



• **OFFICERS**

1. The officers of KJRA are as following:
  - President
  - Vice-President
  - Secretary
  - Up to 17 additional Event Directors
2. Officers and Directors may be removed at any time with just cause by a majority vote of the Board of Directors.
3. The resignation of Officers and Directors should be presented to the Board of Directors.
4. The Board of Directors may fill any vacancy among the Officers and Directors by a majority vote at any meeting. Such an election is to be for the unexpired term only.
5. The Officers and Board of Directors will be elected.

**2023-2024 Board Members & Officers**

Tallaney Nilson, President	940-229-0200	2761 US Hwy 281 S. Jacksboro, Tx 76458
Stephanie Hutchison, Vice-Pres.	817-233-5275	
Stacy Jerrett, Secretary	254-967-4245	12100 FM 3025, Stephenville, Tx 76401
Crystal Allred -Goat Tying	817-739-6944	
Chelsea Hobbs -Pole Bending	940-577-4829	
John C. Brian- Team Roping	979-255-0471	
Sarah Peters- Barrel Racing	575-636-5191	
Keith Easter- Tiedown & Breakaway Roping	940-781-4591	
Justin Meek- Ribbon Roping & Double Mugging	575-799-5188	



- **BUSINESS YEAR**

The official business year shall be from August 1 through July 31.

The point award year shall begin with the first KJRA rodeo till the end of finals on a set date.

**\*Slack will only run on Sunday of each rodeo. Slack will be at the beginning of each event.**

**\*Entry cut off time will be 8 A.M Saturday and Sunday mornings of rodeos.**

### **RODEO SCHEDULE**

- Rodeos 1 & 2 September 23-24, 2023
- Rodeos 3 & 4 October 21-22, 2023
- Rodeos 5 & 6 November 18-19, 2023
- Rodeos 7 & 8 February 17-18, 2024
- Rodeos 9 & 10 April 13-14, 2024
- FINALS May 10-11, 2024. FINALS are always Fri/Sat

- **NONPROFIT ORGANIZATION**

The KJRA shall be a nonprofit organization; no Officers, Board of Directors or individual members shall receive any returns from it. Should the association be dissolved at any time, all funds of the association, after payment of debts, shall be given to some recognized charity as directed by the Board of Directors. No members, Officers or Board of Directors will share in such funds.

- **MEMBERSHIP AND DUES**

1. Membership in the KJRA is open to any boy/male or girl/female. Each prospective member must furnish the following:
2. A KJRA application/minors' release
3. A copy of applicant's birth certificate
4. Pay a membership fee



5. Turn in W9 form in order to receive payout checks
6. A membership application will be provided by KJRA to any prospective member who desires one. The membership for any contestant shall be \$100 for each individual membership or \$175 for a family.
7. The application, birth certificate, and membership fee must be turned in before membership is established. No points will be given until all three requirements are fulfilled.
8. Members must be in good standing to re-apply for membership. Members with previous conduct problems and members owing money for previous rodeos will not be allowed to apply for membership.
9. Only members in good standings shall vote in the affairs of the KJRA association.

#### • GENERAL RULES

1. These are **KJRA Rules** and if at any time a situation arises which is not covered in this KJRA Rulebook, or the National High School Rodeo Association, the Board of Directors decisions will be final.
2. Ages are determined as of midnight August 1 of the rodeo year.
3. Contestants can count their All-Around points in their own age group. Open will be jackpotted ONLY, throughout the season and at finals
4. To be eligible for **All-Around Awards** a contestant must compete in a minimum of 2 events and have attended 6 or more of the qualified performances (Saturday or Sunday only) in each of the two events. Points for additional events will be added for All-Around points even if 6 of the performances were not attended. The contestant with the highest points at the conclusion of the Finals will be the All-Around winner.
5. To **be eligible for the Finals and the year-end awards at the Finals**, you must have met all membership requirements, turned in finals sponsorship ads, and attended 6 of the rodeos for the season (example: 10 rodeos, you must compete in 6 of them), and attended at least 6 of the rodeos in the events you are entering for the finals and be in good standing with the KJRA. - **All year-end winners** will be determined at the conclusion of the Finals (Points earned during the KJRA season and points earned at Finals).



6. Girls and Boys events will be ran and paid out as separate events.  
Exception of:
  - 10 & Under Double Mugging, Team Roping (Heading and Heeling) and Ribbon Roping, which will be combined and paid out together.
  - All 6 & Under events are a combined point and paid out together.
  - All 4 & Under Leadline events are combined with no payout; contestants will receive Year-end awards at Finals.
7. If you choose to run both your runs on one day of the weekend, a slack fee of \$150 per family must be paid. **There will be no slack at the finals.**
8. For Finals, **each** contestant must sell a Sponsorship ad valued at \$150 or more for the Rodeo Finals Awards.
9. Sponsorships will be posted on the KJRA website and available at the entry office closer to finals.
10. Sponsorship amounts can result in a free Finals entry fee to the highest seller.
11. Second highest seller will result in ½ off Finals entry fees
12. There will be a work requirement at each rodeo with an option to pay a fee for not volunteering. The volunteer list will be posted at each rodeo to sign up. Any contestant earning points for a rodeo which does not satisfy the work requirement will not have their points count at that rodeo toward year end standings. This volunteer system will start at the first rodeo and requirements will be available at that time. Volunteers will help in the arena and may contact the event director for questions.



- **ENTRIES & TURN-OUTS**

- Entries and fees are Mailed-in two (2) weeks prior to rodeo or at prior rodeo
- Must have a completed entry form, with signed release mailed in or at prior rodeo
- Call-ins are on the **Monday** (6-9 PM) night before the rodeo
- After **MONDAY**, a late fee of \$50 will be added
- **\*Entry cut off time will be 8 A.M Saturday and Sunday mornings of rodeos.**
- Checks will not be deposited until the Monday after rodeo
- Turnouts will be available until **WEDNESDAY** night before rodeo, with refund of mailed entry - Veterinarian & Medical releases will be taken until day of rodeo
- (Releases must be signed and turned into the Rodeo Secretary in a timely manner for refund)
- Once a contestant enters rodeo, contestant cannot turn-out and re-enter rodeo **multiple times**

- **MISCONDUCT**

1. Misconduct by any individual member, or parent of a member, shall be considered by the KJRA Board of Directors, and Event Director(s), and if necessary, the membership of the contestant shall be suspended.
  - **A contestant or parents may be suspended for the following:**
2. Profanity, use of alcohol or drugs, falsification of name, age, or other such acts will not be tolerated, and such action will bring immediate suspension at the discretion of the Board of Directors.



- Parents: profanity, use of alcohol or drugs or other such acts will not be tolerated inside the arena. A KJRA Board Director and/or Event Director will ask you to leave.
- 3. Contestants or parents being rowdy, quarreling or fighting in the arena at any time or any place during a sanctioned KJRA rodeo will be suspended.
- 4. Contestants or Parents issuing hot checks for their entries or membership fee. - If you give a hot check to the association, you will no longer be allowed to give checks to the association and will only be allowed to pay with either cash or cashier's check.
- 5. Vandalism at any place or any time.
- 6. Contestant will be disqualified for being in a pen with the livestock at any time except when accompanied by a Stock Contractor, Arena Director, Judge, or when assigned to work in those pens.
- 7. Mistreatment of rodeo stock or contestant's horse in or out of the arena will be cause for disqualification.
- 8. Contestants will be disqualified for failure to keep their horse under control while entering or leaving the arena.
- 9. Competing under another name.

#### • **DRESS CODE**

The following dress code will **be required and enforced at ALL KJRA RODEOS**

- All contestants must wear appropriate shirts (sleeved shirts - no tank tops or spaghetti straps), long pants, western boots when entering the starting point of the arena. The starting point of an event will be determined and marked by the arena director and judges when the arena is staked.

(Roping events = entering roping boxes)

(Alley events = entering the holding pen gate to alley)

The following dress code will **be required and enforced at ONLY KJRA FINALS**



- All contestants must wear a collared- long-sleeve shirt, long pants, western boots, and western hat. A hat must be worn when starting an event or the contestant will be disqualified. The starting point of an event will be determined and marked by the arena director and judges when the arena is staked.

(Roping events = entering roping boxes)

(Alley events = entering the holding pen gate to alley)

### • FINALS ELIGIBILITY/AWARDS

1. A contestant must attend six (6) of the total number of rodeos held for the year to be eligible for the Finals and in good standings.
  - Example: ten (10) rodeos, you must compete in at least six (6) to be eligible for the Finals
2. A contestant must compete in six (6) rodeos in **each** event that they want to compete in at the Finals.
3. Contestants cannot enter events at finals that they have not competed in at 6 rodeos.
4. Contestants **must** turn in sponsorship ads prior to the finals rodeo to be eligible for Finals.
5. KJRA does not drop **any** points from previous rodeos before going into Finals.
6. All points will be carried with the contestant going into finals
7. If a contestant **cannot** compete because of a conflict, the contestant must pay All Finals rodeo fees, sponsorship, and dues to maintain their spot in the Finals and to receive year-end awards.
8. If a contestant **cannot** compete in the Finals because of injury, the contestant must notify the Rodeo Secretary with Veterinarian or Medical release. The injured contestant will receive year-end awards if the contestant has paid ALL Finals rodeo fees, sponsorship, and dues.



● **YEAR-END AWARDS**

	YEAR-END Event Champion	FINALS Event Champion	YEAR-END All-Around Champion	FINALS All-Around Champion
4&UnderLeadline	<ul style="list-style-type: none"> <li>Each contestant will receive Final Prizes ONLY (Jacket &amp; Year-End Buckle)</li> </ul>			
6&Under Girl/Boys Combined	Saddle (Avg 5 Rule)	TBD	Saddle (Combined/Not Separated)	TBD
10&Under Girls	Saddle (Avg 5 Rule)	TBD	Saddle	TBD
10&Under Boys	Saddle (Avg 5 Rule)	TBD	Saddle	TBD
10&Under Girls/Boys Combined	Saddle (Avg 5 Rule)	TBD	Saddle	TBD
11-14 Girls	Saddle (Avg 5 Rule)	TBD	Saddle	TBD
11-14 Boys	Saddle (Avg 5 Rule)	TBD	Saddle	TBD
15-19 Girls	Saddle (Avg 5 Rule)	TBD	Saddle	TBD
15-19 Boys	Saddle (Avg 5 Rule)	TBD	Saddle	TBD
Open Men's	Jackpotted Only (NO AWARDS)			
Open Ladies	Jackpotted Only (NO AWARDS)			

Age Groups must have an average of 5 contestants in each event to be awarded Year-End Championship saddles

● **PROTEST**

- If any contestant or parent elects to protest a decision of any official, he or she must notify, in writing, the Rodeo Secretary prior to the end of the event in question and deposit a \$100 protest fee.
- No protest will be accepted on a strictly judgmental ruling by a Rodeo Judge. At least three board members must be present to rule on the outcome of the protest.
- If you lose the protest, you lose the \$100 fee.
- If they rule in your favor, your \$100 fee will be returned.





## • POINT SYSTEM

Year-end awards will be given on a point system. The system will be based on ten (10) points. - **The point system will be as follows:**

First Place -----10 points  
Second Place-----9 points  
Third Place -----8 points  
Fourth Place-----7 points  
Fifth Place -----6 points  
Sixth Place-----5 points  
Seventh Place----4 points  
Eight Place-----3 points  
Ninth Place----- 2 points  
Tenth Place-----1 point

1. First (1<sup>st</sup>) place will receive ten (10) points **REGARDLESS** of the number of entries.
2. If the first (1<sup>st</sup>) place contestant in any event is not a KJRA member, but the second (2<sup>nd</sup>) place is, **the member will only receive nine (9) points they gathered in the rodeo itself.**
3. Members are responsible for checking the accuracy of the points.
4. **All points will become final, with no adjustments made, two weeks after the day of the rodeo.**
5. Points will be posted no later than Tuesday at 10:00 pm following a weekend performance.
6. Ties that arise concerning Finals and Year-End Awards will be determined by the format below



- **TIES**

- Final Event Champions: **Ties will be determined by the most money earned during the year in the event.**

- Example:

Roper 1 had times of 9.28 and 10.72 for a total of 20.00 on 2 head. He/She has won \$400 during the year at KJRA rodeos.

Roper 2 had times of 10.21 and 9.79 for a total of 20.00 on 2 head. He/She has won \$300 during the year at KJRA rodeos.

Roper 1 would be the Average Event Champion at finals because He/She had the most wins in the event during the year.

- All-Around Champions: **A tie will result in a duplicate prize.**

- Example: Two (2) contestants ties for the 10 & Under All-Around. Saddles will be awarded to both contestants

- **ENTRY FEES AND % PAYOUT AT KJRA RODEOS (Finals NOT Included)**

75%	Entry Fee	Stock Charges	Payout	Profit
Running Events	\$30.00	0	\$22.50	\$7.50
	\$40.00	0	\$30.00	\$10.00
	\$45.00	0	\$33.75	\$11.25
	\$50.00	0	\$37.50	\$12.50
Roping Events	\$40.00	\$15.00	\$18.75	\$6.25
	\$45.00	\$15.00 \$15.00	\$22.50	\$7.50
	\$50.00		\$26.25	\$8.75



Goat Tying	\$30.00	\$8.00	\$16.50	\$5.50
	\$40.00	\$8.00	\$24.00	\$8.00
	\$45.00	\$8.00	\$27.75	\$9.25

- The **number of places paid will be based on the number of contestants** in each event according to the following schedule:

1-5 100%

6-10 60% 40%

11-15 50% 30% 20%

16-20 40% 30% 20% 10%

21-? 30% 25% 20% 15% 10%

- **Ground money** will be paid if **NO** contestants in roping events qualify.

If ground money is paid, stock charges and/or office charges will not be refunded.

- **PAYBACK AT KJRA FINALS**

- The payout at the finals is the same as regular season rodeos. 75% is paid back after stock and awards charges are deducted.

- The number of places paid will vary according to the number of contestants in each event.

Ground money will be paid if **NO** contestants in roping events qualify.

- If ground money is paid, office charge and stock charge will not be refunded.

- Entry fees for the finals are set by the KJRA Board of Directors.

- For 2023-2024, season entry fees will be 1 ½ times the usual entry fee.

- For the finals, entry fees minus usual stock charge and award fee will all be included in the final payout.



- **AGE GROUPS:**

- **4 & UNDER EVENTS**

- **4 & UNDER BOYS AND GIRLS**

- Leadline Barrel Racing

- Leadline Goat Ribbon Pulling

- **4 & UNDER RULES**

1. This event is for those children just starting to ride with **ASSISTANCE.**
2. Contestants must be **led by lead line off the ground, No horseback besides contestants**
3. 4 & Under contestants have the option to move up to the 6 & Under-age group - Moving up to the 6 & Under, would be for **all** events. If contestant chooses to do so, declaration must be made at the first rodeo they compete in and said contestant must remain in the chosen age group for the remainder of the rodeo season
4. If you enter the leadline barrel racing and goat ribbon pulling, you cannot enter the 6 & Under events
5. You must pay membership dues, but office charge will not apply for 4 & Under
6. No money will be jackpotted. All money will be given back to the children at finals in year-end awards
7. They will receive a jacket at finals
8. Entry fee of \$20.00 does apply per contestant



- **6 & UNDER EVENTS**

- **6 & UNDER COMBINED BOYS AND GIRLS EVENTS**

- Barrel Racing
- Pole Bending
- Goat Ribbon Pulling

- **6 & UNDER RULES**

- **1. NO LEADLINE**

- - If you are in the 6 & Under, you **cannot** be in the 4 & Under leadline classes

- **2. 6 & Under contestants have the option to move up to the 10 & Under - Moving up to the 10 & Under would be for **all** events. If contestant chooses to do so, declaration must be made at the first rodeo they compete in and said contestant must remain in the chosen age group for the remainder of the rodeo season**

- **3. 6 & Under girls and boys will run and paid out together for rodeo season and finals- No separation of points**

- **10 & UNDER EVENTS**

- **10 & UNDER COMBINED BOYS AND GIRLS**

- Double Mugging
- Ribbon Roping
- Team Roping- Heading /Heeling

- **10 & UNDER RULES:**

- **TEAM ROPING:** You can enter once as a header and once as a heeler

- The payout will be in age groups, and you will only compete with those in your age group except for the Open.

- **10 & UNDER GIRLS**



Breakaway Roping  
Goat Tying  
Barrel  
Racing Pole  
Bending

- **10 & UNDER BOYS**

- Barrel Racing
- Pole Bending
- Breakaway Roping
- Goat Tying

- **11-14 EVENTS**

- **11 - 14 BOYS**

- Goat Tying

- -Tied with **piggin string**

- Tie-Down Roping (2) Head

- -**Tie-down:** First calf will count for money and points

- Second calf is jackpotted only - **no points**

- Breakaway Roping
- Ribbon Roping

- **11 - 14 GIRLS**

- Ribbon Roping
- Breakaway Roping
- Barrel Racing
- Pole Bending
- Goat Tying

- **11 - 14 GIRLS & BOYS COMBINED**



## Team Roping- Heading /Heeling

- **11-14 RULES:**

**TEAM ROPING:** You can enter once as a header and once as a heeler

The payout will be in age groups, and you will only compete with those in your age group except for the Open.

- **15-19 EVENTS**

- **15-19 BOYS**

- Tie-down Roping (2) Head

- Tie-down:** First calf will count for money and points

- Second calf is jackpotted only -  
**no points**

- **15-19 GIRLS**

- Barrel Racing

- Pole Bending

- Goat Tying

- Breakaway Roping

- **15-19 BOYS & GIRLS COMBINED**

- Team Roping- Heading/Heeling

- **15-19 RULES:**

- TEAM ROPING:** You can enter once as a header and once as a heeler

- The payout will be in age groups, and you will only compete with those in your age group except for the Open.



- **OPEN EVENTS**

**Events are jackpotted only - no points**

- **OPEN MENS**

- Tie-Down Roping (2) Head

- Tie-down: First and second calf are jackpotted only - no points**

- **OPEN LADIES**

- Breakaway Roping

- Barrel Racing

- Pole Bending

- Goat Tying

- **OPEN MENS & LADIES COMBINED**

- Team Roping- Heading /Heeling

- RULES:**

- TEAM ROPING:** You can enter once as a header and once as a heeler





- **RODEO EVENT RULES**

FOR 2023-2024 WE WILL FOLLOW RULES IN THE NATIONAL HIGH SCHOOL AND JUNIOR HIGH ASSOCIATION HANDBOOKS LOCATED AT:

<https://www.nhsra.com/high-school-events/>  
<https://www.nhsra.com/juniorhigh-events/>  
<https://www.nhsra.com/rulebook>

- **GENERAL FOR ALL EVENTS**

1. When a participant nods for an animal or enters the arena, they accept the arena conditions as is, or they must declare themselves by pulling up.
2. If a timer fails, the backup time will be the official time.
3. Contestants will run in random order from a draw conducted by the KJRA Rodeo Secretary. - This includes running events as well as roping events.
4. **A contestant will have 1 minute to begin his/her event once they have entered the roping box or alleyway. After 1 minute if they have not started, they will be asked to leave, and the next contestant will be called.**
5. It is your responsibility as a contestant or parent to be prepared and ready for each event you have entered. **After your name has been called three (3) times and you are not ready to compete, this will result in an automatic turnout which results in no time and fees will not be refunded.**

- **GENERAL ROPING**



1. There shall be two or more timekeepers, a field judge (flagman), a score line referee and as many officials as the local committee find necessary.
2. Barrier length will not be less than the length of box minus six (6) ft. to be measured from the center at back of box to center of barrier. The maximum length of score will be eighteen (18) ft.
3. In all age groups, in all roping events, there will be only one loop and the back (out) gate will be closed.
4. The short end of the barrier will be longer than twelve (12) inches or shorter than four (4) inches.
5. In all roping events a penalty of ten (10) seconds will be given for breaking the barrier.
6. Should the barrier break at any point other than the designated breaking point, it will be considered a malfunction.
7. If barrier equipment is faulty, it must be replaced.
  - a. If the barrier fails to work but the flag operates correctly and time is recorded, contestants will receive that time.
  - b. The barrier penalty will be waived unless the barrier is obviously beaten by the contestant. - If official time has not started, the contestant will receive stock which contestant originally drew if contestant has qualified a run on that stock.
  - c. If the barrier was obviously beaten, the barrier penalty will be applied to the rerun.
8. If the short end of the barrier is laying ten (10) ft. or more in any direction from the chute post, it is not a broken barrier.
9. The starting flag should be tied where timers can easily see it when the barrier releases.
10. If the barrier malfunctions and stock is brought back, contestants must compete on the same animal during or after the same performance.
11. In some cases, arena conditions will determine the score. If these conditions exist, the rodeo must receive prior approval by a director.
12. No contestant shall intentionally beat the barrier.
13. The decision of the judge will be final.



14. Animals may not be roped before the neck rope breaks from the animal and the horse's chest must break the plane of the barrier strap. If not, the contestant will be disqualified.
15. Calves and steers will chute ran.
16. Stock contractors should have enough stock for a complete go-round in each event if possible.
17. In any roping event, if the animal escapes from the arena, the flag will be dropped, and watches stopped. The contestant will get the animal back with a lap and tap start, and time already spent will be added to time used in qualifying.
18. If time is not recorded, the decision of the flag judge shall be final.
19. Roping boxes are considered part of the arena.
20. A roper cannot build a second loop in the arena.
21. The rope cannot under any circumstance be rebuilt if it touches the ground.
22. Once the roper calls for stock, stock belongs to the roper.
23. One (1) minute time limit of roping.
24. Any time an event contestant who fails to heed an initial warning from judges that he is mistreating an animal may be disqualified for the remainder of the rodeo.
25. Anyone who is caught pulling the neck barrier, the contestant will be disqualified.

• **RIBBON ROPING RULES:**

1. It is up to the roper to secure a mugger.
- The mugger may be any contestant entered in the rodeo or a parent/adult.
2. Roper will be responsible for roping his or her calf and retrieving ribbon from calves' tail and crossing the flaggers line to stop the time
3. If roper catches or retrieves ribbon before line, the roper will have to cross the line backwards to receive time
4. Mugger can mug calf before roper gets off his or her horse

• **DOUBLE MUGGING RULES:**



1. It is up to the roper to secure a mugger.
  - The mugger may be any contestant entered in the rodeo or a parent/adult.
2. Time to be taken between two flags.
3. Roping the calf without releasing rope from hand is not permitted.
4. Catch as catch can with rope from horse, but rope must hold calf until mugger has his hands on calf.
5. Neck rope must be used, and contestants must adjust rope and reins in such a manner that will prevent the horse from dragging calves.
  - If the horse drags the calf, the field judge may stop the horse.Contestants must receive no assistance or any find from outside.
6. Rope must be tied "hard and fast" to the saddle horn.
7. After roping the calf, the roper must dismount and wait for mugger to throw the calf by hand (Daylight Rule is not present); mugger holds the foreleg and gives the foreleg to the roper.
  - At this time, the mugger can assist in holding the calf down in a way that the calf is unable to get up.
  - Roper must then cross and tie any three of the calf's feet.
  - If the calf gets up before time is called for, the procedure is repeated with the mugger throwing the calf and holding the foreleg and giving the foreleg to the roper.
8. A legal tie shall consist of one or two wraps and a half hitch.
  - Any three legs must be tied together.
9. Tie must hold until passed on by the judge and roper must not touch the calf after giving the finished signal until after the judge has completed his examination.
10. The field judge will pass on the tie, timing six (6) seconds from the time the roping horse takes his first steps forward after the roper has remounted and put slack in the rope.
11. In the event a contestant's catch rope is off the calf after completion of the tie, the six (6) second time is to start when roper clears the calf.
12. Rope will not be removed from calf and rope must remain slack until the field judge has passed on the tie.



13. Mucker may remove rope from calf before roper has finished the tie for safety reasons only.
  - This will not disqualify the run, however after the roper has signaled for time the rope may not be removed until the judge has expired the six (6) second tie rule.
14. If the calf is down when mucker reaches it, it must be cleared (daylight rule applies) and be thrown by hand.
15. If mucker's hand is on the calf when the calf falls, calf is considered thrown by hand.

- **TEAM ROPING RULES:**

In Team Roping at KJRA, you do not have to rope with another contestant if you do not have one.

10 & Under (Heading)- Contestant will rope, an adult will haze steer for contestant. Time will stop when the contestant turns and faces steer.

10 & Under (Heeling)- An adult can either put head rope on in a chute or they are allowed to rope in the field. Adults will turn the steer and contestants will have to heel steer. Time will stop when both header and heelers face.

11-14 (Heading & Heeling)- Contestants will rope with either an adult or they can choose a contestant (contestant does not have to be in the same age group as roper). Both contestant and partner will have to rope either end and time will stop when ropers face.

15-19 (Heading & Heeling)- Contestants will rope with either an adult or they can choose a contestant (contestant does not have to be in the same age group as roper). Both contestant and partner will have to rope either end and time will stop when ropers face.

1. Header will start behind the barrier and must throw the first loop at head.
2. Time will be taken when steer is roped; both horses facing steer in line, with ropes dallied and tight. Horses' front feet must be on the ground.



3. Each contestant will be allowed to carry one rope.
4. Each team is allowed two (2) throws in all runs.
5. Roping steer without turning loose of the loop will be considered a no catch.
6. Roper must dally to stop steer.
7. The event will be dally-only, except contestants in the 10 & under, which may use a quick release when heeling only (approved by flagger or director). It is the contestant's responsibility to notify the director(s) or flagger that they are using said quick release. NO "TYING ON". The word "dally" means one complete turn around the horn.
8. Ropers must be mounted when time is taken.
9. Steer must be standing up when roped by head or heels.
10. No foul catches can be removed by hand.
11. 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 loop by hand. However, should the front foot or feet come out of the heel loop by the time the Field Flag Judge drops his flag, time will be counted.
12. In the case the Field Flag Judge flags out a team that still legally has one or more loops coming, the Judge may give the lap-and-tap, plus time already lapsed and any barrier penalty.
13. When a contestant nods his or her head, they are accepting the arena and arena conditions as is. It is the contestant's responsibility to make sure the flagger, mugger, arena, and stock are right and ready.

• **GOAT-RIBBON PULLING RULES:**

1. Time will start when the contestant crosses the starting line and will stop when the contestant crosses the finish line.
2. Should the horse cross or come into contact with the goat or goat rope any time during the run a (10) second penalty will be assessed. If the goat should break away because of the fault of the horse, the contestant will receive no time for that run.



3. The goat is to be tied to a stake with a rope ten (10) feet in length and made of cotton. Stake should be pounded completely into the ground so that no part is visible.
4. The contestant must ride mounted on a horse from the starting line to the goat, dismount from the horse, pull the ribbon from the goat's tail, and proceed to the finish line by the judge. Time will stop when the judge's flag drops.
5. The goat will be held by field help for the entire run.
6. The same goat will be used for all contestants.
7. Field help may hold the horse after the contestant stops and/or is attempting to dismount.

They may not hold the horse prior to attempts to dismount. If done, this will result in no time.

8. When a contestant starts the timer, the contestant has accepted the arena conditions and the order of the run as is. There will be no re-run.
9. The judge's decisions will be final.

• **GOAT-TYING RULES: (SEE NATIONAL HS/JH RULES – link above)**

1. Time will start when the contestant crosses the starting line and will stop when she signals the completion of the tie
2. Should the horse cross or come into contact with the goat or goat rope any time during the run a ten (10) second penalty will be assessed.
3. If the goat should break away because of the fault of the horse, the contestant will receive no time for that run.
  - The goat is to be tied to a stake with a rope ten (10) feet in length and made of cotton.
4. Stake should be pounded completely into the ground so that no part is visible.
5. The contestant must ride a horse from the starting line to the goat, dismount from the horse, throw the goat by hand, cross and tie any three (3) legs together with a tie string of the contestant's choice.



6. Contestant will ONLY tie goat that is drawn for them
7. All goats used in the draw are tied to a maximum of five (5) runs before another run on the goats can begin.

TURNOUTS- goat will drop down to next contestant, if last on draw, goat will be put away with four (4) ties on goat

8. The **11-14 boy's** goat tying must tie the goat with piggin string just like a calf.
9. The tie will be passed on by a field judge and if it is not secure for six (6) seconds the contestant receives no time.
10. If the contestant returns to the tie after signaling completion and before six (6) seconds is up she will receive no time.
11. After signaling completion, the contestant will step back at least three (3) feet from the goat and await the six (6) second time limit.
12. After the six (6) second time limit has passed the JUDGE will remove the string from the goat.
13. If the goat is down when the contestant reaches it, the goat must be cleared of the ground before the tie is made.
14. If the contestant's hand is on the goat when the goat falls, the goat is considered thrown by hand.
15. The judge's decisions will be final.
14. Only one goat at a time will be staked in the arena during the goat-tying event.
15. Goats must be tied with at least one wrap and hoey or a knot.
16. When a contestant starts the timer, the contestant has accepted the arena conditions and the order of the run as is. There will be no re-run.