding

- (1) A woman may elect to ride with one (1) or two (2) hands. Before she calls for the animal, her decision must be made and maintained throughout the ride. If she starts with one (1) hand, she will be disqualified for using the second (2nd) hand. (Riding with two (2) hands is an automatic ten (10) point reduction in score.)
- (2) Men must ride one (1) handed.
- (3) If the rider chooses to use spurs, locked rowel spurs must be used. The rider is not to use sharp spurs.
- (4) Riders who are fouled at the chute or if the wild cow falls, are to be entitled to a re-ride at the discretion of the judges.
- (5) If a flank strap comes off, a re-ride must be given and must be taken on the same wild cow provided the rider has qualified up until the time the flank strap came off. If rider disqualifies after the flank strap comes off, the re-ride will still be given regardless of the rider's performance.
- (6) If rider makes a qualified ride with any part of the rope in the riding hand, he/she is to be scored. Contestant will have the right to ask the judges to pass on whether or not the wild cow is properly flanked to buck to the best of its ability. The bell must be under the belly of the animal.

6. Rules For Events (Cont'd.)

1. Rough Stock Events (Cont'd.)

B. Wild Cow Riding (Cont'd.)

- (7) The matter of re-rides shall be the decision of the judges, regardless of performance. Contestant may request re-ride or decline. The judge's decision is final.
- (8) No more than two (2) people may be on chute to pull contestant's rope. Chute boss will designate who is qualified to assist the rider.
- (9) Hooks, rings or knots will not be used on wild cow ropes.
- (10) Mulie wild cows should be requested from stock contractor. All horned wild cows must have their horns tipped or cut back. This is the responsibility of the arena director.
- (11) No hot shots will be used on an animal in the rough stock events after rider sits down on an animal unless rider requests such use. Hot shot may be used when animal turns its head out of chute.
- (12) Rider will receive no score for any of the following offences:
  - (a) Being bucked off
  - (b) Toughing the animal with free hand
  - (c) Using sharp spurs
  - (d) Placing spurs or chaps under the rope when rope is being tightened
- (13) Judges may disqualify a wild cow rider who has been advised he/she is next to go if he/she is not above the animal with his/her glove on when the previous animal leaves the arena.
- (14) Rider must stay on wild cow for full six (6) second ride. Horn will sound at this time. Rider will be scored additional points for spurring.
- (15) This event has two (2) judges.
- (16) Ride will be scored fifty (50) points by each judge; twenty-five (25) points for the wild cow; twenty-five (25) points for the rider.

6. Rules For Events (Cont'd.)

1. Rough Stock Events (Cont'd.)

**C.** Bareback Bronc Riding

- (1) Riders may elect to ride with one (1) or two (2) hands. Riding with two (2) hands will result in an automatic ten (10) point reduction in score. Before the rider calls for animal, decision must be made and maintained throughout ride as to whether one (1) or two (2) hands are to be used. If rider starts with one (1) hand, rider will be disqualified for using second (2nd) hand during ride.
- (2) If rider intends to ride with one (1) hand, one (1) hand rigging must be used. If rider intends to ride with two (2) hands, two (2) hand rigging must be used. Rigging cannot be over ten inches (10") in width at hand hold, and not over six inch (6") "D" ring. No freak riggings are allowed. Judges will have final decision on legality of riggings.
- (3) There will be no tape or any other adhesive material or substance other than dry resin used on rigging or on rider's glove, which will be a plain glove with no flaps, rolls, wedges, welds or gimmicks. Rider may have a single layer of sheepskin or leather under one (1) hand-hold which will extend at least one inch (1") on both sides of the center of the hand-hold not to be shaved and either one (1) shall be glued down. Rider may not take any kind of finger wrap or suicide wrap. Violators shall be disqualified.
- (4) Rigging must lie flat on horse's back while rigging is being cinched. Stock contractor may call on judge to pass on whether rigging is being set or cinched in a way that might hurt the horse's back. No fiberglass or metal in riggings or handholds. Only leather or rawhide allowed for handholds; only other metal allowed will be the dee rings. All riggings must have enough sheepskins or sponge rubber underneath to cover the bars. Pads used under riggings must be leather covered on both sides. If they are hair pads, they must be at least one inch (1") thick, and if a foam pad, they must be at least one and a quarter inch (1¼") thick. Pads will extend at least two inches (2") behind the rigging.
- (5) A one inch (1") thick pad may be used under bareback rigging if stock contractor requests its use.

6. Rules For Events (Cont'd.)

1. Rough Stock Events (Cont'd.)

C. Bareback Bronc Riding Cont'd.)

- (6) Cinches on bareback riggings shall be at least five inches (5") wide.
- (7) Judges may require rider to take his/her hand out of rigging after a horse is cinched. If hand hold is too tight, rigging will be declared illegal. Stock contractor may request to take such action.
- (8) Horses must be ridden six (6) seconds, time to start when front feet hit the ground first, first jump out of the chute.
- (9) Judges may disqualify riders for the following:
  - (a) If the rider is bucked off
  - (b) If the rigging comes off the horse
  - (c) Touching anything with the free hand
  - (d) Riding with locked rowels
  - (e) If in the judge's opinion the riders rowels are too sharp
  - (f) Not following the judges instruction to take feet from the neck of the horse stalled in chute
  - (g) Rider may be disqualified if he/she does not have animal rigged and ready to go when called
- (10) To qualify for a score the rider must have the spurs over the break of the horses shoulders and touching horse when horses front feet hit the ground. Contestants will have the right to call judges to pass on whether or not horse is properly cinched.
- (11) The matter of re-rides shall be decided by judges.
- (12) A rider may receive a re-ride for any of the following:
  - (a) If he/she is fouled at the chute or by pick-up persons
  - (b) When horse falls down out of chute
  - (c) If flank comes off or breaks provided the rider completes a qualified ride
- (13) If re-ride is given, the judge shall inform contestant immediately of his/her marking and an option of a re-ride. Contestant may refuse re-ride and take his/her marking. Contestant must make his/her decision immediately. Contestant may request re-ride. Judge's decision is final.

6. Rules For Events (Cont'd.)

1. Rough Stock Events (Cont'd.)

C. Bareback Bronc Riding (Cont'd.)

- (14) This event has two (2) judges.
- (15) Ride will be scored fifty (50) points by each judge; twenty-five (25) points for the horse; twenty-five (25) points for the rider.

**D.** Chute Dogging

- (1) This event is set up in bucking chutes.
- (2) Timed event with a sixty (60) second time limit.
- (3) Dogger will get into the chute with the steer and position self with hands on the animal's horns.
- (4) Dogger calls for the animal and time will start when the animal's nose crosses the start line. (The start line will be at the end of chute gate when it is fully open.)
- (5) Dogger will be disqualified if steer is dogged before crossing the start line.
- (6) Steer is considered down only when it is lying on its side or back with all legs pointed in the same direction as nose.
- (7) Events has two (2) judges: One (1) at start line to flag start  
One in arena to flag finish
- (8) Event requires two (2) timers.

**2.** Roping Events (Lap and tap timing system will be used. Two (2) judges will be used to start and stop the time. One (1) judge will flag the barrier line at the chute. To start the time, the calf or steers nose clears the chute gate. The second (2nd) judge will be mounted on horseback and positioned in the arena to flag the finish of the event.)

A. Team Roping

- (1) Lap and tap timing will be used with a ninety (90) second time limit.
- (2) Team will start behind barrier using either box, and must throw the first loop at head.



6. Rules For Events (Cont'd.)

2. Roping Events (Cont'd.)

A. Team Roping (Cont'd.)

- (3) The header's horses tail must clear the box before the loop is thrown. A ten (10) second penalty if either horse breaks box before the calf starts.
- (4) Animal belongs to the contestant when he/she calls for it regardless of what happens, except in cases of mechanical failure.
- (5) If steer gets out of the arena or injures itself, flag will be dropped and the roper gets a steer back lap and tap with the time added which was taken when the steer left the arena or became injured.
- (6) Each contestant will be allowed to carry but one (1) rope. Each team allowed three (3) throws in all. Roping steers without turning loose the loops will be considered no catch. Roper must dally to stop steer. No tied ropes allowed. The word "Dally" means one (1) complete turn around the horn.
- (7) Time starts when steer crosses barrier line. Time will be taken when steer is roped, both horses facing steer in line with ropes dallied and tight, horses front feet must be on the ground. Ropers must be mounted when time is taken. Steer must be standing when roped by head or heels.
- (8) All changes in lists of roping order to share horses, etc., must be made before any stock for that event is loaded in the chute. After stock is loaded, ropers must rope in order listed.
- (9) 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.
- (10) If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight feet (8') before steer regains his feet or the team will receive no score.
- (11) Broken rope or dropped rope will be considered no time.

6. Rules For Events (Cont'd.)

2. Roping Events (Cont'd.)

A. Team Roping (Cont'd.)

- (12) Heeler must rope the heels (Back Legs). If only one (1) heel is roped, there will be a five (5) second penalty. If heeler ropes steer around the belly or ahead of the hips there will be no time. Ropers are allowed to work slack to complete a catch. Roping an animal without releasing the loop is not permitted. The rope must be thrown. Roper cannot ride up and snare or put loop on the steer.
- (13) If the heeler ropes a front foot or feet in the heel loop, it is a foul catch. Neither contestant may recover 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 judge drops his/her flag, time will be counted.
- (14) If the field flag judge flags out a team that still legally has one (1) or more loops coming, the team will receive re-run on a steer.
- (15) If artificial horns are jerked off - ropers will receive re-run on a steer, with no penalties other than barrier penalties.
- (16) There shall be two (2) timers, a barrier judge and a mounted field flag judge. Time to be taken between two (2) flags.
- (17) Animals used for this event should be inspected and objectionable ones eliminated by arena director's discretion.
- (18) Any question as to catches in this contest will be decided by the judges.
- (19) In the event a team roper is disqualified or injured, that team will be eliminated from that event.
- (20) Any individual may enter twice (2) with a different team member.

6. Rules For Events (Cont'd.)

2. Roping Events (Cont'd.)

A. Team Roping Cont'd.)

(21) Legal catches:

(a) There will be only three (3) legal head catches:

- (1) Head or both horns
- (2) Half a head
- (3) Around the neck

(b) If hondo passes over one (1) horn, the loop over the other, the catch is illegal.

(c) Any heel catch behind both hips is legal if rope goes up heels.

(d) One (1) hind foot receives five (5) second penalty.

(e) If loop crosses itself in head catch, it is illegal. This does not include heel catches.

(f) Cross fire catches will receive no time. If in the opinion of the field flagger a heel loop is thrown before the header has dallied and changed direction of a steer, team shall receive no time.

**B.** Mounted Break-Away Calf Roping

- (1) Lap and tap timing will be used with a sixty (60) second time limit.
- (2) There shall be a mounted field judge and a barrier judge. Time to be taken between the two (2) flags.
- (3) Time is started when calve's nose leaves the chute; time is stopped after legal catch when rope breaks string attached to the saddle horn.
- (4) Roper will be mounted on horse. Two (2) loops will be permitted. If a contestant intends to use two (2) loops, contestant must carry two (2) ropes and must use the second (2nd) rope for the second (2nd) loop.

6. Rules For Events (Cont'd.)

B. Mounted Break-Away Calf Roping (Cont'd.)

(5) No loops can be rebuilt. Ropes must be secured to the saddle horn with string. A piece of cloth will be attached to the end of the rope to enable the field judge to flag the breakaway more accurately. If the second (2nd) rope falls from the saddle before it is used, the first (1st) rope may not be used to build a second (2nd) loop.

(6) Catch As Catch Can

Any part of the animal may be roped. Clean catch. The loop must go completely around the neck, legs, belly or any combination of body parts. Animal must break rope from the saddle horn. If animal steps out of loop before rope is broken from the saddle horn, the roper may use second (2nd) loop. If roper breaks the rope from the saddle horn, they will be disqualified.

(7) Rope must be thrown. Roping the animal without releasing the loop is not permitted. Roper cannot ride up and snare or put the loop around the animal.

(8) There shall be a ten (10) second penalty added onto the roper's score for starting before calf nose breaks chute.

(9) Roper will be disqualified for any of the following:

- (a) Abusive treatment of the calf
- (b) Abusive treatment of the contestant's horse
- (c) Roping the calf without releasing rope after the catch

(10) If calf escapes the arena, a calf must be brought back into the arena for lap and tap time.

**C.** Calf Roping On Foot

(1) Lap and tap timing will be used with a thirty (30) second time limit.

(2) Each roper will be allowed two (2) loops. Roper can carry both or rebuild second (2nd) loop.

(3) Catch As Catch Can (Any part of the animal may be roped. There must be a clean catch. Rope must go completely around any part of the animal. ie: Neck, Legs or Belly or Combination of All.)

6. Rules For Events (Cont'd.)

C. Calf Roping On Foot (Cont'd.)

- (4) Roper will be positioned in the roping box behind the head gate. Roper calls for calf and time starts when judge flags calve's nose leaving the chute.
- (5) When the calf is roped and roper releases rope or the roper has used two (2) loops, the mounted field judge will flag the finish.
- (6) There will be a five (5) second penalty if the roper crosses the headgate line before the calve's nose leaves the chute.
  - (a) Roper must throw the rope; roping the animal without releasing the loop is not permitted.
  - (b) Roper may not step out in front of the chute and try to snare or trap the calf. Roper will be disqualified.
- (7) This event requires two (2) judges and two (2) timers.

**D.** Ribbon Roping

- (1) Team Event -- One (1) person mounted  
One (1) on foot
- (2) Lap and tap event with a sixty (60) second time limit.
- (3) Calf in roping chute with rope around it's neck and a ribbon tied to it's tail.
- (4) Mounted rider will have the rope that is on calf secured to his/her saddle horn. If rope comes loose from the saddle horn, the team will be disqualified.
- (5) The second (2nd) team member is on foot positioned one hundred feet (100') out into the arena.
- (6) Two (2) judges required -- One (1) judge will stand at the flagging line (approximately ten feet (10') in front of roping chute.)

One judge will be mounted and positioned in the arena.

6. Rules For Events (Cont'd.)

D. Ribbon Roping (Cont'd.)

- (7) Riding contestant will be in roper's box. Calf is released and when calf and horse have passed the flagging line, time will start.
- (8) Rider must stop the calf and the other partner on foot will run up and remove the ribbon from the tail. Time stops when the person on foot hands the ribbon to the judge in the arena.

3. Horse Events

A. Barrel Racing

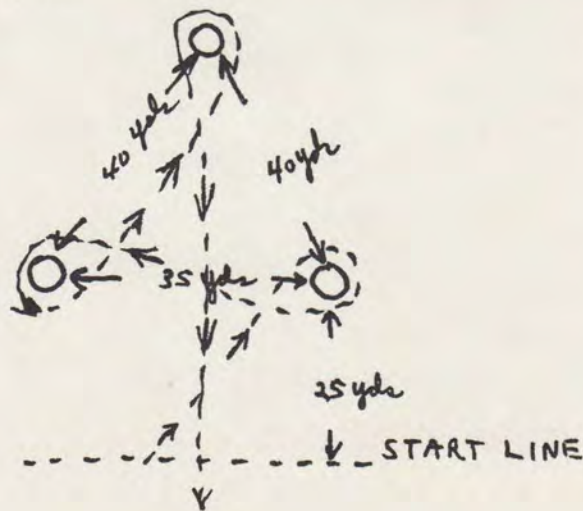
- (1) Western type equipment must be used.
- (2) The course must be measured exactly. If the course is too large for the available space, the pattern should be reduced five (5) yards at a time until the pattern fits the arena. Remember to leave adequate space between barrels and any obstacle. The distance from barrel number three (3) to the finish line need not be reduced five (5) yards at a time if there is sufficient room for the horse to stop. Brightly colored fifty-five (55) gallon drums must be used.
- (3) When measuring the area for the barrel course, remember to leave ample room for horses to complete their turns and stop at the finish.
- (4) Starting line markers or electric timers shall be placed, where at all possible, against the arena fence. Electric timer or at least two (2) watches shall be used, with the time indicated by the electric timer or average time of the watches used by official timers to be the official time. Barrel Racing is a timed event.
- (5) The contestant is allowed a running start. Timing shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose passes over the finish line. At the discretion of the arena director, the gate may be opened for a longer running start.

6. Rules For Events (Cont'd.)

3. Horse Events (Cont'd.)

A. Barrel Racing (Cont'd.)

- (6) At the discretion of the arena director, he/she may allow contestants a choice of open or closed gate at end of run.
- (7) At a signal from the starter, the contestant will run to barrel number one (1), pass to the left of it; and complete an approximately three hundred sixty (360) degree turn around it; then go to barrel number two (2), pass to the right of it, and complete a slightly more than three hundred sixty (360) degree turn around it; then go to barrel number three (3), pass to the right of it, and do another approximately three hundred sixty (360) degree turn around it; then sprint to the finish line, passing between barrel number one (1) and two (2).
- (8) This barrel course may also be run to the left. For example, the contestants will start to barrel number two (2), turning to left around this barrel, then to barrel number one (1), turning to the right then to barrel number three (3), turning again to the right, followed by the final sprint to the finish line.
- (9) Knocking over a barrel shall carry a five (5) second penalty. Failure to follow the course shall cause disqualification. A contestant may touch the barrel with his or her hands in Barrel Racing.
- (10) The judge, at his discretion, may disqualify a contestant for excessive use of a bat, crop, whip or rope.
- (11) In the event of a tie, the horse declared the winner in the runoff must re-run the pattern within two (2) seconds of its original time or the runoff must be held again. Penalty time will not apply to the two (2) second rule but will apply to the final runoff time.



6. Rules For Events (Cont'd.)

3. Horse Events (Cont'd.)

B. Pole Bending

- (1) Western type equipment must be used.
- (2) Pole bending is a timed event. Each contestant will begin from a running start, and time shall begin and end as the horse's nose crosses the line. (A clearly visible starting line shall be provided.) Starting line markers and electric timer shall be placed where at all possible, against the arena fence. Electric timer or at least two (2) watches shall be used, with the time indicated by the electric timer or the average time of the watches used by official timers to be the official time.
- (3) At the discretion of the arena director, the gate may be opened for a longer running start; the director may also allow contestants a choice of open or closed gate at end of run.
- (4) The pole bending pattern is to be run around six (6) poles. Each pole is to be twenty-one feet (21') apart, and the first (1st) pole is to be twenty-one feet (21') feet from the starting line. Poles shall be set on top of the ground, six (6) feet in height, with no base more than 14 inches (14") in diameter.
- (5) A horse may start either to the left or to the right of the poles and then run the rest of the pattern accordingly.
- (6) Knocking over a pole shall carry a five (5) second penalty. Failure to follow the course shall cause disqualification. A contestant may touch a pole with his/her hand.
- (7) A knocked down pole does not alter the pattern of the course.
- (8) The judge, at his/her discretion, may disqualify a contestant for excessive use of a bat, crop, whip or rope.

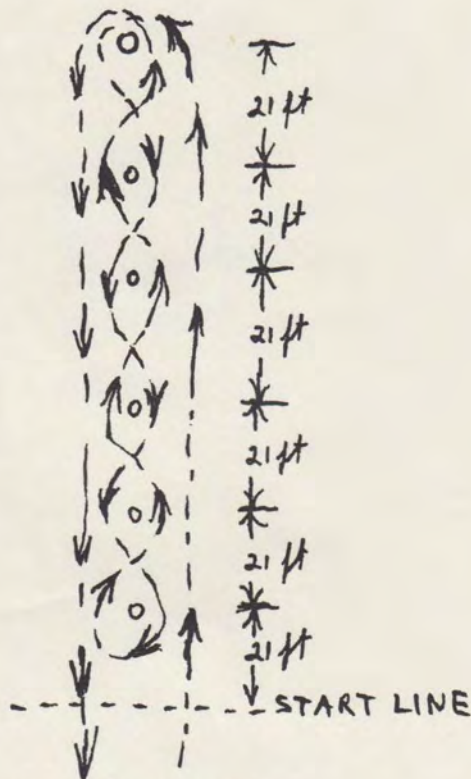


6. Rules For Events (Cont'd.)

3. Horse Events (Cont'd.)

B. Pole Bending (Cont'd.)

- (9) In the event of a tie, the horse declared the winner in the run-off must re-run the pattern within two (2) seconds of its original time or the run-off must be held again. Penalty time will not apply to the two (2) second rule, but will apply to the final run-off time.



**C.** Speed Barrels

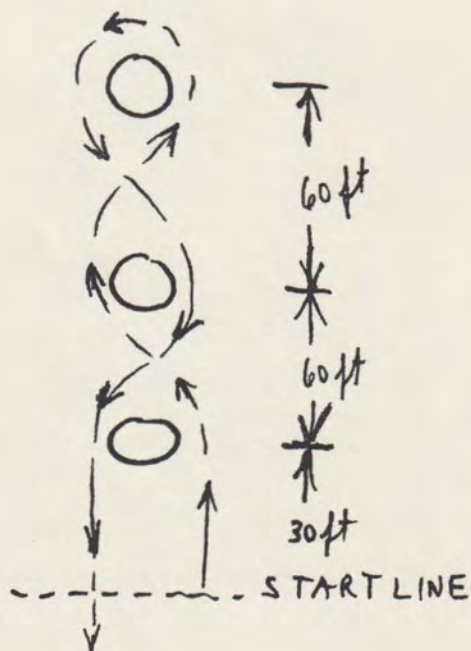
- (1) Western type equipment must be used.
- (2) Speed barrels is a timed event. Each contestant will begin from a running start, and time shall begin and end as the horse's nose crosses the clearly marked starting line. Starting line markers or electric timers shall be placed, where at all possible, against the arena fence. Electric timer or at least two (2) watches shall be used, with the time indicated by the electric timer or the average time of the watches used by official timers to be the official time.

6. Rules For Events (Cont'd.)

3. Horse Events (Cont'd.)

C. Speed Barrels (Cont'd.)

- (3) At the discretion of the arena director, the gate may be opened for a longer running start.
- (4) At the discretion of the arena director, he/she may grant a contestant's request to have the gate open or closed at the end of the run.
- (5) The speed barrel pattern is to be run around three (3) barrels. Each barrel is to be sixty (60) feet apart and the first (1st) barrel thirty (30) feet from starting line.
- (6) Knocking over a barrel shall carry a five (5) second penalty. Failure to follow course shall cause disqualification.
- (7) Pattern may be ran left or right. Contestant runs across starting line, passes the first (1st) barrel on either side; passes barrel two (2) and three (3) on the alternate sides; turns around three (3) and returns in the same manner to the starting line.
- (8) The judge, at his/her discretion, may disqualify a contestant for excessive use of a bat, crop, whip or rope.
- (9) In the event of a tie, the horse declared the winner in the run-off must re-run the pattern within two (2) seconds of its original time or the run-off must be held again. Penalty time will not apply to the two (2) second rule, but will apply to the final run-off time.

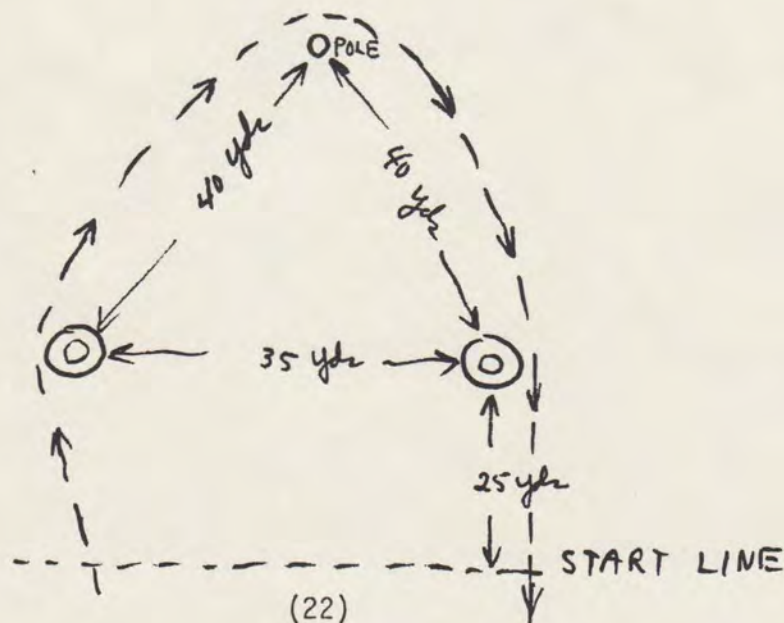


6. Rules For Events (Cont'd.)

3. Horse Events (Cont'd.)

**D.** Texas Flag Race

- (1) Western type equipment must be used.
- (2) Texas Flag is a timed event. Each contestant will begin from a running start, and time shall begin and end as the horse's nose crosses the clearly marked starting line. Starting line markers or electric timer shall be placed, where at all possible, against the arena fence. Electric timer or at least two (2) watches shall be used, with the time indicated by the electric timer or the average time of the watches used by official timers to be the official time.
- (3) At the discretion of the arena director, the gate may be opened for a longer running start.
- (4) At the discretion of the arena director, he/she may grant a contestant's request to have the gate open or closed at the end of the run.
- (5) The Texas Flag pattern is to be laid out the same as regular barrel pattern but with the substitution of a pole in place of barrel three (3).
- (6) A five (5) gallon pail filled three fourths (3/4) full with a mixture of oats and sand will be placed on top of barrels one (1) and two (2).
- (7) A two and one half foot ( $2\frac{1}{2}'$ ) long, round (1" diameter) pole with one end sharpened and the flag attached at the other end will be used.



6. Rules for Events (Cont'd.)

3. Horse Events (Cont'd.)

D. Texas Flag Race (Cont'd.)

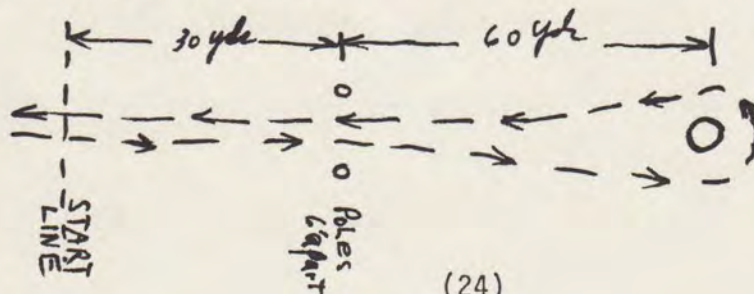
- (8) Pattern may be ran either left or right and contestant must call placement of flag before entering arena. Contestant crosses start line, proceeds to first (1st) barrel, passes on the outside picking up the flag, passes around the pole and on to next barrel where he/she puts the flag into the five (5) gallon pail and returns to the start line.
- (9) Knocking over a barrel or pail will result in a five (5) second penalty. Failure to follow course will cause disqualification. Flag not staying in last pail causes disqualification.
- (10) The judge, at his/her discretion, may disqualify a contestant for excessive use of a bat, crop, whip or rope.
- (11) In the event of a tie, the horse declared the winner in the run-off must re-run the pattern within two (2) seconds of its original time, or the run-off must be held again. Penalty time will not apply to the two (2) second rule, but will apply to the final run-off time.

6. Rules For Events (Cont'd.)

3. Horse Events (Cont'd.)

E. Speed Race

- (1) Western type equipment must be used.
- (2) Speed race is a timed event. Each contestant will begin from a running start, and time shall begin and end as the horse's nose crosses the clearly marked starting line. Starting line markers or electric timer shall be placed, where at all possible, against the arena fence. Electric timer or at least two (2) watches shall be used, with the time indicated by the electric timer or the average time of the watches used by official timers to be the official time.
- (3) At the discretion of the arena director, the gate may be opened for a longer running start.
- (4) At the discretion of the arena director, he/she may grant a contestant's request to have the gate open or closed at the end of the run.
- (5) Speed barrel pattern has two (2) poles placed six feet (6') apart and thirty (30) feet from the starting line and one (1) barrel placed sixty (60) feet beyond the poles.
- (6) Contestant crosses start line, passes between the two (2) poles, rounds the first (1st) barrel either on the left or the right, weaves the rest of the barrels, and returns and rounds the rest of the barrels in a similar pattern between the poles to the starting line.
- (7) Knocking over a pole or barrel results in a five (5) second penalty.
- (8) The judge, at his/her discretion, may disqualify a contestant for excessive use of a bat, crop, whip or rope.
- (9) In the event of a tie, the horse declared the winner in the run-off must re-run the pattern within two (2) seconds of its original time, or the run-off must be held again. Penalty time will not apply to the two (2) second rule, but will apply to the final run-off time.



## 6. Rules For Events (Cont'd.)

### 4. Camp Events

#### A. Wild Cow Milking

- (1) Team event with three (3) people on each team.
- (2) Wild cow is in bucking chutes with alternating (every other) chutes to be used for safety reasons. Event will be run in heats.
- (3) Each cow will have a halter and a soft twenty-five foot (25') rope will be attached. (Knots are allowed in rope. The halter and rope are to be provided by rodeo sponsor.)
- (4) The Team:
  - (a) Female -- stands ten feet (10') in front of the chute holding the rope attached to the cow. She is the only person allowed to touch the rope till the cow clears the chute.
  - (b) The Drag -- (required to wear a dress and a wig) stands next to female but cannot touch the rope till the cow clears the chute. (The drag, showing very good taste, will have elbows and shoulders covered.) The drag mugs the cow and helps the female hold the cow so that the male can milk her.
  - (c) Male -- stands forty feet (40') from the chutes. When the chute opens, he runs to assist. (He cannot touch the rope if the cow has not cleared the chute.) Cow must clear the chute before being milked. He will have a paper cup. Cup should not be near his mouth at any time during the competition.
- (5) Time starts when the chutes are opened. Time ends when male returns and tags his judge. He gives his cup to judges, who will examine the contents, which has to be milk and at least two (2) drops. Improper or inadequate contents will result in disqualification.
- (6) If a team loses their cow, they must recapture their own cow. (Capturing another teams cow will be reason for disqualification.)

6. Rules For Events (Cont'd.)

4. Camp Events

A. Wild Cow Milking (Cont'd.)

- (7) The best four (4) times of each day's performance will place.
- (8) Event requires a timer for each team in the arena.
- (9) Event requires three (3) judges: One (1) to flag start (when the chute is opened)  
Two (2) across the arena (in front of audience) for milker to tag and check contents of cup.
- (10) Event has a three (3) minute time limit.

**B.** Steer Decorating

- (1) Team event with two (2) people on each team.
- (2) Steer is in bucking chutes with alternating (every other) chutes to be used for safety reasons.
- (3) Each steer will have a soft twenty-five foot (25') rope attached on:
  - (a) Horns of a horned steer
  - (b) Halter fashion on a mulie (non-horned) steer.(Rope to be provided by rodeo sponsor. Knots are allowed in rope.)
- (4) The Team:
  - (a) First (1st) team member stands ten (10') from chutes holding the rope.
  - (b) Second (2nd) member stands forty feet (40') from the chutes. When chute opens, he runs up to tie ribbon on steer's tail. (Steer must clear the chute before ribbon can be tied on.)

6. Rules For Events (Cont'd.)

4. Camp Events (Cont'd.)

B. Steer Decorating (Cont'd.)

- (5) Time starts when chutes are opened. Time ends when the ribbon is tied on, the rope is removed from the steer and the second (2nd) member of the team (who tied the ribbon on the tail) tags the judge.
- (6) If a team loses their steer, they must recapture their own steer.
- (7) Disqualification:
  - (a) Ribbon falls off the steer when the steer is released.
  - (b) If the judge is tagged before the rope is removed from the steer.
  - (c) Capturing another teams steer.
  - (d) Attempting to decorate the steer before it clears the chutes.
- (8) The best four (4) times of each day's performance will place.
- (9) Event requires a timer for each team in the arena.
- (10) Event requires three (3) judges: One (1) to flag the start (when the chute is opened)  
  
Two (2) across the arena (in front of audience) for the decorator to tag for completion of the event.
- (11) Event has a three (3) minute time limit.



6. Rules For Events (Cont'd.)

4. Camp Events (Cont'd.)

C. Goat Decorating

- (1) Team event with two (2) people on each team.
- (2) Goats are tied to stakes in the arena with a ten foot (10') rope. (Goats should be spaced so they cannot tangle up with each other.)
- (3) Contestants will stand at starting line twenty-five feet (25') from the goat.
- (4) A judge will flag the start; the team runs to their goat and as one (1) member of the team holds the goat the other team member puts pants on the back legs of the goat.
- (5) Time ends as both members of the team re-cross the starting line.
- (6) Disqualification:
  - (a) Throwing the goat
  - (b) The pants falling off the goat before contestants cross the finish line.
- (7) Event is run in heats.
- (8) The best four (4) times of each day's performance will place.
- (9) Event requires three (3) judges: One (1) to flag start.  
Two (2) for teams to tag
- (10) Event requires a timer for each team in the arena.
- (11) Event has a ninety (90) second time limit.