

Age Division are as follows: As of January 1st of this year

4-8 years old - Barrels, Poles, Flags and Goat tail untying

Jr Girls (9-13) - Jr/Jr Team roping, Adult/Child Team roping, Breakaway, Steer stopping, Goat tying, Barrels, and Poles

Jr Boys (9-13) - Jr/Jr Team roping, Adult/Child Team roping, Breakaway, Steer stopping, Goat tying, Flags

Sr Girls (14-18) - Sr/Sr Team roping, Adult/Child Team roping, Breakaway, Steer stopping, Goat tying, Barrels, and Poles

Sr Boys (14-18) - Sr/Sr Team roping, Adult/Child Team roping, Steer stopping, Tiedown

19 and over - Barrels, Goats, Breakaway, Tie Down and Open team roping.

If a tie occurs, tie break will be determined based on coin flip.

Western Attire is required - hats optional.

Entries: 70% payout

Each event is \$20.00 + stock fees with per entry by August 10th

Steers- \$25.00 youth/ \$35 Adults

Goats - \$8.00

Calves - \$20 breakaway, \$25 Tie down youth, \$30/\$35 for Adults

Office fee - \$ 5.00

Stock will be a chute draw, no late entries. If you can't attend you must draw out of stock events by 6pm Thursday before the rodeo. Rodeo starts at 5:30am promptly

We will run 2 Arena's. Barrels, Poles, Flags and Goats in the north arena. All cattle events and Rawhide race in the main arena. Subject to change per committee.

Code of Conduct

1. Abuse of stock will not be permitted.
2. Abuse of officials, arena staff or other contestants by contestant, contestant's family or contestant's friends will be a day of rodeo DQ.
3. Tampering with rodeo stock or the facilities, including moving rodeo stock at a rodeo in or out of the arena, before, during or after any performance and other contestant equipment=DQ.
4. Cheating by contestant, contestant helper or member of contestant's family=DQ.
5. Insistence of family members upon assisting contestants in competition=DQ.
6. Deliberate or continued failure to report for any event, you will receive 3 calls before considered a disqualification.
7. No Profanity or obscenity.
8. No Quarreling or rowdyism.
9. Use of unapproved equipment=DQ.
10. Unauthorized acquisition of another's property=DQ.
11. Youth use of or traffic of tobacco products, marijuana (even in states legalizing the products), intoxicating beverages, or illegal drugs=DQ.
12. All chain, metal and wire headstalls, nose bands, tie downs and bosals must be completely covered where it comes in contact with the horse's skin. Any inhumane equipment used by a

contestant as deemed by a rodeo official, arena staff will result in disqualification for the contestant. If a mounted helper is used in an event he/she must be in compliance with subject rule or it will result in no time to the contestant.

Disqualification:

1. Improper attire
2. Failure to comply with Arena/Track directors instructions.
3. Not being ready when called, Announcer shall call contestant (three) 3 times. If a contestant is not present and prepared to compete, he/she shall be disqualified from the event.
4. Refusing stock drawn
5. Running into an electric eye or flagger—Anyone who hits the electric eye or flagger will be disqualified from that event.
6. Exceeding time limits—Failure to complete an event in the prescribed time limit (excluding penalties) set for that event will result in a disqualification from that event. Contestants must leave the arena immediately upon expiration of the time limit OR broken pattern.
7. Altercation with other contestants or adults will result in DQ in rodeo, whether done by contestant or parent.

Event Rules:

BREAKAWAY: Junior/Senior/19 & over

A. Objective—The contestant must rope a calf from the back of a horse, and have the rope, which is tied to the saddle horn with a piece of string, break away from the saddle horn and do this in the fastest time possible.

B. Rules: 1. There will be a (thirty) **30-second time limit in this event.** 2. Equipment—The roper must use a standard catch rope with a white flag, a minimum of (twenty-four) 24 inches in length and (two) 2 inches in width tied to end of rope (no tail) and end of rope (no folds in rope) must be tied to saddle horn with a piece of string #24 (twenty-four) poly cotton twine OR #18 (eighteen) nylon—150# (one-hundred-fifty) test) furnished by the rodeo committee. 3. The contestant will start from behind a barrier in the right hand box and will nod to the gate man to indicate when she is ready for the calf to be released. The calf will be given a predetermined head start and beating or breaking the barrier will result in a (ten) 10-second penalty, and the penalty will be documented by the barrier judge. 4. **Limit to (1) 1 loop contest,** 5. The roper must then chase after the calf. In order to be a legal catch, the loop must pass cleanly over the calf's head. Once the loop has passed over the calf's head, the loop may draw up on any part of the calf's body behind the head. Time begins when the calf releases the barrier rope and ends when the field judge flags the rope breaking away from the saddle horn. Calf must break rope away from the saddle horn—contestants will receive no time should they break the rope away from the saddle horn themselves.

C. Disqualifications not covered in Article I: 1. Breaking the string by hand rather than letting the calf pull the rope and break it away from the saddle horn. 2. Failure to release loop from hand before catching calf. 3. Should the roper miss with both loops, she must retire, no time will be recorded. Both ropes must be built and tied to the saddle horn. 4. A dropped loop is considered a throne loop.

TIE DOWN ROPING: Senior/19 & over

A. Objective—To rope a calf from the back of a horse, dismount, throw the calf to the ground and tie any (three) 3 legs together and to do this in the least amount of time possible.

B. Rules: 1. There will be a **30-second time limit in this event**. 2. The contestant starts from behind the barrier in the right hand box. He must nod for the calf to be released from the chute when he is ready. The calf is given a predetermined head start. Breaking or beating the barrier will be a (ten)10- second penalty and must be documented by the barrier judge. 3. The contestant's horse must have a neck rope or similar device with a rope run through it to keep the horse facing the calf while the roper is on foot. Anything except a standard neck rope must have approval from either judge. 4. **Limited to (1) 1 loop.** 5. Rope must be tied to the saddle horn hard and fast. 6. Roper must rope the calf, catch as catch can, dismount, go down the rope, throw the calf by hand and cross and tie any three legs. When the roper is finished he must signal that he is finished by raising his hands in the air. Time runs from the time the calf releases the barrier until flagged by the field judge. No loop may be rebuilt. 7. If the calf is down when the roper reaches it, it must be let up or lifted up to its feet and then thrown by hand. 8. If the roper's hand is on the calf when the calf goes down, he is considered "thrown by hand". 9. The catch must hold until the roper gets a hand on the calf. 10. The no jerk down rule shall be in effect at all Hometown Rodeo. Jerk down shall be defined as over backwards, with the calf landing on its back or head with all four feet in the air. A jerk down infraction will result in a (ten) 10-second penalty to be documented by the field judge. 11. To qualify as a legal tie, there shall be one or more wraps around all (three) 3 of the calf's legs and finished off with a half hitch or hooey'. The tie must hold and (three) 3 legs remained crossed until passed on by the field judge. a. The field judge will pass on the tie of calves through use of a stopwatch, timing (six) 6-seconds from the time the rope horse takes his first step forward after the roper has remounted and the rope becomes slack. The rope will not be removed from the calf and the rope must remain slack until the field judge has passed on the tie. In the event a contestant's catch rope is off the calf after the completion of the tie, the (six) 6-second time period starts when the roper clears the calf. The field judge must watch the calf during the(six) 6-second time period and will stop the watch when a calf kicks free, using the time elapsed on the watch to determine if the calf was tied long enough to qualify. 12. Arena help may not touch the calf until tie is passed on by field judge; field judge will signal arena help when time is up. 13. Roping calves will weigh 180 pounds to 250 pounds.

a. Roping calf without releasing loop from throwing hand. b. Touching calf or tie with hands after signaling completion of tie. c. Tie not holding for 6-seconds. d. Failure to let calf back to its feet if down when roper reaches it. e. Any intentional dragging of the calf. f. Any dragging of calf after roper is dismounted of more than 10'. The measurement will be determined by the impression of the calf on the ground and will be determined by the field judge.

YOUTH TEAM ROPING: JUNIOR/SENIOR BOYS AND/OR GIRLS

A. Objective—This is a (two) 2 member team event, the object of which is for(one) 1 team member to rope a steer by the head, from the back of a horse, and for the other team member to

rope that steer by the back legs from the back of a horse and then to stretch the steer between them and to do this in the shortest amount of time possible. B. Rules: 1. There will be a (forty-five) **45-second time limit in this event**. 2. A team may consist of (one) 1 boy and (one) 1 girl, (two) 2 boys or (two) 2 girls. Contestants must indicate partner on entry form. Each contestant may enter and compete only (one) 1 time per rodeo. 3. The header starts from behind a barrier in the left hand roping box, the heeler from the right hand box with no barrier. The team will be fined a (ten) 10-second penalty if the header breaks the barrier and must be documented by the barrier judge. 4. Legal head catches are: around the horns, around the neck or "half head". Legal heel catches: (two) 2 hind legs even if rope is crossed in figure-eight. A (one) 1 hind leg catch receives a (five) 5-second penalty. Penalty must be documented by the field judge. **5. Each contestant may carry only (one) 1 rope**. 6. The heeler must dally when catch is made and then the header must turn and face the steer. Time is flagged by the field judge when the steer is caught by both ropers, ropes are tight and dallied, steer is stretched between the two contestants with horses facing the steer and all four of horses feet on the ground. Ropers are to hold their dally until passed on by the field judge. (Three) 3 loops are permitted in Team Roping events, unless otherwise posted in the franchise ground rules. 7. Time runs from time steer releases barrier rope until the field judge drops the flag. 8. Steer must be on feet when both loops are thrown. 9. No foul catches may be removed by hand and if the steer is roped by (one) 1 horn, ropers are not allowed to ride up to the steer and put rope over the horn by hand. C. Disqualifications in addition to those in Article I: 1. Dropping or losing rope. 2. Illegal head catch; anytime a loop crosses over itself or "figure 8's" as part of the catch. Hondo over a horn or a front leg or legs in loop. 3. If a contestant dallies and turns steer off with a front leg in the rope, the team will be flagged out immediately. 4. Crossfire—if the heeler throws his loop prior to the steer completing the initial switch (which is when the steer makes any move from straight to being towed or in tow to the left as defined by PRCA), the team should be flagged out by a field judge.

Open Team will follow same rules as Youth Team roping

ADULT/YOUTH TEAM ROPING: JUNIOR/SENIOR BOYS AND/OR GIRLS

A. Objective—This is a (two) 2 member team event, the object of which is for (one) 1 team member to rope a steer by the head, from the back of a horse, and for the other team member to rope that steer by the back legs from the back of a horse and then to stretch the steer between them and to do this in the shortest amount of time possible. B. Rules: Same as above youth team roping. With the exception of the Adult being 21+ yrs old and no entry fee or stock fee will be paid by the Adult. Youth contestants will pay an entry fee and the stock fee. **Each contestant may carry only (one) 1 rope**. We will follow same rules as Youth Team roping

JUNIOR/SENIOR STEER STOPPING: (60 second time limit, excluding penalties)

A. Objective- To rope the steer and face them to your horse.

B. Rules: 1. Time will be taken once the contestant leaves the header box, steer is roped and the steer and horse are facing each other. 2. Time will be taken when the field judge flags the facing. 3. **Each contestant may carry only (one) 1 rope. A dropped loop is considered a thrown loop.** 4. Contestants may not build loops in the arena. Tying hard and fast will NOT be allowed. 5. Roping the steer without turning loose of the loop will be considered a no catch. 6.

There are 3 legal catches: around the horns, ½ head or around the neck of the steer. All other catches will be a disqualification resulting in a “no time”. If the hondo passes over the horns it is considered an illegal catch. If the loop crosses over itself in a horn or head catch, it is illegal. Broken barrier will result in a 10 second penalty.

C. Disqualification: A contestant will be disqualified for any of the following: 1. Steer must not be handled roughly at any time, if the field judge rules this was intentionally done so. 2. Broken rope or dropped rope will be considered a “No time”.

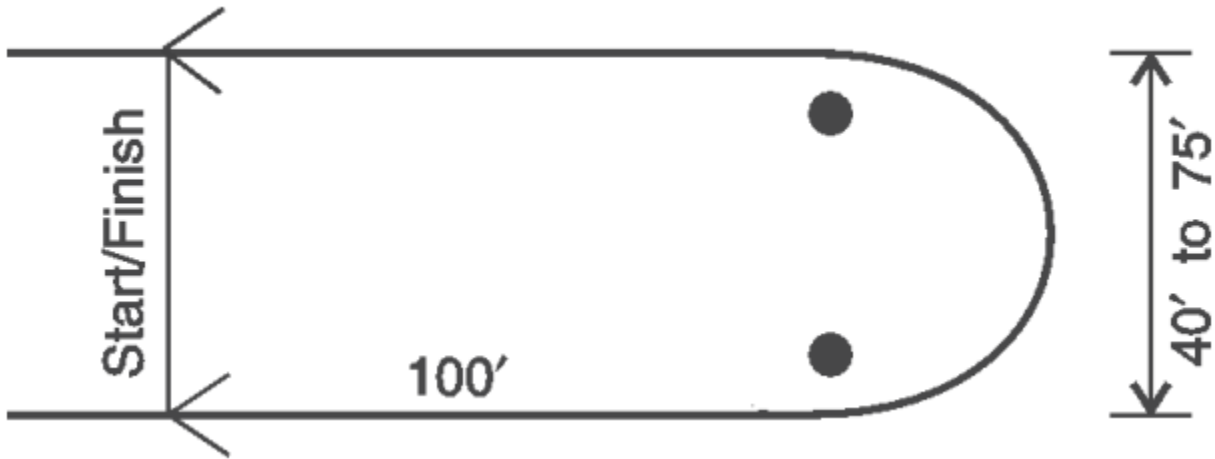
FLAG RACING:

A. Objective—To race through the course mounted horseback. Deposit a flag in the first bucket, retrieve a flag from the second bucket and cross the finish line.

B. Rules: 1. There will be a (thirty) **30-second time limit in this event Jr, 45-second for 8/Under**. 2. Equipment—(Two) 2 (five) 5 gallon buckets set on (fiftyfive) 55 gallon barrels. Whole oats must be used to fill buckets. No other substance permitted. The oats must be (four) 4 inches from the top of both buckets. The flag must be at least (sixteen) 16 inches long. On the retrieving bucket, the top of the flag must protrude above the rim of the bucket a minimum of (five) 5 inches. 3. Contestants **MUST** run a continuous forward motion "horseshoe" pattern only. They may **NOT** circle back. This will be considered a broken pattern resulting in No Time. 4. Barrels with buckets on top should be set as close as possible to the following dimensions; (one hundred) 100 feet from start/finish line and (forty) 40 feet to (seventy five) 75 feet apart, arena permitting. There shall be a minimum of (twenty) 20 feet from either barrel to arena fence or wall. 5. The contestant may run the course either direction, from left to right or right to left. In either case, the bucket on the first barrel he comes to shall not have a flag in it. The bucket on the second barrel he comes to shall have a flag set in the center of the bucket of oats. 6. The contestant is given a flag just prior to or when he enters the arena. He then races across the start/finish line toward the first barrel. As he passes the first barrel, he places the flag into the oats in the first bucket. He then crosses over to the second barrel and takes the flag out of the oats in the second bucket and races back across the start/finish line. 7. He must carry the flag in his hand. Carrying the flag any other place but in his hand carries a (two) 2-second penalty. 8. The committee is encouraged and it is strongly recommended that the flag racing barrel pattern be raked at even intervals, preferably after every 5th run.

C. Disqualification: A contestant will be disqualified for any of the following: 1. Knocking over a barrel or turning the bucket over. 2. Failure to keep the flag in the first bucket. A dropped flag (on the ground) or a missed flag in a bucket is a “no time”. 3. Crossing the finish line without the flag from the second bucket. 4. Using the flag as a whip on the horse. 5. Anytime a contestant dismounts to retrieve a flag from the ground after he has crossed the starting line. 6. All penalties and disqualifications will be documented by the line judge.

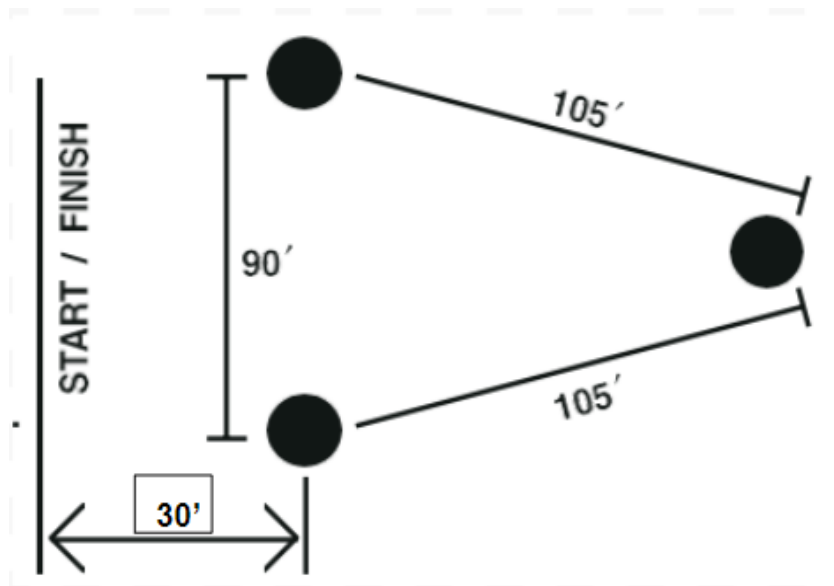
D. Diagram of pattern:



BARREL RACING:

A. Objective—The contestant shall race her horse through a cloverleaf barrel pattern and do so in the quickest time possible.

B. Rules: 1. There will be a (thirty) **30-second time limit in this event Jr and Sr, 45-second for 8/Under**. 2. Equipment—(fifty-five) 55 gallon barrels must be used. Barrels must be closed on each end. Metal barrels with padding or plastic barrels can be used in barrel race as well as flag race and trail course. 3. Pattern—Shall be a cloverleaf pattern with barrels positioned in a triangular fashion in the arena. 4. Measurements—A full pattern will be the following measurements and should be used when arena conditions allow: (seventy-five) 75 feet from arena fence to the start/ finish line. 60 feet from the start/finish line to a line drawn between the first and second barrel and (ninety) 90 feet between the first and second barrel and (one hundred five) 105 feet from each the first and second barrel to the third barrel. No barrel may be closer than (twenty) 20 feet from any fence or wall. 5. Diagram of barrel pattern



6. It is mandatory that the positions of the start/finish line and each barrel be permanently marked so the barrels will be placed in the same spot from performance to performance. 7. The contestant will enter the arena, race across the start/ finish line and to either the left or right barrel. If the right

barrel is used as the first barrel, she will make a right hand turn around that first barrel and then proceed to the second barrel. She will make a left hand turn around the second barrel and then race to the third barrel. She will make a left hand turn around the third barrel and then race back across the start/finish line. The opposite will occur if the contestant chooses to go to the left barrel first. 8. Knocking over a barrel will result in a (five) 5-second penalty being assessed. 9. If a barrel is knocked down, and then stands back up, it is still considered knocked down and the (five) 5-second penalty will be assessed. 10. The contestant may reach down and touch a barrel in order to keep from falling over if she chooses to and is able to do so. 11. If a barrel falls after the contestant crosses the finish line, it will be considered a qualified run and no penalty will be assessed. 12. The committee is encouraged and it is strongly recommended that the barrel pattern be raked at even intervals, preferably after every 5th run. 13. When arena conditions do not allow a full pattern to be used, the pattern may be shortened as necessary provided that it remains the same throughout the rodeo. It is mandatory that the (twenty) 20 feet from any fence or wall safety zone be maintained even with a reduced pattern size. 14. All penalties, no times and broken patterns will be documented by the line judge.

GOAT TYING:

A. Objective—For the contestant to ride horseback across the start line, run to where a goat is tethered, dismount, catch, throw and tie any three legs and do this in the shortest amount of time possible.

B. Rules: 1. There will be a (thirty) **30-second time limit in this event**. Goats must be uniform and weigh no more than (fifty) 50 pounds. 2. Equipment a. A (ten) 10-foot long soft rope for tethering goats with a metal snap affixed to each end. b. Stake with a tether ring. Acceptable is a stake with an eye rolled into it and with a length of rope with a loop tied in one end and attached to the stake at the eye. All adjusted so that no part of the stake protrudes above the ground and just enough of the loop of the length of rope sticks above the ground so the tether rope may be snapped on to it. c. Goat string to be used by the contestant to tie the goat's legs together. No metal rings or wire allowed on or in string. String may be leather, nylon, grass, rope or a combination of materials. 3. Contestant must ride her horse across the start line, race to where the goat is tethered, dismount, catch the goat, throw and tie any three legs together and signal that her tie is complete by raising her hands in the air. She then must step back away from the goat at least (three) 3 feet. The goat must remain with (three) 3 legs crossed and tied for (six) 6-seconds from the time the contestant steps back away from the goat. The field judge will have a stopwatch and time the goat for (six) 6 seconds, stopping the watch at the instant the goat kicks free of the tie. Elapsed time on the watch will determine if the tie is held long enough to qualify. 4. The goat will be tethered at a point 100 feet from the start line and held at the point furthest away from the starting line and facing the starting line and far enough away from fences or walls that there is room to reasonably compete. 5. The goat will be held by a goat handler facing the starting point until the start line flagger flags the start of the time. He/she will then release the goat and step back out of the way. 6. If the goat is down or on its knees when the contestant reaches it, the goat must be let up or lifted up high enough to be given the opportunity to regain its feet. Then the contestant may throw and tie the goat. 7. Time runs from the time the start line flagger drops his/her flag starting the run until the field judge drops his/her flag as the contestant signals tie complete. C. Penalties: A (five) 5-second penalty if horse crosses the tether between when the time starts and times ends. D. Disqualifications not covered in B. Rules: 1. The horse makes contact with the goat. 2. Undue

roughness in throwing or handling the goat. 3. Tie not holding or legs not remaining crossed for (six) 6- seconds. 4. Touching goat or tie with hands after signaling completion of tie.

GOAT TAIL UNTYING:

A. Objective—For the contestant to ride horseback across the start line, run to where a goat is tethered, remove a ribbon from the goat's tail and race back across the finish line in the shortest amount of time possible.

B. Rules: 1. There will be a (forty-five) **45-second time limit in this event**. Goats must be uniform in size. 2. Equipment— (three) 3-foot (including snaps) long soft rope for tethering goats with a metal snap affixed to each end. Stake with a tether ring. Acceptable is a stake with an eye rolled into it and with a length of rope with a loop tied in one end and attached to the stake at the eye. All adjusted so that no part of the stake protrudes above the ground and just enough of the loop of the length of rope sticks above the ground so the tether rope may be snapped on to it. 3. Contestant must ride his/her horse across the start line, race to where the goat is tethered, dismount, catch the goat, remove the ribbon from the goat's tail, and run back across the finish line, which will be located (ten) 10 feet from tether stake back in the direction of the start line. Contestants must finish crossing the line with ribbon in hand. a. Once time has started, if the ribbon falls off the goat's tail prior to the contestant dismounting, the contestant will be issued a re-run. If the ribbon falls off the goat's tail after the contestant has dismounted (relinquished control of horse), the contestant will pick up the ribbon and run to the finish line with ribbon in hand. 4. The goat will be tethered at a point (one hundred) 100 feet from the start line and held at the point furthest away from the starting line and facing the starting line and far enough away from fences or walls that there is room to reasonably compete. 5. The goat will be held by a goat handler facing the starting point until the start line flagger flags the start of the time. He/she will then release the goat and step back out of the way. The committee along with the goat holder should have a second individual to help stop and catch the contestant's horse. Contestant's safety is top priority. 6. Time runs from the time the start line field judge drops his/her flag starting the time until the field judge drops his/her flag as the contestant crosses the finish line. C.

Penalties:

A (five) 5-second penalty if the horse crosses the tether between when the time starts and times ends. D. Disqualifications not covered in

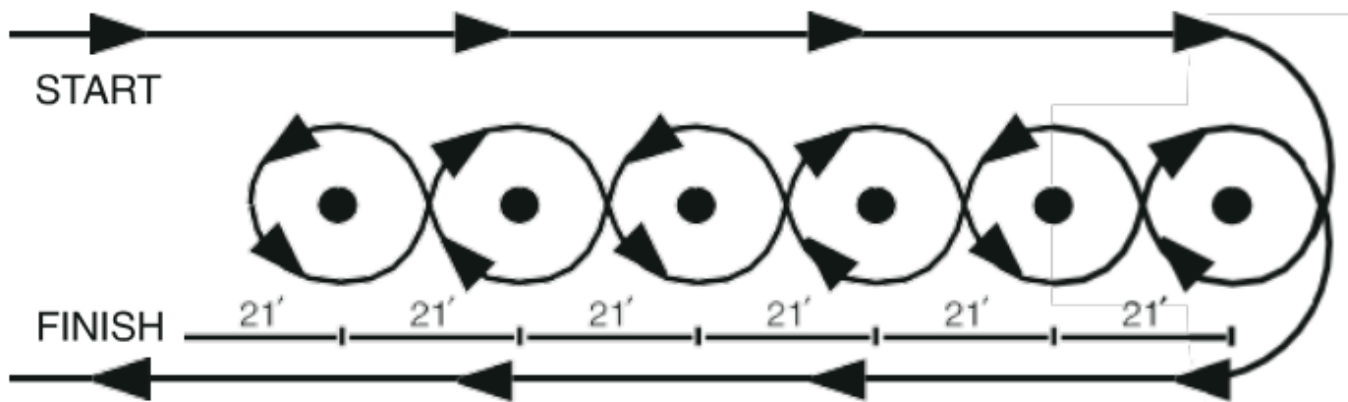
B. Rules: 1. The horse makes contact with the goat. 2. Undue roughness in handling the goat. 3. Crossing the finish line without the ribbon in hand.

POLE BENDING:

A. Objective—The contestant must run a horse through the pole bending pattern in the shortest time possible.

B. Rules: 1. There will be a (thirty) 30-second time limit in this event for Jr/Sr, 45-seconds for 8/Under. 2. Equipment—shall consist of (six) 6 bases, each capable of holding upright a (six) 6 foot tall pole that will fall if hit by a competitor. Strongly recommended is use of commercially available pole bending bases and plastic PVC pipe. In no case may metal or wood poles be used. 3. Set up—The course shall consist of six (6) poles set in a straight line, the first pole being set (twenty-one) 21 feet from the start/finish line. Each pole after that shall be set (twenty-one) 21 feet

apart. No pole may be closer than (twenty) 20 feet from any fence or wall. It is mandatory that the pattern be staked so that the poles will be set in the same spot for the duration of the rodeo. 4. The committee is encouraged and it is strongly recommended that the pole pattern be raked at even intervals, preferably after every 5th run. 5. The contestant must cross the start/finish line and may start on either side of the pattern she chooses. She must race down alongside the poles and upon reaching the sixth or end pole, she must turn around that pole. She then must weave back through the poles toward the sixth pole. Upon reaching the sixth pole, she must turn around this pole and then race alongside the poles back to and cross the start/finish line. 6. Penalties—The rider will be assessed a (five) 5-second penalty for each pole she knocks down. The contestant may touch the pole by hand to keep it from falling if she chooses to and is able to do so and no penalty will be assessed for touching the poles. 7. If a pole is knocked down, and then stands back up, it is still considered knocked down and the (five) 5-second penalty will be assessed. 8. Diagram of pattern:



Rawhide Race:

A. Objective—2 person team racing around barrel, 1 horseback, 1 riding the hide being pulled by horse.

B. Rules: This is a team event. Two teams will run at the same time. **There is a 5 min time limit.** You will start out unsaddled/bridled. When time starts. The team will saddle and bridle the horse. One person will ride the horse while the other is on the rawhide. A rope is tied to the rawhide, with the person on it holding on. The rider will then proceed to dally rope and pull the rawhide, riding down and around a single barrel and back to the finish line. Person must stay on the rawhide and remain on the rawhide until they cross the finish line. If the rawhide person comes off, the horse rider can go back and get them. Fastest time will win.