

Energy Capital Junior Rodeo

Rules & Regulations

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1) General Rules

- a) **Absolutely NO excessive trotting or running horses on gravel or the grounds.**
- b) **Any form of animal abuse WILL NOT be tolerated, and you will be asked to leave.**
- c) **Riding double, riding with a halter or bareback is not allowed.**
- d) **MJ Productions & Energy Capital Junior Rodeo holds the right to request any rider to exit the arena/event/premise, who has been deemed unsafe to themselves or others.**
- e) **Judge's decisions are final. If a contestant has a question about a call the contestant may ask the judge before that age division (Event) is over.**
- f) **Contestants must be checked in by Saturday, August 22nd at 7 a.m.**
- i) **Roping events**
 - (1) **All livestock will be chute-drawn each day.**
 - ii) **Goat Tying**
 - iii) **The goat will be changed every 5 runs EXCEPT in the PeeWee Ribbon Snatching. Goats will be chute-drawn each day.**
 - iv) **Barrel Racing, Pole Bending, Crepe Paper Racing**

(1) The tractor will be parked in the arena during events.

v) Electric eyes will be used as the start line with a backup flagger. If there is a malfunction in stock events, the contestant has the option to rerun immediately following their first run. The event will hold until the contestant has regrouped and is ready to go. In all other events, if there is a missed time, the contestant has the option to run at the end of that event in that division, to allow their horse time to rest.

g) Contestants can carry their time up divisions. The time a contestant runs in their division is the time that will carry. If a contestant wishes, they may enter both divisions and make multiple runs, as well. A ROLL and two entries are not the same.

h) A contestant may not change their entry once the rodeo has started.

2) Age Divisions

a) The age of each contestant shall be determined as the contestants age as of August 22nd.

i) PeeWee - 8 and Under

ii) Youth - 12 and Under

iii) Juniors – 15 and Under

iv) Seniors - 19 and Under

b) Contestants who want to move up an age division can do so are allowed to enter up, while also competing in their age division. This allows contestants the opportunity to compete for up to 4 potential Junior Patriot runs per event and 2 opportunities to compete for the Horse Trailer (1 opportunity per age division).

c) It is the contestant's responsibility to enter in the proper age group.

d) Contestants must be prepared to show acceptable proof (school record, driver's license, birth certificate, etc.) to substantiate age.

i) Falsification of age will result in surrender of all entry fees paid, all money and prizes won.

3) Entries

- a) Entries must be RECEIVED by Aug. 17th. Online entries through mjrodeoproductions.com will close on Aug. 17th at 9:00 p.m.
- i) No late entries will be accepted! Payment MUST ALSO BE RECEIVED by Aug. 17th.
- b) Contestants can enter each event twice. Only their first entry will count for points for the trailer, but the contestant is eligible to get points for the Junior Patriot on both entries.
- c) Contestants can ride the same horse for each entry, or a different horse for their A run and B run, except in the barrel racing and pole bending events.
- d) IT IS THE CONTESTANT AND THEIR PARENT'S RESPONSIBILITY TO CHECK THE ACCURACY OF THE ENTRIES. You will be emailed a receipt to review, and the draw will be posted prior to the event. We strongly recommend that you check over both and make sure everything is accurate prior to the rodeo.
- e) Entirety of fees MUST BE received by August 17th.
- f) NOTIFIED TURNOUTS WITH A FULL REFUND, MINUS OFFICE CHARGE WILL BE ACCEPTED UNTIL AUG. 17TH at 9:00 pm WITH A VET OR DOCTORS NOTE.
- i) If the contestant paid with a credit card or PayPal, the 4% fee will not be refunded. Office fee will not be refunded.
- ii) AFTER AUG. 17TH, CONTESTANTS' MONEY WILL BE LOST.
- g) JUNIOR PATRIOT QUALIFIER ENTRIES MUST BE PAID THROUGH THE JUNIOR PATRIOT WEBSITE. Entries for Energy Capital Junior Rodeo Junior Patriot Qualifier must be entered and paid by August 22nd, 2026.

4) Patriot Entry

- a) <https://patriotevent.com/hooey-junior-patriot/hooey-junior-patriot-qualifier-events/>

6) WCRA Nomination

- b) To nominate Energy Capital Junior Rodeo as a WCRA event, do so through: <https://app.wcrarodeo.com/>

7) Horse Trailer Points and Payout

- a) Contestants must delegate up to FOUR EVENTS that will count towards the horse trailer.**
- b) Each age division is eligible and able to win the horse trailer. It will be awarded to the HIGHEST POINT ALL AROUND contestant of the weekend.**
- c) Points are figured on a sliding scale adjusted by contestant entries in each event.**
 - i) [VIEW POINTS SCALE HERE](#)**
- d) In the event of a tie:**
 - i) Tie breaker 1: Whichever contestant scored points in the most events total, for the weekend.**
 - ii) Tie breaker 2: The tie will be broken based on how many 1st place finishes, 2nd place finishes, and how many 3rd place, etc. down to 15th place finishes are achieved over the weekend in the 5 delegated events. The tie will be broken by the contestant with the most and highest placings. (Ex. Contestant A, with three 1st place finishes, would win over Contestant B, with two 1st place finishes).**
 - iii) Tie breaker 3: Should a tie still exist after provision above has been employed, the tie shall be broken by adding up the number of contestants bettered by the contestants in question in each event entered. The contestant compiling the greater number shall be named the All-Around winner.**
- e) There are no average points awarded. Each day will run as a separate rodeo.**
- f) Two round payout with pay depth dependent on number of entry fees.**
- g) 80% Payout**
- i) The number paid out will depend on the number of entries in each event.**
- h) If you win the trailer:**
 - i) In order to showcase our amazing sponsors, you will be asked to maintain ownership (WITH THE SPONSORSHIP STICKERS ATTACHED) of the horse trailer for at least 1 year after awarding the trailer.**

8) Conduct and Attire

- a) Western saddles and equipment is required.**
- b) Contestant back number is required to be worn at all times after check in. We ask that you do so in order to show our sponsors support.**
- c) The hat must be on the contestant's head when crossing the in-gate.**
- i) Disqualified if western attire is not on when crossing the entrance of the in-gate.**
- d) Contestants, contestant's helpers, and adults and committee helpers must wear Western attire; Western hat or safety helmet, long sleeved shirt with sleeves rolled down, shirt must be buttoned or snapped closed, cuffs must be buttoned and shirt tail tucked in, (must be wrist length sleeved shirt, with collar and cuffs), Western boots and long pants.**
- i) Sweatshirts, T-shirts, pullovers, sweaters or vests may be worn over a long-sleeved shirt as long as proper collar and cuffs are visible.**
- e) Proper rodeo attire must be worn behind the roping chutes and in the arena area.**
- f) Arena help and personnel may wear western style footwear.**
- g) Contestants appearing in any contest, the grand entry and awards program will be in acceptable rodeo attire or will be disqualified.**
- h) Only designated officials and not more than (two) 2 contestant helpers or (one) 1 adult helper are permitted to assist a contestant in any event.**
- i) Contestants will be disqualified if contestant helper(s) cross the start/finish line.**
- j) In timed events (excluding all roping events and steer wrestling, see below) the adult helper may NOT cross the plane of the IN GATE.**
- i) The use of contestant helpers is strongly encouraged. (In all roping events, an adult helper may assist in holding the horse in the box but must relinquish control of the horse when the contestant nods for stock. In the steer wrestling event, adults may serve in the capacity as hazer.)**
- k) Clothing worn by contestants and personnel may be adorned with patches, stickers and monograms.**

9) Instances of Disqualification

a) Disqualification from The Energy Capital Rodeo shall occur for the following:

i) Abuse of stock.

ii) Abuse of officials or other contestants by contestant, contestant's family or contestant's friends.

iii) Tampering with rodeo stock or the facilities, including moving rodeo stock at a rodeo in or out of the arena, before, during or after any performance and other contestant equipment.

iv) Cheating by contestant, contestant helper or member of contestant's family.

v) Insistence of family members upon assisting contestants in competition.

vi) Deliberate or continued failure to report for any event.

vii) Profanity or obscenity.

viii) Quarreling or rowdyism.

ix) Use of unapproved equipment.

x) Unauthorized acquisition of another's property.

xi) If a mounted helper is used in an event, he/she must be in compliance with subject rule or it will result in no time for the contestant.

xii) Failure to display contestant number on back.

xiii) Improper attire.

(1) Hat Rule - Hat must be on the contestant's head when crossing the in-gate. The contestant will be disqualified if hat is not on when crossing the entrance of the in-gate.

xiv) Failure to comply with Arena/Track directors' instructions.

xv) Not being ready when called. Announcer shall call contestant (three) 3 times. If a contestant is not present and prepared to compete, he/she shall be disqualified from the event.

10) Event Rules

a) PeeWee Events

- i) Barrel Racing**
- ii) Pole Bending**
- iii) Crepe Paper Race**
- iv) Ribbon Snatching**
- v) Dummy Roping**
- vi) Dummy Team Roping**

b) Youth Events

- i) Barrel Racing**
- ii) Pole Bending**
- iii) Boys Breakaway**
- iv) Girls Breakaway**
- v) Boys Tie Down**
- vi) Boys Goat Tying**
- vii) Girls Goat Tying**
- viii) Crepe Paper Race**

c) Junior Events

- i) Girls Barrel Racing**
- ii) Girls Pole Bending**
- iii) Boys Breakaway**
- iv) Girls Breakaway**
- v) Boys Tie Down**

vi) Boys Goat Tying

vii) Girls Goat Tying

viii) Crepe Paper Race

ix) Chute Dogging

x) Team Roping

(1) 10.5

(2) Open

d) Senior Events

i) Girls Barrel Racing

ii) Girls Pole Bending

iii) Boys Breakaway

iv) Girls Breakaway

v) Boys Tie Down

vi) Boys Goat Tying

vii) Girls Goat Tying

viii) Crepe Paper Race

ix) Boys Steer Wrestling

x) Team Roping

(1) 10.5

(2) Open

e) Steer Wrestling

i) Objective—The objective of this event is for the contestant to transfer from the back of a horse to a steer and then to throw the steer to the ground by hand in the shortest time possible.

ii) Rules:

(1) There will be a 60-second time limit in this event.

(2) Steer is to be released from a standard roping chute.

(3) The contestant must start from the left-hand box as you face the arena, the hazer from the right-hand box.

(4) The contestant is allowed a helper, referred to as a hazer. Hazers are subject to contestant rules if acting as a hazer. A rule violation by a hazer will disqualify the contestant he or she is helping. The hazer may not render any assistance once the contestant comes in contact with the steer.

(5) The steer will be given a head start to a preset score; a (ten) 10- second penalty will be assessed for breaking or beating the barrier and must be documented by the barrier judge. Time starts when the steer releases the barrier rope and ends when the field judge drops his flag.

(6) The animal belongs to the contestant when he calls for it regardless of what happens except in case of a mechanical failure. The contestant must pull up and declare himself to get a re-run.

(7) Contestants will not be required to compete on crippled or broken horn steers.

(8) No re-run will be given for steer hanging horns in the chute.

(9) If the steer gets loose from the contestant's grasp after the contestant has caught him, the contestant may take no more than one step to re-catch the steer on foot; he must remount his horse to make another jump. Contestants may not switch horses with the hazer, this will result in disqualification.

(10) If the contestant misses or loses steer, the field judge must ask the contestant if he wishes another jump. The contestant must decide at once or he will be flagged out immediately.

(11) After the contestant catches the steer, he must bring the steer to a stop or change the steer's direction of travel before he can throw the steer to the ground.

(12) The steer will be considered thrown when the head and all four feet are in the same direction, and no feet are underneath the steer.

(13) If the steer is accidentally knocked down or not legally thrown, the steer must be let up to all (four) 4 feet and then thrown. The contestant must have at least one hand on the steer when flagged.

(14) The fairness of the catch and throw will be left to the discretion of the field judge.

f) Tie-Down Roping

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

ii) Rules:

(1) There will be a 60-second time limit in this event.

(2) The contestant starts from behind the barrier in the right-hand box. He must nod for the calf to be released from the chute when he is ready. The calf is given a predetermined head start. Breaking or beating the barrier will be a (ten) 10-second penalty and must be documented by the barrier judge.

(3) The contestant's horse must have a neck rope or similar device with a rope run through it to keep the horse facing the calf while the roper is on foot. Anything except a standard neck rope must have approval from either judge.

(4) 2 loops are NOT permitted. No loop may be rebuilt.

(5) Rope(s) must be tied to the saddle horn hard and fast.

(6) Roper must rope the calf, catch as catch can, dismount, go down the rope, throw the calf by hand and cross and tie any three legs. When the roper is finished, he must signal that he is finished by raising his hands in the air. Time runs from the time the calf releases the barrier until flagged by the field judge. No loop may be rebuilt.

(7) If the calf is down when the roper reaches it, it must be let up or lifted up to its feet and then thrown by hand.

(8) If the roper's hand is on the calf when the calf goes down, he is considered "thrown by hand".

(9) The catch must hold until the roper gets a hand on the calf.

(10) The no jerk down rule shall be in effect. Jerk down shall be defined as over backwards, with the calf landing on its back or head with all four feet in the air, 10 and 2. A jerk down infraction will result in a (five) 5-second penalty to be documented by the field judge.

(11) To qualify as a legal tie, there shall be one or more wraps around all (three) 3 of the calf's legs and finished off with a half hitch or 'hooey'. The tie must hold and (three) 3 legs remained crossed until passed on by the field judge.

(a) The field judge will pass on the tie of calves through use of a stopwatch, timing (six) 6-seconds from the time the rope horse takes his first step forward after the roper has remounted and the rope becomes slack. The rope will not be removed from the calf and rope must remain slack until the field judge has passed on the tie. In the event a contestant's catch rope is off the calf after the completion of the tie, the (six) 6-second time period starts when the roper clears the calf. The field judge must watch the calf during the (six) 6-second time period and will stop the watch when a calf kicks free, using the time elapsed on the watch to determine if the calf was tied long enough to qualify.

(12) Arena help may not touch the calf until tie is passed on by field judge; field judge will signal arena help when time is up.

(13) Roping calves will weigh 180 pounds to 250 pounds.

iii) Disqualifications include touching calf or tie with hands after signaling completion of tie; Tie not holding for 6-seconds; Failure to let calf back to its feet if down when roper reaches it; Any intentional dragging of calf; Any dragging of calf after roper is dismounted of more than 6'- The measurement to be determined by impression of calf on the ground and will be determined by the field judge.

g) Team Roping

i) Objective—This is a (two) 2 member team event, the object of which is for (one) 1 team member to rope a steer by the head, from the back of a horse, and for the other team member to rope that steer by the back legs from the back of a horse and then to stretch the steer between them and to do this in the shortest amount of time possible.

ii) Rules:

(1) There will be a 60-second time limit in this event.

(2) A team may consist of (one) 1 boy and (one) 1 girl, (two) 2 boys or (two) 2 girls. Contestants must indicate partner on entry form. Each contestant may enter and compete two times in both the 10.5 and the Open.

(3) Contestants may enter the heading and/or the heeling.

(4) Global numbering will be used for the 10.5. A team can compete if their combined Global roping numbers do not exceed 10.5. No handicap will be applied. Numbering is only used to cap the roping.

(5) The header starts from behind a barrier in the left hand roping box, the heeler from the right hand box with no barrier. The team will be fined a (ten) 10-second penalty if the header breaks the barrier and must be documented by the barrier judge.

(6) Legal head catches are: around the horns, around the neck or “half head”. Legal heel catches: (two) 2 hind legs even if rope is crossed in figure-eight. A (one) 1 hind leg catch receives a (five) 5-second penalty. Penalty must be documented by the field judge.

(7) 2 loops are allowed. A dropped loop is considered a thrown loop.

(8) The heeler must dally when catch is made and then the header must turn and face the steer. Time is flagged by the field judge when the steer is caught by both ropers, ropes are tight and dallied, steer is stretched between the two contestants with horses facing the steer and all four of horses feet on the ground. Ropers are to hold their dally until passed on by the field judge. (Three) 3 loops are NOT permitted in Team Roping events.

(9) Time runs from the time the steer releases the barrier rope until the field judge drops the flag.

(10) Steers must be on their feet when both loops are thrown.

(11) No foul catches may be removed by hand and if the steer is roped by (one) 1 horn, ropers are not allowed to ride up to the steer and put rope over the horn by hand.

(12) Disqualifications include Dropping or losing rope; Illegal head catch; anytime a loop crosses over itself or “figure 8’s” as part of the catch; Hondo over a horn or a front leg or legs in loop; If contestant dallies and turns steer off with a front leg in the rope, the team will be flagged out immediately; Crossfire—if the heeler throws his loop prior to the steer completing the initial switch (which is when the steer makes any move from straight to being towed or in tow to the left as defined by PRCA), the team should be flagged out by field judge.

h) Breakaway Roping

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

ii) Rules:

(1) There will be a 60-second time limit in this event.

(2) **Equipment**—The roper must use a standard catch rope with a solid colored flag, a minimum of (twenty-four) 24 inches in length and (two) 2 inches in width tied to end of rope (no tail) and end of rope (no folds in rope) must be tied to saddle horn with a piece

of string #24 (twenty-four) polycotton twine OR #18 (eighteen) nylon—150# (one-hundred-fifty) test) furnished by the rodeo committee.

(3) The contestant will start from behind a barrier in the right hand box and will nod to the gate man to indicate when he/she is ready for the calf to be released. The calf will be given a pre-determined head start and beating or breaking the barrier will result in a (ten) 10-second penalty, and penalty will be documented by barrier judge.

(4) The roper must then chase after the calf. In order to be a legal catch, the loop must pass cleanly over the calf's head. Once the loop has passed over the calf's head, the loop may draw up on any part of calf's body behind the head in front of the shoulders. Clean bell collar catch. Time is to begin when the calf releases the barrier rope and ends when the field judge flags the rope breaking away from the saddle horn. Calf must break rope away from saddle horn—contestant will receive a no time should they break rope away from saddle horn themselves.

(5) 2 loops will NOT be permitted.

(6) Disqualifications-- Breaking the string by hand rather than letting the calf pull the rope and break it away from the saddle horn; Failure to release loop from hand before catching calf; Should the roper miss with both loops, he/she must retire, no time will be recorded; Both ropes must be built and tied to saddle horn; A dropped loop is considered a thrown loop.

i) Barrel Racing

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

ii) Rules:

(1) There will be a 60-second time limit in this event.

(2) Equipment—(fifty-five) 55 gallon barrels must be used. Barrels must be closed on each end.

(3) Pattern—Shall be a cloverleaf pattern with barrels positioned in a triangular fashion in the arena.

(4) Measurements—will be posted prior to the start of the rodeo.

(5) The contestant will enter the arena, race across the start/ finish line and to either the left or right barrel. If the right barrel is used as the first barrel, she will make a right hand turn around that first barrel and then proceed to the second barrel. She will make a left hand turn around the second barrel and then race to the third barrel. She will make a left hand turn around the third barrel and then race back across the start/finish line. The

opposite will occur if the contestant chooses to go to the left barrel first. They must maintain forward motion.

(6) Knocking over a barrel will result in a (five) 5-second penalty being assessed.

a. If a barrel is knocked down, and then stands back up, it is still considered knocked down and the (five) 5-second penalty will be assessed.

(7) The contestant may reach down and touch a barrel in order to keep from falling over if she chooses to and is able to do so.

(8) If a barrel falls after the contestant crosses the finish line, it will be considered a qualified run and no penalty will be assessed.

(9) The barrel pattern is raked after every 5th run. Also the pattern will be raked at the beginning of a new age division.

(10) All penalties, no times and broken patterns will be documented by the line judge.

j) Goat Tying

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

ii) Rules:

(1) There will be a 60-second time limit in this event.

(2) Goats must be uniform and weigh 40-60 (fourty to sixty) pounds.

(3) Equipment a. A (ten) 10-foot long soft rope for tethering goats with a metal snap affixed to each end; Stake with tether ring; All adjusted so that no part of the stake protrudes above the ground and just enough of the loop of the length of rope sticks above the ground so the tether rope may be snapped on to it; Goat string to be used by the contestant to tie the goat's legs together; No metal rings or wire allowed on or in string; String may be leather, nylon, grass, rope or a combination of materials.

(4) Contestants must ride horses across the start line, race to where the goat is tethered, dismount, catch the goat, throw and tie any three legs together and signal that tie is complete by raising their hands in the air. The contestant then must step back away from the goat at least (three) 3 feet. The goat must remain with (three) 3 legs crossed and tied for (six) 6-seconds from the time the contestant steps back away from the goat. The field judge will have a stop watch and time the goat for(six) 6 seconds, stopping the

watch at the instant the goat kicks free of the tie. Elapsed time on the watch will determine if the tie is held long enough to qualify.

(5) The goat will be held by a goat handler facing the starting point until the start line flagger flags the start of the time. He/she will then release the goat and step back out of the way.

(6) If the goat is down or on its knees when the contestant reaches it, the goat must be let up or lifted up high enough to be given the opportunity to regain its feet. Then the contestant may throw and tie the goat.

(7) Time runs from the time the start line flagger drops his/her flag starting the run until the field judge drops his/her flag as the contestant signals tie complete. An electric eye may be used to start time from the start line.

(8) Penalties: A (ten) 10-second penalty if horse crosses the tether between when the time starts and times ends or if the horse comes in contact with the goat.

(9) Disqualifications include: Undue roughness in throwing or handling the goat; Tie not holding or legs not remaining crossed for (six) 6- seconds; Touching goat or tie with hands after signaling completion of tie.

k) Pole Bending

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

ii) Rules:

(1) There will be a 60-second time limit in this event.

(2) Equipment—shall consist of (six) 6 bases, each capable of holding upright a (six) 6 foot tall pole that will fall if hit by a competitor.

(3) Set up—The course shall consist of six (6) poles set in a straight line, the first pole being set (twenty-one) 21 feet from the start/finish line. Each pole after that shall be set (twenty-one) 21 feet apart. It is mandatory that the pattern be staked so that the poles will be set in the same spot for the duration of the rodeo.

(4) The pole pattern will be raked at even intervals after every 5th run. Also the pattern will be raked at the beginning of each new age division.

(5) The contestant must cross the start/finish line and may start on either side of the pattern she chooses. They must race down alongside the poles and upon reaching the sixth or end pole, they must turn around that pole. They then must weave back through

the poles toward the sixth pole. Upon reaching the sixth pole, they must turn around this pole and then race alongside the poles back to and cross the start/finish line.

(6) **Penalties**—The rider will be assessed a (five) 5-second penalty for each pole he/she knocks down. The contestant may touch the pole by hand to keep it from falling if he/she chooses to and is able to do so and no penalty will assess for touching the poles. If a pole is knocked down, and then stands back up, it is still considered knocked down and the (five) 5-second penalty will be assessed.

I) Goat Tail Ribbon Pull

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

ii) **Rules:**

(1) There will be a 60-second time limit in this event.

(2) **Equipment**— (ten) 10-foot long soft rope for tethering goats with a metal snap affixed to each end. Stake with tether ring.

(3) Contestant must ride his/her horse across the start line, race to where the goat is tethered, dismount, catch the goat, remove the ribbon from the goat's tail, and run back across the finish line, which will be located (ten) 10 feet from tether stake back in the direction of the start line. Contestant must finish across the line with ribbon in hand.

(a) Once time has started, if the ribbon falls off the goat's tail prior to the contestant dismounting, the contestant will be issued a re-run. If the ribbon falls off the goat's tail after the contestant has dismounted (relinquished control of horse), the contestant will pick up the ribbon and run to the finish line with ribbon in hand.

(4) The goat will be tethered (one hundred) 100 feet from the start line and held at the point furthest away from the starting line and facing the starting line and far enough away from fences or walls that there is room to reasonably compete.

(5) The goat will be held by a goat handler facing the starting point until the start line flagger flags the start of the time. He/she will then release the goat and step back out of the way. The committee along with the goat holder should have a second individual to help stop and catch contestant's horse. Contestant's safety is top priority.

(6) Time runs from the time the start line field judge drops his/her flag starting the time until the field judge drops his/her flag as the contestant crosses finish line.

(7) **Penalties:** A (ten) 10 -second penalty is applied if horse crosses the tether between when the time starts and times ends.

(8) Disqualifications: The horse makes contact with the goat; Undue roughness in handling the goat; Crossing the finish line without the ribbon in hand.

m) Crepe Paper Race

i) Objective—For the contestant and their partner to run (a two-person team), side by side, holding a 7 foot crepe paper streamer around one barrel placed on the third barrel stake and run home, without breaking the crepe paper, as quickly as possible. Crepe paper will be used depending on the weather and wind. If the weather doesn't permit, flagging tape will be used.

ii) Rules:

(1) There will be a 60-second time limit in this event.

(2) Equipment— ~7-foot long crepe paper. One 55 gallon barrel. (contestants must use crepe paper issued to them by an official)

(3) Contestant must ride his/her horse across the start line, race alongside their partner around the barrel and race home.

(4) Both contestants in the team must go the same way and fully around the barrel.

(5) Contestants can break the crepe paper after crossing the finish line.

(6) Knocking the barrel over will result in a 5-second penalty.

(7) Disqualifications: There is no supplementing the strength of the crepe paper; breaking the crepe paper at any point after the starting line and before the finish line; breaking the pattern.

n) Chute Dogging

i) Objective— With steer loaded in chute, dogger gets beside steer with hand and arm in front of shoulder of steer, or behind shoulder if dogger desires, and can wrap under neck. When dogger calls for steer the chute gate will be opened. Dogger must maintain his arm and hand position without impeding forward progress of steer. If forward progress is impeded by choking or any other means, dogger will receive a no-time. Should dogger grab horn or ear before crossing the score line, a 10- second penalty will be assessed. Steer must cross score line before being thrown or starting to slow the steer's forward progress to start throwing process. If steer is thrown before crossing line, it will result in a disqualification since time has not started. Dogger cannot do anything to start throwing process until time has started in the field.

ii) Rules:

- (1) Once score line (gypsum line) has been set it will not be changed in that go.**
- (2) Score line will be parallel to chute. It will be set at ten (10) feet in front of chute or ten (10) feet in front of straightaway chute. The measurement will be made with chute gate in the closed position.**
- (3) The line (barrier) judge will flag the start when the animals' nose crosses the score line.**
- (4) Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:**
 - a. In any timed event, if animal escapes from the arena, 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 contestant loses the steer before reaching the score line, after calling for the animal this will result in a no time.
 - b. In cases of mechanical failure.
 - c. If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up
- (5) Contestant is considered working the steer when the steer leaves the chute.**
- (6) After crossing the start line, the wrestler must bring it to a stop or change its direction and twist it down.**
- (7) If the steer is accidentally knocked down or thrown before being brought to a stop or is thrown by wrestler putting animals horns into the ground, it must be let up on all four feet and then thrown**
- (8) Steer will be considered thrown when it is lying flat on its side or on its back with all four feet and head straight and pointing in the same direction.**
- (9) This event shall not be conducted with an open catch pen gate at any rodeo.**
- (10) All steers shall be turned out in the same direction and the same chute will be used.**
- (11) There will be a 10 second penalty added if the dogger moves right arm to the right horn or places any hand on the horn (throwing position) before the start line. This will be referred to as breaking the barrier.**
- (12) Disqualifications: If the animal is thrown before the start line; if the steer is released.**

o) Dummy Roping

i) Objective—For the contestant to start behind the starting line, cross the line and begin swinging and rope the dummy around the neck with time stopping on the contestant's slack coming tight.

ii) Rules:

(1) There will be a 60-second time limit in this event.

(2) Equipment— one calf roping dummy. Nylon/poly/Grass or blended rope.

(3) Contestants are allowed one loop.

(4) Neck is the only legal catch.

(5) Time stops when the contestant's slack comes tight.

(6) Contestants cannot start swinging before the line.

(7) Disqualifications: Missing the dummy; Roping the dummy before the contestant crosses the line; roping the entire dummy.

p) Dummy Team Roping

i) Objective—For the contestant and their partner to start behind the starting line, cross the line and begin swinging. The header can then rope the dummy either around the neck, slick horns or a half head, and turn the dummy to the left. The heeler can rope the dummy by one leg, two legs, or “pantyhose” around the flanks. Time stops on the contestants' slack coming tight and both contestants facing the dummy.

ii) Rules:

(1) There will be a 60-second time limit in this event AND a 3-second period once the heel loop is thrown. The team roping dummy may not be backed up into heeler's loop.

(2) Equipment— one kid's team roping dummy. Nylon/poly/Grass or blended rope.

(3) Contestants are allowed one loop on the heading side and one loop on the heeling side.

(4) Neck, slick horns, or half head are legal catches for the header. Heelers can catch one leg, both legs, or “pantyhose” around the dummy's flank.

(5) Time stops when the contestant's slack comes tight and both contestants are facing the dummy.

(6) Contestants cannot start swinging before the line.

(7) Disqualifications: Missing the dummy; Roping the dummy before contestant crosses the line; roping the entire dummy

*******NATIONAL HIGH SCHOOL RODEO ASSOCIATION RULE BOOK WILL BE FOLLOWED.*******