



# AMERICAN ROYAL YOUTH RODEO RULEBOOK

2023

AMERICAN ROYAL ASSOCIATION | 1701 American Royal Ct, Kansas City, MO 64102 | 816-221-9800

[www.americanroyal.com](http://www.americanroyal.com)

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## GENERAL RULES

### ENTRIES

All contestants must complete an online entry and pay in full by **April 13**.

If room allows late entries may be accepted in some events from April 14-20, they will incur a \$50 late fee.

Any entry submitted after April 20, will not be accepted.

We reserve the right to cap entries.

Double entries are Timed Events only.

Only two runs total in Team Roping allowed. You can switch ends and head and heal, or two runs heading, or two runs heeling, but only two runs total.

For Barrels and Poles the second entry must be ran on a different horse.

Slack for both age divisions will start immediately after the performance, but not before 1:00pm.

### REFUND/CANCELLATION POLICY

There will be no refunds for Youth Rodeo. Exceptions will be considered if a doctor's note or vet release is produced and approved before the day of competition. Requests for refunds must be submitted to the American Royal and are subject to a \$20 cancellation fee. The amount to be refunded may not be used as a credit toward a future event.

#### Force Majeure

In case of cancellation of the event or unavailability of the event due to any causes that are beyond the American Royal's control, including, without limitation, such causes as war, governmental action or order, act of God, fire, flood, severe storm, strike, labor disputes, or other similar causes ("Force Majeure Event"), this Agreement shall terminate, and the Contestant shall be entitled to the return of the fees for the Contest, less the prorated share allocated to the American Royal of the expenses incurred by the Royal in connection with the event as of the date of the Force Majeure Event. Refund of the Fees as provided in this section shall be the exclusive remedy of the Contestant against the American Royal in case the contest is cancelled or rescheduled through a Force Majeure Event. In the event of cancellation or unavailability for reasons beyond the control of the American Royal, Contestant releases and holds all claims for damage and agrees that the American Royal shall have no obligation except the above stated refund.

# AGE DIVISIONS AND EVENTS

## JUNIOR EVENTS

Ages 13 and under, as of May 2, 2023

Events Include:

- (1) Junior Bulls (12-13 years)
- (2) Barrel Racing (Girls)
- (3) Goat Tying (Girls)
- (4) Tie-Down Roping (Boys)
- (5) Boys Breakaway Roping
- (6) Girls Breakaway Roping
- (7) Pole Bending (Girls)
- (8) Team Roping (must enter as a team)
- (9) Junior Bareback (12-13 years)
- (10) Steer Riding (9-11 years)

## SENIOR EVENTS

Ages 14-19, as of May 2, 2023

Events Include:

- (1) Bareback Riding
- (2) Bull Riding
- (3) Barrel Racing (Ladies)
- (4) Breakaway Roping (Ladies)
- (5) Goat Tying (Ladies)
- (6) Pole Bending (Ladies)
- (7) Tie-Down Roping
- (8) Steer Wrestling
- (9) Saddle Bronc Riding
- (10) Team Roping (must enter as a team)

# ENTRY FEES

Entry Fee - \$55

- Pot 75% or \$41.25 per entry

# PAY OUT

- Average winners will receive the champion belt buckle.
- 75% payback
- Buckles will be presented at the Pro Rodeo on Thursday night.

- Checks will be mailed out within 10 days.
- Prize money checks will be void 90 days after issuance.

- 1) If there are no qualified rides or times, no ground money paid. No day money paid.
- 2) If there is a qualified time or score, all prize money will be paid.
- 3) If a contestant does not show up, their entry fee remains in the pot (except with a doctor's or vet's release).

Payout will be as follows:

1 entry 100%

2-4 entries, 2 monies - 60%, 40%

5-8 entries, 3 monies - 50%, 30%, 20%

9-12 entries, 4 monies - 40%, 30%, 20%, 10%

13-29 entries, 5 monies - 30%, 25%, 20%, 15%, 10%

30+ entries, 6 monies - 29%, 24%, 19%, 14%, 9%, 5%

- \$200 added per event

## **TIE-BREAKERS**

- 1) In the event of a tie, award money will be split evenly but the tie breaker will determine the buckle winner.
- 2) In case of a tie, in timed events it will be determined by a coin toss.
- 3) In case of a tie in rough stock events, it will be determined by the rider score, if the rider score is not applicable or equal, the stock score will be used, if all of the above are equal, coin toss will determine the winner.

## **PHOTOGRAPHY/VIDEOGRAPHY**

- 1) Peggy Gander or Cowboy Images will be the official photographer and will be the only photographer allowed in the arena. Photos may be purchased directly from Cowboy Images at [www.cowboyimages.net](http://www.cowboyimages.net).
- 2) Zimmerman Productions will be the official videographer and will be the only videographer allowed in the arena.
- 3) No professional cameras or videos are allowed.

## **EQUINE HEALTH REQUIREMENTS**

- 1) All horses must have an accompanying current (15 days) Certificate of Veterinary Inspection and Negative Coggins test (1 year).
- 2) The Rodeo Veterinarian will be checking papers onsite.
- 3) Only healthy livestock are allowed on the grounds.

- 4) The Rodeo Veterinarian may perform a health assessment on any animal in question and will have final say on whether or not the animal may be on the grounds.

## **DRESS CODE**

- 1) All contestants must be in western attire from the time of check-in to the time of leaving the facility.
- 2) Back number must be worn from check-in until contestant has completed competition. Failure to comply may result in disqualification.
- 3) Anyone in the arena, on the bucking chutes, at the timed event chutes, or in the alley must be in western attire.
- 4) Western Shirt--wrist length sleeves shirt with collar and cuffs.
- 5) Western boots must be worn and sneaker type "sport shoes" are not acceptable footwear.
- 6) No sweat shirts, T-shirts, or pullovers allowed.
- 7) Cowboy Hat--2 1/2-inch minimum brim; five (5) inch minimum crown. Helmets may be worn in lieu of western hats while in competition.

## **GENERAL RULES FOR CONTESTANTS**

- 1) Once arena is closed, contestants will not be allowed in the arena before or between performances, except for approved activities.
- 2) There will be a zero-tolerance policy on bullying by a contestant, any unsportsmanlike conduct, or using profane language. Failure to abide will result in immediate disqualification.
- 3) The American Royal Youth Rodeo Committee reserves the right to decline anyone from competition.
- 4) The American Royal Management reserves the right to cancel events or change scheduling or personnel where necessary.
- 5) Contestants must sign in and receive their number before the deadline to be eligible to compete in the American Royal Youth Rodeo.
- 6) In case of emergency, the American Royal Rodeo Manager must be contacted before registration closes at the contestant check-in area.
- 7) All contestants shall observe ground rules set by the American Royal Association.
- 8) Only contestants will be allowed to register complaints, and these must be placed first through the Arena Director or Rodeo Manager (Youth Rodeo Committee Chair) before the end of the performance in which the question arose.
- 9) No person shall be allowed in the arena during a rodeo performance unless entered in an event or as an assistant. This rule shall be enforced by the Arena Director and committee personnel.
- 10) Each contestant will be allowed one, and only one assistant in the arena and only one assistant behind the chutes when he or she is contesting except in the steer wrestling event where a contestant needs a hazer and a pusher. Assistant helping barrel racers and pole benders will not be allowed to go past the plane of the main arena gate when they are entering the arena.
- 11) In roping timed events and steer wrestling, the contestant is allowed a helper in the box to assist in settling the horse and keeping the horse in the corner of the box. When the contestant calls for the animal, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the animal. The helper may have his hands on the horse at such time that the contestant calls for the animal but if the helper starts the horse or



holds the horse in any way that affects the contestant's scoring process, the contestant will receive a no time.

- 12) 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.
- 13) All contestants will leave the arena immediately after contesting or assisting.
- 14) Contestant helpers must leave the arena immediately after they have assisted.
- 15) The decision of any judges, flagmen or timers will be final, and no protest by contestant will be permitted, except first through the Arena Director. Such protest shall be made before the end of the performance or slack in which the question arose. If the Arena Director determines that the protest is based upon a possible misinterpretation of an event rule, the Arena Director shall, at the first convenient opportunity, describe the protest and the interpretation of the rule upon which it is based to the judge. If the judge agrees that an erroneous ruling was made and that the error is correctable, then the judge shall modify the ruling accordingly. Otherwise, the decision shall stand.
- 16) No contestant may talk to a judge or timer in any way while an event is going on.
- 17) Questions may be addressed to the judge, through the Arena Director, no sooner than at the end of the event for that performance. Any contestant violating this regulation may be disqualified by the judges or the arena director.
- 18) All contestants are required to read the rules carefully, particularly those relating to the contests or events in which they enter.
- 19) Failure to understand rules will not be accepted as an excuse.
- 20) Contestants will not be allowed in the arenas between performances after the start of the first go-round, except for approved activities.
- 21) No electrical devices may be used by a contestant or on his horse.
- 22) In rodeo events a complete go-round must be finished before any contestant can compete on his next head of stock or timed event.
- 23) No contestant may compete on the same head of stock twice at any one rodeo in the same event, except for re-rides or re-runs.
- 24) Rodeo Judges and Arena Directors may inspect any contestant's equipment before, during or after a rodeo performance for safety and rule infractions.
- 25) No strap or seat belt apparatus may be used to secure contestant in the saddle, unless given approval by the committee or person with a handicap disability. The committee will advise the Judges and Arena Director of all exceptions to this rule.
- 26) It shall be the contestant's responsibility to see that the contestant competes on the stock drawn for them.

#### **BOYS OFFICIAL ABBREVIATIONS**

Bull Riding or Junior Bull	BR
Steer Riding	SR
Tie-Down Roping (no Breakaway)	TD
Breakaway Roping (no Tie-Down)	BBK
Team Roping (open to girls or boys)	TR
Mutton Busting (open to girls or boys)	MB
Bareback Riding or Junior Bareback	BB
Saddle Bronc Riding	SB

Steer Wrestling

SW

#### **GIRLS OFFICIAL ABBREVIATIONS**

Clover-Leaf Barrel Race	BA
Breakaway Roping	GBK
Goat Tying	GT
Team Roping (open to girls or boys)	TR
Mutton Busting (open to girls or boys)	MB
Pole Bending	PB

## **CONTESTANT DISQUALIFICATIONS**

- 1) Contestant can be disqualified by judges, committee, arena director, or American Royal staff, for any offense listed under this section.
- 2) Contestant shall be notified as soon as possible by the person or persons disqualifying the Contestant.
- 3) In case of contestant disqualification under this section the contestant is entitled to a hearing with the Youth Rodeo Committee.
- 4) Parents and guardians are not allowed at the hearings.
- 5) At the completion of the go-round, all disputed calls must be settled in the arena, at the completion of the performance, arena director, contestant, and judges, provided the contestant has followed the required procedure of such dispute.
- 6) Any contestant will be disqualified from an event for any of the following offenses. If they are disqualified for any of these offenses, they may be disqualified from all events at the Rodeo, at the discretion of the Youth Rodeo Committee.
  - a. ATTIRE:
    - i. Contestants, parents, adults, helpers, and assistants must wear western attire: western hat, long sleeved shirt (must be wrist length sleeved shirt, with collar and cuffs. No sweat shirts, T-shirts or pullover sweaters allowed), western boots, and western trousers at all times during a performance while in the following areas:
      1. All competition arenas
      2. Chute areas
      3. Stock working areas
      4. Any contestant in any seating area, whether competing or not
    - ii. Shirt sleeves must be rolled down.
      1. The only exception to this rule will be in bareback riding and bull riding; a rider may roll up sleeves as necessary to eliminate either a hang up or to accommodate necessary wrapping and/or support for the elbow. After competition, contestant must adhere to attire rules.
      2. Violators of this rule will be disqualified upon the discretion of the judges or the arena director.

3. Contestants must wear numbers on their backs and number must be visible at all times while competing in their events, when on the rodeo grounds.
  4. All Contestants must have shirttails tucked in at start of their competition.
  5. Western attire per dress code is required for contestants for all approved activities to include rodeos and meetings.
  6. No tobacco or alcohol patches, stickers or advertising allowed on contestant's attire or equipment.
- b. STOCK:
- i. Contestant will be disqualified for being in a pen with the livestock at any time except when accompanied by stock contractor, arena director, or a judge, or when assigned to work in those pens.
  - ii. Mistreatment of Rodeo Stock or contestant's horse.
- c. RODEO:
- i. Refusing to contest during a performance on an animal drawn for him.
  - ii. Any contestant that scratches an event after registration that he signed in for at registration.
    1. A contestant may drop out of any event due to injury to him or herself or horse. A doctor's or D.V.M.'s excuse must be presented to the rodeo secretary to release the contestant prior to competition.
    2. Contestant must notify American Royal Event Manager.
    3. A contestant with a visible injury or illness may turn out of any event at a rodeo without a doctor's written excuse provided notification of such turn out is authorized by a judge or American Royal Event Manager at that given rodeo. If a contestant has drawn out with a visible injury, he/she must have a doctor's release to resume competition.
    4. Any contestant that has been injured and has received medical care at a hospital or urgent care facility must have a doctor's release before the contestant is allowed to resume competition. If a contestant has presented a doctor's release to draw out, he/she must present another doctor's release to resume competition.
  - iii. Not being ready to compete when called upon. After three arena calls, contestant will be disqualified.
  - iv. All contestants must make an effort when competing in the arena.
  - v. If an effort is not made, it shall result in disqualification.
  - vi. Contestants will be disqualified for failure to follow instruction on Grand Entry in and out of the arena.
  - vii. Contestant's number must be visible when contestant is competing.
- 7) Any contestant or member will be disqualified from the rodeo, AMERICAN ROYAL ASSOCIATION Event or other function for any of the following offenses. If they are disqualified for any of these offenses, they will be disqualified from all events or other participation in the rodeo, AMERICAN ROYAL ASSOCIATION Event or other function.
- a. CONDUCT:
- i. Having any association with alcoholic beverages, narcotic or other non-medicinal drugs while in attendance at the American Royal Youth Rodeo,

whether at a hotel or on rodeo grounds or going to or from the rodeo or at any rodeo function.

- ii. Contestants will be disqualified for the use of tobacco products while in the arena during any rodeo performance.
- iii. Rowdyism, quarreling or fighting in the actual domain of the arena at any time, or any place during the duration of the Rodeo.
- iv. Conduct or speech of any kind detrimental to the best interests of the American Royal Association or the sport of rodeo while in attendance or coming to and going home from a rodeo.
- v. Contestants will be disqualified for vandalism at any place or any time.
- vi. Cheating or attempting to cheat.
- vii. Any contestants or parents attempting to fix, threaten, bribe, influence, harass or coerce any rodeo official at any time between opening and closing of a rodeo.
- viii. Missing any mandatory meeting, safety seminar or equipment check.

## POINT SYSTEM

- 1) In each event 550 points in ten (10) places will be offered to determine the All-Around winners.

- 2) Example:

Event – Places 1-10 Number of Points

1st .....	100
2nd .....	90
3rd .....	80
4th .....	70
5th .....	60
6th .....	50
7th .....	40
8th .....	30
9th .....	20
10th .....	10

TOTAL 550 Points offered each event

- 3) Team Roping Points
- a. Any points earned in the Team Roping event will belong to the contestant.
  - b. Each contestant in Team Roping will receive points earned of same value as contestants of other events toward All-Around.
- 4) An All-Around Cowboy and Cowgirl will be chosen on points won in the one go-round for both the Junior Division and the Senior Division. The high point contestant placing in two or more events will have precedence over one who places in one event for All-Around. In event no one places in two events, high point contestant which competed in two or more events will have precedence over one who competed in one event for All-Around.
- 5) If an event has been entered twice by one contestant, only the best time will count towards the All-Around.

## RODEO OFFICIALS STANDARDS FOR JUDGES, TIMERS AND SECRETARIES

### Arena Directors

- 1) Purpose of arena directors is to assure that the rodeo is conducted in accordance with AMERICAN ROYAL ASSOCIATION Rule Book to the best interest of the contestant.
- 2) Arena Directors will be responsible for carrying out the duties stated herein.
  - a. Management of their respective arenas before and during the rodeo.
  - b. Carrying out AMERICAN ROYAL ASSOCIATION rules and responsibilities as stated in rulebook.
  - c. Stock Contractors and host committee will abide by the arena director's decisions.
  - d. It shall be the contestant's responsibility to see that the contestant competes on the stock drawn for them. In the event of a mistake on the part of the arena staff, stock drawn for must be run during that performance and only that time or score taken.
  - e. Any undesirable conditions will be ruled on by the Arena Director.
- 3) All judges will meet with Arena Directors before the rodeo and discuss their respective events, and judging procedure.
- 4) An Arena Director may declare particular animals unsatisfactory. Upon notification, either written or verbal, stock contractor shall eliminate such animal from competition draw.
- 5) Arena Directors are to be approved by the American Royal Youth Rodeo Committee.

### Rodeo Secretary

- 1) All positions will be drawn before the livestock draw.
- 2) Receptacle containing order of position numbers to be drawn must be held above the drawing secretary's head and numbers shaken between each number drawn. Numbers as drawn will be assigned to list of contestants. List to be in non-alphabetical random order. The Secretary may have the option of using a computerized random draw for positions.
- 3) If contestant is in two or more events, the secretary will draw for events then draw for working order in each event.
- 4) Rodeo secretary is required to post information as to when and where draw will be held.
- 5) The draw at all rodeos shall be posted where the contestants can examine it.
- 6) Rodeos that have slack stock to run before or after scheduled performances shall post the order of events and the draw on the bulletin board.
- 7) Contestant is privileged to see the records of all contestants in any event in which he takes part at the end of each go-round, at a reasonable time so secretary and judge may be present.
- 8) Judges' score sheets will be turned in to the Rodeo Secretary and posted after each performance.
- 9) Markings must be totaled by the judges and checked by the secretary in the presence of the judges.
- 10) Scores will not be changed once turned in, except for an obvious mathematical error, and judges, only, will make these changes.
- 11) Judges and secretaries shall make exact copies of each judge's book and post the copies on the bulletin board at the end of each go-round.
- 12) Master score sheets will not leave the office, except with the approval of the Secretary.
- 13) No scores, positions, or prizes will be changed after five (5) days from performance.

## Timers: Personnel

- 1) Timers must have prior experience with electric timers.
- 2) Timers must work from the same position in all performances of that go-round.
- 3) Management must provide a place for official timers and announcers to work without obstruction or interference.
- 4) Management must position timers at a place that will facilitate for good communications with the Arena Director, judges and announcers.
- 5) Timers for the go-round may not be changed after the first performance except for sickness or injury, or by the request of an Association official because of timer's incompetence, or through agreement of the rodeo committee.

## Timers: Equipment

- 1) Electric Timers:
  - a. Equipment necessary: One electric eye and one battery-powered hand-held digital watch.
  - b. 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.
  - c. Complete electric timer must be backed up by a flagman. One timer will record the times that appear on the electric eye-controlled readout. One timer will operate the digital watch and record the time which is shown thereon. This timer will operate from the flagman's signals.
  - d. Permanent markers should be put in the ground for the electric eye. Electric eye should be placed on the starting line no closer together than the width of the first two barrels and for the electric eye to be centered on the pattern for each performance.
  - e. Line 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.
  - f. Set timer beforehand in the same height and position and lock the legs.
  - g. Barrels are not to be used as stands for the electric eye timer devices.
- 2) Electronic Timer Failures:
  - a. The battery-powered hand-held digital watch will serve as backup should the electric eye fail.
  - b. When both the electric-eye and the digital watch fail and a not time is recorded, contestant will be given a re-run at a time designated by the Judges and the Arena Director.
- 3) Events with 30 second/one-minute time limit may have penalties which will exceed the 30 second/one-minute time limit.
- 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) All riding events shall be timed for eight (8) or six (6) seconds respectively, that time to start when the animal's inside front shoulder passes the plane of the chute.
- 6) Team Roping and Steer Wrestling: These events shall not be conducted with an open catch pen gate at any rodeo.

## **Judges – General:**

- 1) Judges and flagmen for American Royal rodeos shall be chosen with regard to their integrity, ability and availability.
- 2) All judges will meet with Arena Directors before the rodeo and discuss their respective events, and judging procedure.
- 3) Judges must read and be knowledgeable of the AMERICAN ROYAL ASSOCIATION rulebook before judges' meeting with Arena Directors and officials.
- 4) Any problems or infractions not covered by the AMERICAN ROYAL ASSOCIATION Rule Book will be referred to current PRCA Articles of Incorporation, By-Laws and Rules, provided their rules cover the event in question.
- 5) No barrier judge, field flag judge, or riding judge may be changed during the course of a go-round, except in the case of sickness or incompetence and then by the request of an Association official in agreement with rodeo committee.
- 6) Judges must check all equipment two (2) hours prior to the first Rodeo performance in his respective arena.
- 7) Judges must be present and supervise drawing of stock and changing of positions.
- 8) Judges must remain available at all times.
- 9) Youth Rodeo Committee and Judges will meet and discuss problems encountered during any event.
- 10) Judges must remain available to the rodeo office until the rodeo secretary has made a final check of the rodeo books.
- 11) The decision of any judges, flagmen or timers will be final, and no protest by contestant will be permitted, except first through Arena Director. Such protest shall be made before the end of the performance or slack in which the question arose. If the Arena Director determines that the protest is based upon a possible misinterpretation of an event rule, the Arena Director shall, at the first convenient opportunity, describe the protest and the interpretation of the rule upon which it is based to the judge. If the judge agrees that an erroneous ruling was made and that the error is correctable, then the judge shall modify the ruling accordingly. Otherwise, the decision shall stand.
- 12) A judge shall conduct himself in a manner fitting and proper to one afforded the honor of officiating at any AMERICAN ROYAL ASSOCIATION approved contest.
- 13) Any misconduct on the part of the judge at any AMERICAN ROYAL ASSOCIATION approved rodeo, such as drinking immediately prior to or during the contest, or use of abusive language, showing obvious favoritism to, or discrimination against, either an individual or a horse performing in the contest, or any misconduct unbecoming to one in his position, will make him subject to a complete and impartial hearing of the cause of the complaint before the appropriate committee.
- 14) If one judge is injured and cannot score a ride, the other judge's score will be used as other score.

## **Judges – Scoring:**

- 1) Judges are required to keep a record book and mark all penalties, no-times, and any change or working order of contestants in all events they are judging.
- 2) After each performance, judge will check his records with the recording secretary in the events he or she is judging and make necessary changes if error has occurred.

- 3) Judges score sheets will be turned in to the Rodeo Secretary and posted after each performance.
- 4) Markings must be totaled by the judges and checked by the secretary in the presence of the judges.
- 5) Scores will not be changed once turned in, except for an obvious mathematical error, and judges only will make these changes.
- 6) Judges and secretaries shall make exact copies of each judge's book and post the copies on the bulletin board at the end of each go-round.
- 7) Judges are required to mark on their books any turned out stock and report it to the Rodeo Secretary and the Arena Director.

## **Bullfighters:**

- 1) There must be a minimum of two (2) bullfighters.

## **RODEO LIVESTOCK**

### **Requirements**

- 1) The AMERICAN ROYAL ASSOCIATION has the right to declare any stock unsatisfactory, and any stock so declared will be taken from the draw.
- 2) Stock requirements to be based on the number of contestants entered in that event, Rough Stock -- 60% acceptable livestock, Timed Events -- 50% acceptable livestock.
- 3) American Royal Rodeo will obtain the highest caliber of stock available.

### **Inspection:**

- 1) The stock will be inspected on arrival at the site by the American Royal Veterinarian. All rough stock must be run through and shown the exhaust gate prior to the rodeo.
- 2) An Arena Director may declare particular animals unsatisfactory.
- 3) Upon notification either written or verbal, stock contractor shall eliminate such animal from competition draw.

### **Numbering:**

- 1) All rodeo livestock must be numbered, no duplicate numbers shall be permitted, including team roping cattle. Any exceptions must be approved by specific Arena Directors.
- 2) In riding events painted numbers may be used on tryout stock.
- 3) Goats will be numbered with plastic ear tags in each ear or on collar.

## **DRAWING STOCK**

### **Drawing Rough Stock:**

- 1) All stock is to be numbered and drawn for by number.
- 2) All stock in contest events must be drawn by number by a judge.
- 3) There must always be as many as four exact copies made of the draw, one to be posted, one copy for each judge and one or more copies for the Secretary's records.



- 4) Receptacle containing numbers to be drawn must be held above the drawing judge's head and numbers shaken between each number drawn.
- 5) In case stock is sick, crippled or already shipped, replacement will be drawn from re-ride animals. The contractor must have the consent of judges and Arena Directors to remove any stock from the grounds.
- 6) No pens of stock may be drawn for more than one go-round in advance.
- 7) Pens of stock shall be drawn by the judge and secretary shall provide judge with an exact copy of the draw.
- 8) Stock will be drawn for contestant until he has actually been disqualified or turned stock out.
- 9) All stock must be approved by Arena Directors, Judges.
- 10) Stock drawn for final go-round will be drawn from the first qualifying position to last qualifying position.
- 11) No contestant may compete on the same head of stock twice at any one rodeo in the same event, except for re-rides or re-runs.

#### Drawing Stock – Re-rides:

- 1) Stock for re-rides must be drawn before go-round and will not be posted.
- 2) No contestant will ride two head in the same event during a performance except for re-rides.
- 3) Feature animals may be held out of re-ride draw then returned to the draw for the go-round.
- 4) Any stock in original draw that is turned out – this means not bucked or con-tested on – automatically goes into the re-ride if needed.
- 5) Any animal drawn for a re-ride but not used in that go-round may be held out of the draw for re-rides in the following go-round along with feature animals then will be returned for the go-round draw after the re-rides have been drawn.
- 6) Re-rides may be drawn before end of event in which re-ride is given.
- 7) An animal can be drawn for a re-ride only one time in a go-round.
- 8) If an animal marked to go the last performance of the go-round is drawn in the re-ride stock, that animal's position must be traded with one marked to go the first performance before the go-round is drawn.
- 9) After drawn re-rides and those animals that are turned out are used for re-rides, all stock out that go-round except feature animals and animals already doubled back will be put in the hat and additional re-ride for that go-round drawn.
- 10) Stock out the last performance of a go-round may be held out of the draw for additional re-rides if it becomes necessary to draw back at all animals out in the go-round to get enough re-rides.
- 11) Re-rides in the Bull Riding contest at all rodeos shall be drawn from all animals in the draw with no more than five feature animals excluded.
- 12) Feature animals equaling one-half of the number of final riders may be held out of the re-rides draw.
- 13) If re-ride is given on an animal twice in a row, animal will automatically be declared unsatisfactory and must be replaced and taken from the draw.

#### Timed Event Stock:

All timed event stock shall be run through event chutes and through arena previous to start of contest, where conditions permit.

#### Drawing Timed Event Stock:

- 1) All stock is to be numbered and drawn for by number.

- 2) All stock in contest events must be drawn by number by a judge.
- 3) There must always be as many as four exact copies made of the draw, one to be posted, one copy for each judge and one or more copies for the Secretary's records.
- 4) Receptacle containing numbers to be drawn must be held above the drawing judge's head and numbers shaken between each number drawn.
- 5) If stock is not drawn in front of the chutes, time and place of the draw must be posted on the Bulletin Board or at the chutes.
- 6) In case stock is sick, crippled or already shipped, replacement will be drawn from re-run animals. The contractor must have the consent of judges and Arena Directors to remove any stock from the grounds. If an animal drawn in a pen in a timed event becomes sick or crippled before it is out that time, a judge must pass on the animal's inability to be used before it can be shipped or replaced in the draw.
- 7) No pens of stock may be drawn for more than one performance in advance.
- 8) Pens of stock shall be drawn by the judge and secretary shall provide judge with an exact copy of the draw.
- 9) Stock will be drawn for a contestant until he has actually been disqualified or turned stock out.
- 10) All stock used in the finals at all rodeos must be approved by the Arena Directors, Judges.
- 11) Contestant must 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.
- 12) Stock in timed events shall be drawn by either judge of that event not more than three (3) hours before the performance and posted not more than two (2) hours before performance at arena.
- 13) In timed events, no drawn stock can be held over from one performance to the next or overnight.
- 14) When calves are not fresh, re-runs will always be drawn from the whole herd used in the draw, not from those calves that are missed.
- 15) When calves are fresh, re-runs shall be drawn from missed calves when re-runs amount to less than ten percent of the contestants entered at the rodeo. These re-runs will be drawn from calves which are missed for that go-round up to the performance that ends the go-round, provided there are enough of these calves.
- 16) If there are not enough calves which are missed in that go-round up to the performance that ends the go-round, the re-runs will be drawn from all calves being used except for any drawn for the performance that ends the go-round.
- 17) All cattle in the draw will be run one time before any cattle will be run twice. When due to a split performance this procedure becomes impossible, the draw will include cattle remaining that have been run the least number of times. Immediately after a split performance the draw will then revert to the cattle that have been run the least number of times. In Case of re-runs all cattle in the draw will be run one time before being run twice. Any animal drawn and not competed on shall be considered run and if there are no re-runs, animal shall be used for first extra.
- 18) Stock drawn for final go-round will be drawn from the first qualifying position to last qualifying position.
- 19) No contestant may compete on the same head of stock twice at any one rodeo in the same event, except for re-rides or re-runs.

#### Drawing Stock – Misdraws:

- 1) In case of crippled stock that are in after the draw is made, stock will be re-drawn from mistake down. This is the case of no extra cattle being available.
- 2) If more than three head are misdraws, use the following procedure.

- a. All stock shall be put back in the draw box and all redrawn.
- b. If three head or less are misdrawn, first draw positions for misdrawn stock 1 through 3. Then place all stock numbers back in the draw box. Then draw stock for the first contestants on the list that had a misdraw. He keeps that number. The contestant who had that number takes first number of stock on the misdraw stock position list and so on until all first draws are corrected.
- c. In case the number of stock is not equal to the number of contestants up in that draw, stock will be moved up to match number of contestants and shall go in that order.
- d. In case a misdraw is discovered after the start of a performance:
  - 1) If an extra(s) is available, the contestant involved will automatically be assigned the extra, regardless of a possible difference in runs on the cattle.
  - 2) If no extra is available, the contestant involved will not compete as scheduled, but later in the performance or immediately after. A replacement animal will be drawn from all animals left in the run.

## **DRAWING POSITIONS**

- 1) Position must be drawn in all events.
- 2) Riding stock will be placed before the draw.
- 3) Receptacle containing order of position numbers to be drawn must be held above the drawing secretary's head and numbers shaken between each number drawn. Numbers as drawn will be assigned to list of contestants. List to be in non-alphabetical random order. Positions may be computer drawn.
- 4) All positions are to be drawn by the secretary before the livestock draw, to allow time for program to be drawn up.
- 5) Rodeos closing entries five or more days in advance shall draw positions at least 48 hours before the first performance.
- 6) There will be no placing of contestants.
- 7) There will be no trading of positions except for double arena conflict.
- 8) Rough stock arena has precedence over other arenas; timed event arena is second.
- 9) If a contestant is unable to be at a rodeo due to sickness or injury, he may be held until later in the go-round, with written consent of Rodeo Secretary and Arena Director. If a position change is necessary in the first go-round, contestant will remain in that position change for the second go-round.
- 10) In all rodeo events, sick or injured contestant shall not be held back past the end of the go-round.
- 11) In the timed events, sick or injured contestant shall not be held back past the original end of the run on the cattle. If the timed events are back-to-back, no contestant may be held back due to injury beyond the end of the original pen in which he/she was drawn.
- 12) Stock contractors shall bring at least three head of stock in the timed events into the chute according to position drawn at the start of each go-round unless contestants are riding the same horse. a. In this case, first man in position not riding this horse shall be moved up to the position to be split. b. This pertains to scheduled and unscheduled performances.
- 13) In timed events, positions will be drawn for the first go-round and the positions reversed from the second go-round.
- 14) In the final go-round, positions will be worked from the last qualifying position down to the first position.

- 15) If positions were drawn: If a go-round ends and the next one begins in the same performance, contestants finishing the go-round will be dropped off and start the next performance for their next work.

## **LIVESTOCK INSPECTION**

- 1) The American Royal Association will have the authority to inspect all livestock prior to the go-round draws and take out any animal that is not physically suitable.
- 2) These animals can only be replaced in the draw with a veterinarian's approval.
- 3) It is the responsibility of this committee to see that any injured animal is removed and/or cared for at the earliest possible time.
- 4) The committee will have available the name and location of the nearest facility for emergency large animal treatment.
- 5) There will be daily inspection of all livestock.

## **ANIMAL WELFARE**

- 1) No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on bareback horses or saddle broncs. Spur rowels must have five or more points.
- 2) A neck rope must be used on a horse. If horse stops and calf hits the end of rope in such a manner that calf busts himself, roper will not be responsible. Contestant must adjust rope and reins in such a manner that will prevent horse from dragging calf. Rope to be removed from calf's body as soon as possible after "tie" is completed. Roping calves shall weight at least 180 pounds each and be strong and healthy.
- 3) All chain, metal and wire tie-downs, nosebands and bosals must be completely covered where it comes into contact with the horse's skin.
- 4) The placing of fingers in eyes, lips, or nose of steers while wrestling same is forbidden.
- 5) Animals for all events will be inspected before the draw, and no sore, lame, sick, or injured animal, or animals with defective eyesight shall be permitted in the draw at any time. Should an animal become sick or be injured between the time it is drawn and the time it is scheduled to be used in competition, that animal shall not be used in competition and another animal drawn for the contestant as provided in the AMERICAN ROYAL ASSOCIATION rule book. An official veterinarian should be available at all events.
- 6) No animal shall be beaten, mutilated, or cruelly prodded. Standard cattle prods shall be used as little as possible. In the rough stock events, once an animal is in the chute, no cattle prods will be allowed except in the case of a bareback riding or saddle bronc horse that stalls and only with the agreement of the contestant, stock contractor and judge. Cattle prod will only be used when the horse turns head out of the chute and then it can only be used on the hip or shoulder area. Prods will not be used on bulls once they are in the chute except to move bull from chute to chute.
- 7) A conveyance must be available and used, if possible, to remove animals from the arena in case of injury. Animals removed from the arena pursuant to this section shall be placed in a situation as isolated and comfortable as possible to reduce stress.
- 8) No sharp or cutting object in cinch, saddle girth, or flank straps shall be permitted. Only sheepskin-lined flanking straps shall be used on bucking horses and shall be of the quick-release type. Sheepskin-lined flank straps shall be placed on the animal so the sheepskin covered portion is over both flanks, and the belly of the animal. No bull tails will be allowed under flank straps.

- 9) No “loose ropes” allowed in bareback bronc riding.
- 10) No stimulants or hypnotics to be used or given to any animal used for con-test purposes.
- 11) Chutes must be constructed as to prevent injury to stock. Maintenance men and equipment shall be stationed at chutes to assist in removal of any animal should it become caught. The arena shall be free of rocks, holes and obstacles.
- 12) Bullfighters are not to abuse stock in any fashion.
- 13) No small animal or pets allowed in arena where restraint is necessary or subject to injury or attack by another animal.
- 14) Livestock to be removed from arena after completion of entry in contest.
- 15) Use of fireworks to fight animals prohibited.
- 16) Contestant will be disqualified for any mistreatment of Stock.
- 17) No stock should be confined in vehicles beyond a period of 28 hours without being unloaded, properly fed, and watered. When animals are carried in conveyances in which they do have proper food, water, space, and opportunity to rest, the provisions for unloading shall not apply.
- 18) Any animal that becomes excessively excited so that it gets down in the chute repeatedly, or tries repeatedly to jump out of the chute, or in any way appears to be in danger of injuring itself, should be released.
- 19) No foreign objects or ropes may be attached to the horns or any part of the bull after loaded in the chute except in the case of assisting a chute fighting bull and then the rope must be arranged so that it removes itself once the bull is released from the chute.
- 20) All AMERICAN ROYAL ASSOCIATION animal welfare rules are to be enforced on the entire grounds of any rodeo including but not limited to the practice and jackpot arenas, stall areas, warm-up areas, etc.
- 21) The AMERICAN ROYAL ASSOCIATION makes every effort to ensure that all contestants, contractors, and committees are fully aware of rules regarding humane treatment of all rodeo livestock.

## EVENTS

### **Bareback Riding**

- 1) Contestant is not to use sharp spurs.
- 2) Fall – If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
- 3) No contestant will ride two head in the same event during a performance except for re-rides.
- 4) Contestants may pull riggings from either side.
- 5) Contestant must compete on 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.
- 6) Time Limit:
  - a. Horses must be ridden for 8 seconds.
  - b. Time to start when the animal’s inside front shoulder passes the plane of the chute.
- 7) Event Rules:
  - a. This event is open to boys only.
  - b. To qualify, the rider must have spurs over the break of the shoulders and touching horse when horse’s front feet hit the ground on its initial move out of the chute.

- c. Contestants will have the right to call judges to pass on whether or not horse is properly flanked and cinched.
  - d. Rigging must lie flat on horses back while rigging is being cinched.
  - e. Stock contractor may call on judge to pass on whether rigging is being set or cinched in a manner that might hurt horse's back.
- 8) Judges may require contestant to take his hand out of rigging after a horse is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request to take such action.
- 9) One arm must be free at all times.
- 10) The judge on the latch side of the chute gate shall serve as a back-up timer in the bareback riding event or a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight seconds, the judge must go with the whistle.
- 11) Scoring and Penalties:
  - a. Ride and animal to be marked separately.
  - b. Mark the ride according to how much the contestant spurs the animal.
  - c. Figures used in making the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
  - d. If a horse stalls coming out of the chute, either judge may tell contestant to take his feet out of the horse's neck and first jump qualification will then be waived.
  - e. Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
  - f. If the rigging comes off horse, touching anything with free hand or if contestant is bucked off, contestant will receive a no score.
  - g. In the opinion of the judges, if a contestant is riding with rowels too sharp or riding with locked rowels, he will receive a no score.
  - h. Contestant will be disqualified for taking any kind of finger tuck, or finger wrap.
  - i. Judges may disqualify contestant who has been advised he is next to go if he is not above the animal with his glove on when previous horse leaves the arena.
- 12) Re-rides:
  - a. The matter of re-rides shall be decided by the judges.
  - b. Contestants shall not influence the judges by asking for a re-ride at any time.
  - c. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.
  - d. Contestant may refuse re-ride and take his marking.
  - e. Contestant must make his decision immediately.
  - f. No re-ride will be given due to faulty or broken equipment furnished by contestant in any event.

- g. If an animal that is drawn for a re-ride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the man who draws the animal for a re-ride.
- h. If animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride in the prior go-round will take the animal first.
- i. When a final head is to be ridden in the riding events, at least two additional head of stock will be available for re-rides.
- j. Re-rides may be given only when stock fails to break, stops, or fouls the rider.
- k. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a re-ride drawn for.
- l. Contestants who are fouled at chute and declare will be entitled to re-ride at judge's discretion, or the spurring out rule may be waived.
- m. If animal falls down out of chute, contestant will be entitled to a re-ride at the discretion of the judges.
- n. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have re-ride drawn.
- o. If an animal that runs off is already drawn for another contestant, 79 that contestant must take the animal already drawn.
- p. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the re-rides.
- q. If the pickup man or horse comes in contact with bucking horse before qualified time has elapsed, re-ride will be given on same animal drawn. Only exception to this rule is if it is that rodeo's last day. The last day, contestant may have same animal back if stock contractor is willing, or re-ride drawn if requested. If stock contractor is not willing, re-ride will be drawn.
- r. A contestant will only have the option of a re-ride if the flank comes off the animal and the contestant did not complete a qualified ride but was qualified up to the point of the flank coming off.

### 13) Equipment

- a. Riding to be done with one-handed rigging and contestant must supply own rigging.
- b. Rigging shall be leather and shall not be more than ten (10) inches in width at the handhold and not over six (6) inches wide at the "D" ring. Latigo cannot be blocked in the "D" ring. Riggings will use a standard "D" ring to be set to sit flat on horses back when cinched. No freaks will be allowed. Only rawhide may be used under the body of the hand-hold. There will be no rawhide restrictions with the exception of no rawhide may be within one (1) inch of the back of the rigging body excluding the "D" ring wrap which may be no more than two (2) inches up from the bottom of the body. The rigging body must also be spread nine (9) inches apart at the back of the rigging four (4) inches down from the center. The handle bars under the rigging body must be tapered down to at least one-fourth (1/4) inch at the end of the handle bar.
- c. Rider may have a single layer of leather under handhold which will extend at least one inch on both sides of the center of the handhold not to be skived and shall be glued down.

- d. No metal will be allowed in riggings or hand-holds. Only leather or rawhide is allowed for hand-hold, with a maximum of three-fourths (3/4) inch of rawhide allowed. Flat-head rivets and/or screws and "t" nuts are allowed to secure hand-hold. The only other metal allowed will be in the "D" rings.
- e. Quick release buckle is optional on bareback rigging.
- f. Cinches on bareback riggings shall be made of mohair or neoprene and shall be at least eight (8) inches in width at the center but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.
- g. Required bareback pads are to completely cover the underside of the riggings and are to extend a full two inches behind the rigging.
- h. Pads used under riggings must be leather covered on both sides. No 80 hair pads will be allowed. If a foam pad is used, it must be high density foam at least 3/4 of an inch thick. In addition, the pad must have leather over the bars one-eighth (1/8) inch thick extending at least one-half (1/2) inch on either side or the back of the handle bars.
- i. In addition to the pad, a piece of leather a minimum of 1/8 inch thick and 4" square must be glued or sewed to the pad and centered in comparison to the total body length of the rigging. This piece of leather shall be placed so that 1/2 of it extends behind the rigging and the remaining 2" is under the rigging.
- j. The rider's glove will be a plain glove with no flaps, rolls, wedges or gimmicks. An extra piece of leather may be used at the base of the little finger only. It must be on the inside of the glove and is not to extend out from the seam more than 5/8 inch and can be no more than 5/8 inch thick. On the outside of the glove, there are to be no horizontal cuts from the second knuckle back. On the inside (palm side), only vertical cuts or slits allowed on fingers only. See photo in the back of this rulebook.
- k. A palm piece may be used in glove which will be at least once inch wide and three inches long and will be glued in.
- l. There will be no adhesive material other than dry resin used on rigging or on rider's glove. Benzoin may be used.
- m. Stock contractors will have the right to have judges pass on whether riggings are objectionable. Judges are to decide on all riggings and pads.
- n. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouth piece may not be trimmed any smaller than the size required to cover all teeth.
- o. All contestants must wear a vest designed to protect the chest and back while contesting in the Bareback Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.
- p. No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on bareback horses or saddle broncs. Spur rowels must have five or more points.

## **Junior Division - Bareback**

- 1) All senior bareback riding rules (Males 14-18) apply to Junior Boys 9-13 EXCEPT:
  - a. Contestant is required to ride six (6) seconds to receive a score.
  - b. Riders will be disqualified, at the judge's discretion, if he locks his spurs in the D-Rings.
  - c. Junior riders may use three-quarter (3/4") inch foam pads.



- 2) Junior Boys Bareback riders may not ride with any gimmicks or other binding materials.

## Barrel Racing

- 1) General Rules:
  - a. Starting lines in clover-leaf barrel racing will be subject to ground rules.
  - b. A clearly visible starting line shall be provided.
  - c. There shall be a minimum of 75' allowed for stopping, from starting line in barrels back to arena fence as arena conditions allow.
  - d. The barrels and the starting line will be permanently marked for the entire go-round.
  - e. The horse's nose will be timed as it crosses the starting line.
  - f. A barrel horse shall not be ridden by more than one contestant in this event.
  - g. 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.
  - h. A contestant may enter the arena at the speed of her choice.
  - i. Arena gate must be closed immediately after she enters the arena and kept closed until pattern is completed and her horse is under control.
  - j. Contestant may change horses in this event.
- 2) Time Limit: Contestant will be allowed legitimate time from the time she enters arena gate until her time starts by Field Flagger or electric eye.
- 3) Event Rules:
  - a. This event is open to girls only.
  - b. The barrels must be twenty (20) feet, at least, from the arena fence.
  - c. The arena conditions will enable you to determine the distance that the barrels can be apart, provided they are at least 20 feet from the fence.
  - d. The clover-leaf pattern is the only approved pattern in this event.
  - e. Touching barrel is permitted by horse or contestant.
  - f. The front two barrels shall be twenty (20) yards (60 feet) from the starting line as required by arena conditions.
    - 1) The maximum distance between the two front barrels shall be thirty (30) yards (90 feet) arena conditions permitting. The maximum distance between the two front barrels and the back barrel shall be 35 yards (105 feet) arena conditions permitting.
  - g. The contestant may start on either the right or left barrel.
    - 1) When starting on the right barrel there will be one right turn and two left around the barrels.
    - 2) When starting on the left side, there will be one left and two right turns around the barrels.
  - h. Diagram of pattern (See diagram in the back of this rulebook).
- 4) Scoring and Penalties:
  - a. Timed event judge will not flag contestant out until time is recorded.
  - b. Judge is to flag time, then flag contestant out if run is not legal.
  - c. 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.

- d. Not following the clover-leaf pattern will receive a no time. A broken 64 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.
  - e. Contestant will be allowed legitimate time from the time she enters arena gate until her time starts by Field Flagger or electric eye.
  - f. Judge will determine legitimate problem for prestart time.
  - g. 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.
  - h. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.
  - i. 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.
  - j. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.
  - k. 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.
  - l. 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 offer assistance to riders up to the main arena gate, at the discretion of the arena director.
  - m. 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.
  - n. 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.
- 5) Re-runs:
- a. No re-run will be given due to faulty or broken equipment furnished by contestant.
  - b. 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 re-run at a time designated by the Judges and Arena Director, plus any penalties.
  - c. Contestants will carry any penalties with them if they are granted a re-run. If the barrel racing is moved, postponed or re-run for safety reasons due to ground conditions, re-runs will be penalty free.
- 6) Equipment
- a. Western type equipment, including saddle, must be used.
  - b. Use of a hackamore or other types of bridles is the optional choice of the contestant.
  - c. Judge may prohibit the use of bits or equipment that he may consider severe.

- d. 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.
- e. 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.
- f. 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.
- g. 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.
- h. Set timer beforehand in the same height and position and lock the legs.
- i. Barrels are not to be used as stands for the electric timer devices.
- j. Barrels to be 55 U.S. gallon light steel drum with both ends intact

## **Junior Division - Barrel Racing**

- 1) Refer to Senior Barrel Racing Rules

## **Breakaway**

- 1) General Rules:
  - a. Contestant may change horses in breakaway roping.
  - b. Roping Box – shall be part of arena during roping events.
  - c. Refer to Score Line Diagram at the back of this rulebook.
  - d. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
  - e. 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.
  - f. 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.
  - g. 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. If automatic barrier

does not work, but time is recorded, contestant will get time, but there will be no penalty for broken barrier.

- h. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a re-run without penalties.
  - i. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
  - j. If barrier equipment hangs on animal and contestant tries the animal, she accepts the animal. If contestant pulls up, she will receive the same animal back.
  - k. Calf belongs to contestant when she calls for it, regardless of what happens, with the following exceptions:
    - 1) 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.
    - 2) In case of mechanical failure. c. If, in the opinion of the line judge, contestant is fouled by barrier, contestant shall get her calf back, providing contestant declares herself by pulling up. A contestant's rope cannot be fouled by the pull rope.
  - l. A contestant must be on her horse and her horse must break the plane of the barrier with her draw breaking the plane of the score line before she is allowed to compete.
  - m. Time to be taken between two flags.
  - n. It shall be the contestant's responsibility to see that contestant competes on the stock drawn for her. In the event of a mistake, stock drawn for must be ran during that performance and only that time or score taken.
  - o. This event shall be conducted with an open catch pen gate.
- 2) Time Limit: There will be a thirty (30) second time limit. The judge will determine legitimate time allowed before contestant calls for animal.
- 3) Event Rules:
- a. This event is open to girls only.
  - b. Only one loop will be allowed.
  - c. This event will be open-gate.
  - d. Ropes are to be tied to the saddle horn with nylon string. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A solid flag that is visible to the flagman or judge must be attached at the knot end of the rope.
  - e. Rope must be tied to the horn with a nylon string and may not be run through bridle, tie-down, neck rope or any other device.
  - f. String will be provided and will be inspected by designated official before each contestant competes.
  - g. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
  - h. Only a white cloth must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.

- i. The rope must go around the head of the calf and come tight around the calf's neck. It cannot catch legs or feet. A bridle catch is not a legal catch. Rope must be released from contestant's hand to be a legal catch.
  - j. Ropers must be mounted when time is taken.
  - k. In case the field judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the contestant will receive a 10-second penalty for any loop used. Contestant to only get to use remaining loop.
- 4) Scoring and Penalties:
- a. In order for time to be considered official, barrier flag must operate.
  - b. Timed event judge will not flag contestant out until time is recorded.
  - c. Judge is to flag time, then flag contestant out if run is not legal.
  - d. There will be a ten-second penalty assessed for breaking the barrier.
  - e. Roping calf without releasing loop from hand will disqualify catch.
  - f. Contestant will be disqualified for any abusive treatment of calf or her horse.
  - g. The contestant will receive no time should she break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, un-dally the rope and then stop her horse to make the rope break away.
  - h. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.
  - i. No rattling of chute. A timed event contestant may not have someone rattle the chute for her. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
  - j. When the contestant calls for the calf, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the calf. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.
  - k. Time should be taken with the average of two (2) times at all Rodeos.
- 5) Re-runs:
- a. 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.
  - b. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, 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 several 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.
  - c. No re-run will be given due to faulty or broken equipment furnished by contestant.
  - d. If the judge sees he has made an error in flagging, he must declare a re-run before the contestant leaves the arena.
  - e. A calf must be re-run before it is used by another contestant.

- f. 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 re-run at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
  - g. In breakaway 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 breakaway roper remains behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure, at judge's discretion.
- 6) Equipment:
- a. Cattle neck ropes on calves must be tied with string or rubber bands.
  - b. No metal snaps or hardware shall be used on cattle neck ropes in the break-away roping event.
  - c. Adjustable slide shall be used on all cattle neck ropes for cattle used in break-away roping event.
  - d. Western type equipment must be used.
  - e. A mechanical barrier must be used.
- 7) Livestock Requirements:
- a. Calves must be uniform in weight and breed.
  - b. Animals used for this event should be inspected and objectionable ones eliminated.
  - c. If horned, not to exceed 2 inches.
  - d. Girls' breakaway calves:
    - 1) Minimum weight 180 pounds.
    - 2) Maximum weight 350 pounds.
- 8) Officials:
- a. There shall be two or more timers, a field flag judge, and a barrier judge.
  - b. A third official may be used to help determine legal catches or any infractions of the rules. This official need not be mounted.
  - c. Flag judge will make final decision.
  - d. A field flag judge must ask contestants if they want a second loop. Once a contestant has been flagged out, she will receive no stock back.
  - e. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
  - f. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
  - g. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
  - h. Barrier Judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
  - i. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.

## **Junior Division - Girls Breakaway Roping**

- 1) Refer to Senior Breakaway Rules with the following exceptions:
  - a. Junior Division Girls Breakaway will remain closed gate.
  - b. Junior Division Girls Breakaway will not require bell-collar catch. The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head.

## **Junior Division - Boys Breakaway Roping**

- 1) Refer to Senior Breakaway Roping Rules with the following additions:
  - a. Junior Division Boys Breakaway will remain closed gate.
  - b. Junior Division Boys Breakaway will not require bell-collar catch. The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head.

## **Pole Bending**

- 1) General Rules:
  - a. Starting lines in pole bending will be subject to ground rules.
  - b. A clearly visible starting line shall be provided.
  - c. No two girls may ride the same horse.
  - d. The horse's nose will be timed as it crosses the starting line.
  - e. A pole horse shall not be ridden by more than one contestant in this event at any one rodeo.
  - f. There shall be a minimum of 75 feet allowed for stopping, from starting line in poles back to arena fence as arena conditions allow.
  - g. The poles and the starting line will be permanently marked for the entire go-round.
  - h. 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.
  - i. A contestant may enter the Arena at the speed of her choice.
  - j. Arena gate must be closed immediately after she enters the arena and kept closed until pattern is completed and her horse is under control.
  - k. Contestant may change horses in this event.
- 2) Time Limit:
  - a. Contestant will be allowed legitimate time from the time she enters arena gate until her time starts by Field Flagger or electric eye.
- 3) Event Rules:
  - a. This event is open to girls only.
  - b. The pole bending pattern is to be run around six poles.
  - c. No flags to be used on poles.
  - d. Poles to be colored red, white and blue by six-inch strips.

- e. 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.
  - f. 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.
  - g. Poles must be straight in line.
  - h. Touching poles is permitted by horse or contestant.
  - i. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
- 4) Scoring and Penalties:
- a. Timed event judge will not flag contestant out until time is recorded.
  - b. Judge is to flag time, then flag contestant out if run is not legal.
  - c. Knocking over a pole is a five (5) second penalty, per pole.
  - d. 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 offside. 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.
  - e. Contestant will be allowed legitimate time from the time she enters the arena gate until her time starts by Field Flagger or electric eye. Judge will determine legitimate problem for prestart time.
  - f. 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.
  - g. If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
  - h. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.
  - i. 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.
  - j. 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.
  - k. 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.
  - l. 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.



5) Re-Runs:

- a. No re-run will be given due to faulty or broken equipment furnished by contestant.
- b. The digital hand-held watch will be the backup time. When both the digital clocks malfunction and no time was recorded from digital watches, contestant will be given a re-run at a time designated by the Judges and Arena Director, plus any penalties.
- c. Contestants will carry any penalties with them if they are granted a re-run. If the pole bending is moved, postponed or re-run for safety reasons due to ground conditions, re-runs will be penalty free.

6) Equipment:

- a. Western type equipment, including saddle, must be used.
- b. Use of a hackamore or other types of bridles is the optional choice of the contestant.
- c. The judge may prohibit the use of bits or equipment that he may consider severe.
- d. Complete electric timer must be backed up by flagman. One timer will record the times that appear on the electric eye-controlled readout. One timer will record the digital stopwatch time. Hand timers will operate from the flagman's signals.
- e. Permanent markers should be put in the ground for the electric eyes.
- f. 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.
- g. Set timer beforehand in the same height and position and lock the legs.
- h. Barrels are not to be used as stands for the electric eye timer devices.
- i. Poles used for this event must have rubber bases.

## **Junior Division** - Refer to the Senior High Pole Bending Race Rules.

## **Bull Riding**

1) General Rules:

- a. Contestant is not to use sharp spurs. No part of spur may have sharp edges including rowels and wire locks.
- b. Fall – If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
- c. No contestant will ride two head in the same event during a performance except for re-rides.
- d. Contestants may pull ropes from either side.
- e. Contestant must compete on 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.

2) Time Limit:

- a. Bull will be ridden eight seconds.
- b. Time to start when the animal's inside front shoulder passes the plane of the chute.

3) Event Rules:

- a. This event is open to boys only.
- b. Bell must be under belly of bull.
- c. Riding is to be done with one hand and loose rope, with or without handhold.
- d. No split finger wrap, no knots or hitches to prevent rope from falling off bull when rider leaves him.
- e. No more than two men may be on the chute to pull contestant's rope.
- f. The judge on the latch side of the chute gate shall serve as a backup timer in the bull riding event or a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight seconds, the judge must go with the whistle.

4) Scoring and Penalties:

- a. Ride and animal to be marked separately.
- b. Mark the ride according to how much the contestant spurs the animal.
- c. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
- d. No bell – no marking.
- e. If contestant makes qualified ride with any part of rope in riding hand, he is to be marked.
- f. Contestant will receive no score for any of the following offenses.
  - 1) Being bucked off.
  - 2) Touching animal, equipment or person with free hand.
  - 3) Using sharp spurs.
  - 4) Placing spurs or chaps under the rope when the rope is being tightened.
- g. Judges may disqualify a bull rider who has been advised he is next to go if he is not above the animal with his glove on when the previous bull leaves the arena.

5) Re-rides:

- a. The matter of the re-rides shall be decided by the judges.
- b. Contestants shall not influence the judges by asking for a re-ride at any time.
- c. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.
- d. Contestant may refuse re-ride and take his marking.
- e. Contestant must make his decision immediately.
- f. No re-ride will be given due to faulty or broken equipment furnished by contestant in any event.
- g. If animal that is drawn for a re-ride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the man who draws the animal for a re-ride.

- h. If an animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride in the prior go-round will take the animal first.
  - i. When a final head is to be ridden in riding events, at least two additional head of stock will be available for re-rides.
  - j. Re-rides may be given only when stock fails to break, stops, or fouls the rider.
  - k. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a re-ride drawn for.
  - l. Contestants who are fouled at chute and declare will be entitled to a re-ride at judges' discretion.
  - m. If animal falls down out of chute contestant will be entitled to a re-ride at the discretion of the judges.
  - n. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have re-ride drawn.
  - o. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
  - p. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the re-rides.
  - q. If the pickup man or horse comes in contact with bull before qualified time has elapsed, re-ride will be given on the same animal drawn. Only exception to this rule is if it is that rodeo's last day. The last day, contestant may have same animal back if stock contractor is willing, or re-ride drawn if requested. If stock contractor is not willing, re-ride will be drawn.
  - r. A contestant will only have the option of a re-ride if the flank comes off the animal and the contestant did not complete a qualified ride but was qualified up to the point of the flank coming off.
- 6) Equipment
- a. Rope must have bell. Bell must be in good shape, cannot be broken. No bell, no marking.
  - b. Hooks or posts shall not be used on bull ropes.
  - c. Quick release buckle is optional on bull rope on the off-side.
  - d. All contestants must wear helmets approved for rodeo events, including both high school and junior high bull riders.
  - e. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouthpiece may not be trimmed any smaller than the size required to cover all teeth.
  - f. All contestants must wear a vest designed to protect the chest and back while contesting in the Bull Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.
  - g. Livestock Requirement:
    - 1) All horned bulls must have horns tipped to at least the size of a half-dollar, cut back or kept out of the draw. This is the responsibility of the stock contractor at the discretion of the Arena Director and the judges.

## **Junior Division - Junior Bulls**

- 1) Refer to Senior Bull Riding Rules. All senior bull riding rules (Males 14-18) apply to Junior Boys 11-13 years old.
- 2) Livestock Requirement:
  - a) Refer to American Royal Rulebook with the following change:
    - i) All horned bulls must have horns tipped to at least the size of a half dollar and steers must have horns tipped to the size of a dime, cut back or kept out of the draw. This is the responsibility of the stock contractor at the discretion of the Arena Director and the judges.

## Goat Tying

- 1) General Rules:
  - a. Starting lines in goat tying will be subject to ground rules.
  - b. A clearly visible starting line shall be provided.
  - c. The stake and the starting line will be permanently marked for the entire go-round.
  - d. A contestant may change horses in this event.
  - e. A contestant may enter the arena at the speed of her choice.
  - f. Arena permitting, the gate will be in the center between the two goats allowing each contestant the same length run at the goat.
  - g. Arena gate must be closed immediately after she enters the arena and kept closed.
  - h. Time to be taken between two flags.
  - i. Time will start when the horse's nose crosses the starting line. Goat Holder must release the goat when the flag starts the time.
  - j. Have collars the same and snug. Ropes the same length. Goats the same size and weight.
  - k. Flagmen stand in identical places each performance.
  - l. 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.
  - m. 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.
- 2) Time Limit: There will be a thirty (30) second time limit.
- 3) Event Rules:
  - a. This event is open to girls only.
  - b. There should be at least a 15-yard starting line.
  - c. Starting line will be 100 feet from stake.
  - d. The goat should be tied to a stake with a rope ten (10') foot in length.
  - e. Stake should be completely under the ground so that no part of it is visible or above ground.
  - f. 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.

- g. 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.
  - h. 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. Contestant must clear the goat immediately after the tie had been flagged.
  - i. To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a half hitch, hooey or knot. The contestant must tie the goat by hand with no pre-made wraps, coils, knots, hooeys or half hitch.
  - j. Time will start when the horse's nose crosses the starting line.
  - k. Time will stop when she signals the completion of the tie.
  - l. 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 may ask the judge if she can remove it. After getting permission from judge, removing rope and moving back three (3) feet her six (6) second time limit will start.
  - m. Qualified persons other than goat tying contestants will be used as goat holders.
  - n. 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.
- 4) Scoring and Penalties:
- a. Timed event judge will not flag contestant out until time is recorded.
  - b. Judge is to flag time, then flag contestant out if run is not legal.
  - c. 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.
  - d. Contestant will receive a no time for touching the goat or tie string after signaling she is finished.
  - e. 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.
  - f. If the goat should break away because of the fault of the horse, the contestant will receive no time between flags.
  - g. A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.
  - h. 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.
- 5) Re-runs:
- a. No run will be given due to faulty or broken equipment furnished by contestant in any event.

- b. If the goat should break away, it will be left to the judges' discretion whether she will get a re-run.
  - c. 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 re-run at a time designated by the Judges and the Arena Director, plus any penalties.
  - d. If the judge sees he has made an error in flagging, he must declare a re-run before the contestant leaves the arena.
- 6) Equipment
- a. Electric timer and digital watch shall be used, with the time indicated by the electric timer, or, if necessary, the backup digital watch time.
  - b. Leather thong, pigging string or rope. (Pigging string--a piece of rope used for securing animals).
  - c. Western type equipment must be used.
- 7) Livestock Requirements:
- a. 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.
  - b. Sharp horns shall be tipped.
  - c. 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. Extra goat must be drawn for.

## **Junior Division - Girls Goat Tying**

- 1) Refer to Senior Goat Tying Rules

## **Saddle Bronc Riding**

- 1. General Rules:
  - a. Contestant is not to use sharp spurs.
  - b. Fall – If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
  - c. No contestant will ride two head in the same event during a performance except for re-rides.
  - d. Contestants may pull riggings, and cinch saddle from either side.
- 2. Time Limit:
  - a. Saddle bronc riding shall be timed for eight (8) seconds.
  - b. Time to start when animal's inside front shoulder passes the plane of the chute.
- 3. Event Rules:
  - a. This event is open to boys only.
  - b. Either stock contractor or contestant has the right to call the judges to pass on whether or not horse is properly saddled and flanked to buck its best.
  - c. Riding rein and hand must be on the same side.
  - d. Horses to be saddled in chute.
  - e. Rider may cinch own saddle.

- f. Saddles shall not be set too far ahead on horse's wither.
  - g. Middle flank belongs to rider but contractor may have rider put flank behind curve of horse's belly.
  - h. Flank cinch may be hobbled.
  - i. To qualify, rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground on its initial move out of the chute.
  - j. One arm must be free at all times and must not touch animal with the free hand.
  - k. The judge on the latch side of the chute gate shall serve as a backup timer in the saddle bronc riding event or a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight seconds, the judge must go with the whistle.
4. Scoring and Penalties:
- a. Ride and animal to be marked separately.
  - b. Mark the ride according to how much the contestant spurs the animal.
  - c. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.
  - d. If a horse stalls coming out of the chute, either judge may tell contestant to take his feet out of the horse's neck and first jump qualification will then be waived.
  - e. Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
  - f. A rider will be given a no score for any of the following reasons:
    - i. Being bucked off.
    - ii. Changing hands on reins.
    - iii. Wrapping rein around hand.
    - iv. Pulling leather.
    - v. Losing stirrup.
    - vi. Touching self, animal, saddle, rein, etc., with free hand.
    - vii. Riding with locked rowel or rowels that will lock on spurs.
    - viii. Anyone using any foreign substance other than dry resin on chaps and saddle shall be disqualified. The judges will examine clothing, saddle, rein and spurs and exception be made if local rules make it necessary for the covering of spur rowels.
    - ix. Judges may disqualify bronc rider who has been advised he is next to go if he is not above the animal with his glove on, if used, when previous horse leaves arena.
5. Re-rides:
- a. The matter of re-rides shall be decided by the judge.
  - b. Contestants shall not influence the judges by asking for a re-ride at any time.

- c. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.
  - d. Contestant may refuse re-ride and take his marking.
  - e. Contestant must make his decision immediately.
  - f. If halter comes off, rider must have re-ride providing contestant has made a qualified ride up to the time the halter comes off. Rider must re-ride or take no score for that ride.
  - g. No re-ride will be given due to faulty or broken equipment furnished by contestant in any event.
  - h. If an animal that is drawn for a re-ride is already drawn for another contestant in the same-go-round, the contestant with the animal drawn will take it before the man who draws the animal for a re-ride.
  - i. If an animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride in the prior go-round will take the animal first.
  - j. When a final head is to be ridden in riding events, at least two additional head of stock will be available for re-rides.
  - k. Re-rides may be given when stock fails to break, stops, or fouls the rider.
  - l. If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a re-ride given.
  - m. Contestants who are fouled at chute and declare will be entitled to a re-ride at judges' discretion, or the spurring out rule may be waived.
  - n. If animal falls down out of chute, contestant will be entitled to a re-ride at the discretion of the judges.
  - o. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have re-ride drawn.
  - p. If rider takes same animal back, he must take that marking given on re-ride.
  - q. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
  - r. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the re-rides.
  - s. If the pickup man or horse comes in contact with bucking horse before qualified time has elapsed, re-ride will be given on the same animal drawn.
  - t. The last day, contestant may have same animal back if stock contractor is willing or re-ride drawn if requested. If stock contractor is not willing, re-ride will be drawn.
  - u. If in the opinion of the judges, a saddle bronc deliberately throws himself, the rider shall have the choice of that horse again or he may have a horse drawn for him from the re-ride horses.
  - v. A contestant will only have the option of a re-ride if the flank comes off the animal and the contestant did not complete a qualified ride but was qualified up to the point of the flank coming off.
6. Equipment:
- a. Riding to be done with a plain halter, one rope-rein and committee saddle and contestant must supply own saddle.



- b. Standard halter must be used unless agreement is made by both contestant and stock contractor.
- c. Stock contractors may furnish their own halters and contestants may use them. If contestant borrows halter, he accepts the equipment as his own.
- d. Dry resin may be used on chaps and saddle.
- e. Contestant saddle specifications:
  - i. Rigging:
    - 1. 3/4 double-front edge of "D" ring must pull not further back than directly below center point of swell.
    - 2. Standard E-Z or ring type saddle "D" must be used and cannot exceed 5 3/4 inch outside width measurement.
  - ii. Swell Undercut:
    - 1. No more than two inches--one inch on each side.
  - iii. Gullett:
    - 1. Not less than four inches wide at center of fork of covered saddle.
  - iv. Tree:
    - 1. Saddles must be built on standard tree.
    - 2. Specifications:
      - a. Fork – 14" wide.
      - b. Height – 9" maximum.
      - c. Gullett – 5 3/4" wide.
  - v. Cantle:
    - 1. 5" maximum height.
    - 2. 14" maximum width.
  - vi. Stirrup leather must be hung over bars.
  - vii. Saddle should conform to the above measurements with a reasonable added thickness for leather covering.
  - viii. No freaks allowed.
  - ix. Front cinch on bronc saddle shall be mohair or neoprene and shall be at least eight (8) inches in width at the center but may be tapered to accommodate cinch "D" or rings. Latigos may be of leather or nylon.
- f. All contestants must wear an Athletic Protective Mouth Piece while contesting. Mouth piece may not be trimmed any smaller than the size required to cover all teeth.
- g. All contestants must wear a vest designed to protect the chest and back while contesting in the Saddle Bronc Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.
- h. No locked rowels or rowels that will lock on spurs or sharpened spurs may be used on bareback horses or saddle broncs. Spur rowels must have five or more points.

## Steer Wrestling

- 1. General Rules
  - a. Contestant may change horses between Go's in Steer Wrestling.
  - b. Dogging Box – shall be part of the arena during dogging events.

- c. Refer to Score Line Diagram in the back of this rulebook.
  - d. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.
  - e. 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.
  - f. 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.
  - g. 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.
  - h. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
  - i. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a re-run without penalties.
  - j. If automatic barrier fails to work and stock is brought back, contestant must take same animal over during or immediately after the same performance.
  - k. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.
  - l. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
    - i. 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.
    - ii. In cases of mechanical failure.
    - iii. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his steer back, providing contestant declares himself by pulling up.
  - m. Time to be taken between two flags.
  - n. It shall be the contestant'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.
  - o. This event shall not be conducted with an open catch pen gate at any rodeo.
2. Time Limit: There will be a thirty (30) second time limit. The judge will determine legitimate time allowed before contestant calls for animal.
3. Event Rules:
- a. This event is open to boys only.

- b. Contestant must furnish own hazer and horse.
  - c. Anyone jumping from the off side in the steer wrestling must notify the rodeo secretary when entering, and if possible, the barrier should be arranged on the off side for such contestants.
  - d. Hazer must be an American Royal contestant or adult. They are subject to contestant rules if acting as a hazer, a violation of rule by hazer will disqualify the contestant they are helping.
  - e. Hazer must not render any assistance to contestant while contestant is working with steer.
  - f. Contestant is considered working with steer when steer leaves the box.
  - g. Steer must be caught from horse.
  - h. If contestant jumps at steer, he accepts him as sound.
  - i. If steer gets loose, dogger may take no more than one step to catch steer.
  - j. After catching steer, wrestler must bring it to a stop or change its direction and twist it down.
  - k. If steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
  - l. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.
  - m. Wrestler must have hand on steer when flagged.
  - n. Contestant and hazer must use the same horse they leave chute with.
  - o. Hazer will be allowed to catch dogger's horse.
  - p. If dogger misses or loses steer, flag judge must ask dogger if he wishes another jump. Dogger must reply at once.
  - q. Dogger is entitled to as many jumps as he wants in the thirty (30) second time limit. A jump will be considered to have taken place if the steer wrestler has dismounted his horse.
  - r. Contestant is required to turn steer's head so that he can get up.
  - s. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.
  - t. In case the field judge flags out a wrestler that still legally has one or more jumps 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 contestant will receive a 10-second penalty for any jump used. Contestant to only get to use remaining jump.
4. Scoring and Penalties:
- a. In order for time to be considered official, barrier flag must operate.
  - b. Timed event judge will not flag contestant out until time is recorded.
  - c. Judge is to flag time, then flag contestant out if run is not legal.
  - d. There will be a ten second penalty assessed for breaking the barrier.
  - e. Contestant will be disqualified for any abusive treatment of steer or his horse.
  - f. Any violation of any rule by hazer will disqualify the contestant they are helping.

- g. Hazer must not render any assistance to contestant while contestant is working with steer. Failure to observe this rule will receive no time.
  - h. If hazer bats steer, or contestant's horse, contestant will receive no time.
  - i. A ten second penalty will be assessed in any case in which barrier judge rules that dogger's feet touch the ground before flag line is crossed.
  - j. 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.
  - k. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
  - l. 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.
  - m. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.
  - n. Time should be taken with the average of two (2) times at all Rodeos.
5. Re-runs:
- a. 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.
  - b. No re-run will be given due to faulty or broken equipment furnished by contestant.
  - c. If the judge sees he has made an error in flagging, he must declare a re-run before the contestant leaves the arena.
  - d. A steer must be re-run before it is used by another contestant. Fresh steers may be added to the herd after they have been bulldogged from horseback and thrown down. It is the responsibility of the steer wrestlers to throw the cattle, at a time mutually agreed upon with the stock contractor.
  - e. If fresh steers are missed in the steer wrestling, any steer missed in competition must be thrown down immediately following the performance or section of slack in which the steer was drawn. Such steer shall be thrown down by a person appointed by the Steer Wrestling Event Director. Each steer missed in competition is to be thrown no more than one time.
  - f. 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 re-run at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
  - g. In steer wrestling, 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 steer wrestler and hazer 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, at judge's discretion.
6. Equipment:
- a. Cattle neck ropes on steers must be tied with string, or rubber bands.

- b. No metal snaps or hardware shall be used on cattle neck ropes in the steer wrestling event.
  - c. Adjustable slide shall be used on all cattle neck ropes in steer wrestling event.
  - d. The steer wrestling chute must have at least 30 inches clearance inside the chute and at the gate when in an open position.
  - e. In steer wrestling the score may be no longer than the length of the steer wrestling box, minus six feet, unless other arrangements are approved by the arena director.
  - f. Length of box to be measured from center of back end of box to center of barrier.
  - g. A mechanical barrier must be used and there must be at least a 12-foot box.
7. Livestock Requirements:
- a. Cattle used for steer roping, cutting or other events shall not be used for steer wrestling.
  - b. Animals used for this event should be inspected and objectionable ones eliminated.
  - c. Fresh steers added to bunch that have not been used must be bulldogged from horseback and thrown down. It is the responsibility of steer wrestlers to throw the cattle at a time mutually agreed upon with the stock contractor.
  - d. When fresh cattle are used, any fresh steer not thrown down during competition will be thrown down after completion of go-round. Contestants will be responsible to throw down such steers under the supervision of the arena director.
  - e. Contestant will not be required to compete on a crippled steer or steer with broken horn.
  - f. During any performance if a steer escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that steer will be returned by the arena director and the labor crew during or at the end of that performance in the same manner originally worked or brought to the pens for contesting. At least several 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.
  - g. Boys Steer Wrestling Cattle:
    - i. A minimum weight of 450 lbs.
    - ii. A maximum weight of 550 lbs.
8. Officials:
- a. There shall be two or more timers, a field flag judge, and a barrier judge.
  - b. A field flag judge must ask contestant if he wants a second jump. Once a contestant has been flagged out, he will receive no stock back.
  - c. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
  - d. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
  - e. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
  - f. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
  - g. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.

- h. The fairness of catch and throw will be left to the judges, and their decision will be final.
- i. Field flagger is required to watch contestant and steer until animal is turned loose.

## Team Roping

### 1. General Rules:

- a. Contestant may change horses in team roping.
- b. Roping Box – shall be a part of the arena during team roping.
- c. Refer to the Score Line Diagram in the back of this rulebook.
- d. Once score line has been set in timed events, it will not be changed in that go nor can length of box be changed.
- e. 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.
- f. 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.
- g. 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.
- h. If automatic barrier does not work but time is recorded, team will get time, but there will be no penalty for broken barrier.
- i. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore, entitling contestant to a re-run without penalties.
- j. If automatic barrier fails to work, and stock is brought back, contestants must take the same animal over during or immediately after the same performance.
- k. 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.
- l. Steer belongs to contestants when they call for it, regardless of what happens with the following exceptions:
  - i. 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.
  - ii. In cases of mechanical failure.
  - iii. 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.

- iv. 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.
  - m. 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 is allowed to compete.
  - n. Time to be taken between two flags.
  - o. It shall be the contestant'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.
  - p. This event shall not be conducted with an open catch pen gate at any rodeo.
2. Time Limit: There will be a thirty (30) second time limit. The judge will determine legitimate time allowed before contestant calls for animal.
3. Event Rules:
- a. This event is to be one event only. It may be entered as 2 boys, 2 girls, or 1 boy and 1 girl on one team.
  - b. A dally team roper can only enter once at any rodeo with the partner of his or her choice.
  - c. All changes in lists of roping order to split horses, etc., must be made before any stock for that event is loaded in chute.
  - d. After stock is loaded, ropers must rope in order listed.
  - e. Header will start behind barrier using either box, and must throw the first loop at head.
  - f. Heeler must start from behind barrier line.
  - g. 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.
  - h. Each contestant will be allowed to carry only one rope.
  - i. Each team allowed two throws in all.
  - j. Roping steer without turning loose of the loop will be considered a no catch.
  - k. Roper must dally to stop steer or change steer's direction.
  - l. No tied ropes allowed.
  - m. The word "dally" means one complete turn around the horn.
  - n. Ropers must be mounted when time is taken.
  - o. Steer must be standing up when roped by head or heels.
  - p. No foul catches can be removed by hand.
  - q. 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.
  - r. 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.
  - s. 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.

4. Scoring and Penalties:

- a. In order for time to be considered official, barrier flag must operate.
- b. Timed event judge will not flag contestants out until time is recorded.
- c. Judge is to flag time, then flag contestants out if run is not legal.
- d. There will be a ten-second penalty assessed for breaking the barrier.
- e. Roping steer without releasing loop from hand will disqualify catch.
- f. Contestants will be disqualified for any abusive treatment of steer or their horses.
- g. There will be only three (3) legal head catches:
  - i. Both horns.
  - ii. Half a head.
  - iii. Around the neck.
  - iv. If hondo passes over one horn, the loop over the other, the catch is illegal.
  - v. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
  - vi. 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.
  - vii. 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.
  - viii. Any heel catch behind both shoulders is legal if rope goes up heels.
  - ix. One hind foot receives five-second penalty.
  - x. 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.
  - xi. 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.
  - xii. In the event a team roper is disqualified or injured at a multi-go-round rodeo, that team will be eliminated from that event.
  - xiii. 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.
  - xiv. 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.
  - xv. Broken rope or dropped rope will be considered no time.
  - xvi. 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.

5. Re-runs:

- a. 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.



- b. No re-run will be given due to faulty or broken equipment furnished by contestant.
  - c. If the judge sees he has made an error in flagging, he must declare a re-run before the contestants leave the arena.
  - d. A steer must be re-run before it is used by another contestant.
  - e. 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 re-run at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
  - f. If artificial horns are jerked off, contestants will receive re-run on same steer, with no penalties other than barrier penalties.
  - g. 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, at judge's discretion.
6. Equipment:
- a. Cattle neck ropes on steers must be tied with string, or rubber bands.
  - b. No metal snaps or hardware shall be used on cattle neck ropes in the team roping event.
  - c. Adjustable slide shall be used on all cattle neck ropes for cattle used in team roping event.
  - d. A mechanical barrier must be used.
7. 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.
8. Officials:
- a. There shall be two or more timers, a field flag judge and a barrier judge.
  - b. A field flag judge must ask contestants if they want a second loop. Once contestants have been flagged out, they will receive no stock back.
  - c. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
  - d. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants, each performance.
  - e. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.

- f. If barrier flagman is used, the animal is to be flagged when crossing starting or deadline, in front of flagman.
- g. Barrier judge shall be sure than nobody can stand close enough to barrier or barrier equipment to tamper with same.
- h. A tape must be on hand for the barrier judge to measure score line.
- i. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
- j. Adjusting length of barrier trip rope will be accomplished only by tying knots in the rope on either end.
- k. Any questions as to catches in this event will be decided by the judges.

## **Junior Division - Team Roping**

- 1) Refer to Senior Team Roping Rules

## **Tie-Down Roping**

- 1. General Rules
  - a. Contestant may change horses in Tie-Down Roping.
  - b. Roping Box – shall be part of the arena during roping events.
  - c. Refer to Score Line Diagram in the back of this rulebook.
  - d. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.
  - e. 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.
  - f. 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.
  - g. 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.
  - h. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
  - i. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, entitling contestant to a re-run without penalties.
  - j. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.

- k. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.
  - l. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
    - i. 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.
    - ii. In cases of mechanical failure.
    - iii. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself by pulling up. A contestant's rope cannot be fouled by the pull rope.
  - m. A contestant must be on his horse and his horse must break the plane of the barrier with his draw breaking the plane of the score line before he is allowed to compete.
  - n. Time to be taken between two flags.
  - o. 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.
  - p. This event shall be conducted with a closed catch pen gate.
2. Time Limit: There will be a thirty (30) second time limit. The judge will determine legitimate time allowed before contestant calls for animal.
3. Event Rules:
- a. This event is open to boys only.
  - b. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
  - c. Calves may be pushed out by contestant's assistant providing they are ready.
  - d. One loop is permitted.
  - e. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
  - f. Contestant cannot receive any assistance after crossing starting line.
  - g. Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Must cross and tie at least three legs.
  - h. Any catch is legal, catch as catch can rule.
  - i. If calf is down when roper reaches it, calf must be stood on at least three feet. (Calf must be elevated high enough that it has the opportunity to regain its feet) and calf must be re-thrown.
  - j. If roper's hand is on calf when calf falls, calf is considered thrown by hand.
  - k. Rope must hold calf until roper gets hand on calf.
  - l. The contestant will not make unnecessary gestures, motions or noises after the tie or before remounting at the judge's discretion.
  - m. To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, and a half hitch or hooley (A hooley is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).

- n. The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the judge.
  - o. Six (6) second time will start when roper has remounted and his horse has taken one step forward.
  - p. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.
  - q. Rope will not be removed and rope must remain slack until field judge has passed on tie.
  - r. In case the field judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the contestant will receive a 10-second penalty for any loop used. Contestant to only get to use remaining loop.
4. Scoring and Penalties:
- a. In order for time to be considered official, barrier flag must operate.
  - b. Timed event judge will not flag contestant out until time is recorded.
  - c. Judge is to flag time, then flag contestant out if run is not legal.
  - d. There will be a ten-second penalty assessed for breaking the barrier.
  - e. Roping calf without releasing loop from hand will disqualify catch.
  - f. Contestant will be disqualified for any abusive treatment of calf or his horse.
  - g. Any intentional dragging of calf regardless of distance will result in a no time. Intentional dragging shall be defined as caused by contestant. Excessive dragging of calf will receive a no time. Excessive dragging shall be defined as moving the calf six or more feet after the contestant has called for time. However, if in the opinion of the judge, the dragging was caused by something outside of the control of the contestant, the judge may give the contestant his time. Dragging the calf while the contestant is tying the calf will not be considered excessive dragging.
  - h. Roper will be flagged no time for touching calf, or string or by touching rope to train his horse after giving finish signal, or by dragging calf after he remounts horse. Judge may request a contestant to cut or remove his rope to prevent injury to the animal if the horse is fouled or tangled in the rope.
  - i. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.
  - j. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
  - k. When the contestant calls for the calf, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the calf. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.
  - l. A contestant will receive a no-time for the run if he brings the animal over backwards (between 10 and 2 on a standard clock) with the animal landing on his back or head with all four feet in the air.
5. Re-runs:

- a. In any timed event if 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.
  - b. No re-run will be given due to faulty or broken equipment furnished by contestant.
  - c. If the judge sees he has made an error in flagging, he must declare a re-run before the contestant leaves the arena.
  - d. A calf must be re-run before it is used by another contestant.
  - e. 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 re-run at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
  - f. If there must be a re-run of calves to complete a go-round, all calves must be tied down before any stock is drawn.
  - g. In Tie-Down 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 calf roper remains behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure, at judge's discretion.
6. Equipment:
- a. Pigging String – a piece of rope used for securing animals.
  - b. Cattle neck ropes on calves must be tied with string, or rubber bands.
  - c. No metal snaps or hardware shall be used on cattle neck ropes in the Tie-Down Roping event.
  - d. Adjustable slide shall be used on all cattle neck ropes for cattle used in Tie-Down Roping event.
  - e. A mechanical barrier must be used.
7. Livestock Requirements:
- a. Calves must be uniform in weight and breed.
  - b. Animals used for this event should be inspected and objectionable ones eliminated.
  - c. If after one go-round has been completed, a fresh calf has to be used, the calf must be roped and tied before the drawing, but if extra calves have been tied at that rodeo they will not be considered fresh.
  - d. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, 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 several 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. Boys' Tie-Down Roping Calves:
    - i. Minimum weight 180 lbs. b. Maximum weight 250 lbs.
8. Officials:
- a. There shall be two or more timers, a field flag judge, and a barrier judge.

- b. A field flag judge must ask contestants if they want a second loop. Once a contestant has been flagged out, he will receive no stock back.
- c. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of the next contestant.
- d. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
- e. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
- f. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
- g. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
- h. Flagger must watch calf during the six second period.
- i. Judge will start six (6) second time when roper remounts and his horse has taken one step forward. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.
- j. Rope will not be removed and rope must remain slack until field judge has passed on tie.
- k. Start watch, and then watch calf, counting to six seconds.
- l. If the horse excessively drags the calf after roper has dismounted, field judge may stop horse.
- m. If a calf kicks loose, the judge will stop watch and check time to determine if tie was legal.

## **Junior Division – Tie-Down Roping**

- 1) Refer to Senior Tie-Down Roping Rules

## **Junior Division - Mutton Busting**

- 1) Contestants must be 6 years old or under as of first day of the rodeo.
- 2) A full ride is five (5) seconds long. Contestant does not have to ride the full five (5) seconds to receive a score.
- 3) No ropes will be tied hard and fast around sheep. No contestant will be tied onto the sheep. Only ropes similar to bull and steer riding ropes may be used. All ropes should have a bell on them.
- 4) Judges will decide on re-rides.
- 5) Judging of mutton busting will be as follows:
  - a) Rides lasting between 0 and 5 seconds will result in a score of (10) times the timed ride. (Example – A ride lasting 3.4 seconds will result in a score of 34 points)
  - b) Riders holding on with 2 hands will only be allowed a score of five (5) times the timed ride for a maximum of 25 points.
  - c) Riders touching the animal, self, or equipment with the free hand will only be allowed a score of ten (10) times the timed ride for a maximum of 50 points.

- d) Rides lasting the full (5) seconds will result in a score of 50 points, plus the scoring judge's points allowed for the rider and sheep (up to 25 points each), for a total possible score of 100 points. 1 Judge shall time length of ride 1 Judge shall score rider and sheep performance This will be based exactly as rough stock events. In case of ties, places will be split accordingly same as rough stock.
- e) Assisted riders will be allowed a maximum of 15 points.
- 6) Sheep are to be drawn

## **Junior Division - Steer Riding**

- 1) Contestants must be 9-10 years old as of January 1, of the current year.
- 2) Contestant is required to ride for six (6) seconds to receive a score.
- 2) Contestant is required to ride with one hand and wrap with or without handhold. No knots or hitches are allowed to prevent rope from falling off the animal when the rider leaves the steer. The rope must have a bell.
- 3) Time starts when animal's inside front shoulder passes the plane of the chute. Riders who are fouled on the chutes or when animal falls coming out of the chutes, must declare themselves immediately by double grabbing or getting off in order to receive a re-ride. The rider must be given the option of a re-ride if the flank strap comes off or breaks, provided the rider completes a qualified ride. The bell must be under the belly of the animal.
- 4) Hooks, rings or posts will not be used on steer ropes. No hot shots will be used on an animal while the contestant is attempting to mount or is mounted, except when the animal turns his head out of the chute.
- 5) Contestant will be disqualified when any of the following occur:
  - a. Getting bucked off before the time limit.
  - b. Rider touches the animal, self, or equipment with free hand.
  - c. Rider's rowels are too sharp.
  - d. Placing spurs or chaps under the rope while the rope is being tightened.
  - e. Judges or Arena Director has the discretion to enforce a time limit in the chutes. The contestant will be notified and at that time they will start a clock of one minute. If the rider has not called for the gate within the one minute time limit the rider will be disqualified. Judges will decide on re-rides.
- 6) Steers are to be used in the Steer riding, Junior Bulls cannot be substituted for steers. Steers must be drawn and have horns tipped to the size of a quarter.

## **SAFETY GUIDELINES**

## **ROUGH STOCK AND TIMED EVENT ARENAS**

- 1. No large objects or rocks.
- 2. No post extending above the top railing.
- 3. No rough edges on top railing.
- 4. Solid wall, padded if feasible.

5. Chute gate swing fully opened 180°.
6. End chute 8 feet from fences.
7. Barrier judge to check the second rope tie on the saddle.
8. Rodeo Judges and/or Arena Directors may inspect any contestant's equipment before, during or after a rodeo performance for safety and rule infractions.

## EMERGENCY PROCEDURES REFERENCE GUIDE

### I. POLICY

The American Royal Association will take all necessary precautions to ensure the safety and protect the best interests of the public in the event of an emergency. American Royal staff will coordinate with emergency personnel, event management, tenants and clients to achieve goals.

### II. PURPOSE

The purpose of this guide is to establish a short-term emergency response procedure intended to protect lives and property. These procedures are not intended to cover specific situations but are emergency responses suitable for most emergency conditions.

An emergency is defined as any condition that exists or could occur and endanger the safety of occupants in the facility. In the event of an emergency, it may become necessary to evacuate a portion, or all, of the facilities according to established emergency procedures.

### III. EMERGENCY BRIEFING AND FACILITY LAYOUT

The American Royal Complex includes the American Royal offices and museum, Hale Arena, Central Hallway, Upper Exhibition Hall, Lower Exhibition Hall, Tom Bass Arena, Scott Pavilion and the Governor's Exposition Building. The facility grounds are from 18<sup>th</sup> Street south to 20<sup>th</sup> Street and from American Royal Drive east to Caesar Chavez on the west.

The facility security office is located on the north end of Central Hallway in the American Royal Complex. The office is equipped with a direct telephone line to emergency responders. The security division shall be responsible for communications with emergency responders.

When an emergency occurs, on duty management, which includes KCMO facility personnel and American Royal management, will meet. Once briefed of the emergency, American Royal Event Manager will contact and brief show management. Show management will be directed to brief and dispatch staff to assist attending patrons to safe locations as directed by the American Royal Event Manager.

### IV. NOTIFICATIONS

The first person aware of an emergency situation in need of police or fire assistance should contact Facility Security at **816-513-5705** or **816-809-7922** (cell) and then contact the American Royal Event Manager on duty. Use good judgement to decide if 911 should be notified first, but always make an effort to contact Facility Security next.



Facility Security will contact the fire department in the event of a fire, chemical spill or when an ambulance is needed and the police department in the event of a civil arrest, bomb threat or to report major crimes against persons or property.

The American Royal event management staff will be the liaison with show management for emergency procedures. They will instruct show management of safe locations and updates.

## **II. EMERGENCY SITUATIONS**

### **I. NON-EVACUATION EMERGENCY**

When a threat affects events in progress, which does not require an evacuation, Facility Security will notify on-duty American Royal event management staff. The American Royal Event Manager will provide show management with necessary information. American Royal Event Manager will work with contracted security and in-house staff to reposition staff to necessary locations.

When the emergency has passed, an “all clear” will be issued, and show management will be notified. Event status and instructions will be provided to patrons by American Royal management.

### **II. WEATHER RELATED EMERGENCY**

Should a tornado warning be issued, American Royal management staff will meet and decide whether an evacuation or relocation is necessary. The American Royal Event Manager will notify show management of the path of the tornado, the need to evacuate or relocate and the safest areas of the building to send the public.

American Royal management will make announcements to attendees using a bullhorn or paging microphone.

Weather-related relocations will be directed to Lower Exhibition Hall locker rooms and Hale Arena bathrooms. When the emergency has passed, an “all clear” will be issued, and show management will be notified. Instructions will be provided to patrons by American Royal management.

### **III. FACILITY EVACUATION**

Should an evacuation of the facility be required to an outdoor location, the show manager will be notified by the American Royal Event Manager. An evacuation will be determined by the size, location and nature of the emergency, or as ordered by the fire or police departments.

American Royal management will make an announcement using a bullhorn or paging microphone that an evacuation of the facility is necessary and direct patrons to the nearest and safest exits.

Upon completion of an evacuation, security staff and facility staff will be posted, as available, at main facility entrances to prevent unauthorized persons from reentering. When an “all clear” is provided, security staff and facility staff will direct reentering attendees to event location.

In the event of an emergency situation, **do not use elevators**. Show management may be asked to monitor elevators to prevent use by patrons. All able persons entering an evacuated area should watch for persons requiring assistance.

### **IV. IMMEDIATE EVACUATION**

When an individual becomes aware of an emergency situation such as a fire, explosion, person with a deadly weapon, etc., an immediate evacuation in the area should occur. Once safe, a call to 911 should be made. Facility Security also needs to be notified immediately.

Security can be reached by dialing 816-513-5705 or 816-809-7922. Security will dispatch emergency personnel.

Upon completion of an evacuation, security staff and facility staff will be posted, as available, at main facility entrances to prevent unauthorized persons from reentering. When an "all clear" is provided, security staff and facility staff will direct reentering attendees to their event location.

## **V. TERRORIST THREAT**

If a threat is received, contact Facility Security at 816-513-5705 or 816-809-7922. The security office will notify the police department. The American Royal Event Manager will be briefed and show management informed. If an evacuation is deemed necessary, the American Royal Event Manager will notify show management, and American Royal event management will announce the evacuation route to attendees using a paging microphone or bullhorn.

## **VI. BOMB THREAT**

Bomb threats are typically received through phone calls. The caller will normally state the message and hang up. The recipient of the call should work to stay on the line and collect as much information about the caller and bomb location as possible.

As the receiver of the bomb threat, make note of the caller's psychological edge and tone, and ask questions about the location, type and size of the bomb. Ask leading questions that state locations not within our facility such as, "Is the bomb in the cafeteria?"

Once a call is received, stay on the line as long as possible, but make an effort to immediately contact Facility Security at 816-513-5705 or 816-809-7922. Security will dispatch necessary personnel including the American Royal Event Manager and the police department. Once briefed, the American Royal Event Manager will brief show management and discuss necessary precautions and evacuation needs.

If a strange item or possible explosive device is found, DO NOT TOUCH IT. Move away from the area and notify the security office at 816-513-5705 or 816-809-7922. If you have a walkie-talkie, Nextel or cell phone, do not use it in the vicinity of the object.

Once police arrive on site, directions will be followed as provided.

Should an evacuation be necessary, the American Royal Event Manager will notify show management, and American Royal event management will announce the evacuation route to attendees.

Upon completion of an evacuation, security staff and facility staff will be posted as available at main facility entrances to prevent unauthorized persons from reentering. When an "all clear" is provided, security staff and facility staff will direct reentering attendees to the event location.

## **VII. NON-WEATHER RELATED EVACUATION LOCATIONS**

For the American Royal offices and museum, north Central Hall and Hale Arena: *Meet in Parking Lot B*

For south Central Hall, south Lower Ex, Governor's Expo and Scott Pavilion: *Meet in Parking Lot A*

For north Lower Ex, Upper Ex, and Tom Bass Arena: *Meet in Parking Lot C*

### **SEE MAP AT THE END OF THE SECTION**

## **III. BIO-SECURITY/CRISIS COMMUNICATIONS**

### **I. BIO-SECURITY**

Exhibitors and their animals are very important to the American Royal. However, these animals can be a source of contamination, including pathogens and zoonotic animal diseases. The American Royal's goal is to create and maintain an environment where livestock, equine, exhibitors and visitors can co-exist in a safe and enjoyable facility.

The American Royal places a strong emphasis on bio-security in an effort to prevent animal diseases and to support pathogen control for harmful bacteria like Salmonella and E. coli.

Pathogen Control: After the completion of a comprehensive assessment of the complex, the American Royal has improved information and education outreach as well as sanitation and record keeping practices in order to keep the facility as clean and sanitary as possible.

Bio-Security: The American Royal has also recently implemented a comprehensive bio-security protocol to minimize the risk of disease transmission from animals to humans, as well as between animals.

Please be mindful to safely manage animal waste, properly store waste management equipment (shovels, pitchforks and wheelbarrows) away from visitors, and avoid drinking and eating in the barns. Additionally, please notify show management if you see any signs of illness in animals around you.

### **II. ANIMAL HEALTH**

If an animal on the property becomes sick, the designated Show Veterinarian should be contacted immediately. The veterinarian will lead in directing the resolution of the problem. American Royal operations team will be prepared by setting a quarantined stall area in a safe, remote location for the treatment/evaluation of sick and injured animals. A conveyance will be made available by the American Royal operations team for moving the animal to the designated quarantine location.

In the event an animal dies while on the property, American Royal Director of Facility Operations, American Royal Event Manager, Show Manager and Show Veterinarian will assist the exhibitor in coordinating animal disposal. American Royal Director of Facility Operations will maintain an incident report on any animal deaths. Animal should be loaded onto conveyance and covered with a tarp as it is transported to designated quarantine location mentioned above. Tarps should be used to shield the loading of the animal onto the conveyance. American Royal Director of Facility Operations will work with Show Veterinarian and State Veterinarian to coordinate a prompt, humane removal of animal from the grounds.

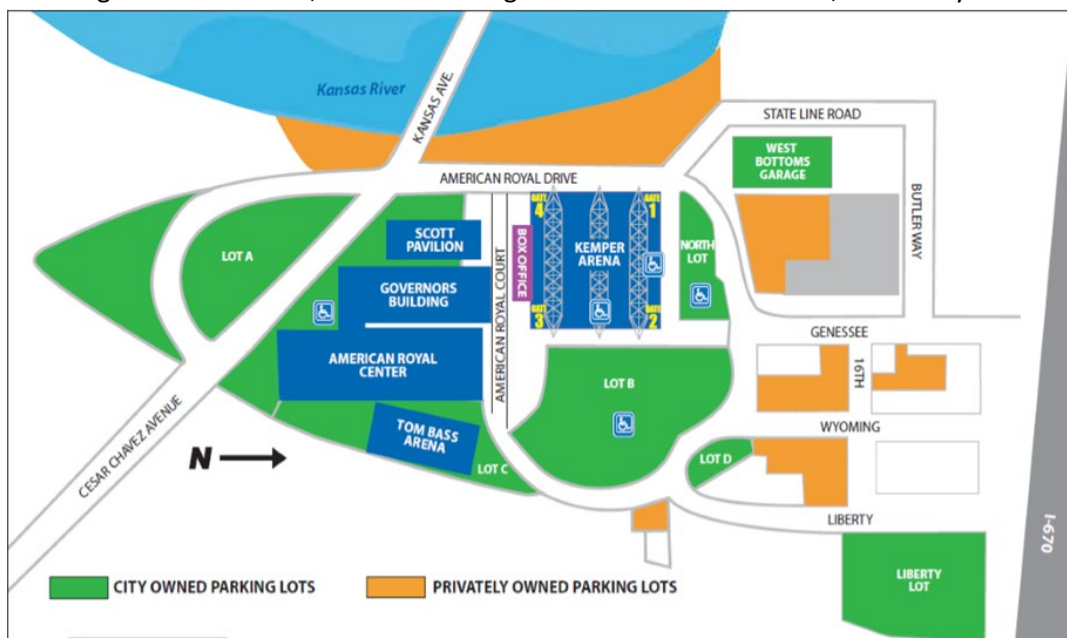
In the event an animal escapes its stall area, an attempt to contain the animal should be made by the owner and/or exhibitor since they have the most experience with the animal. If the owner and/or exhibitor is not present, show management should be notified immediately. If the animal escapes from

the property, KCMO Animal Health and Public Safety Office should be contacted immediately at 816-513-9809. Facility Security should also be notified immediately.

### III. CRISIS COMMUNICATIONS

If a crisis or emergency situation occurs on the property and could be likely to attract media coverage, American Royal Event Manager should be notified immediately. American Royal Event Manager will work with American Royal Leadership including American Royal President/CEO, American Royal Director Marketing & Communications and American Royal Public Relations Consultants to determine necessary next steps. In this scenario, a crisis situation could be defined as a significant business disruption that stimulates extensive new media coverage. The resulting public scrutiny could affect the organization's normal operations and could also have a political, legal, financial and/or governmental impact on the business. It is important to remember that the American Royal President/CEO is the ONLY formal spokesperson for the American Royal. No other individual is authorized to speak to the media in the event of a crisis situation.

All inquiries from the public, news media, or representatives of animal interest groups regarding the care and management of animals should be immediately referred to the American Royal President/CEO. In the event of animal injury, animal death, escaped animal or an animal interest group protest, American Royal President/CEO will consult with American Royal Director of Marketing, American Royal Public Relations Consultant and Show Veterinarian to determine proper next steps and communication strategy. American Royal Director of Facility Operations will work with KCMO facility personnel and make appropriate decisions depending on the time, place and manner of the protests. If the protests affect the logistics of an event, such as blocking vehicle or exhibitor traffic, KCPD may be called to



intervene.

## LOGO USAGE

Any Contestant, Parent, Sponsor, or other wishing to use the ARA logos must receive written permission from the American Royal Association office before use is allowed. The ARA has gone to great lengths to protect the marks of the association. This covers the service marks, trademarks or logos which the American Royal Association is the exclusive owner and has exclusive rights to the use of, either by open and notorious usage or by registration with proper governmental offices, including but not limited to the following service marks, trademarks or logos:



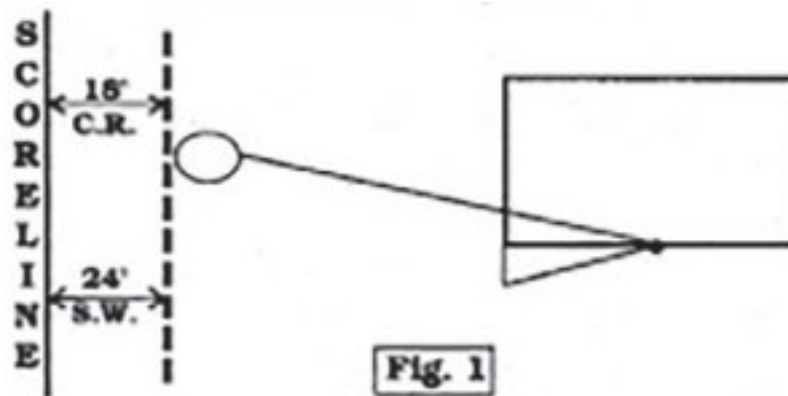
## INDEMNIFICATION

By completing an entry form, I the owner and/or his agent or representative hereby agree to indemnify, release and hold harmless the AMERICAN ROYAL ASSOCIATION, INC. (ARA), the City of Kansas City, Missouri, County of Jackson, Missouri, and their agents, officers, directors, employees, and volunteers, from any liability for damages, damage to property or any accident, injury or mishap suffered or sustained by myself, the owner, animal, handler, lessee, trainer, agent, employee, rider or any other person representing the same. I furthermore agree to release the above from all claims, losses, costs, damages or expenses resulting or arising from any and all injuries to, death, or damage to any property caused by any act, omission or negligence of myself, my agents, employees, invitees, contractors, sub-contractors, or guests which occurs on the grounds of the American Royal Complex (1701 American Royal Court, Kansas City, Missouri 64102).

## PHOTO RELEASE

Please be aware that by participating in an American Royal event, you consent to your voice, name, and/or likeness being used, without compensation, in any and all media or any other purposes by the American Royal Association, its affiliates and representatives. You hereby hold harmless and release and forever discharge the American Royal Association from all claims and demands related to the use of these images/videos. If you do not wish to appear in images/videos, please speak with the American Royal communications department prior to the event. By submitting an entry form, you agree to the terms as stated above.

## Score Line Diagrams

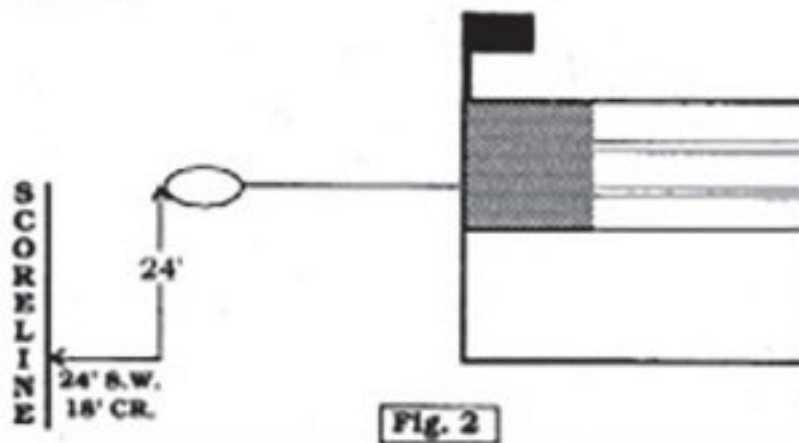


**SCORE LENGTHS:** Length of the score line to be determined according to the livestock, the length of the arena, and the arena conditions. All score lengths are subject to Directors' or representatives' approval.

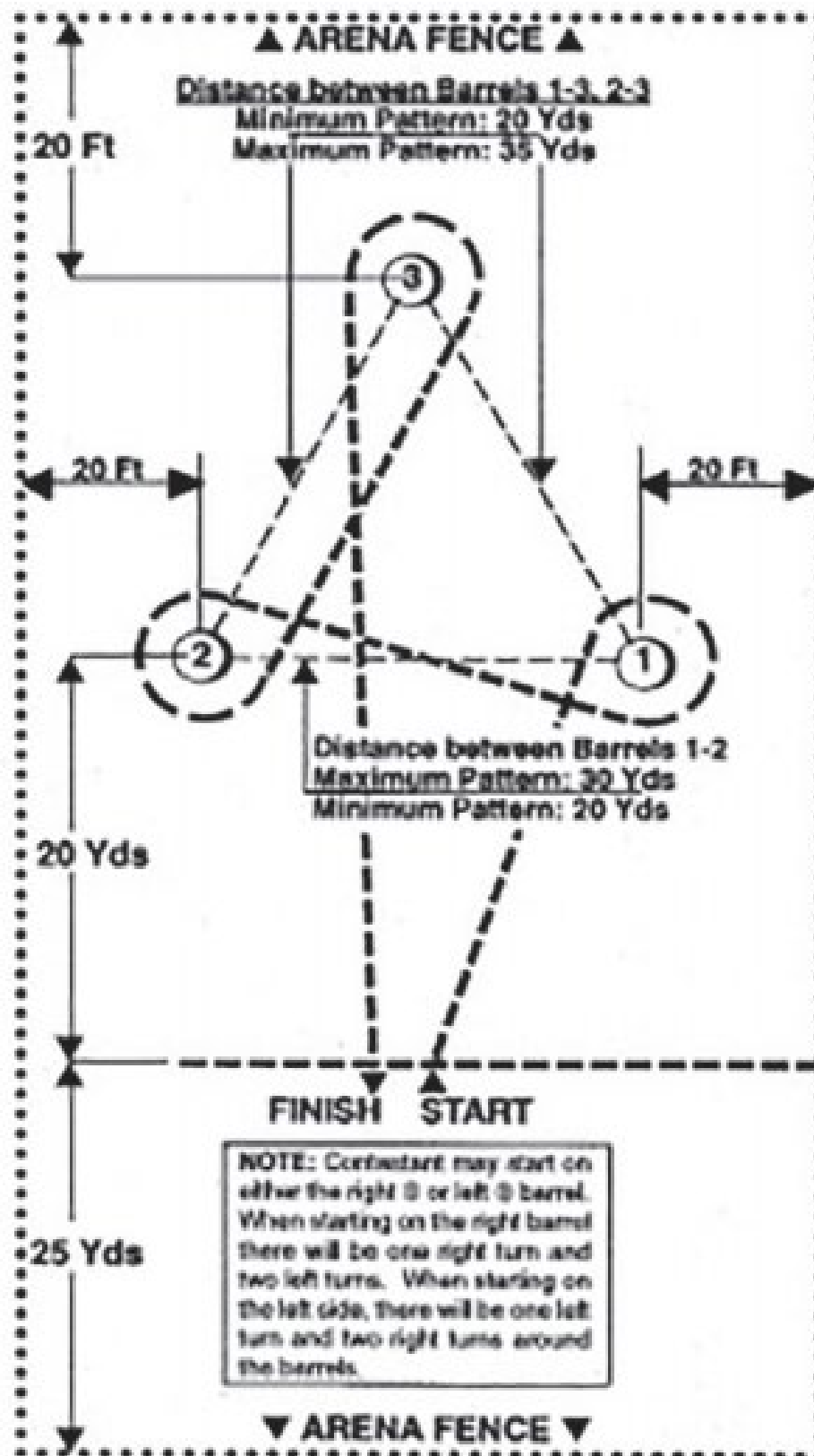
**CR,BK:** Minimum length of score will be the length of the roping box minus four (4) feet. Maximum length of score will be eighteen (18) feet.

**SW:** The score may be no longer than the length of the steer wrestling box minus six (6) feet, unless the box is less than fourteen (14) feet. In that instance the length of the score would be a maximum of the length of the box minus five (5) feet.

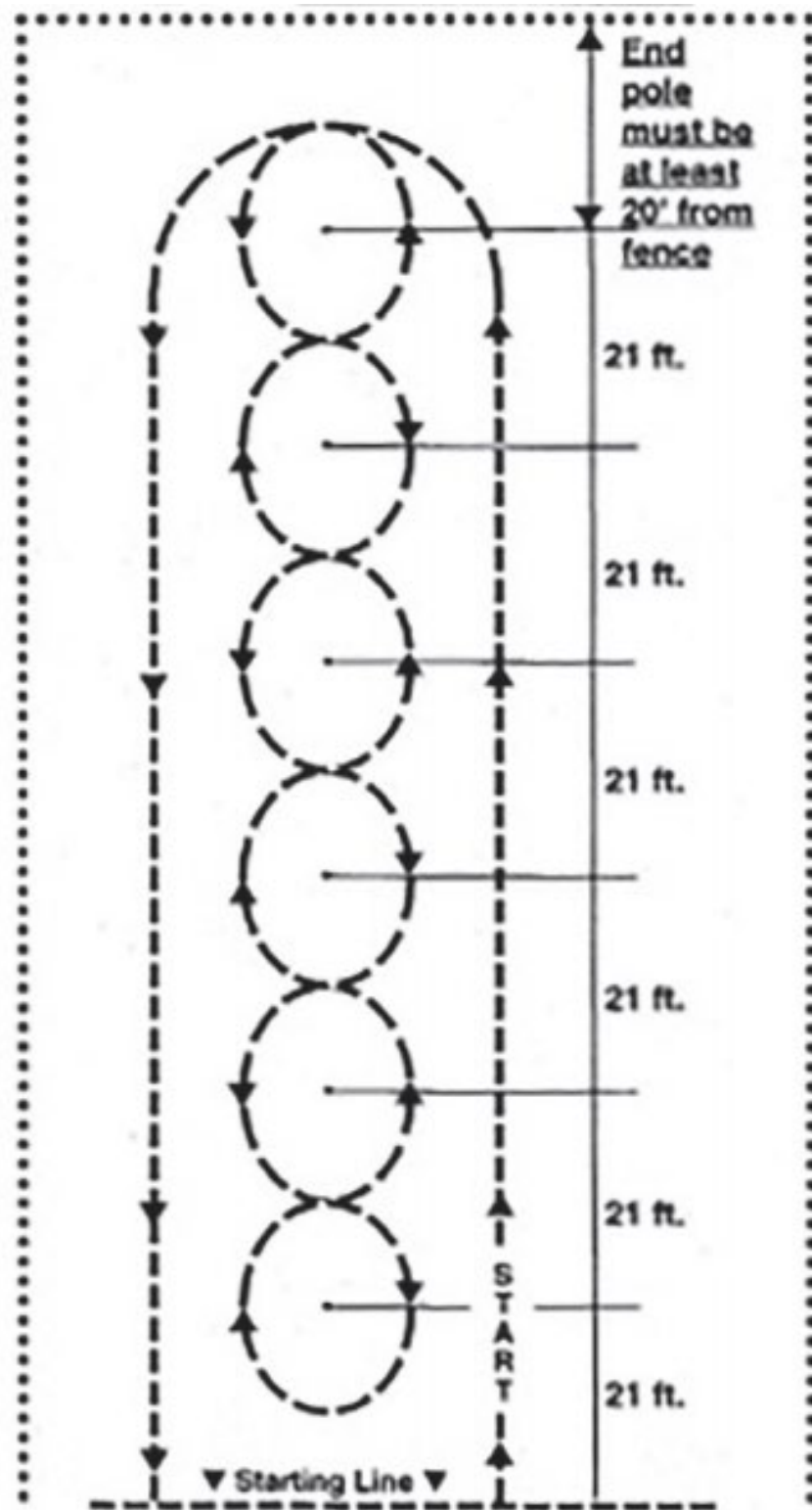
**TR:** The minimum length of the team roping score line shall be the length of the box minus two (2) feet.



## Barrel Racing Pattern



## Pole Bending Pattern





## Allowed Bareback Riding Gloves



On the outside of the glove, there are to be no horizontal cuts from the second knuckle back. On the inside (palm side), only vertical cuts or slits are allowed on fingers only. The photos display an example of a legal glove. No cuts are allowed below the black line (below the fingers in the palm area) on the bottom photo.

## Directory

### **American Royal Association**

1701 American Royal Court  
Kansas City, Missouri 64102

Phone: 816-221-9800

Fax: 816-221-8189

Email: [rodeo@americanroyal.com](mailto:rodeo@americanroyal.com)