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**BY LAWS OF
THE HIGH PLAINS JUNIOR RODEO ASSOCIATION**

ARTICLE I

Name

The name of this organization shall be "High Plains Junior Rodeo Association, a Non-profit corporation," duly organized under the laws of the State New Mexico.

ARTICLE II

Objectives

The purpose for which this Association is formed shall be exclusively for recreational, social and fellowship purposed through the sponsorship of rodeo competitions, for the members in order to qualify as an exempt organization under the Internal Revenue Code of 1954 as amended.

ARTICLE III

Membership

Section 1. The Association shall be composed of members meeting the following qualifications: persons eligible for membership shall be restricted to students who have not reached their twentieth birthday prior to January 1 of the rodeo year. Contestants must be in school or graduated of an accredited school or holder of a GED certificate, except 6 & under, and can never have been married. Contestants must be members of the Association before any points won can count for the year-end awards.

ARTICLE IV

Board of Directors

The management of the property and affairs of the Association shall be vested in the Board of Directors, which shall consist of fifteen (15) members. Directors shall be elected from five (5) geographical areas: Three (3) directors per area. Members shall elect three (3) board members from each area.

- Area 1: New Mexico, North of Hwy 380
- Area 2: New Mexico, South of Hwy 380
- Area 3: Texas, North of Hwy 70
- Area 4: Texas, South of Hwy 70 and North of Hwy 380
- Area 5: Texas, South of Hwy 380

Board members will serve one-year terms and be voted upon annually. Terms of office begin September 1 and end August 31. The required number of board members needed to constitute a quorum will be 1 over 50%. The Board of Directors shall, from time to time, designate one or more advisory Board of Directors to assist in the affairs of the management of the property of the Association.

ARTICLE V **Meetings**

Section 1. The Board of Directors shall, from time to time determine the regularity, time and place of meetings of the Board of Directors, and shall give adequate notice thereof to each member indirectly. The Board of Directors or the president upon giving notice may call special meetings thereof.

Section 2. The Board of Directors shall have the power to appoint standing and special committees, as it shall determine and to delegate such powers as the Board shall deem advisable to carry out the purposes and functions of this organization. The Board shall adopt rules and regulations for the conduct of its meetings and management, as it may deem proper. The Board shall receive, at its meetings, a financial report as to the financial condition of the Association.

Section 3. The Board of Directors, or any committee appointed thereby for the purpose shall, from time to time, establish the general rules of the Association regulating the production and management of the rodeo competitions and the conduct of the participants therein. Once established the general rules shall be subject to review every three (3) years. The general rules may be reviewed at any time within the three (3) year period upon a majority of the Board of Directors so voted.

Section 4. At any time, when three or more directors deem necessary to

call a meeting, said meeting will be called.

ARTICLE VI
Officers

Section 1. Election. The officers of the Association shall be chosen by the Board of Directors and shall consist of a president, one or more vice presidents, a secretary and a treasurer. One person may hold the office of secretary and treasurer. The Board may elect or appoint such other officers, including one or more officers, as it shall deem desirable.

Section 2. President. The President shall be the principal executive officer of the Association and shall in general supervise and control all the business and affairs of the Association. He shall preside over the meetings of the Board of Directors in accordance with the purposes, policies, principles and rules provided therefore. The President may sign, with the attest of the Secretary, or other proper officers of the Association, such legal documents, deeds, mortgages, promissory notes or other instruments which the Board of Directors have authorized to be executed.

Section 3. Vice President. In case of the absence or disability of the President, the Vice President shall perform the duties of the President and when so acting, shall have all the powers of that office, and shall have such other duties as from time to time may be assigned to him by the Board of Directors or by the President.

Section 4. Secretary. The Secretary shall be responsible for recording the activities of the Association, maintaining the appropriate files, maintain current membership lists and all necessary records. He or she shall, in addition, perform such other duties as customarily are incident to the office of the Secretary or as may be assigned to him or her by the President or the Board of Directors.

Section 5. Treasurer. The Treasurer shall perform such duties as are herein specifically set forth such duties as are customarily incident to the office of Treasurer or that may be assigned to him or her by the President or Board of Directors. He shall have charge and custody of and be responsible for all funds and securities of the Association; receive and give receipts for money due and

Year 2012



High Plains Junior Rodeo Association

P.O. Box 893 House, NM 88121
Phone/806-891-1915 Fax/806-894-2035

Membership Application

An organization of unmarried, non-professional junior cowboys and cowgirls, who have not reached their 20th birthday prior to January 1, 2012 of the United States, Canada and Mexico. Fill in all the blanks and mail to the HPJRA office.

Name of Applicant: _____

Name for Daysheets: _____ (first) (middle) (last)

***Social Security Number *:** _____ - _____ - _____ **MUST be filled out before membership is considered valid.*

Mailing Address: _____

City: _____ **State:** _____ **Zip:** _____

payable to the Association; and deposit all such monies due in the name of the Association in such banks or other depositories as may be provided.

Section 6. Checks, Drafts. All checks, drafts or orders for payment of money, notes or other evidences of indebtedness issued in the name of the Association shall be signed by either the President or the Treasurer or by such other officer(s), agent(s) of the Association which shall, from time to time, be determined by a resolution of the Board of Directors.

ARTICLE VII

Voting

Section 1. All the decisions pertaining to the operations and affairs of the association shall be determined by majority vote of the Board of Directors and Robert's Rules of Order shall otherwise regulate the conduct of such meeting.

ARTICLE VIII

Annual Meeting

Section 1. General meetings can be held anytime during the year.

ARTICLE IX

Certificates of Membership

Section 1. The Board of Directors may provide for the issuance of certificates evidencing membership in the Association.

ARTICLE X

Amendments

Section 1. The bylaws may be amended, repealed or altered in whole or in part by two-thirds vote of the board members at any duly organized meeting of the Board of Directors, provided that notice of the proposed

changes is included in the notice of such meeting

ARTICLE XI

Dissolution

Section 1. In the event of dissolution of the Association, and after all outstanding debts and claims have been satisfied, the remaining property shall be distributed to exempt organizations or to a federal, state or governmental agency for public purposes.

ARTICLE XII

Annual Dues

Section 1. The Board of Directors will determine annual membership dues at the beginning of each rodeo season. Any member whose dues remain unpaid after the first rodeo of any year shall be delinquent and shall cease to roles. Such delinquent may apply for reinstatement at any time during the year.

be a member of the Association and his name dropped from the membership

FINALS

1. Finals will be two go-rounds and a short-go and points will figure in for year-end winners. To be eligible to enter an event at the Finals, a member must enter that event in at least three rodeos and earn one point or a member must enter that event at seven rodeos without earning any points. A member must also sell tickets, if the Association has a money-raising project, to be eligible to enter the Finals and collect year end awards.

2. All-Around Cowboy and Cowgirl must win points in two (2) or more events. All-Around and event winners will be determined by total points won.

3. At the Finals, team ropers will be allowed two (2) loops per team, the same as the season's rodeos.

4. Finals Payback: All entry fees in the events will be paid back in prize money as follows:

A. In the two go-round event, total fees will be split 1/3 percent to each go and 1/3 percent to the average. This is in accordance to the payback schedule.

B. If only one contestant qualifies in a go-round, all money available for that go will be paid to the qualifying contestant. If more than one contestant qualifies, the money will be paid according to the payback schedule.

C. In the average, contestants qualifying in two go-rounds will have precedence over contestants qualifying in one go-round. If there are not enough contestants with two qualifying times the remaining places in the average will be paid to the remaining fastest single time from the previous go-rounds.

D. The HPJRA Board members shall announce the division of the prize money for the Finals if something other than two go-rounds is used.

5. Short go points will be awarded based on number of qualified contestants to the short go in a particular event. (example: 5 contestants--5 available points; 4 contestants--4 available points, etc.)

6. The number of calves will be equal to the number of contestants per event. Extras will be designated. In the case of fresh calves, designated extras will be run at the end of the 1st go round.

7. In order to be eligible to compete in the short-go, a contestant must have

at least one qualified time/score.

8. In the event of a tie for 5th place qualification to the short go, both qualified contestants will compete in the short go. Six points will be available for this particular event's short go as per rule #5.

9. In the event a team roper's partner does not enter the finals, a partner from the qualified entries will be drawn for said team roper. The draw partner, not team, will compete for money only. No points will be awarded for his/her placing as these points will be awarded to the next qualified contestant with a qualified time.

GENERAL RULES

The following general rules will prevail unless changed by the HPJRA Board members:

1. All approved rodeos must comply with the rules set forth by the HPJRA Board members. In the event the rules are not complied with, the HPJRA Board members will not approve the rodeo the following year. The club sponsoring the rodeo must post a NO ALCOHOL sign.

2. All dogs must be contained or on a leash at all times at any HPJRA rodeo. There will be NO DOGS allowed in the arena. Any infraction of these rules will result in a \$25 fine, which doubles with each occurrence.

3. There must be EMERGENCY MEDICAL SERVICE (ambulance or EMT with emergency equipment bag) on the grounds at all times. In the event an ambulance has to leave and an EMT can not stay, the rodeo will stop and will not resume until one is on the grounds.

4. All contestants are required to read the rules carefully, particularly those relating to the contests or events in which they are entered. All members must sign membership forms stating that they will read the rules in the rulebook and will abide by them.

5. The management of HPJRA sponsored rodeos assumes no responsibility or liability for injury of owner, contestant, assistant or livestock. Each participant by the act of entering, waives all rights or claims against the management for injuries his or her property may sustain.

6. Any motorized scooter, ATV or motorcycle is prohibited at any HPJRA function.

1. PROTEST RULE. If anyone wishes to file a protest at a rodeo, they should go to the Arena Director or event director for that particular event and voice their protest. Protests allowed only on rule infractions and none on judgment calls by the officials. The Arena Director will inform them to write out their protest, post a \$100.00 protest bond, and present it to the Rodeo Secretary. Under no circumstances will the protest fee be returned on invalid protests. If the protest is valid, the \$100.00 protest bond will be refunded. If not it will remain with HPJRA. The HPJRA Board members that are present at the performance will make the decision. The meeting will be held immediately after that particular performance.

2. MISCONDUCT RULE.

A. A member may be blacklisted for displaying poor sportsmanship, poor conduct, drinking, being disrespectful, cussing, or deliberately turning out stock.

B. Penalty for being blacklisted will be suspension of one or two rodeos and/or up to \$250 fine upon decision of Directors.

C. Misconduct by, word or deed, of any member, parent, adult, or person associated with the member, shall be considered by the Board of Directors. If deemed necessary, the person can be suspended and/or fined, as set and decided by the Board of Directors. Fines and/or penalties can be invoked upon stock contractors and his employees, judges or personnel associated with sponsoring the rodeo. Any decision to invoke disciplinary action must be done in a timely manner, but in no case to exceed 30 days from the date of occurrence.

D. If the person is blacklisted it will be posted openly by the Executive Secretary.

E. Any person displaying poor conduct, rowdiness, destruction of property, and/or leaving a bad impression on HPJRA in motels, restaurants, or other public places during the entire week of the rodeo, in the host town, may be permanently suspended from the Association according to the Board of Directors decision.

F. Any member of the HPJRA in repeat violation of rules shall be permanently suspended from the Association and will not be allowed to enter any approved HPJRA rodeos.

G. Members of the Association shall govern themselves and each other.

H. Falsification of name, age, school standing, or other acts will not be tolerated and such action will bring immediate suspension.

I. Failure to comply with any of the rules below will result in disqualification and the contestant will forfeit his or her entry fees:

1) Within 24 hours of any mistreatment of rodeo stock or contestants horse by contestant, parent, adults, helpers or assistants will be a \$50 fine and/or disqualification. Fines double with each occurrence.

2) No alcoholic beverages will be allowed on the premises. No fighting, quarreling, or using profane language in the arena or at any function sponsored by the HPJRA.

3) Attempting to fix, threaten, bribe, influence, or harass the judges or Secretary at anytime between the opening and closing dates of a rodeo, in or out of the arena, or for talking with a judge or timer while an event is in progress.

4) No one is to be in the pens with the livestock at any time, except when accompanied by the stock contractor, arena director, or judge, or when assigned to work in pens.

Violators of these rules shall be reported to the Association Board members by the judge or judges involved or by the arena director, stock contractor or the rodeo officials to where violations occurred.

3. FINANCIAL OBLIGATIONS. Should any contestant fail to meet any financial obligations to a member rodeo, the fact shall be reported to the Secretary of the Association and the contestant shall be barred from participation in any member rodeo until the obligations are met. Any member that writes a hot check to HPJRA will be put on a "cash only basis". Any bad check of a member returned for entry fees at a HPJRA approved rodeo or any bad check to a lodging house or unpaid bills incurred in the town and during the time of an Association approved rodeo or any bad checks made payable to the Association will pay the following fines in cash or money order in addition to

the amount of the check: A \$30 charge plus tax and incurred costs will be added to all returned checks, check and fees may be electronically presented to your bank.

4. DRESS CODE. Long sleeve shirt with collars, no sweatshirts and sleeves cannot be rolled up, and WESTERN style boots required. Shirts must be tucked in. Sleeve may be rolled up while competing on rough stock. Hats are optional, no caps are allowed. Dress code is in effect at all times during a performance when a contestant is in the arena. The fence line is considered part of the arena. Violation of dress code will result in being disqualified from that event or events. The Judges, Arena Director, or HPJRA Director can notify contestant if being disqualified.

5. ENTRIES

- A. A contestant may enter any event in his/her age/gender group.
- B. Books open 14 days prior to the rodeo.
- C. All entries must be received by the Rodeo Secretary no later than the Sunday preceding rodeo entered.
- D. Entries must be accompanied by check or money order.
- E. Entries with earliest postmark have priority for the choice of performance.
- F. Any entry during call backs will be assessed a \$25 late fee per family. However, a team roper will be able to enter during callbacks, without a late fee, if he/she is entering with a partner that was entered before the books closed.
- G. Non-members will be required to pay with money order/cashiers check or cash, no checks.
- H. No draw outs after the end of callbacks.
- I. *Refund of entry fees:* A contestant may drop out of any event due to injury to himself /herself or horse. A doctor's or D.V.M.'s excuse must be entry fee or fees within 7 days of notification. The Rodeo secretary must be notified before contestant's performance begins. A contestant may use
- J. Contestant is responsible for checking "Callbacks". No changes will be made after "Callbacks".

presented to the rodeo secretary to release the contestant and refund the two doctor and two vet releases per year. Once a contestant notifies the secretary that he/she is using a doctor/vet release, the contestant cannot compete for 12 hours.

J. Finals entries must be paid with a money order, cashier check, cash or credit card (if available).

6. APPROVAL OF OFFICIALS. All Flagmen, Timers, Judges, and Arena Directors must be approved by the HPJRA Board members and names submitted to the Association's secretary ten (10) days prior to the rodeo

7. After three (3) calls, if a contestant does not show, he or she will be disqualified.

8. If the Association has a money-raising project, each member must fulfill this obligation to be able to be a contestant at the Finals rodeo or to receive year-end awards. Initial obligation to be turned in by the end of the first weekend in May. A second, extended deadline is the first weekend of June, at which time the member must include an additional ten (10) tickets. The exception to these deadlines will be for those that purchase their membership after the first weekend in June. Each member must sell a set number of tickets that is determined by the HPJRA Board members for that year. Each member will be notified by letter the conditions of selling tickets.

9. Horses may be used by more than one contestant but will participate in the order drawn with the exception of rule # 10.

10. In the event a contestant competes on the wrong stock, he/she will be given another run on the stock that was drawn for that contestant.

11. A 45 second time limit, excluding penalties, is in effect in all events, except for 6 & Under. Contestants to be whistled out at end of time limit. Contestant, except for 6 & Under, will also have 45 seconds to begin competition after being notified by the judge or Arena Director.

12. Contestant can move up one (1) age group only. If member moves up, they must move up in all events that they enter and must stay in that age group for the entire season. The Executive Secretary must have a letter from parents/guardian stating that the member has their permission to move up and the letter must be notarized.

13. An official judge and the HPJRA Secretary will draw all stock on the day of the rodeo no more than six (6) hours prior to rodeo time. Draw must be posted at least one hour prior to rodeo time.

14. Any and all rules not covered in the HPJRA rulebook will be covered in the PRCA (Professional Rodeo Cowboys Association) rulebook.

15. IN CASE OF INCLEMENT WEATHER CONDITIONS.

A. Decision of postponement or rescheduling of that performance will be made by the judges and/or arena director.

B. If a rodeo cannot be completed in its entirety in the weekend, no points will be given. Payback will be determined by actual participation.

C. Contestants who cannot participate in events due to rescheduling or cancellation will be refunded entry fees and stock charges for those events. HPJRA will retain administration fees.

D. Rodeos canceled due to inclement weather, can count towards the number of rodeos for finals qualification, at the board's discretion.

16. POINT SYSTEM FOR STANDINGS. Standings will be kept on a points system, instead of money won. The system will be based on 10 points. The point system will be as follows: Ten points awarded to first place and descending down to one point for tenth. In events with less than 10 entries, a contestant will receive one point for each contestant he/she beats plus one. There will be a maximum of 10 points per event. Only a members' top 10 regular season rodeos within each event will count towards year-end points (this is not necessarily 10 rodeos as a whole, but the member's 10 best rodeos per event).

A. In case of ties, the points for placings shall be added together and divided by the number of people tying. In case of tie for year-end standing, each will receive like awards for SADDLES and BUCKLES only. Ties for all other placing will be decided by flip of a coin and placed accordingly.

B. Contestant must have qualifying time or score to receive points.

C. All prizes and awards will be final as given. HPJRA will not be responsible for reordering or replacing awarded prizes.

D. All-Around Cowboy and Cowgirl must win points in two (2) or more events.

17. POLICY FOR ACCEPTING AWARDS. Anyone who wins a saddle or buckle must be present to accept this award or the award will be forfeited to the next in line. Reasons may be presented to the Board. It will be the discretion of the Board of Directors if someone is not present to accept awards. Anyone who wins any other awards for placing, this includes jackets, and cannot be present to pick up awards must make arrangements for someone to pick up the awards at the appropriated time or awards will be forfeited and become the property of HPJRA. Only awards that will be ordered due to ties will be mailed by HPJRA.

A. In the event of a tie at regular season rodeos, prizes will be awarded on money won. If tied on money won, winner will be determined by flip of a coin.

B. In order for a saddle to be awarded in an event, 5 members must qualify for the finals. If there are less than 5 qualified members, a champion buckle will be awarded in place of a saddle.

18. ROOKIE RULE. 6 & under rookie must be a 1st year HPJRA member. In all other age groups, the rookie year will be limited to contestant's first year eligible to compete in that age division (ex: a 7-year-old in the 7-9, or a 10-year-old in the 10-12, etc.).

19. CATTLE DRAWING PROCEDURE. All stock in contest must be drawn by number & by judge. There must always be at least two (2) original exact copies made of the draw. The draw at all rodeos shall be posted where contestants can view it. Receptacle containing numbers to be drawn must be held out of the line of sight of drawing judge. Drawing must be conducted so that any entrant may witness the draw. Each age group and event will be considered their own herd of cattle, therefore, the run on the cattle is to be tracked within each age group and event by judge and/or secretary. No re-runs within a pen (herd) of cattle may occur until the entire pen has been drawn.

EVENTS

Contestants may enter any event in his/her age/gender group. No limit.

6 & Under-- BOYS & GIRLS

Barrels
Poles
Goat Ribbon Pull

7-9 GIRLS

Barrels
Poles
Goat Tying
Breakaway
Steer Breakaway
Team Roping

7-9 BOYS

Calf Riding
Goat Tying
Breakaway
Step Down
Steer Breakaway
Team Roping

10-12 GIRLS

Barrels
Poles
Goat Tying
Breakaway
Steer Breakaway
Team Roping

10-12 BOYS

Steer Riding
Calf Touching
Breakaway Roping
Double Mugging
Steer Breakaway
Team Roping

13-15 GIRLS

Barrels
Poles
Goat Tying
Breakaway
Ribbon Roping
Team Roping

13-15 BOYS

Bull Riding
Chute Dogging
Calf Roping
Breakaway Roping
Ribbon Roping
Team Roping

19 & UNDER

Barrels
Poles
Goat Tying
Girls Breakaway (1x)
Tie Down (1x)
Team Roping (2x)
16-19 Bull Riding

19 & UNDER SHOOTOUT EVENTS

Barrels
Girls Breakaway (1x)
Tie Down (1x)
Team Roping (2x)

ENTRY FEES: Subject to change each season. Fees set by HPJRA Board.

STOCK CHARGES: Subject to change each season. Charges set by HPJRA Board.

ADMINISTRATION FEES: Subject to change each season. Fees set by HPJRA Board.

SEE ENTRY FORM FOR ALL FEES AND CHARGES

PAYBACK:

NUMBER OF CONTESTANTS	% OF ENTRY FEES
1 – 4	All
5 – 8	60% - 40%
9 – 12	50% - 30% - 20%
13 – 16	40% - 30% - 20% - 10%
17 – 24	30% - 25% - 20% - 15% - 10%
25 or More	29% - 24% - 19% - 14%-9% - 5%

ROUGHSTOCK GENERAL RULES

Contestants in ALL age groups will be required to wear mouthpieces, a protective type vest and a helmet.

1. Judges may disqualify rider who has been advised he is next to go if he is not above animal with his glove on when previous animals leaves the arena.
2. Time starts when the inside shoulder breaks the plane of the chute.

BULL OR STEER RIDING

1. Riding to be done with one hand and loose rope, with or without handhold; no knots or hitches to prevent rope from falling off bull or steer when rider leaves him. Bull or steer to be ridden eight (8) seconds; time starts when the inside shoulder breaks the plane of the chute.
2. A rider who is knocked off at the chute or if bull or steer falls is entitled to a re-ride at the discretion of judges. Rider not to use sharp spurs.
3. If a flank comes off, a re-ride may be given and must be taken on the same bull or steer provided rider has made a qualified ride.
4. If rider makes qualified ride with any part of the rope in riding hand, he is to be marked. Contestant will have the right to call judges to pass on whether or not bull or steer is properly flanked to buck to the best of his ability. The judges shall decide the matter of re-rides.
5. No more than two men may be on chute to pull a contestant's rope.
6. Hooks, rings, or posts shall not be used on bull ropes.

7. Head fighting bulls or steers having bad horns must be dehorned or kept out of draw.

8. No bull or steer may be put in the draw until his horns have been cut back to the size of a quarter.

9. Rider will be disqualified for any of the following offenses:

a. Being bucked off.

b. Touching animal or self with free hand.

c. Using sharp spurs

d. Placing spurs or chaps under the rope being tightened.

e. Taking a finger tuck or hand wrap above the wrist.

f. Judges may disqualify a bull rider or steer rider who has been advised he is next to go if he is not above the animal with his glove on when previous animal leaves the arena.

10. Riders who are fouled at the gate, at the judge's discretion a reride may be given or the spur-out rule be waived. Rider may be given re-ride on same animal if flank comes off or breaks, provided rider completes qualified ride up until the time the flank comes off. The judges shall decide the matter of re-rides.

CALF RIDING RULES

1. Calves not to exceed 600 lbs. and be a minimum of 400 lbs., unless otherwise approved by the board.

2. Calf to be ridden six (6) seconds; time starts when the inside shoulder breaks the plane of the chute.

3. Riding to be done with one hand only.

4. Other rules apply the same as for Bull and Steer Riding.

CALF AND TEAM ROPING GENERAL RULES

1. A ten (10) second penalty will be added for breaking or beating the barrier.

2. In order for the time to be considered official, barrier flag must operate.

3. If automatic barrier does not work but time is recorded, contestant or team will get time. There will be no penalty for broken barrier in this instance.

4. If barrier equipment hangs on animal, the decision about getting animal back will be made by the barrier judge.

5. If automatic barrier fails to work and stock is brought back, contestant must take same animal over, during or immediately after the same performance.

6. If in the opinion of the barrier judge, contestant is fouled by barrier and declares, ropers shall get their calf or steer back.

7. If stock leaves arena, roper gets stock back lap and tap with the time added which was taken when the stock left the arena.

8. Dropped loop is a thrown loop.

9. Judges will determine the length of score. Length of score will be the same for all age groups.

10. There shall be two or more timers, a field flag judge, and a barrier judge. Time to be taken between two flags. Animals used for these events should be inspected and objectionable ones eliminated.

11. Roping animal without releasing loop from hand is not permitted.

12. Contestant must adjust rope and reins in a manner that will prevent horse from dragging calf. Contestant must receive no assistance of any kind from outside. If horse drags calf, field judge may stop horse and any penalty for such offense can only be assessed by the flag judge. An intentional drag in an abusive manner is an automatic disqualification.

13. The field judge will pass on the tie of calves through the use of a stop watch, timing six (6) seconds from the time the roper's horse takes first step forward after the roper has remounted. Rope will not be removed from calf and rope must remain slack until field judge has passed on tie.

14. Field flag judge must watch calf during the six second period and will stop watch when the calf kicks free using the time shown on the watch to determine whether calf was tied long enough to qualify.

15. Roper will be disqualified for removing rope from calf after signaling for time, until the field judge has passed on the tie.

16. All roping events will be one (1) loop per roper. Same rules apply to Finals.

17. Board will set weight limit on stock with stock contractor.

18. Automatic barrier must be used at all rodeos for roping events.

19. No metal snaps or rings shall be used on neck ropes in the timed events. Adjustable slide shall be used on all neck ropes for cattle in timed events.

20. 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 the rodeo they will not be considered fresh. Stock contractor is responsible to tie down all fresh tie down calves prior to being put into the draw. Calves must be equivalent to the draw being used.

21. Calves and steers will be drawn before each performance but not more than six (6) hours before rodeo time at the finals.

22. The barrier is the strap put in front of the horse. The score line, on the ground, is the line which cattle get a head start.

23. Animal belongs to contestant when he calls for him, except for mechanical failure.

24. If a time is missed, a roper gets the same stock back. If the barrier on the first run was broken, it will be lap-and-tap with a 10-second penalty. If no barrier was broken, a clean re-run will be given.

25. Rerun can be awarded by judge if animal is unable to break neck rope.

26. Steers and calves will be chute run at regular season rodeos.

27. Eligibility for rerun will be determined by judge.

28. A rerun on a sulking animal is at the discretion of the judge. If animal is deemed sulking by the judge, contestant will run the extra. The sulking animal will be taken out of the draw.

CALF ROPING

1. Rope must be tied hard and fast to the saddle horn. Contestant must rope calf, dismount, go down rope, and throw calf by hand and cross and tie any three feet. To qualify as legal tie there shall be one or more wraps around all three legs and a half hitch. If calf is down when roper reached it, the calf must be let up to his feet and be thrown down by hand. If roper's hand is on the calf when the calf falls, calf is considered thrown by hand. Rope and three legs remained tied until passed on by judge and roper must not touch calf

after giving finish signal until after the judge has completed his examination. If tie comes loose or calf gets to his feet before the tie has been ruled a fair one, a no-time will be given.

2. Catch as catch can applies in this event.
3. All contestants' horses must have neck ropes.

DOUBLE MUGGING (BOYS 10-12 TIEDOWN)

1. Rope must be tied hard and fast. Contestant/roper must rope calf, dismount, go down rope (at which time mugger will throw calf down by hand) roper will tie calf. Roper will cross and tie any three feet. To qualify as legal tie there shall be one or more wraps around all three legs and a half hitch.

2. After roping calf, roper must dismount and wait for mugger to throw calf by hand; mugger holds foreleg and gives the foreleg to the roper. At this time mugger can assist in holding calf down in a way that the calf is unable to regain it's feet. After the roper has completed the tie and throws hands in the air signaling for time, the mugger must step away from the calf.

3. If tie comes loose or calf gets to his feet before the tie has been ruled a fair one, the roper will be given a no time.

4. Catch as catch can rule applies; rope must hold calf until mugger has his hands on calf. If mugger's hand is on calf when calf falls, calf is considered thrown by hand. If calf is down when mugger has reached it, the calf must be let to his feet and thrown by hand.

5. All contestants' horses must have neck ropes.

6. Mugger may remove rope, from calf (before roper has finished the tie) if deemed necessary for safety reasons. This will not disqualify the run. However, after the roper has signaled for time the rope may not be removed until judge has expired the 6-second tie rule.

7-9 STEP DOWN

1. Rope must be tied hard and fast to saddle horn. Contestant must rope calf and dismount. Flag will be dropped when both feet of contestant touch the ground. Calf must still be in the loop when feet touch the ground in order to receive a time.

2. All contestant's horses must have neck ropes.
3. Board will set weight limit on stock with stock contractor.

RIBBON ROPING

1. Ribbon roping will consist of two-member team, a roper and a mugger. Mugger must be contestant in the rodeo. Girls from any age group will run for the Boys 13-15. A boy entered in the rodeo must mug for the Girls 13-15. Girls must run their own ribbons. Either mugger or roper must have hands on calf before rope comes off. Rope must be attached to horse and calf in one unbroken piece. It will be the judges' discretion as to who may run if a certain age group is not available. Girls running for boys may wear tennis shoes. No bare feet.

2. A short length of ribbon of about one half inch in width and uniform in length should be fastened to the calf's tail while in the chute. The ribbon itself must be fastened to the top of the calf's tail with a rubber band.

3. The runner must run the ribbon back to the score line. Calf does not have to be on its feet when ribbon is removed, but mugger must be touching the calf.

4. If there is no ribbon on the calf, for whatever reason, when the contestant gets to it, contestant must declare him/her self. Contestant will then get same calf back.

A. Mugger may not hand ribbon to contestant.

5. Only the roper will receive points for the award system. The mugger will receive no points. Any part of the ribbon is legal. Runner must hand ribbon to barrier judge and not throw ribbon on ground. A contestant must hand the ribbon to the judge prior to the contestant mounting his/her horse.

6. Catch as catch can applies in this event.

7. All contestants' horses must have neck ropes.

BREAKAWAY ROPING

1. The rope must be tied with string provided by the Association, so when the calf is roped, rope will breakaway from saddle horn. There must be a flag at the end of the rope. The string and flag must be tied at the end of the rope to

the saddle horn. The loop must go over the calf's head and the time will stop when the string breaks from the saddle horn. Rope may draw up any place on animal. Rope must be thrown and calf must break rope from saddle horn. If rope should dally around the horn, the contestant may ride forward, undally the rope and then stop their horse to make rope breakaway. Roper may not snap rope loose.

2. The field judge shall be able to consult the Arena Director (mounted or not mounted) to assist if necessary on close breakaway catches.

3. String is to be inspected by an appointed person (committee member, HPJRA Director or qualified person appointed by the barrier judge) before contestant competes. String is not to be thinned or unraveled. Judges will disqualify contestant if string has been thinned before contestant rides into the box.

CALF TOUCHING

1. Rope must be tied hard and fast to saddle horn. Contestant must rope calf, dismount, go down rope, and touch calf with either his left or right hand. The opposite hand must also have hold of catch rope at the same time. If not, the contestant will receive no flag until such is done. The calf does not have to be on his feet when touched.

2. All contestants' horses must have neck ropes.

3. Board will set weight limit on stock with stock contractor .

TEAM ROPING

LEGAL AND ILLEGAL CATCHES

1. There will be only 3 legal head catches:

A. Head or both horns

B. Half a head, includes one horn and nose

C. Around the neck

2. If hondo passes over one horn and loop over the other, CATCH IS ILLEGAL.

3. If loop crosses itself in a head catch, IT IS ILLEGAL. This does not include heel catches.

4. Crossfire is an **ILLEGAL HEEL CATCH**. Crossfire is defined as: the steer must change direction and be in forward tow (one step forward) before heel loop can be thrown.

5. One hind foot receives a five-second penalty.

6. Team roping will be composed of 2 events: Heading and Heeling. If a header heads twice (at 1 rodeo), both runs count towards heading, but only the best towards all-around. If a heeler heels twice (at 1 rodeo) than both runs count towards heeling and only the better counts towards all-around. But if a roper heads one and heels one (at 1 rodeo), then both runs will count towards all-around. Team may be composed of 2 boys, 2 girls, or 1 boy and 1 girl. Contestant may be entered twice.

7. Contestant will start from behind a barrier. There will be a ten-second penalty assessed for breaking or beating the barrier. Steer belongs to roper after he/she calls for it regardless of what happens, except in cases of mechanical failure or if the steer gets out of the arena, then flag will be dropped and the roper gets the steer back lap and tap with time added which was taken when the steer left the arena. Team roper behind barrier must throw first loop at head.

8. Each contestant will be allowed to carry one rope. Each team is allowed two loops in all. Roping steer without turning loose of the loop will not be considered a catch.

9. A roper must dally at both ends.

10. Time will be taken when steer is roped, both horses facing steer, with ropes dallied and tight, both ropers mounted, with both horses' front feet on ground. Steer must be standing up when roped by head or heels.

11. All changes in list of roping order to split horses, etc., must be made before any stock for that event is loaded in chutes. After stock is loaded, ropers must rope in order listed. Contestants must rope in order drawn.

12. Steer must not be handled roughly at any time. Ropers may be disqualified if in the opinion of the field judge they have done so.

13. Contestant may enter up and back or with a different partner.

14. Broken rope or dropped rope will be considered no time, regardless

whether time has been taken or not.

15. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his or her hand.

16. 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 the loop by hand. However, should the front foot or feet come out of the heel loop by the time the field judges drops his flag, time will be counted.

17. Steers will be chute run at all regular season rodeos and drawn at the finals.

18. Any questions as to catches in this contest will be decided by the judges.

19. In case of a no show, a team roper has the opportunity to get any entered contestant to complete the team, so long as that person is not already entered twice in the team roping.

STEER BREAKAWAY (Boys & Girls)

1. Roper will come out of the header box and will start from behind a barrier.

2. There will be a ten-second penalty assessed for breaking or beating the barrier.

3. Animal belongs to contestant when he/she calls for him regardless of what happens, except in cases of mechanical failures, as determined by the barrier judges or steer gets out of the arena, flag will be dropped and the roper gets the steer back lap and tap with the time added which was taken when the steer left the arena.

4. The 3 legal team roping head catches will be allowed. A 5-second penalty will apply for a half head or neck catch. The rope must be tied with string provided by the Association, so when steer is roped, rope will breakaway from the saddle horn. The string and flag must be tied at the end of the rope at the horn. Rope must be thrown and the steer must break the rope from the saddle horn. The roper may not snap rope loose.

5. If the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop their horse to make the rope breakaway.

6. String is to be inspected by an appointed person (committee member, HPJRA Director or qualified person appointed by the barrier judge) before contestant competes. String is not to be thinned or unraveled. Judges will disqualify contestant if string is thinned or unraveled before contestant rides into the box.

CHUTE DOGGING RULES

1. The time/throw line will be in-line with the end of the chute gate. Time will start when the steer breaks the plane of the time/throw line.
2. Contestant cannot touch animals' horns until the animal has broken the plane of the time/throw line. If a contestant touches either horn before the time start, a 10-second penalty will be assessed (at the judges discretion).
3. The steer must cross the plane of the time/throw line before being thrown.
4. A designated helper will assist in starting the steer, but they may not cross the time/throw line. No other contestants in the arena.
5. Steer will be considered thrown down only when it is laying flat on its' side, or on its' back with all four feet and head straight.
6. Contestants must have contact with the steer for the time to stop.
7. Weight limit on chute dogging steers will be 400lbs. Steers' horns must be tipped.
8. A 30-second time limit applies.
9. Steer must change directions before being thrown.
10. Cannot step in front of steer.

BOYS GOAT TYING

1. Refer to Goat Tying Rules with the following additions:
 - a. Boys will be required to tie goats with a piggin string only.
 - b. Contestant must string front leg and then cross and tie any three legs with a piggin string. There must be at least one wrap around all three (3) legs and finished with 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.

GOAT RIBBON PULL

1. Contestant's time starts when horse crosses the time line.
2. Goats will be held by a ten (10) foot rope, stretched ten (10) feet in front of the stake.
3. Contestant must dismount and remove the ribbon.
4. Time stops when contestant crosses the time line with the ribbon and the judge drops the flag. The time line is at the stake.
5. Contestant will receive a no time for running over the goat and/or holder. If horse runs over goat or rope, with or without contact, there will be a ten (10) second penalty.
6. Parents will be allowed in the arena during a run but must stay 30 feet behind the stake. If the parent assists the contestant in any way while behind the 30 foot line, a ten (10) second penalty will be assessed. If the parent assists in front of the 30 foot line, the contestant will receive a no time.

GATE MUST BE CLOSED DURING RACING EVENTS

GOAT TYING

1. The starting line should be at least 15 yards from the chutes. The set distance from the starting line to the stake must be 100 feet at every rodeo. Arena conditions may govern the distance, however. The goat should be tied to a stake with a rope 10 feet in length. Stake should be pounded completely into the ground so that no part of it is visible. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from her horse, throw the goat by hand, and cross and tie any three (3) feet. The tie shall consist of at least (1) wrap, then a knot.
2. The field judge will pass on the tie and if it is not secure for five (5) seconds, contestant will receive a no time. After tying the goat and contestant has indicated he/she is finished, the Flagmen will drop the flag for the time to

stop, but the five-second time will not start until the contestant breaks contact with the goats and take three steps back. Judge may disqualify contestant for failure to make an honest attempt to break contact with the goat and take 3 steps back. Once contestant has signaled tie is complete they may not touch the tie.

3. Timing will start when contestant crosses the starting line and will stop when he or she signals completion of the tie. Should the horse cross over or contact the goat or rope before the contestant calls for time, contestant will be fined ten (10) seconds. If the goat should break away because of the fault of the horse, contestant will be disqualified. If the goat should break away any other time, it will be left to the judge's discretion whether contestant will get a re-run.

4. The goat must be held by the collar at the end of the rope by the holder, not Flagmen, in a vertical position from the starting line until time begins.

5. Goats must have been tied down prior to being in the draw for the first time. A goat is not to be tied down by a contestant entered in that age group.

6. The goat used in the 16-19 age group must not exceed sixty (60) pounds.

7. Goats can have horns but they must be tipped.

8. No Billies are to be used.

9. Two (2) goats per each age group and 1 back up if needed.

10. Only one goat staked in the arena and to be changed every 5 actual tiers. Contestant will compete on goat drawn for. After the draw has been posted, if for any reason a contestant does not show up or compete, that goat will be tied by the last contestant who just competed or a person designated by the judge in order for the goat to be tied five actual times. The count will carry over from one performance to another.

11. Arena will be drug only at beginning of the goat tying, not after 10 runs.

SPEED EVENT GENERAL RULES

1. If any contestant runs out of order as drawn for, the contestant must run again at the end of that event without a drag.

2. Rake or drag around barrels or poles after every seven (7) drawn runners.
3. Any deviation from the pattern will be a disqualification.
4. Barrels and Poles must be staked permanently for the entire rodeo. All stakes will be checked & measured by judges prior to rodeo.
5. In the event of a re-run, the contestant may compete on same mount, or another mount, at the contestant's discretion.
6. When the electric eye fails to work for one or more contestants during the performance, the manual back-up time will be used for those electronically missed. The electric eye recorded time will remain unaltered.
7. If the electric eyes and the manual back-up time are both missed, the contestant shall be granted a rerun with no prior penalties assessed.
8. No lead line.

BARREL RACING

1. Contestant may start on either the right or left barrel but when starting on the right barrel there will be one (1) right turn and two (2) left turns around the barrels. And when starting on the left barrel there will be one (1) left turn and two-(2) right turns around the barrels.
2. All barrels must be at least twenty (20) yards or further apart. Nothing under twenty (20) yards. See diagram for dimensions.
3. The arena conditions will enable you to decide the distance over twenty (20) yards that you wish to place the barrels.
4. The pattern to be run for the barrels is as follows (if arena conditions permit).
 - a. The barrels must be twenty (20) feet, at least, from the arena fence.
 - b. The front two barrels shall be sixty (60) feet from the starting line.
 - c. The distance between the two front barrels shall be ninety (90) feet and the distance between the two front barrels and the back barrel shall be one hundred five (105) feet.
5. There will be a five (5) second penalty for each barrel knocked over.

6. The starting line and all the barrels must be marked permanently for the entire rodeo. The manner in which it is usually is to take a short length of rope (approximately three (3) feet) and tie several knots in one end of it, or secure it to a horseshoe or stick. Dig a hole with posthole diggers one to one and half (1 1/2) feet deep. Place the rope in the hole, with anchored end down, tramp down dirt around the rope and leave the excess rope sticking out above the ground.

7. No disqualification for setting a barrel back up on horseback while running the pattern.

8. Barrels must have both ends intact and set to the inside of the stake.

POLE BENDING

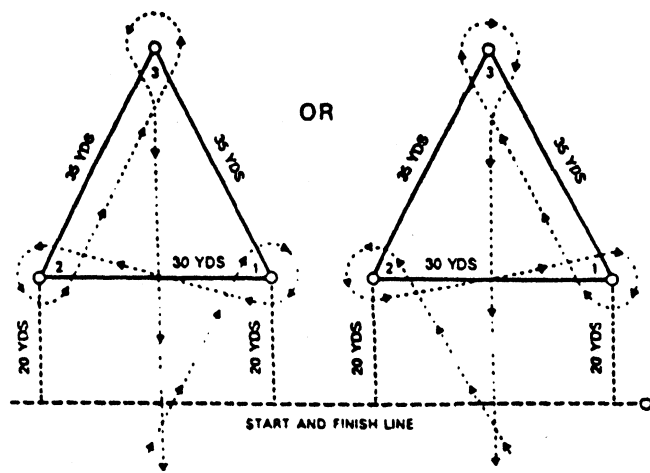
1. For each pole that is knocked over, there will be a five (5) second penalty. A knocked over pole will be defined as the top of the pole making contact with the ground.

2. There will be no disqualification for intentional setting up a pole.

3. A contestant may use a standing or running start, right or left.

4. Six poles to be used. The distance from the starting line shall be twenty-one (21) feet and spacing between poles shall be twenty-one (21) feet. All the poles must be set either to the right or left of stakes. See diagram, on page 31, for pattern.

BARREL RACING PATTERN



POLE BENDING PATTERN

