

2024 COJRA RULEBOOK



2024 Executive Officers:

President - Sam Chenowith

Vice President - Sam Toews

Rodeo & Club Secretary - Amy Chenowith

Treasurer – Kassy Groom

Rough Stock Director:

Sam Chenowith

Roping Event Director:

Sam Toews

Goat Event Director:

Barrels & Poles Director:

Aslan Dodgen

Ground Events Director:

Austin Workman

LIABILITY, CONDUCT & GENERAL RULES FOR CONTESTANTS

- 1.** These are the **COJRA** Rules and if at any time a situation arises which is not covered in this COJRA Rule Book, refer to the rule book of the Professional Rodeo Cowboy's Association (PRCA). The COJRA Executive Officers, Event Directors' and Judges' decision will be final.
- 2.** All COJRA members and non-members, including a contestants' parent or guardian etc., will be expected to conduct themselves in a manner so as not to poorly reflect on the Association or themselves. Any misconduct or act of violence at a rodeo will not be tolerated.
- 3.** Any member of the Association may be suspended or expelled for sufficient cause by a majority vote of the attending members of the Executive Officer Team and Event Directors. This decision will be FINAL. The term sufficient cause includes, but is not limited to, a contestant or parent/guardian yelling at another Contestant, Executive Officer, Event Director, Judge, Announcer, Backup Timer, or other volunteer serving the COJRA, use of excessive vulgar language, or threats to do harm to others and/or their property. There will be no warnings given and no exceptions. Once the decision is made, the contestant will be asked to leave and will not be welcomed back. The contestant's membership dues and all payouts received by the contestant up until the point of removal, will be paid via check and mailed directly to the contestant at the mailing address provided on the membership form. No money will be given to the contestant and/or their parent/guardian at the rodeo for which they are removed.
- 4.** Consumption of alcohol at a rodeo will not be tolerated.
- 5.** Inhumane treatment of a horse at a rodeo will not be tolerated. The standard by which this will be measured is that which a reasonable person informed and experienced in generally accepted equine training and competition procedures would determine to be cruel, abusive or inhumane. This will include, but is not limited to, excessive use of a bat, crop, whip, or rope or use of an electric prod.
- 6.** The dress code will consist of western attire which includes a long sleeved cuffed, button down or snapped down the front collared shirt, (No rolled cuffs, slinky shirts, or tuxedo shirts will be allowed), long pants, and western boots. **The children participating in the ground events outside of the large arena DO NOT have to adhere to the dress code.** A heel down type boot or a sneaker type "sport shoe" is not acceptable, **no flip-flops or ball cleats** are allowed. A cowboy hat is mandatory for ALL contestants, unless wearing protective head gear. The cowboy hat must be on as the contestant enters the arena. The alley way starts at the furthest most man-closed gate. A ball cap is not acceptable. Ribbon Runners running in the Ribbon Roping event may run in optional footwear but must wear a long-sleeved western shirt. If a COJRA contestant is not in compliance with the proper dress code, he/she will be flagged out or receive a "NO TIME" for that event. Current season COJRA T-shirt may be worn in place of long sleeve cuffed western shirt.
- 7.** Any dress code alterations will require a doctor's letter and approval by the COJRA Directors.
- 8.** No person shall be allowed in the arena during a rodeo performance unless entered in an event or is serving as an assistant.
- 9.** All contestants will leave the arena immediately after contesting or assisting.
- 10.** The decision of any judge or times keeper will be final and no protests by the contestant will be permitted without first going through the event director. All protests must be made before the next age group or event is run.

EVENTS, AGE GROUPS, FEES AND PAYOUT

1. Roping Events. The following is a list of the roping events that will be offered at all COJRA.

- a) Breakaway Roping
- b) Ribbon Roping
- c) Tie Down Roping
- d) Team Roping

2. Speed events. The following is a list of the racing events that will be offered at all COJRA.

- a) Barrels
- b) Poles
- c) Goat Tying
- d) Goat Undecorating on Horse
- e) Barrels on foot
- f) Goat undecorating on foot

3. Age. Each Contestant will compete in his/her own age group. A contestant's age will be determined as of January 1, 12:00:01 a.m. of the year in which those points will count toward year-end championship awards.

4. Events will be:

- a) 4 & Under: Goat Undecorating on Foot, Barrels on Foot and Dummy Roping.
- b) 6 & Under: Barrels, Poles, Goat Undecorating on Horse, Goat Undecorating on Foot, Dummy Roping and Mutton' Bustin.
- c) 7-9: Barrels, Poles, Goat Tying, Breakaway Roping, Calf Riding and Ribbon Roping.
- d) 10-13: Barrels, Poles, Goat Tying, Tie Down Calf Roping, Ribbon Roping, Breakaway Roping, *Team Roping, Steer Riding and Chute Dogging.
- e) 14-18: Barrels, Poles, Goat Tying, Tie Down Calf Roping, Ribbon Roping, Breakaway Roping, *Team Roping and Chute Dogging.

*Team Roping 10-13: One member of the team must be under 13. *Team Roping 14-18: One member of the team must be under 18.

Contestants may bump up into any age group for jackpot purposes and will be eligible for points in the event only, they do not count towards their age group all around points. Team roping contestants may rope twice per age group providing he/she swaps ends.

5. Entry Fees & Membership Dues

Membership dues will be \$65 for the first member and \$50 for each additional family member. Membership and accumulation of points begin the day the application, paid dues and birth certificate verification is received.

A slack option will be available for contestants who cannot attend both rodeo's during a rodeo weekend. Slack will ONLY be available for the Friday Perf. This means, if you cannot attend the Friday rodeo, you can do all of your events during the Saturday Perf. We will NOT be offering a slack option for the Saturday Perf. A \$5.00 fee PER EVENT will be charged for the slack option.

Pre-Entries must be done online and received by 5pm the Monday prior to the next rodeo. Entering the day of the rodeo will result in a \$25 late charge. A \$5.00 Gate Fee will be charged per contestant per rodeo to help offset office arena rental costs. Online entries only - we will not accept call ins. Entries must be paid in full at least 30 minutes prior to rodeo start time. CASH ONLY! Non-Members will be charged an additional \$5.00 per event.

4 & Under

Dummy Roping	\$5
Barrels on Foot	\$5
Goat Undecorating	\$10

6 & Under

Barrels	\$15
Poles	\$15
Goat Undecorating	\$10
Dummy Roping	\$5
Goat on Horse	\$15
Mutton' Bustin	\$25

7-9

Barrels	\$15
Poles	\$15
Boys Goat Tying	\$25
Girls Goat Tying	\$25
Breakaway Roping	\$30
Ribbon Roping	\$30
Calf Riding	\$40

10 - 13

Barrels	\$20
Poles	\$20
Boys Goat Tying	\$25
Girls Goat Tying	\$25
Ribbon Roping	\$30
Tie-Down Calf Roping	\$30
Breakaway Roping	\$30
Steer Riding	\$50
Chute dogging	\$35
Team Roping	\$30

14 -18

Barrels	\$20
Poles	\$20
Goat-Tying	\$25
Ribbon Roping	\$30
Tie-Down Calf Roping	\$30
Breakaway Roping	\$30
Chute dogging	\$35
Team Roping	\$30

6. Payout. The following is a listing for the payout:

a) Payout Scale.

<u>Contestants</u>	<u>Payout</u>
1 - 3	100%
4 - 7	60% - 40%
8 - 11	50% - 30% - 20%
12 - 15	40% - 30% - 20% - 10%
16 - 19	33% - 27% - 20% - 13% - 7%
20 - up	29% -24% -19%-14%- 9% - 5%

(T/R is the breakdown of contestants for the Team Roping Payout)

b) Ground Monies. Ground monies, less stock charge and office charge, will be paid if no qualified runs are made. If there is a tie, monies will be added together, and then divided by the number of tied contestants.

POINT AWARD SCALE AND ORDER OF EVENTS

1. Points. The following information is provided regarding the points. Membership dues and application must be completed and turned in by the end of the last scheduled event of the Rodeo for which the contestant would like his/her points to count. A copy for COJRA records of the contestant's birth certificate must be furnished (for youth members only) before any payout is given. Monies will be held over until Birth Certificate if furnished to Board / Rodeo Secretary. No points will be accumulated, or rodeo attendance counted until the membership application and dues are turned in.

a) Point Award Scale:

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

Each contestant will receive 1 participation point per event competed in within their own age group.

b) Ties. In case of ties on a specific event, places will be combined, and points/winnings will be divided by number of tying contestants. If a tie occurs at year-end, the tie-breaker will be the average score at the Finals Rodeo. The contestant who wins the average, will win the placing.

c) Posting of points. Points will be kept up-to-date and posted after each rodeo weekend. Accumulation of points will continue throughout the season and the Finals Rodeo. Points must also be audited and posted no later than 1 week after the rodeo. A one-week grace period will be allowed for any grievances to be brought to the attention of the auditor. All points will be considered official after the audit and grievance period.

d) Finals Rodeo Points. Points will be given at the finals in accordance with the Point Award Scale for each day. An additional set of points will be awarded for the average at the Finals. Finals Rodeo points are included with season points for season awards. Points will be tallied at the end of the Finals Rodeo for season and Finals Rodeo awards.

2. Order of events.

Mutton Bustin'

Calf Riding

4&U/6&U Ground Events (outside of arena- will start approximately 10 minutes after mutton bustin')

Dummy Roping (4&U and 6&U)

6 & Under Goat Undecorating on Foot

4 & Under Goat Undecorating on foot

4 & Under Barrels on foot

Steer Riding

Chute Dogging

Tie Down Roping

Ribbon Roping

Breakaway Roping

Team Roping

Goat Undecorating on Horse

Goat Tying

Barrels

Poles

GENERAL RODEO RULES

- 1.** These are the (COJRA) Rules and if at any time a situation arises which is not covered in this COJRA Rule Book, refer to the rule book of the Professional Rodeo Cowboy's Association (PRCA). The COJRA Directors and Judges decision will be final.
- 2.** All complaints are to be taken to the appropriate event director or an officer before the next event or age group begins. The director has the option of consulting with the other directors, discussing the complaint and then making his/her decision. His/her decision will be final.
- 3.** Judges and timekeepers should be people of experience. If an infraction of the rules occurs, the complaint must be registered with the appropriate event director before the next event or age group begins. Judges may not be overruled, but if an obvious error is made, event directors that are present at the rodeo in which the problem arises, may meet and discuss the problem with the judges. After the discussion, the judge's decision will be final. The secretary will not pay off an event until the next event starts. In the event one or both judges are deemed incompetent, a director of that event will judge.
- 4.** The draw for all events (with the exception of goats) will be drawn electronically via the rodeo software. Goats will be drawn manually to accommodate slack and number of runs per age group. If technical difficulties occur, a manual draw will be done by the rodeo secretary and event directors.
- 5.** A contestant will be allowed to compete in any older age group; points will be distributed only in the event not in their age group all around points or older age group all around points.
- 6.** If a contestant knowingly enters a crippled horse, that contestant is liable for all fees paid. If a horse is injured during a performance, fees for all remaining events in which the contestant is entered will be refunded. Directors or officers must verify all injured horses. During the Finals Rodeo, an injury to an animal or equipment failure is not an exception.
- 7.** If a contestant, member of the immediate family, guardian, a contestant under the supervision of another individual or a contestant's supervisor is injured during a performance and leaves the rodeo, the entry fees for any remaining events will be refunded to the contestant, immediate family, guardian, contestant supervisor or the contestant under the supervision of another individual. Participation points will also still be awarded.
- 8.** Any contestant that calls in to a rodeo or pre-enters and does not show up will be liable for payment of their entry fees for each rodeo or event called in. These charges must be paid before the contestant will be allowed to compete in another rodeo or to receive season awards. There will be no entry fees refunded after the draw has been made, except under the injury rules above.
- 9.** General training of horses or unnecessary rough treatment of the stock will not be allowed, and a contestant will be flagged out of an event at the discretion of the judge or director for doing so.
- 10.** Each Contestant will be called three (3) times and if not at the gate will be disqualified. If a contestant breaks a pattern, he/she may make one correction run. The contestant will be awarded one (1) participation point but will receive an official "no time". A contestant must be on horseback when crossing the start/finish line. There will be a 60 second time limit for getting horse into the arena. Once the contestant's name is called and they are actively trying to get their horse in the arena, a 60 second time limit will begin. If the contestant is unable to get their horse in the arena within the 60 second timeframe a no time will be applied.

11. Weather:

Rain:

- If it begins to rain and the performance has already begun, the rodeo will continue.
- If the arena receives a substantial amount of rain prior to the rodeo beginning, the COJRA Executive Officers and Event Directors will reschedule the rodeo at a later date.

Hail:

- If it begins to hail during a rodeo. The performance will pause and resume once the hail has passed.

Lightning

- If lightning is present within a 3-mile radius of the arena, the rodeo performance will pause, then resume once the lightning has moved out of the 3-mile radius.

It will be up to the contestant or parent/guardian to determine whether or not they wish to continue with the performance in the event of inclement weather. If the choice is made to draw out of the rodeo because of weather, no fees will be refunded, and no points will be awarded for events missed during the performance. In the event a rodeo is rained out during a performance, the Executive Officers and Event Directors will determine how to effectively move forward to ensure contestants who missed their events will be able to make them up at a later date/time.

12. There will be a 4-panel alley system set up at the entrance of the arena for all racing events. ALL racing contestants CANNOT start their run until the horses' shoulders are inside the designated alleyway. Violation of this rule will result in a 5 second penalty.

GENERAL ROPING EVENTS RULES

1. ROPING RULES.

a) The back gate will be open in all roping events, except 7-9 Breakaway Roping. All ages will have a (60) second time limit not to include penalties. Only one (1) loop per contestant will be permitted in all ages. The gate will remain closed on 7-9 roping events. **During the Finals** contestant may rebuild or carry an extra loop. Team Ropers will be allowed to carry three (3) loops during an average.

b) With the exception of Team Roping, there will be only one roping contestant on horseback in the arena during a roping event. All ropers must be ready and cinches tight before entering the arena.

c) A rope fouling on any fixed object will not constitute a rerun.

d) The neck rope must clear the calf before the roper's loop goes over the calf's nose.

e) All changes in lists of roping order must be made before any stock for that event is loaded in the chutes. After the stock is loaded, ropers must rope in that order. Calves will be chute drawn.

f) NO BARRIER WILL BE USED IN 7-9 ROPING EVENTS. Should the barrier break at any point other than the designated breaking point, the decision is up to the barrier judge. If the contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, the barrier judge may assess a ten second penalty. Otherwise, it is not considered a broken barrier. It is always the decision of the barrier judge whether the barrier is broken or not. The pigtail must fall less than 10 feet from the barrier to be considered a broken barrier.

g) If the automatic barrier does not work but a time is recorded, contestant will get the time, but there will be no penalty for the broken barrier.

h) If the automatic barrier fails to work and the official time has not started, the contestant will get the stock back if the stock is qualified on in the field, entitling the contestant to a rerun without penalties.

i) If the barrier equipment hangs on the stock and the contestant tries the stock, he/she accepts the stock. If contestant pulls up, he/she will receive the same stock back.

j) The stock belongs to the contestant when it is called for regardless of what happens, with the following exceptions: in case of mechanical failure, the animal escapes from the arena, or the contestant is fouled by the neck rope on the stock.

k) The roping directors will determine the length of the hazing line.

l) The roping box shall be part of the arena during the roping events. Once the score line has been set, it will not be changed in that go around of the age group, nor can the length of the box be changed.

m) Any intentional dragging of stock regardless of the distance, as determined by the judges or directors will result in a "no time".

n) The stock contractor and/or the directors will determine if stock is too sick or injured for competition.

o) Should stock escape the arena, the time will be stopped and the roper will get the same stock again. The stock will be put back into the chute and the time will restart when the stock's head enters the arena. "lap & tap" with elapsed time added. All penalties will apply.

2. Reruns.

a) No rerun will be given due to faulty or broken equipment furnished by the contestant.

b) A rerun will be given if a calf is "Not rope able" at the Flagman's and line judges' discretion.

c) If the judge sees he has made an error in flagging, he must declare a rerun before the next contestant competes.

d) A calf must be rerun before another contestant uses it in a regular draw.

3. Officials.

a) There will be a field flag judge/official, timekeeper, a line official/barrier judge. Other officials may be used to help determine legal catches or if any infractions of the rules occur.

b) The barrier judges will see that the barrier is not tampered with. They will change the barrier string whenever it may become weakened. The directors will determine the barrier length.

c) The field flag judge will decide if a catch is legal and that decision will be final.

SPECIFIC ROPING EVENT RULES

1.) RIBBON ROPING

Contestant may choose one of the following two options for this event:

OPTION #1: DALLY

Roper must rope the calf (catch as catch can), dally and hold the calf immediately after catching. No trailing or hazing back towards score line. Runner must remove ribbon of calf's tail and carry ribbon back to box. Time will run from time calf releases barrier rope till judge flags the runner crossing the line.

OPTION #2: TIE ON & DISMOUNT

Rope must be tied on. A neck rope must be used. Reins must be adjusted in manner that prevents horse from dragging the calf. Roper must rope calf (catch as catch can), dismount and be in contact with the calf when the runner removes the ribbon. Calf does not need to be flanked. Runner must cross the finish line to get time.

a) General rules

1. Cattle neck ropes on cattle must be tied with string or rubber bands.
2. No metal snaps or hardware shall be used on the cattle neck ropes in the Ribbon Roping events.
3. An adjustable slide shall be used on all cattle neck ropes for cattle used in the Ribbon Roping events.
4. An automatic barrier must be used.
5. Cattle may be pushed out by a contestant's assistant. The roping directors will have a worker available to push the cattle. The roper must dally on, no tie ons.
6. Catch as catch can, but if the rope comes off the calf before the ribbon is removed or before the contestant touches the calf, he/she will be flagged out.
 - 6a. Muzzer must be touching the calf when the ribbon is removed.
7. All ribbons should be easy to remove, the same size and material for each roper, and placed just above the head of the tail. If the ribbon comes off before the runner can remove it, the runner must strip the calf's tail. Any part of the ribbon is legal and must be shown to the Judge. The rope does not have to be off the calf before the runner crosses the finish line.
8. Only the roper will be awarded points.
9. The calf does not have to be on its feet when the ribbon is removed.
10. The rope must be on the calf before it leaves the arena.

b) Penalties.

1. There will be a ten second penalty assessed for breaking the barrier.
2. For a qualified catch, the rope must be thrown. The roper may not place the rope on the calf by hand.
3. A roper will be disqualified for any abusive treatment of the calf or his/her horse.
4. Any intentional dragging of the calf regardless of distance will result in a "no time".

2. BREAKAWAY ROPING.

a) General rules.

1. Cattle neck ropes on calves must be tied with string or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the Breakaway Roping events.
3. An adjustable slide shall be used on all cattle neck ropes for cattle used in the Breakaway Roping events.
4. An automatic barrier must be used for the 10-13 and 14-18 age groups. No barrier will be used for the 7-9 age group.
5. Ropes are to be tied to the saddle horn with a string provided by the Association.

"Unaltered" nylon string will be provided. The rope may not be run through the bridal, tie down, neck rope or any other device. Horn knots must be removed.

6. The rope must be on the side you are roping from.
7. A visible flag must be attached to the rope where it is tied to the saddle horn. No ribbons will be allowed.
8. The rope must go over the calf's head and draw up anywhere on the animal. The rope must be jerked loose from the saddle horn by the calf, not by the roper.
9. The calf must be roped before it leaves the arena.

b) Penalties.

1. There will be a 10 second penalty for breaking the barrier.
2. For a qualified catch, the rope must be thrown. The roper may not place the rope on the calf by hand.
3. If the roper breaks the string, the judge will flag the roper out. The rope must break away free and clear from horse.

3. TIE-DOWN CALF ROPING.

a) General Rules.

1. Cattle neck ropes on calves must be tied with string or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the Tie-down Roping events.
3. An adjustable slide shall be used on all cattle neck ropes for cattle used in the Tie-down Roping events.
4. An automatic barrier must be used.
5. A neck rope on horse must be used.
6. Contestants must rope the calf, dismount, go down the rope, and throw the calf by hand and cross tie any three (3) feet. There shall be one or more wraps and a half hitch.
7. If the calf is down when the roper reaches it, the calf must be "day lighted", except in the 10-13 age group. "Day lighting" is elevating the calf high enough so that it has the opportunity to regain its feet. The calf must be re-thrown. If the calf is up when roper touches it, then falls down, the calf will be considered thrown. In the event the calf has one or more feet roped, the calf must be let up on what feet that are not roped. This will be the judge's opinion and decision if the calf was let up properly.
8. Tie-down Roping is catch as catch can, but the rope must hold the calf until the roper gets his/her hand on the calf.

9. To qualify for a legal tie, there shall be one or more wraps around three (3) legs and a half hitch or hooley.

10. The tie must hold for six (6) seconds after the contestant remounts the horse, rides up and gives slack. The slack must remain until the judge examines and approves the run. The judge will watch the calf. If the calf gets up, the judge will stop the watch and judge accordingly. The judge must show the time recorded on the watch if the contestant requests it.

11. The calf must be roped before it leaves the arena.

b) Penalties.

1. There will be a ten second penalty assessed for breaking the barrier.

2. For a qualified catch, the rope must be thrown. The roper may not place the rope on the calf by hand.

3. A roper will be disqualified for any abusive treatment of the calf or his/her horse.

4. Any intentional dragging of the calf regardless of distance will result in a "no time".

5. A roper will be flagged out for touching the calf, string or rope to train his horse after giving the finish signal, or by intentionally dragging the calf after he remounts his horse.

6. Calf roper shall be assessed a +5 second penalty for jerking down of the calf after roping. Jerk down defined as calf being pulled straight over backwards with all four feet in the air. Any contestant who deliberately drags a calf will be disqualified for the remainder of the rodeo. Judge must notify secretary immediately and she will report it on result sheet.

5. TEAM ROPING.

a) General Rules..

1. An automatic barrier must be used.

2. A team must consist of at least one 13 or younger contestant for the 10-13 class. In the 14 - 18, one of the team members must be 18 or younger. Team roping contestants may enter as a header and/or a heeler.

3. The steer belongs to the team when it is called for after it crosses the plane of the timer eye.

4. If the steer gets out of arena, the flag will be dropped and the team will get the steer back "lap & tap" with time added, which was taken when steer left the arena, plus penalties.

5. Each contestant will be allowed to carry only one rope. Each team is allowed two (2) throws in all. Roping the steer without turning loose of the loop will be considered a "no time".

6. The tie-on rule will be allowed for adults over 50, children under 13, and females on the heel end only. Steer must be standing up when roped by the header and/or the heeler.

7. When the steer is roped, both horses must face each other, with steer in line, with ropes dallied and tight before the field judge will drop the flag.

8. Adult "helpers" are allowed unlimited runs

b) Penalties and Legal Catches.

1. The steer must not be handled roughly at any time and the ropers may be disqualified if, in the opinion of the field judge, they have intentionally done so.

2. If the steer is roped by one horn, the roper is not allowed to ride up and put the rope over the other horn or head by hand. If either roper does not dally and drops their rope, the team will be flagged out.

3. Any questions as to catches in this event will be decided by the field judge.

4. A legal head catch occurs when the head or both horns, half of the head or around the neck is roped.

5. A legal heel catch occurs when any catch is behind both shoulders provided the rope goes up the heels. A one heel catch receives a five (5) second penalty. No cross fires.

6. An illegal head catch occurs if only one horn is roped or a figure 8 is around horns or around the nose. A steer roped around the belly by the header is a "no time". If the rope crosses itself anywhere on the steer's head, and/or a front leg is roped at any time, the team will receive a "no time".

7. If the Hondo passes over one horn and the loop over the other horn, the catch is illegal.

8. There will be a 10 second penalty assessed for breaking the barrier.

BARREL RACING, POLE BENDING & GOAT TYING RULES

1. BARREL RACING.

a) Time Limit. Each contestant will be allowed a 60 second time limit including all penalties. This excludes 6 & under.

b) General Rules.

1. There will be one electric timer during each timed event. If the electric timer malfunctions and cannot be repaired quickly, all contestants in that age group and event will be re-run with a flag judge. If the electric timer does not work, the back-up timer will be used. If both fail to work, the contestant will be allowed to have a rerun.

2. Permanent markers will be put on the fence for the electric eyes. The electric eyes should be placed on the start/finish line no closer together than the width of the first two barrels. Barrels are not to be used as stands for the electric timer devices.

3. There will be a drag between each age group. There will be a drag every 5-7 racers, or at the barrel racing director's discretion.

4. Both ends of the barrels must be intact.

5. In the 6 & under barrel racing class, there can be lead lines allowed but with only a participation point awarded,

6. A contestant may ride two horses but must ride up an age group on one. Points will only accumulate on the horse in each age group, but not for all around.

c) Event Rules.

1. Where the arena will permit, a standard pattern is recommended. The first and second barrels will be sixty (60) feet from the start/finish line, ninety (90) feet between the first and second barrels, and one hundred and five (105) feet from the first to the third barrel and the second to third barrels. A standard barrel pattern will not be exceeded. However, the pattern will ultimately be determined by the arena size, always with adequate room from the start/finish line to the end of the arena to stop.

2. If the standard pattern is too large for the available space, the pattern should be reduced five yards at a time until the pattern fits the arena. Adequate space must remain between the barrels and any obstacle. The distance from barrel number 3 to the finish line need not be reduced five yards at a time if there is sufficient room for the horse to stop. When measuring the area for the barrel course, allow ample room for horses to complete their turns and stop at the finish. It is recommended there be at least 45 feet from the start/finish line to the end of the arena, at least 20 feet from barrel 1 and 2 to the fence and at least 36 feet from barrel 3 to the end of the arena, if the arena conditions permit.

3. The cloverleaf pattern is the only approved pattern in this event.

4. Touching the barrel is permitted by the horse or contestant.

5. The contestant may start on either the right or left barrel.

6. The Open Barrel contestants will have no age requirement but will abide by all other rules.

d) Penalties.

1. Knocking over a barrel is a 5 second penalty, per barrel. Should the barrel be knocked over and it sets up on its opposite end, the 5-second penalty will be applied.

2. Failure to follow the cloverleaf pattern will receive a "no time". A broken pattern shall be defined as a contestant/horse breaking their forward motion to retrace their tracks in order to finish the pattern and/or passing the

plane of the barrel on the offside. Example: Should a contestant run by a barrel and must back up or turn around and retrace their tracks, this would be considered a broken pattern.

3. Any contestant crossing the finish line before the pattern is complete will receive a "no time".

4. If the contestant's horse breaks the timer light, by backing through it before starting the pattern, the time will be considered started.

e) Reruns.

1. No rerun will be given due to faulty or broken equipment furnished by the contestant.

2. There will be one electric timer during each timed event. If the electric timer malfunctions and cannot be repaired quickly, all contestants in that age group and event will be re-run with a flag judge. If the timer fails, the contestant will have the option to run at that time or be dropped to the bottom of that same age group for that event. All penalties will be carried forward.

2. POLE BENDING.

a) **Time Limit.** Each contestant will be allowed a 60 second time limit including all penalties this excludes 6 & under.

b) General Rules.

1. There will be one electric timer during each timed event. If the electric timer malfunctions and cannot be repaired quickly, all contestants in that age group and event will be re-run with a flag judge. If the electric timer does not work, the back-up timer will be used. If both fail to work, the contestant will be allowed to have a rerun.

2. Permanent markers will be put on the fence for the electric eyes. Barrels are not to be used as stands for the electric timer devices.

3. There will be a drag between each age group. If there are more than 10 contestants in the age group, there will be a drag after half of the racers. If there is an odd number in the age group, the drag will be after the highest half is complete. However, if conditions warrant, the racing directors may change the drag.

4. In the 6 & under pole bending class, there will be no lead lines allowed; contestant must ride their horse with no assistance.

c) Event Rules.

1. There will be six (6) poles used of equal height (6 ft. to 7 ft. Tall), NOT constructed in a manner that might cause injury to rider or animal. The base of the poles will be made of rubber.

2. The first pole shall be 21 feet from the timer start/finish line with all other poles 21 feet apart and if the arena allows a minimum of 21 feet from the back fence.

3. Poles must be set in a straight line.

4. Touching the poles is permitted by the horse or contestant.

5. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.

d) Penalties.

1. There will be a five (5) second penalty for each pole knocked down and hits the ground. If the pole rights itself, after hitting the ground, a 5 second penalty will still be assessed.

2. Failure to follow the Pole Bending pattern will receive a "no time". A broken pattern shall be defined as a contestant/horse breaking their forward motion in order to retrace their tracks, stopping, circling, backing, or reversing

direction of movement to correct an improper pass to finish the pattern and/or passing the plane of the pole on the offside.

3. If a pole is knocked down and the contestant does not follow the weave pattern around the original base pattern of the fallen pole, it is considered a broken pattern.

4. If the horse re-crosses the starting line at any time before the pattern is completed, the pattern will be considered broken, and the contestant will receive a "no time".

5. If the contestant's horse breaks the timer light, by backing through it before starting the pattern, the time will be considered started.

e) Re-Runs.

1. No rerun will be given due to faulty or broken equipment furnished by the contestant.

3. GOAT-TYING.

a) Time Limit. Each contestant will be allowed a 60 second time limit including all penalties.

b) General Rules.

1. The starting lines in goat tying will be subject to ground rules.

2. The time will start when the horse's nose crosses the start line.

3. The collars must be the same and snug fitting. Ropes must be the same length and goats the same size and weight for each age group.

4. The field judge will stand in identical places each run.

5. The goat handlers must stand directly behind the goat. The judges will position themselves, so they are able to have a clear view of the goat, rope and horse.

6. In age groups where boys and girls are separate, boys must tie with a string with a honda.

c) Event Rules.

1. The goat will be staked on a 10-foot rope and at least 100 maximum feet from the start line, if possible.

2. The stake should be completely underground so that no part of it is visible or aboveground.

3. The goat handlers are to release the goat when the horse crosses the start line.

4. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from the horse and throw the goat by hand.

5. If the goat is down when the contestant reaches it, the goat must be stood on at least 3 feet, (goat must be elevated by contestant so that at least 3 feet must be dangling straight underneath goat, and the goat must be re-thrown) and then cross and tie at least 3 legs together with a leather thong, pigging string, or rope and then stand clear of the goat.

6. The goat's legs must remain crossed and tied for 6 seconds after the completion of the tie.

7. Time will stop when the contestant signals the completion of the tie.

8. The contestant must move back away from the goat **3' (feet)** before the judge will start the 6-second time limit on the tie. He/she must remain motionless and silent as not to distract the goat.

9. The judge will watch the goat. If the goat gets up, the judge will stop the watch and judge accordingly. The judge must show the time recorded on the watch if the contestant requests.

d) Penalties.

1. The tie will be passed on by a field judge and if it is not secure for 6 seconds, the contestant will receive a "no time".
2. The contestant will receive a "no time" for touching the string after signaling that the tie is finished.
3. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope at any time, a 10 second penalty will be assessed to the run.
4. If the goat should break away because of the fault of the horse, the contestant will receive a "no time".

e) Reruns.

No rerun will be given due to faulty or broken equipment furnished by the contestant.

1. Should the timer malfunction, the contestant will be given a rerun at a time designated by the directors and all penalties will apply.
2. If the judge sees he/she has made an error in flagging, he/she must declare a rerun before the contestant leaves the arena.

4. GOAT UNDECORATING ON HORSE.

a) Time Limit. Each contestant will be allowed a 60 second time limit including all penalties.

b) General Rules.

1. The start and finish lines in goat undecorating will be subject to ground rules.
2. The time will start when the horse's nose crosses the start line.
3. The collars must be the same and snug fitting. Ropes must be the same length and goats the same size and weight for each age group.
4. The field judge will stand in identical places each run.
5. The goat handlers must stand directly behind the goat. The judges will position themselves, so they are able to have a clear view of the goat, rope and horse.

c) Event Rules.

1. The goat will be staked on a 10-foot rope and at least 100 maximum feet from the start line, if possible.
2. The stake should be completely underground so that no part of it is visible or aboveground.
3. The goat handlers are to release the goat when the horse crosses the start line.
4. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from the horse and pull the ribbon from the goat's tail by hand and run across finish line.
5. Time will stop when the contestant crosses the finish line.
6. The judge will watch to signal the stop of the time clock when the contestant pulls the ribbon and runs across the finish line.

d) Penalties.

1. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope at any time, a 10 second penalty will be assessed to the run.

1. If the goat should break away because of the fault of the horse, the contestant will receive a "no time".

c) Reruns.

1. No rerun will be given due to faulty or broken equipment furnished by the contestant.

2. Should the timer malfunction, the contestant will be given a rerun at a time designated by the directors and all penalties will apply.

3. If the judge sees he/she has made an error in flagging, he/she must declare a rerun before the contestant leaves the arena.

ROUGH STOCK EVENTS

GENERAL ROUGH STOCK RULES

- **NO SUICIDE WRAPS**
- **ALL STOCK will be Drawn.**
- **Protective vests and helmets are required.**
- **A loose rope must be used with a bell.**
- **Time will start when the animal breaks the plane of the chute.**
- **Official time will be kept by the judge.**
- **Re-rides will be at the judge's discretion.**

6 & Under Mutton Bustin'

1. Must ride for 6 seconds
2. Can use rope or hold on with hands and feet
3. Bear hug will be scored lower than riding with 2 hands and 1 hand will be scored higher than riding with 2 hands.
4. Rider will be disqualified for:
 - a) Being bucked off/touching the ground
 - b) Not being ready when called

7-9 CALF RIDING

1. Must ride for 6 seconds
2. Ride with 1 hand.
3. Rider will be disqualified for:
 - a) Being bucked off/touching the ground
 - b) Not being ready when called
 - c) Losing hold of rope
 - d) Rider Touching steer/calf, his hat or any part of himself with his/her free hand

10-13. STEER RIDING

1. Must ride for 8 seconds
2. Ride with 1 hand.
3. Rider will be disqualified for:
 - a) Being bucked off/touching the ground

- b) Not being ready when called
- c) Losing hold of rope
- d) Rider Touching steer/calf, his hat or any part of himself with his/her free hand

Chute Dogging

a.) General Rules

1. Bucking chute shall be part of the arena during dogging events.
2. Once score line (gypsum line) has been set it will not be changed in that go.
3. Score line will be parallel to bucking chute. The measurement will be made with chute gate in the closed position.
4. The line (barrier) judge will flag the start when the animals' nose crosses the score line.
5. 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 the time used to complete the qualifying run.
 - 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.
6. Time shall be taken between two flags.
7. It shall be the arena directors' responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time of score taken.
8. This event shall not be conducted with an open catch pen gate at any rodeo.
9. All steers shall be turned out in the same direction and the same chute will be used.

b.) Time Limit:

1. There will be a thirty (30) second time limit.

c.) Event Rules:

1. A left delivery chute must be used and all chute dogging runs must be made from the same chute.
2. With steers loaded in bucking chute, dogger gets beside the steer, right hand in front of or behind right front shoulder. When dogger calls for the steer the chute gate will be opened. Dogger must keep right hand in front of or behind shoulder until the steer's nose crosses the score line. If dogger moves into throwing position or touches horn before steer's nose crosses score line there will be a ten (10) second penalty added to time. If steer is thrown before crossing the score line, the dogger will be disqualified.
3. Chute dogger must allow steer to maintain forward motion to the score line. Chute Dogger may not choke steer.
4. It is the contestant's responsibility to check for broken horns.
5. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plane of the chute gate.
6. Contestant is considered working the steer when the steer leaves the chute.
7. If steer gets loose, dogger may take no more than one step to catch steer.
8. After crossing the start line, wrestler must bring it to a stop or change its direction and twist it down.
9. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
10. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.
11. Wrestler must have hand on steer when flagged.
12. Contestant is required to turn steer's head so that he can get up.
13. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.

d.) Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. Contestant will be disqualified for any abusive treatment of steer.
5. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.
6. Time should be taken with the average of two (2) times at all rodeos.
7. Dogger will be disqualified if animal is thrown before start line.
8. If steer falls on its own before nose crosses line, steer must be let up and not thrown until steer's nose crosses' line.

9. There will be a 10 second penalty added if dogger moves right arm to the right horn (throwing position) before start line. This will be referred to as breaking the barrier.

e.) Optional Rules

1. A whistle may be used to signal when the steer has crossed the start line.
2. The same judge can be sued to flag the start and the finish.

f.) Equipment

1. Bucking chutes will be used to release steers.
2. Gypsum, baby powder, chalk, etc. will be used to mark start line in front of bucking chute.

g.) Officials

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. The fairness of the catch and thrown will be left to the judges, and their decision will be final.
3. Field flagger is required to watch contestant and steer until animal is turned loose.
4. Barrier judge will stand on the start line on right side of the steer and flag when the animal's nose crosses the line indicating the start of the run.
5. Field flagger will flag when the animal is legally thrown indicating the end of the run.

GROUND EVENTS

THERE IS NO DRESS CODE FOR GROUND EVENTS!!!

4 & UNDER BARRELS ON FOOT

1. Clover-leaf pattern using three 5-gallon buckets approximately 15 ft. apart.
2. Complete pattern, failure to do so is a no time.
3. Barrel overturned is a 5 second penalty.
4. Stick horse must remain BETWEEN LEGS at all times during run or contestant will receive a 5 second penalty.
5. COJRA will furnish stick horse.

4&UNDER DUMMY ROPING

1. Each round will be timed. Time will start upon crossing score line and end when slack is pulled on a legal catch.
2. 2 tries per round. If roper misses first loop, the time will continue to run. If roper misses the second loop, the round will result in a no time.
3. Board will be moved back 1ft after each round.
4. Contestant may NOT cross board/line.
5. Ropers must complete a legal catch to advance to the next round. There will be a maximum of 5 rounds.
6. Placings will be determined starting with the roper with the most catches in the shortest amount of time.
7. All parents must stand behind contestant and can only help build loop
8. Legal catch is bell collar catch only.

6 & UNDER DUMMY ROPING

1. Each round will be timed. Time will start upon crossing score line and end when slack is pulled on a legal catch.
2. 2 tries per round. If roper misses first loop, the time will continue to run. If roper misses the second loop, the round will result in a no time.
3. Board will be moved back 1ft after each run.
4. Contestant may NOT cross board/line.
5. Ropers must complete a legal catch to advance to the next round. There will be a maximum of 5 rounds.
6. Placings will be determined starting with the roper with the most catches in the shortest amount of time.
7. All parents must stand behind contestant and can only help build loop
8. Legal catch is bell collar catch only.

GOAT UNDECORATING ON FOOT

a) Time Limit. Each contestant will be allowed a 60 second time limit including all penalties.

b) General Rules.

1. The start and finish lines in goat undecorating will be subject to ground rules.
2. The time will start when the contestant crosses the start line.
3. The field judge will stand in identical places each run.
5. The goat handlers must stand directly behind the goat. The judges will position themselves, so they are able to have a clear view of the goat and rope.

c) Event Rules.

1. The goat will be staked on a 10-foot rope and at least 30 maximum feet from the start line, if possible.
2. Goat Undecorating on foot the contestant must run down and remove ribbon from goat and run back across finish line.
3. The general Goat tying rules will apply.