



Rule Book

2017-2018

OBJECTIVES

To promote, organize, and control an amateur rodeo circuit in Alberta.

1. To provide a set of rules that will help to protect rodeo organizers, contestants, and rodeo livestock from unsafe or unfair practices and raise the standard of amateur rodeo.
2. To provide a rodeo circuit that offers events for younger members.

MEMBERSHIP

Members are Subject to Rules & Regulations

A member of the Association shall be bound by, Rules and Regulations of the Association.

Fees and Dues

The executive shall have the power and authority to determine the amount of the annual dues and fees payable each year by the members. Membership fees are set at \$40 per child and a sponsorship of \$100 is required by each member. 24hour notice is required to turnout due to medical issues and a doctor's note is required within 3 days after performance.

The Executive

The officers shall include a President, Vice President, Secretary and Treasurer. The directors shall include event directors and committee representative.

General

Any member may be fined, suspended, or both from the Association for any of the following offences:

1. Issuing of a bad cheque
2. Non-payment of entry fees, membership and/or \$100.00 sponsorship
3. Quarrelling in the arena, speech or conduct of any kind detrimental to the best interest of the Association or the sport of rodeo.
4. Any abuse to an animal at a rodeo
5. DUTIES: bottom 6 of 4-7 and 8-11 age group will help in arena for barrels and poles top 6 of 12-15 will relieve them after they have ran. If do not come in and do your duties you will be fined \$50 and will not be able to enter next rodeo until fine is paid.
6. Western Attire will be worn by contestants, helpers/ assistants should include: shirt -wrist length sleeves shirt with collar and cuffs; tucked in at the start of their events, western boots must be worn and should have a min 2" heel. No sweat shirts, t-shirts, or pullovers allowed. Cowboy hat – 2 ½ inch minimum brim; five-inch minimum crown. A helmet may be worn in lieu of western hats while in competition. These are to be worn at all times during the performance.

Violations of these rule will be reported to the executive.

Contestant Disqualification

Contestants may be disqualified at the judge's discretion for any of the following reasons:

1. Being under the influence of liquor in the arena.
2. Rowdiness or quarrelling in the actual domain of the arena.
3. Mistreatment of stock.
4. Not being ready to compete when called upon.
5. Cheating or attempting to cheat.
6. No electrical devices may be used by a contestant or on his horse
7. Finals Only: to qualify for awards at finals you need to have 2 clinics minimum and magic number is 6 between clinics and Rodeos.

CONDUCT OF RODEO

General

The group assume no responsibility or liability for injury or damage to the person, property, or stock of any owner, contestants, and assistant. Each participant by the act of his entry waives all claims against the management for injuries he or his property may sustain. Any non-member in the arena at a rodeo enters the arena at own risk.

Livestock

1. All livestock including contestants' mounts considered unable to perform because of poor health or unsoundness may be declared unusable by the judge and required to be replaced.
2. No animal shall be beaten, mutilated or cruelly prodded; standard electric prods shall be used as little as possible, no locked rowels or rowels that will lock on spurs or sharpened spurs may be used on bareback horses.
3. All animals that leave chute must be properly flanked.
4. Excessive use of a horse in multiple events.

Re-Ride:

1. The matter of re-rides shall be totally in the discretion of the judges, provided that a re-ride shall be offered in the following situations:
2. At no time shall a re-ride be given if the contestant's own equipment breaks or fails.
3. If a timed event animal escapes from box or rerun is needed the spare animal will be run instead of bringing the drawn for animal back.
4. A contestant shall not ask for a re-ride.

Judging Riding Events

1. Rider and animal to be marked separately.
2. Mark the ride from one (1) to twenty-five (25) according to how much rider spurs the animal and use the full spread.
3. The animal is to be marked from one (10 to twenty-five (25) and uses the full spread.

MINI BAREBACK RIDING

1. All Bareback riggings must be made of leather only (handhold must be loose and no rawhide to be used).
2. Flank straps to be correctly fitted and able to be adjusted to suit ponies.
3. Bareback riding gloves to be made of thin soft leather and must not have any chocks in them. Benzoin is not to be used on gloves. No finger tucks. Only dry rosin used on rigging or rider's glove.
4. All contestants must ride in correctly fitted helmets, vests and neckroll.
5. Contestant will not be disqualified for a missed mark out.
6. Event will be a 6 second contest.
7. Stock to be removed from arena before the next in is bucked.
8. Contestant and pony to be matched up according to size. Bigger contestants are not permitted to ride small ponies. (Judges to rule on suitability of match up).
9. Any of the following offences will disqualify a rider: riding with rowels too sharp in opinion of judges, being bucked off, touching animal with free hand, failing to follow judge's instructions when a horse stalls in the chute.
10. If rigging comes off horse or breaks, rider is disqualified.
11. Only contestants and one helper are allowed behind the chutes.

STEER RIDING

1. Riding to be done with one or two hands and loose rope, with or without handhold: no knots or hitches to prevent rope from falling off steer, when rider leaves him. Rope must have a bell, no bell, no marking. Bell must be under belly of steer.
2. No more than two men may help pull contestant's rope.
3. Rope may be pulled from either side.
4. Contestant will have the right to call judges to pass on whether or not steer is properly flanked, to buck to best of his ability.
5. Unless agreed upon between contractor and rider no hotshot shall be used.
6. Steer will be riding eight (8) seconds, time to start when animal breaks plane of chute.
7. If rider makes qualified ride with any part of rope in riding hand he is to be marked.
8. Rider will be disqualified for any of the following offences: being bucked off, using sharp spurs, or fouling animal by holding gate.
9. Rider will be disqualified if any part of their upper body comes in contact with the animal during the 8 second ride.
10. The rider shall not be allowed to reset and re-pull the rope more than two times, if the steer is standing well in the chute.
11. Animals must be yearling heifers, yearling steers or cows to directors' discretion.
12. If a contestant starts with one hand, he must finish with one hand. If he starts with two, he may change to one, but then rides under the one hand rule.
13. Junior Steer riding chutes will be drawn for.
14. Protective Riding helmets, mouth guard and vests are mandatory in the Junior Steer Riding.
15. Only contestants and one helper are allowed behind the chutes.
16. Western Attire should include: shirt -wrist length sleeves shirt with collar and cuffs, western boots must be worn and should have a min 2" heel. No sweat shirts, t-shirts, or pullovers allowed. Cowboy hat – 2 ½ inch minimum brim; five-inch minimum crown. A helmet may be worn in lieu of western hats while in competition.

Timed Event General

1. It is the contestant's responsibility to compete on the stock drawn for them. Failure to do so will result in disqualification.
2. Contestants will be flagged out if they do not nod for their stock or start their barrel run within 20 seconds after the judge has informed him or her that their stock is ready, or arena is clear.
3. Contestants have 30 seconds in the Team Roping, Tie-Down Roping, Tuff Calf, Goat Tying and Breakaway to complete their run excluding penalties.
4. During performance, if an animal in timed events escapes the chute or pens before it is called for by the contestant, or if an automatic barrier fails to work the spare will be used.
5. Barrier judges shall keep a record of all barrier penalties.
6. All timed event cattle will be rotation draw.
7. All times will be recorded in 10ths for tie-down roping, tuff calf, breakaway and goat tying and team roping, and barrels in 1000ths.
8. Contestants will receive a no time when the helper interferes (pushing excluded) with the timed event stock leaving the chute.
9. Fresh stock is to be thrown by the contestants they are drawn for 1 hour prior to the performance. Stock not drawn for on the first day is to be thrown by the contestants that they have been drawn for on the second day. If they have been used at other rodeos or practice pens in their event, they are not fresh (Referring to Steer Wrestling and Calf Roping calves).
10. All timed events will be flagged and recorded as a timed run.

Breaking the Barrier

1. A ten-second penalty will be added for breaking or beating the barrier.
2. In all timed events. A barrier will not be considered broken unless the ring drops within ten feet of the post.

Timed Events Score Line

- a. Arena conditions will determine score, length of score to be set by judges and timed events director or representative, if present, subject to the conditions set forth herein and subjected to the approval of all judges.

Field Flagger

1. When flagging timed events, field flagger must position himself so as not to hinder contestant.
2. In any timed event, if an animal escapes from the arena, flag will be dropped, and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used qualifying. If time is not recorded when animal escapes arena contestant shall get animal back lap and tap with 10 seconds added plus any barrier penalties that occurred.

TUFF CALF ROPING

1. Roper start in right box in corner
2. Roper nods head for driver to start run
3. Time start when tuff calf dummy passes flagger judge 8 feet in front of chute
4. Roper ropes tuff calf dismounts horse, ties any three legs with 2 wraps around all three legs then a half hitch on two legs and putting both hands in the air to call for time.
5. Roper must get back on horse for time to be counted.
6. Only one loop allowed.
7. Roper does not have to flank tuff calf. Western Attire should include: shirt -wrist length sleeves shirt with collar and cuffs, western boots must be worn and should have a min 2" heel. No sweat shirts, t-shirts, or pullovers allowed. Cowboy hat – 2 ½ inch minimum brim; five-inch minimum crown. A helmet may be worn in lieu of western hats while in competition.

BREAKAWAY ROPING

1. Either all mulies or all horned calves or steers may be used.
2. Rope must be tied to the horn and may not be run through bridle, tie down, neck rope or any other device. A bright cloth or flag must be attached to the rope at the horn so judge can tell when the rope breaks from the horn.
3. Loop must pass over the animal's head but following that the catch-as-catch can rule shall apply. i.e. the loop may draw up on any part of the animal. If they are horned cattle a legal catch is half head, horns or around the neck.
4. The field judge will flag the contestant when the rope breaks away from horn.
5. Contestant will be flagged out for breaking rope from saddle horn by hand or for touching rope or string after catch is completed.
6. Roping animal before neck rope is released by the animal, contestant will be disqualified.
7. Each contestant will be allowed to carry only one rope, and throw one loop.
8. Roper has tilled the **open catch pen** to rope animal. If roper ropes animal in arena and it enters catch pen, breaking rope off the horn their catch will count.
9. Breakaway ropers come out of tie-down roping box.
10. Western Attire should include: shirt -wrist length sleeves shirt with collar and cuffs, western boots must be worn and should have a min 2" heel. No sweat shirts, t-shirts, or pullovers allowed. Cowboy hat – 2 ½ inch minimum brim; five-inch minimum crown. A helmet may be worn in lieu of western hats while in competition.

TEAM ROPING

General Rules:

1. Contestant may change horses in team roping.
2. Roping Box -- shall be a part of the arena during team roping.
3. Once score line has been set in timed events, it will not be changed in that go nor can length of box be changed.
4. Lap and Tap - no barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
5. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating-the-barrier penalty.
6. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten-second fine. Otherwise, this will not be considered a broken barrier.
7. If barrier does not work but time is recorded, team will get time, but there will be no penalty for broken barrier.
8. If barrier equipment hangs on animal and contestants try the animal, they accept animal. If contestants pull up, they will receive the same animal back.
9. Steer belongs to contestants when they call for it, regardless of what happens with the following exceptions:
10. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
11. In cases of mechanical failure.
12. If, in the opinion of the line judge, contestant is fouled by barrier, contestants shall get their steer back, providing they declare themselves by pulling up. A contestant's rope cannot be fouled by the pull rope.
13. In case the field judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the team will receive a 10-second penalty for any loop used. Team only get to use remaining loops.
14. A contestant must be on his/her horse and his/her horse must break the plane of the barrier with his/her draw breaking the plane of the score line before he/she can compete.
15. Time to be taken between two flags.

16. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
17. This event shall not be conducted with an open catch pen gate at any rodeo.
18. Time Limit:
19. There will be a thirty (30) second time limit with optional the judge will determine legitimate time allowed before contestant calls for animal.

Event Rules:

1. After stock is loaded, ropers must rope in order listed.
2. Header will start behind barrier using either box and must throw the first loop at head.
3. Heeler must start from behind barrier line.
4. Time will be taken when steer is roped, both horses facing steer in line with ropes dallied and tight, horse's front feet must be on the ground.
5. Each contestant will be allowed to carry only one rope.
6. Each team allowed three throws in all.
7. Roping steer without turning lose of the loop will be considered a no catch.
8. Roper must to stop steer or change steer's direction.
9. No tied ropes allowed.
10. The word "dally" means one complete turn around the horn.
11. Ropers must be mounted when time is taken.
12. Steer must be standing up when roped by head or heels.
13. No foul catches can be removed by hand.
14. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his hands.
15. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from loop by hand. However, should the front foot or feet come out of the heel loop by the time the field judge drops his flag, time will be counted.
16. In case the field flag judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back lap and tap, plus time already lapsed and any barrier penalty.

Scoring and Penalties:

1. Judge is to flag time, then flag contestants out if run is not legal.
2. There will be a ten-second penalty assessed for breaking the barrier.
3. Roping steer without releasing loop from hand will disqualify catch.
4. Contestants will be disqualified for any abusive treatment of steer or their horses.
5. There will be only three (3) legal head catches:
6. Both horns.
7. Half a head.
8. Around the neck.
9. If hondo passes over one horn, the loop over the other, the catch is illegal.
10. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
11. No rattling of chute. A timed event contestant may not have someone rattle the chute for him/her. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
12. When the contestant calls for the steer, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the steer. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.
13. Any heel catch behind both shoulders is legal if rope goes up heels.
14. One hind foot receives five-second penalty.
15. The direction of the steer's body must be changed before the heel loop can be thrown. Any loop thrown before the completion of the initial switch will be considered a crossfire and no time will be recorded. However, if the steer stops or sets up before the switch, it must only be moving forward for the heel loop to be legal.
16. 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.
17. In the event a team roper is disqualified or injured at a multi-go-round rodeo, that team will be eliminated from that event.
18. If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight feet before steer regains his feet or team will receive no score.

19. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.
20. Broken rope or dropped rope will be considered no time.
21. If the front foot is in the loop when the header dallies, turns off and changes the direction of the steer, it will be an automatic no time.
22. Time should be taken with the average of two (2) times at all Rodeos.

Reruns:

1. In any timed event, if an animal escapes from the arena, flag will be dropped, and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. If rope is on animal, contestants will get animal Lap and Tap with rope on it in chute.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestants leave the arena.
5. A steer must be rerun before it is used by another contestant.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
7. If artificial horns are jerked off, contestants will receive rerun on same steer, with no penalties other than barrier penalties.
8. In team roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the header and heeler remain behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

Equipment

1. Cattle neck ropes on steers must be tied with string, or rubber bands.
No metal snaps or hardware shall be used on cattle neck ropes in the team roping event.
2. Adjustable slide shall be used on all cattle neck ropes for cattle used in team roping event.
3. A mechanical barrier must be used.
4. Livestock Requirement:
 - a. Steers must be uniform in weights and breed.
 - b. Animals used for this event should be inspected and objectionable ones eliminated.
 - c. All steers shall have horns properly wrapped.
 - d. During any performance, if an animal escapes the chutes or pens before it is called for by the contestants, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. At least three (3) head of animals will be brought back together. No animal may be re-penned by itself. Decisions will be made by the arena director about when stock is re-penned.
 - e. Cattle may be steers and heifers with horns.
5. Western Attire should include: shirt -wrist length sleeves shirt with collar and cuffs, western boots must be worn and should have a min 2" heel. No sweat shirts, t-shirts, or pullovers allowed. Cowboy hat – 2 ½ inch minimum brim; five-inch minimum crown. A helmet may be worn in lieu of western hats while in competition.

GOAT TYING

I. General Rules:

1. Starting lines 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 change horses in this event.
5. A contestant may enter the arena at the speed of her choice.

6. Arena permitting, the gate will be in the center between the two goats allowing each contestant the same length run at the goat.
7. Arena gate must be closed immediately after she/he enters the arena and kept closed.
8. Time to be taken between two flags.
9. Time will start when the horse's nose crosses the starting line.
10. Have collars the same and snug. Ropes the same length. Goats the same size and weight.
11. Flagmen stand in identical places each performance.
12. Goats to be tied; right, left, right and left. (This will be posted on the stock draw). This will be reversed on next go. All goats used in the draw to be tied a maximum of five (5) runs before another run on the goats can begin.
13. Goat handlers must stand directly behind goat. Judges and directors will position themselves, so they are able to have a clear view of the goat rope and horse.
14. 4 -7-year old's un-tie ribbon off of goat's tail, kids must run up rope to goat before they can take ribbon off.

II. Time Limit:

There will be a thirty (30) second time limit

III. 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 rope ten feet in length.
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 when entering the arena and must ride from the starting line to the goat, dismount from her horse, throw the goat by hand, cross, wrap and tie by hand, at least three (3) feet together with a leather string, pigging string or rope. No wire is to be used in the goat string.
6. If the goat is down when the contestant reaches it, goat must be elevated high enough that it has the opportunity to regain its feet and then stand clear of the goat when the tie is finished.
7. Legs must remain crossed and secure for 6 seconds after completion of tie. While the judge is performing the 6-second procedure, the contestant will make no gestures, motions or noises to distract the goat. This will be considered trying to take an unfair advantage and will result in a disqualification.
8. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a half hitch, hooley or knot. The contestant must tie the goat by hand with no pre-made wraps, coils, knots, hooeys or half hitch.
9. Time will start when the horse's nose crosses the starting line.
10. Time will stop when she/he signals the completion of the tie.
11. The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time limit on the tie - for the goat's legs to remain crossed and tied. If contestant gets rope that is holding goat wrapped around her leg, she/he may ask the judge if she/he can remove it. After getting permission from judge, removing rope and moving back three (3) feet her six (6) second time limit will start.
12. Qualified persons other than goat tying contestants will be used as goat holders.
13. If a goat is injured, the contestants involved with the injured goat will automatically be assigned the extra goat regardless of the possible difference in runs or ties on the goat.

IV. Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. The tie will be passed on by a field judge and if it is not secure for six seconds, the contestant will receive no time.
4. Contestant will receive a no time for touching the goat or tie string after signaling she/he is finished.
5. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
6. If the goat should break away because of the fault of the horse, the contestant will receive no time between flags.
7. Time should be taken with the average of two (2) times at all Rodeos.
8. Assistant helping the goat tying contestant will not be allowed to go past the plane of the main arena gate when they are entering the arena, or the contestant will receive a no time.

V. Reruns:

1. No run 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 she/he will get a rerun.
3. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any penalties.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

VII. Equipment

1. Leather thong, pigging string or rope. (Pigging string--a piece of rope used for securing animals).
2. Western type equipment must be used.
3. Western Attire should include: shirt -wrist length sleeves shirt with collar and cuffs, western boots must be worn and should have a min 2" heel. No sweat shirts, t-shirts, or pullovers allowed. Cowboy hat – 2 ½ inch minimum brim; five-inch minimum crown. A helmet may be worn in lieu of western hats while in competition.

VIII. Livestock Requirements:

1. Goats shall be uniform in size and breed with a weight limit of 40 to 60 pounds per goat. Pigmy goats are not allowed to be used in the goat tying event.
2. Sharp horns shall be tipped, or duck taped
3. If you are holding a single performance rodeo and the entire goat tying contestants are run at one time, you must have an extra goat in case one of the other goats get injured.

BOYS GOAT TYING

Boys will be required to tie goats with a piggin' string only.

Contestant must string front leg and then cross and tie any three legs with a piggin' string. There must be at least one wrap around all three legs and finished with a half hitch or hooey. A hooey is a half hitch with a loop, the tail of the string may be partly, or all the way pulled through.

BARREL RACING

I. General Rules:

1. Starting lines in clover-leaf barrel racing will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. There shall be a minimum of 50' allowed for stopping, from starting line in barrels back to arena fence as arena conditions allow.
4. The barrels and the starting line will be permanently marked for the entire go-round.
5. The horse's nose will be timed as it crosses the starting line.
6. A barrel horse shall not be ridden by more than one contestant in each age category in this event at any one rodeo.
7. During barrel racing events, the arena will be dragged at regular intervals, to be determined by the management. Turnouts and releases must be included in the count.
8. Following barrel racing events, the pattern will be dragged or leveled.
9. A contestant may enter the arena at the speed of her choice.
10. Arena gate must be closed immediately after she/he enters the arena and kept closed until pattern is completed and her horse is under control.
11. Contestant may change horses in this event.

II. Time Limit:

Contestant will be allowed legitimate time from the time she/he enters arena gate until her time starts by Field Flagger or electric eye.

III. Event Rules:

1. The clover-leaf pattern is the only approved pattern in this event.
2. Touching barrel is permitted by horse or contestant.
3. Barrels 1 and 2 will be a minimum of 15 ft. off the fence and barrel 3, a minimum of 25 ft
4. The contestant may start on either the right or left barrel.
 - i. When starting on the right barrel there will be one right turn and two left around the barrels.
 - ii. When starting on the left side, there will be one left and two right turns around the barrels.

IV. Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. 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 will be assessed.
4. Not following the clover-leaf pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the off side. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.
5. Contestant will be allowed legitimate time from the time she/he enters arena gate until her time starts by Field Flagger or electric eye.
6. Judge will determine legitimate problem for prestart time.
7. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
8. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.
9. If the arena requires an alleyway to meet the 75' requirement to start and stop, it is considered part of the arena and all rules apply to that alleyway.
10. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye-controlled times will remain unaltered.
11. Assistant helping barrel racers will not be allowed to go past the plane of the main arena gate when they are entering the arena, or the contestant will receive a no time. When using the alleyway and closing the back gate on alleyway for stopping, assistant can aid riders up to the main arena gate, at the discretion of the arena director. Exception of the 4-7-year-old age group
12. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the first barrel. If a side or corner gate is used, a single spin or pivot is acceptable in either direction or by the Arena Director's approval. Failure to comply will be a no time. Contestant must be mounted when entering the arena.
13. Contestant must run in the order drawn. Failure to do so may result in a no time at the discretion of the judges and arena director.

V. Reruns:

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
2. The battery digital clock will be the first backup time and digital hand-held watches to be second backup time. When both the digital clocks malfunction and no time was recorded from digital watches, contestant will be given a rerun at a time designated by the Judges and Arena Director, plus any penalties.
3. Contestants will carry any penalties with them if they are granted a rerun. If the barrel racing is moved, postponed or rerun for safety reasons due to ground conditions, reruns will be penalty free.

VII. Equipment

1. Western type equipment, including saddle, must be used.
2. Use of a hackamore or other types of bridles is the optional choice of the contestant.
3. Equipment necessary: Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) hand held battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time. 5. Complete electric timer must be backed up by a flagman. One timer will record the times that appear on the electric eye-controlled readout. Two timers will operate the digital watches and record the average time which is shown thereon. These two timers will operate from the flagman's signals.

5. Permanent markers should be put in the ground for the electric eyes. Electric eyes should be placed on the starting line no closer together than the width of the first two barrels and for the electric eyes to be centered on pattern for each performance.
6. Position on fence for flagman should be well marked. These markers should be checked every performance along with the barrel markers and re-staked if pulled out. A record of these measurements shall be kept.
7. Set timer beforehand in the same height and position and lock the legs.
8. Barrels are not to be used as stands for the electric timer devices.
9. Barrels to be 55 U.S. gallon light steel drum with both ends intact.
10. Western Attire should include: shirt -wrist length sleeves shirt with collar and cuffs, western boots must be worn and should have a min 2" heel. No sweat shirts, t-shirts, or pullovers allowed. Cowboy hat – 2 ½ inch minimum brim; five-inch minimum crown. A helmet may be worn in lieu of western hats while in competition.

V. Re-Runs:

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
2. The battery digital clock will be the first backup time and digital hand-held watches to be second back up time. When both the digital clocks malfunction and no time was recorded from digital watches, contestant will be given a rerun at a time designated by the Judges and Arena Director, plus any penalties.
3. Contestants will carry any penalties with them if they are granted a rerun. If the pole bending is moved, postponed or rerun for safety reasons due to ground conditions, reruns will be penalty free.

POLE BENDING RACE

I. General Rules:

1. Starting lines in pole bending will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. A pole horse shall not be ridden by more than one contestant in each age category in this event at any one rodeo.
4. The horse's nose will be timed as it crosses the starting line.
5. A pole horse shall not be ridden by more than one contestant in this event at any one rodeo.
6. There shall be a minimum of 45 feet allowed for stopping, from starting line in poles back to arena fence as arena conditions allow.
7. The poles and the starting line will be permanently marked for the entire go-round.
8. During pole bending events, the arena will be dragged at regular intervals, to be determined by the management. Turnouts and releases must be included in the count.
9. Following pole bending events, the pattern will be dragged or leveled.
10. A contestant may enter the Arena at the speed of her choice.
11. Arena gate must be closed immediately after she/he enters the arena, kept closed until pattern is completed and her horse is under control.
12. Contestant may change horses in this event.

II. Time Limit:

Contestant will be allowed legitimate time from the time she/he enters arena gate until her time starts by Field Flagger or electric eye.

III. Event Rules:

1. This event is open to girls & boys.
2. The pole bending pattern is to be run around six poles.
3. No flags to be used on poles.
4. Poles to be colored red, white and blue by six-inch stripes
5. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be twenty-one (21) feet apart. End pole must be twenty (20) feet, at least, from fence.
6. Poles shall be set on top of the ground, six (6) feet in height, and with no base larger than fourteen (14) or less than twelve (12) inches in diameter.
7. Poles must be straight in line.
8. Touching poles is permitted by horse or contestant.

9. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.

IV. Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a pole is a five (5) second penalty, per pole.
4. Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.
5. Contestant will be allowed legitimate time from the time she/he enters the arena gate until her time starts by Field Flagger or electric eye. Judge will determine legitimate problem for prestart time.
6. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
7. If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
8. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye-controlled times will remain unaltered.
9. Assistant helping pole benders will not be allowed to go past the plane of the main arena gate when they are entering the arena or the contestant will receive a no time. When using the alleyway and closing the back gate on alleyway for stopping, assistant can offer assistance to riders up to the main arena gate, at the discretion of the arena director. Exception of the 4-7-year-old age group
10. The contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion toward the first barrel/pole. If a side or corner gate is used, a single spin or pivot is acceptable in either direction or by the Arena Director's approval. Failure to comply will be a no time. Contestant must be mounted when entering the arena.
11. Contestant must run in the order drawn. Failure to do so may result in a no time at the discretion of the judges and arena director.

V. Re-Runs:

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
2. The battery digital clock will be the first backup time and digital hand-held watches to be second back up time. When both the digital clocks malfunction and no time was recorded from digital watches, contestant will be given a rerun at a time designated by the Judges and Arena Director, plus any penalties.
3. Contestants will carry any penalties with them if they are granted a rerun. If the pole bending is moved, postponed or rerun for safety reasons due to ground conditions, reruns will be penalty free.

VII. Equipment

6. Western type equipment, including saddle, must be used.
7. Use of a hackamore or other types of bridles is the optional choice of the contestant.
8. The judge may prohibit the use of bits or equipment that he may consider severe.
9. Equipment Necessary: Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) hand held battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time.
10. Complete electric timer must be backed up by flagman. One timer will record the times that appear on the electric eye-controlled readout. Two timers will operate the digital watches and record the average time which is shown thereon. These two timers will operate from the flagman's signals.
11. Permanent markers should be put in the ground for the electric eyes.
12. Position on fence for flagman should be well marked. These markers should be checked every performance along with the pole markers and re-staked if pulled out. A record of these measurements shall be kept.
13. Set timer beforehand in the same height and position and lock the legs.
14. Barrels are not to be used as stands for the electric eye timer devices.
15. Poles used for this event must have rubber bases.

16. Western Attire should include: shirt -wrist length sleeves shirt with collar and cuffs, western boots must be worn and should have a min 2" heel. No sweat shirts, t-shirts, or pullovers allowed. Cowboy hat – 2 ½ inch minimum brim; five-inch minimum crown. A helmet may be worn in lieu of western hats while in competition.