

## **OJRRRA Official Rules**

### **Purpose**

1. Age to contest is 18 and has to be that by January 1<sup>st</sup> in the year that they contest. If still in High School and age 19, you can contest, if you show a school transcript and a birth certificate.
2. To provide a set of rules which are written in line with other rodeo associations.
3. To promote good sportsmanship and high moral character.
4. To encourage scholastic achievement and school attendance.
5. To promote close relationships among people interested in the sport of rodeo.
6. All contestants and parents are required to read the rule book carefully.
7. Failure to understand rules will not be accepted as an excuse.
8. Alcohol or drugs will not be allowed on any grounds owned, rented, leased, or borrowed where the OJRRRA is holding an event.

### **GENERAL OJRRRA RULES**

1. OJRRRA rule book is to be the official rule book of the OJRRRA.
2. The NHSRA rule book shall back up the OJRRRA rule book in the case of discrepancies.
3. If rule discrepancies still arise, the OJRRRA rule book shall be backed up by the PRCA rule book.

### **INJURY LIABILITY**

1. The OJRRRA and board of directors assume no responsibility or liability for injury or damage to the person, property, or animal of any owner, contestant, or assistant. Each participant by the act of entering waives all rights or claims against OJRRRA and board of directors for injuries he or his property may sustain.

### **BOARD OF DIRECTORS**

1. The administration and legislation, or rulemaking power, of the OJRRRA shall be vested solely in the board of directors.
2. The board of directors shall consist of a president, vice president, secretary, and treasurer and up to 20 total members including adults, and 4 students.
3. Student officers must be in the senior age group.
4. The adult board members shall be elected for two year terms at the annual meeting.
5. The president shall appoint all committees and serve as an ex-officio member of each committee.
6. The president is an ex-officio director of any event in the absence of an event director.
7. The president shall have full decision making powers in the absence of a quorum of the board of directors when he deems a situation urgent.
8. The president may vote only in the case of a tie vote at all meetings.

9. The president may call a meeting of the board of directors at any time provided each member is given advance notice by mail or verbal contact.
10. Any three directors may call a meeting of the board by giving advance notice by mail or verbal contact.
11. A member of the board may be removed at any time with just cause by a majority vote of the board of directors. Just cause includes but is not limited to:
  - a. Failure to assist at rodeos.
  - b. Failure to act in a reasonable and professional manner.
  - c. The discretion of the board shall be the final ruling.
  - d. Using social media to degrade another board member, any contestant, judge, time keeper, secretary, announcer, anyone in the production of an OJRRR rodeo, and the OJRRR association itself.
12. If a board member has an unexcused absence from board meetings, he or she may be removed from the board as stated above.
13. The board of directors shall fill vacancies on the board by a majority vote at a meeting of the board.
14. All directors shall be given an opportunity to cast a vote when voting on suspension or revocation of a person's membership in the OJRRR.
15. Should the OJRRR be dissolved, the board of directors shall choose a charitable organization to receive the balance of the OJRRR funds and equipment after payment of the association's debts.
16. If a club or organization wants something different than what our contract calls for, this should be put in writing at least 30 days before their rodeo and directed to the board for approval and if approved must be signed with signatures from the club and OJRRR president.
17. To be a board member you must have an immediate family member as a member of the OJRRR in good standing for one year prior, or previous OJRRR affiliation in good standing.

## **RODEO SECRETARY**

1. The rodeo secretary must have prior experience and meet the approval of the OJRRR board of directors.
2. Secretary should handle entries to avoid confusion.
3. Secretary to pass blacklist to association, along with money for blacklist pay offs.
4. Secretary should have rule books available at all times.
5. Secretary will post all times and scores of prior performances of rodeo.

## **TIMERS**

1. The timekeeper must have prior experience and meet the approval of the OJRRR board of directors.
2. One timekeeper is required when automatic timer is used. When a stop watch is used, there will be two timekeepers.
3. When automatic timer is used, time will be taken from back up watch or timer, in event of failure of automatic timer.

4. Timekeeper will work from same position during all contesting.
5. Timekeeper may not be changed during a go round in any event, except in the case of sickness or incompetence as declared by the board of directors.

## **JUDGES**

1. Judges must have prior experience or meet the approval of the OJRRRA board of directors.
2. The board of directors may meet with judges and discuss problems encountered during any event or complaints which have been brought before them.
3. The judge's decision is final and will not be overturned by the OJRRRA or its board of directors.
4. If, in the opinion of the judges, the OJRRRA rule book does not clarify a rule, the judges may refer to the NHSRA rulebook.
5. Judges may not be changed during a go round in any event, except sickness or incompetence as declared by the OJRRRA board of directors.
6. The judge has the right to release the livestock at any time if he deems it is in danger.
7. One of the judges shall carry and use a stopwatch during the rough stock events- his time will supersede that of the timer if there is a discrepancy.
8. Each judge will have a copy of the OJRRRA rule book in his possession during each rodeo performance.
9. The judge has the right to redraw any animal that is sick or injured.

## **MEMBERSHIP**

1. Age to contest is 18 and has to be that by January 1<sup>st</sup> in the year that they contest. If still in High School and age 19, you can contest, if you show school transcript and birth certificate.
2. A contestant will ride in their respective age group only. No moving up. A contestant will be allowed to compete in rodeos as a non-member during which no points will accumulate. There will be a \$15.00 non member fee charged each rodeo. Once a contestant has become a member, then points shall accumulate.
3. Contestant membership fees are \$60.00. Contestant must buy membership prior to rodeo for points to count. Fees can change from year to year due to cost of rodeo expenses.
4. A rule book will be issued when the membership fee is paid, application form is completed, and birth verification is provided.
5. Honorary membership in the OJRRRA may be given by the board of directors as a gesture of goodwill to any person or organization. Honorary members have no vote in the affairs of the OJRRRA.
6. If you write an insufficient check to the OJRRRA you will be on a cash basis from then on.

## **MEMBERSHIP MEETINGS**

1. An annual meeting for the election of a new board of directors, and transactions of OJRRRA shall be held once a year.
2. The board of directors at its discretion shall call general meetings.
3. Only board members in good standing shall vote in the elections of the OJRRRA
4. Members shall sign in upon entering OJRRRA meetings at the request of the presiding officer.

## **POINT SYSTEM AND PAYOUTS**

1. Full points will be rewarded regardless of how many contestants are entered in the event
2. Rodeo secretary will deduct  $\frac{1}{8}$  of ribbon roper payout for runner
3. Only roper receives points in the ribbon roping.
4. The points at the finals: all points will count for the awards including the average. Average points will be  $1\frac{1}{2}$
5. Payout at the finals: All entry fees paid by contestant will be divided equally, with  $\frac{1}{3}$  being placed into the payout for the average. Stock charge and timer fees will be deducted from entry fee for OJRRRA expenses.
6. Association reserves the right to charge an additional entry fee at the finals with said money to be added to the average payout-\* fees will be 3 times the amount of a normal rodeo.
7. Local contestants compete for money only, no points. If there is a local contestant in any event, members will be moved up for points only.
8. Payouts as follows:
9. \*\*\*Payout percentages
  - a. 1 to 3 entries pays 1----- 100%
  - b. 4 to 5 entries pays 2----- 60%-40%
  - c. 6 to 9 entries pays 3----- 50%-30%-20%
  - d. 10 to 19 entries pays 4----- 40%-30%-20%-10%
  - e. 20 or more entries pays 6---32%-24%-18%-12%-9%-5%
  - f. No ground money will be paid.
10. Entry fees are subject to approval by board of directors. Office fees are \$10 (10 dollars) per contestant. Proceeds go to OJRRRA to help pay OJRRRA (rodeo) expenses.
11. If not enough qualified scores or times, monies will be divided among ones qualified.
12. Payout is determined by paid entries at that rodeo. All blacklist money goes to association for yearend awards.
13. If you write an insufficient check to the OJRRRA, you will be on a cash basis from then on.

## **AGE, SEX AND EVENT GROUP**

**\*\*NO LEADLINE ALLOWED IN ANY CLASS**

**\*\*CAN COMPETE IN THEIR AGE AND SEX GROUP ONLY UNLESS CO-ED STATED IN THEIR AGE GROUP**

**8 AND UNDER (CO-ED) AS OF JANUARY 1ST**

Barrels racing - \$20.00  
Pole bending - \$20.00  
Goat undecorating -\$21.00  
Calf riding - \$25.00

\*Entry fees as listed including stock charge or timer fee

**JUNIOR BOYS AND GIRLS 9 THRU 13 (CO-ED) AS OF JANUARY 1ST**

Barrels Racing - \$25.00  
Pole Bending - \$25.00  
Stock riding - \$35.00  
Breakaway roping -\$30.00  
Team roping - \$50.00 per team

**JUNIOR GIRLS ONLY**

Goat tying - \$26.00

**JUNIOR BOYS ONLY**

Ribbon roping - \$30.00

\*Entry fees as listed including stock charge or timer fee

**SENIOR BOYS AND GIRLS 14 THRU 18 (CO-ED) AS OF JANUARY 1ST**

Team roping - \$60.00 per team

**SENIOR GIRLS ONLY**

Barrel Racing - \$30.00  
Poles Bending - \$30.00  
Breakaway roping - \$35.00  
Goat tying - \$31.00

**SENIOR BOYS ONLY**

Bareback riding - \$50.00  
Saddle bronc Riding -\$50.00

Bull riding - \$50.00  
Ribbon roping - \$35.00  
Chute dogging - \$35.00  
Tie down calf roping- \$35.00

\*Entry fees as listed including stock charge or timer fees

## **FINALS RODEO**

1. A finals rodeo is held at the end of the rodeo season
2. Scheduling of the finals rodeo is to create little or no interference in school activities.
3. You will be allowed to run in slack directly after the show or move days at the finals with a signed note due to school or 4-H function 1 week in advance for regular rodeos and 2 weeks for the finals, notes must be turned in to the rodeo secretary
4. All contestants enter by mail and pay in advance as specified by the rodeo secretary.
5. Contestants may draw out of competition due to illness if the rodeo secretary is notified within 24 hours of the first performance. No entry fee will be refunded for any circumstance.
6. Contestants are allowed to enter the finals rodeo if they have participated in 50% of the regular season rodeos (round up if odd number of rodeos) and have met all fund raising requirements
7. A contestant that goes over the 60 second time limit before penalties will receive a no time.
8. Tie breakers for finals will be determined by a run off. If for a medical reason, one person cannot compete an officer of the OJRRRA will flip a coin. If after a run-off and there is still a tie, an officer of the OJRRRA will flip a coin. All contestants of the OJRRRA must make an effort when competing in the arena. **NO EFFORT WILL RESULT IN DISQUALIFICATION!**
9. You will have 7 days on regular rodeo and 14 days for finals rodeo to protest point standings from the date they are posted, after that all points will be final.

## **AWARDS**

1. OJRRRA members will not be forced to compete in an event at the finals. However, if you do not compete in an event you qualify for you will forfeit all points in that event (exception: Dr.'s statement that a member is unable to compete due to illness or injury.)
2. Awards will be presented at an awards banquet.
3. OJRRRA is to award an All Around saddle in each age group. The financial status of the association will determine the yearend awards in each of the events.
4. If there is a tie for any situation or award, there will be a run-off. In the case the run off is not able to be performed due to whatever reason, the following steps will be taken in order to break the tie. The OJRRRA board will look at point placing without average points (which contestant has the most 1-6 place winnings) if tie still exists then the board will consider average points in the factor as well. If the tie still proceeds to exists after both of these factors have been met then it will result in a coin flip. All contestants must make an effort when competing in the arena . **NO EFFORT WILL RESULT IN DISQUALIFICATION.**

5. Additional awards may be presented at the awards banquet, but are subject to approval by the board of directors
6. Awards and saddles cannot be altered
7. Contestant must attend 50% of all rodeos (rounded up if odd number of rodeos) and meet all fund raising requirements to be eligible for yearend awards.
8. There must be an average of 3 or more contestants per event throughout the year to qualify for yearend event awards.
9. Yearend awards will be given out to contestants in their highest point events
10. Members must wear official attire at awards banquet.

### **DRESS CODE**

1. Everyone must wear western hat, long sleeved collared shirt(has to be buttoned down front and tucked in), western style leather boots with a heel,(no sport lacers) and trousers 15 minutes before the rodeo starts until the rodeo is over.(NO DOC MARTENS)
2. The judges may waive the dress code or part of attire due to unusual situations. (Example: hat rule due to muddy arena or boot rule due to foot or leg injury).
3. Ribbon runners may run without boots.
4. Rough stock may roll up sleeve on riding arm up to elbow only.
5. Protective gear will be permissible in any event.
6. Protective vest and an equine approved helmet will be mandatory in most rough stock events with exception of Bronc riding and Saddle bronc which protective vest will be mandatory only.
7. Arena shall include arena, behind chutes, in roping box, and in alley way.

### **CONTESTANT DISQUALIFICATION**

1. Contestant can be disqualified by judges, executive board, or arena director, for any offense listed under this section.
  - a. Cheats or attempts to cheat.
  - b. Quarrels or fights on rodeo grounds or in arena.
  - c. Exhibits inappropriate conduct or speech, threats, bribes, harassment or coerce any rodeo official at any time.
  - d. Argues with the judge or other persons in the rodeo management.
  - e. Is under the influence of alcohol, a narcotic or non-medicine drug.
  - f. Mistreatment of rodeo stock or contestant's horse.
  - g. Refusing to contest during a performance on an animal drawn for him.
  - h. Not being ready to compete when called upon.
  - i. All contestants of the OJRRRA must make an effort when competing in the arena. No effort will result in disqualification.
  - j. Any kind of bad social media, detrimental to the best interests of OJRRRA or sport of rodeo.

## **SUSPENSION AND REVOCATION**

1. The board of directors may suspend a contestant's membership when the contestant, parent, or person acting in the role of a parent:
  - a. Cheats or attempts to cheat.
  - b. Quarrels or fights on rodeo grounds or in arena.
  - c. Exhibits inappropriate conduct or speech.
  - d. Argues with judge or other persons in the rodeo management.
  - e. Is under the influence of alcohol, a narcotic or non-medicine drug.
  - f. Mistreatment of rodeo stock or contestants horse.
  - g. Uses social media to slander any judge, board member, sponsor, or anyone affiliated with the OJRRRA.
2. The board of directors will revoke a contestant's membership when the contestant or parent provides falsification of name, age, address or other pertinent information. Burden of proof is placed upon contestant.
3. Blacklist: A contestant will be placed on the blacklist for failure to pay entry fees at any rodeo they have entered, and cannot participate in any rodeos until back entry fees are paid to association. Each offense will be subject to a \$25.00 fine, plus unpaid entry fees. Repeated offenders will be subject to a board review.

## **PROTEST**

1. Contestants, parents, or any other persons are not to complain to the judges, time keepers, stock contractors, or other people in the rodeo management. Complaints are to be taken to a member of the board of directors. If deemed necessary, the board will discuss the complaint with the judges.
2. Members will have 7 days on a regular rodeo and 14 days on finals to protest point standings from the date that they are posted, after that point standings will be final.

## **CONTESTANT ENTRIES**

1. Non-member contestants may compete in rodeos, but must have a signed release form from parent. No points will count without a membership. There will be a \$15.00 fee assessed to non members each rodeo they attend.
2. All contestants must enter rodeos either by phone or signup sheet at previous rodeo.
3. Contestants must enter in their age group as determined by Jan. 1 of the rodeo award year.
4. Roping and rough stock events must be paid up 30 min. before show time. No stock will be drawn for unpaid contestant.
5. All contestants must be paid up 30 min. before show time. Failure to pay 30 minutes prior to show start time will impose a \$10.00 fee per family.



6. Call in will be on Monday from 7 p.m. to 10 p.m. before the rodeo. A \$10.00 late fee per family will apply to calls made after Monday. No member entries will be accepted after 10 p.m. Wednesday. Late fee payment goes as payment to rodeo secretary.
7. OJRRA members will receive (1) one grace period rodeo without call in. Points will count and late fee will be charged.
8. Injury with doctor's note will count as rodeo toward finals requirements but member must call in for that rodeo.
9. Rodeo secretary must be notified of any stallion on the premises.
10. You will be allowed to run in slack directly after the show or move days at the finals with a signed note due to school or 4-H function a week in advance for regular rodeos and 2 weeks in advance for the finals. Notes must be turned into the rodeo secretary.

### **DRAWING OUT**

1. A contestant drawing out of any event after books close or after rodeo starts will not be refunded entry fees. Doctor's excuse must be presented to rodeo secretary before rodeo starts and director must approve excuse at next board meeting or contestant will be blacklisted until entry fees are paid.
2. Vet notes will not be accepted for drawing out of a rodeo.
3. When a rodeo is in progress and must be canceled during show due to reasons out of our control, total entry fees for the canceled events will be refunded.
4. Contestants will be permitted to draw out when a performance or remaining events of a performance are postponed only.
5. Team ropers that are entered but do not have a partner at the close of the books will have their names removed from the list. The entry fee will be refunded and no stock will be drawn for one man.
6. If a team roper draws out after stock is drawn, the roper entered with him may draw out or may get another partner from among anyone entered in the rodeo.
7. When a team roper draws out for reasons other than visible illness or injury or doctor's statement, his entry fees will not be refunded and alternate team roper will not be required to pay an entry fee.
8. If a member of each of the two teams draws out, the remaining two team members may compete as a team.
9. Finals rodeo: for drawing out and refund of entry fees, see "finals rodeo"

### **DRAWING STOCK AND POSITIONS**

1. All stock is to be "**clearly**" numbered and drawn by a judge and board member in all roping and rough stock events. A member of the OJRRA board of directors must be present. Drawing must be conducted so that any contestant may witness the draw.

2. In the rough stock events, up to 3 animals will be designated for re-rides. The stock numbers shall be recorded in the secretary's books and on a judge's book. Re-ride stock will be awarded in order of the re-ride list.
3. No contestant may compete on the same head of stock twice at any one rodeo in the same event, except re-rides and re-runs.
4. No stock will be drawn for a single name in team roping.
5. The rodeo secretary will draw positions in racing events.
6. The secretary draws a starting position in the racing events. Adjustments may be made by her to prevent contestant's riding the same horse from competing back to back.
7. No stock in any event, except on re-rides or re-runs, or any runs in racing events may be taken before the first section of that event and no stock or run on the event can be held beyond the end of the event for the performance.
8. In all cases a go round must be completed before a contestant may compete for another go round.
9. A rodeo must be completed before next rodeo can start.
10. If a contestant receives a re-run or re-rides on the same head of stock, he or she must make his/her run or ride before the animal is competed upon by another contestant.
11. Finals rodeo: Positions must be drawn in all events for each go round. (Rules may be waived in team roping and rough stock).

### **GENERAL RULES-ROPING EVENTS**

1. At regular season rodeos, roping will be open pen. Any part of the animal that breaks the plain of the out gate before the run is complete is a NO TIME. At the finals rodeo will be a closed gate.
2. A (10) ten second penalty will be added for breaking or seating the barrier.
3. Should barriers break at any point other than the designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a (10) ten second penalty. Otherwise this will not be considered a broken barrier.
4. The judge before each timed event must inspect barrier equipment; if equipment is faulty it must be replaced.
5. Barrier judge shall keep a record of the length of the barrier trip rope to assure the same start for all contestants in a go round. An (8) eight foot tape must be on hand for barrier judge to measure score line.
6. Arena conditions will determine score. Roping director will approve length. Once score line has been set it will not be changed in that go, nor can length of the box be changed.
7. If automatic barrier fails, contestant will get a re-run.
8. Barrier judge shall be sure that no one stands close enough to barrier or barrier equipment to tamper with it.

9. For time to start, the stock must cross the score line. Time to be taken between two flags.
10. In order for time to be considered official, barrier flag must operate.
11. If barrier equipment hangs on stock, the decision about getting the animal back will be made by the barrier judge, contestant must declare himself.
12. If in the opinion of the barrier judge, contestant is fouled by the barrier, roper gets stock back, providing contestant declares himself by pulling up immediately.
13. If barrier flagman is used, stock is to be flagged when animals nose crosses score line in front of flagman.
14. The barrier judge may stand on either side of the chute that the contestants are competing from when automatic barrier is used.
15. Cattle neck ropes will have adjustable slides and must be tied with string or rubber band. No metal snaps or hardware will be used on stock.
16. The contestant's assistant or any person may push the calf out.
17. Stock belongs to contestant when called for, regardless of what happens, except in case of mechanical failure.
18. If stock is injured in course of run, no rerun will be given.
19. Contestants (and runner in ribbon roping) cannot receive any assistance once animal is called for.
20. No animal may be hazed beyond the score line per judge's discretion may be changed before the rodeo. Must be the same for contestants.
21. Bad cattle will be drawn out. Livestock will be uniform in weight and breed.
22. The roping director should inspect animals and objectionable ones eliminated.
23. If animal escapes from arena, field judge drops flag and time is stopped. Contestant or team gets animal back with lap and tap start plus time elapsed and Penalty time. If time is not recorded roper will be given re-run on same stock.
24. If rope is on animal when it escapes from the arena, roper gets stock back lap and tap with rope on it in chute.
25. Boxes in roping events are part of the arena during rodeo events.
26. Field judge shall position himself for calf roping at the end of the arena, allowing him to come towards the roper. In team roping, field judge shall place himself against the arena fence on the left hand side of the roping box.
27. Field judge will not flag contestant out until time is recorded. Judge is to flag time, then flag contestant out if run is not legal.
28. A dropped rope that must be recoiled to be rebuilt is considered a thrown rope.
29. When an average is being paid, calf ropers may carry two loops. No loops can be rebuilt. If roper intends to use two loops he must carry two loops. If second rope falls from saddle before used, it cannot be rebuilt.
30. In team roping each contestant is allowed one loop for a total of (2) two loops per team.
31. When an average is being paid, a team is allowed (3) three loops. Header or heeler may build the third loop.
32. If the field judge flags out a contestant or team which still has one or more loops coming, the judge may give the same stock back lap and tap plus time elapsed and penalty time.
33. All roping events in all age groups will be allowed (1) one loop only, (exceptions: (2) two loops when an average is being paid)

34. Contestants may be disqualified for unnecessary roughness of livestock or contestants horse.
35. All times to be recorded in 1/100 seconds.
36. Interference in an event by any arena hand will result in a complete re-run for the contestant in an event.
37. Horses chest must break the plane of the barrier to receive time if not it will result in a disqualification.
38. 60(Sixty) second time limit.
39. It is the contestant responsibility to make sure he/she is entered correctly and has the correct stock loaded. Failure to do so is a NO TIME.

### **BREAKAWAY ROPING**

1. The catch as catch can rule shall apply after loop has passed over the calf's nose and head.
2. Roper will be disqualified for not using the string furnished by OJRRRA. Judge must check tie string.
3. A white handkerchief (at least 12 x12) will be tied to one rope in regular rodeos and both ropes when at Finals rodeo (when average is being paid) at point where rope is tied to saddle horn, otherwise disqualified.
4. Time stops when the calf jerks the string away from saddle horn.
5. If contestant breaks rope free from horn intentionally, contestant receives no time.
6. If the judge sees he has an error in flagging, he must declare a re-run before the contestant leaves the arena.
7. A third official will be used to help determine legal catches or any infractions of the rules. This official need not be mounted. Field judge will make the final decision.
8. Calf may not be roped until barriers are released. Field judge must sit on same side as the contestant and should be 2/3 down the arena.
9. Weight limit for breakaway calves is approximately 300 lbs. and under.
10. 60 (Sixty) second time limit.

### **TIE DOWN CALF ROPING**

1. Contestant must catch calf, dismount, go down rope and throw calf by hand and cross and tie any (3) three legs. Legs must remain crossed and tied securely for (6) six seconds. If calf is down when roper reaches it, calf must be day lighted (helped by roper but at least (3) three feet must be dangling straight underneath calf) and calf re-thrown, noses, or if roper has hand on calf when calf goes down, calf will be considered thrown.
2. Rope must hold calf until roper gets hands on calf or be within one step from end of catch rope.
3. Tie must be finished with half hitch or "hooley".
4. Tie must hold for (6) six seconds and then be passed on by the field judges.
5. Roper must not touch calf after giving finish signal until judge has completed his inspection. (This touch will result in no time).
6. Catch as catch can, any catch is legal.
7. Automatic barrier must be used with a minimum of (4) four foot score line.

8. Score line shall not exceed twice the distance from the breast of the horse to the barrier when horse is standing in back of box, unless so authorized by association.
9. Once score line is set, it will not be changed during rodeo, nor will roping box, chute or barrier be changed in any manner.
10. The score line shall not exceed one foot per each seven yards of arena length, unless authorized by association.
11. If arena is 200 feet or longer, there must be at least eight feet of barrier string.
12. Barrier and barrier equipment used in calf roping.
13. If barrier is broken at any place other than designated place, barrier will not be considered broken.
14. No metal may be used on jerk line and neck rope that extends beyond front of chute.
15. Barrier must be tied with string only.
16. If flag or automatic barrier fails to work, contestant will receive stock over, whether stock is caught or missed.
17. If barrier equipment stops calf or turns calf back, calf will be brought back and decision of judge will determine if stock is re-run
18. A stop watch will be used by the field judge.
19. Calf must stay tied securely for (6) six seconds.
20. Judge will not begin this 6 second period until roper has remounted and given calf complete slack. If contestant retightens rope, the 6 second count will be restarted again.
21. Field judge must watch calf during 6 second period and will stop watch when calf kicks free, using this time to determine whether calf was tied long enough to qualify.
22. On known turn back calf, roper will have privilege of selecting a person to go into arena as far as score line to prevent calf from turning back (6 feet over from center of box).
23. If barrier equipment fouls roper and roper declares himself immediately, he will be given his calf over. If he ropes, time is his.
24. Same man must open all front gates for the entire rodeo and slack.
25. Contestant must adjust neck rope and reins in a manner that will prevent horse from dragging calf.
26. Interference in the field, no fault of ropers, constitutes another run. No penalty.
27. No intentional dragging of calf.
28. An obvious nod or signal must be given to the gateman.
29. (2) two loops will be permitted if roper is carrying 2) loops when an average is being paid
30. Roper must have a keeper on nose band and a neck rope.
31. Weight limit for tie down calves is approximately 200 lbs. and under.
32. 60 (Sixty)second time limit.

### **DISQUALIFICATIONS FOR CALF ROPING**

1. Should contestant miss with (1) one loop (exceptions (2) loops when an average is being paid). Must retire and receive a no time.

- a. Roping calf without releasing loop from hand is not permitted.
  - b. If a horse turns his tail to the calf and drags the calf after roper has dismounted, field judge may stop the horse and rider may be disqualified.
2. If roper is disqualified for dragging calf intentionally he will get a no time for that calf.
3. No re-runs will be given due to a defaulted or breakage of contestants equipment. Borrowed equipment is considered contestant's own.
4. Contestant must be ready to compete when called.
5. A contestant will receive a no time for touching the calf or string after signaling he is finished.

## **PENALTY**

1. There will be a (10) ten second penalty for breaking or beating the barrier.
2. If calf gets out of arena, flagman is to stop the time and roper will get calf again.
  - a. Calf is to be started with lap and tap.
  - b. Roper to start in chute with time accumulated when calf got out and added onto completion of run.

## **RIBBON ROPING**

1. Catch as catch can, any catch is legal.
2. Ribbon runner must be a girl and member of the OJRRA.
3. The runner must be in the same age group as the roper.
4. Ribbon must be of a material that is easy torn which is to be place 8 inches or longer above the bush of the calf's tail. There must be enough ribbon for the runner to be able to grab the ribbon.
5. All runners will start from the same position in the arena as determined by the line judge. If runner crosses the start line before the calf, the roper will be assessed a (10) ten second penalty.
6. Either runner or roper must have a hand on the calf when catch rope comes off to be within one step from the end of catch rope.
7. Runner does not need to have hand on calf when removing ribbon.
8. Calf need not be on feet when ribbon is removed.
9. Roper may hold calf but not assist runner in removing ribbon.
10. Runner must remove ribbon from calf's tail.
11. If no ribbon is on calf's tail, runner will strip the tail and come across the line.
12. Rope need not be off calf when runner crosses the line.
13. Runner must have possession of ribbon when she crosses the line.
14. Any part of the ribbon is legal; ribbon must be immediately shown to the field judge unless the tail is stripped.
15. Time stops when runner crosses line from either direction.
16. Roper must touch calf before runner crosses the line
17. 3 Judges will be used (line, field and barrier) line judge will be an appointed board member. Line judge stops the timer and determines legal catch, if not visible to field judge.
18. Flanking the ribbon calf will be allowed. Unnecessary roughness will result in a flag out.
19. Roper must have keeper on noseband and neck rope in place.

20. Rodeo secretary will deduct  $\frac{1}{8}$  of ribbon roper payout for runner
21. (60) Second time limit.
22. Weight limit for calves is approximately 250 lbs. and under.

### **DALLY TEAM ROPING**

1. Contestants may enter twice but must switch ends or switch partners. A contestant who ropes same end and does not elect to switch ends, will receive both sets of points if placing multiple times in that event(end) and only highest set of points will go towards all around(example: a person placing 1<sup>st</sup> and 3<sup>rd</sup> on the heading side would receive 10 points for the heading award but only 6 for the all around. Contestant who switches ends will receive all points towards event(end) and all points go towards all around if placing multiple times(example: a contestant who wins 1<sup>st</sup> as a header and 2<sup>nd</sup> as a heeler would receive 6 points for heading and 5 points for heeling and 11 points towards all around. Contestants will receive all monies won.
2. (2) two loops at regular rodeos &, (3) three loops when average is being(example: finals rodeo)
3. Header will start behind barrier using steer wrestling box and must throw the first loop at head, heeler must start from the calf roping box and throw at heels.
4. Roping steer without turning loose of the loop will be considered no catch.
5. Roper must legally catch, and turn steer towards left of roping boxes in order for heeler to release his rope at heels. The word dally means at least one complete wrap around the saddle horn.
6. Steer must be standing up when roped by head or heels.
7. Time to be taken when both horses are faced, "L" shaped or better, all (4) four feet on the ground, and rope is tight.
8. Contestants must hold dallies until field judge passes catch.
9. If, in the opinion of the field judge, a heel loop is thrown before header has dallied and changed direction of steer, team shall be disqualified. NO CROSS FIRING!
10. Broken rope or dropped rope will be considered a no time.
11. No foul catches may be removed by hand.
12. If steer is roped by one horn, roper is not allowed to ride up and put rope over the other horn or head with hands.
13. If heeler ropes a front foot or feet in the loop this is a foul catch. Neither contestant may remove the front foot or feet from loop by hand. However, should the foot or feet come out of the heel loop by the time the field judge drops his flag, time will be counted.
14. There will be only (3) legal catches:
  - a. Head or both horns

- b. Half a head
  - c. Around the neck (if hondo passes over one horn the loop over the other, catch is illegal.)
15. Any heel catch behind both shoulders is legal if rope goes up heels.
  16. If field judge sees he has made an error in flagging, he must declare a re-run before the next team competes. If the team has broken the barrier, they will receive the re-run steer lap and tap plus (10) second penalty.
  17. One hind foot receives (5) five second penalty.
  18. Payoff is the same as in other events.
  19. (60) Sixty second time limit.

### **GENERAL RULES-RACING EVENTS**

1. Racers will be required to enter the alley with western hat on head (hat must be on head when they enter the alley) failure to comply will result in a \$10 ten fine.
2. Time shall begin and end as the horse's nose crosses the line.
3. If contestant's horse breaks timer light or crosses starting line by backing across line before starting pattern, time will be considered started.
4. If contestant is required to re-run due to no fault of his or her own, any penalty on the first run will be void.
5. When a flagman is used, he will not leave his place on the starting line unless it is a visibly marked place.
6. Contestant may be disqualified for unnecessary roughness on horse.
7. Contestant must keep forward motion once the forward plane of the arena is broken, when arena permits or this is a disqualification. Exception to this is a side entry arena. When entering a side entry arena, contestants are allowed one circle or pivot to "set up".
8. Both judges shall be required to be present during the racing events, with one judge at the gate to watch for qualified pattern and the other judge shall flag the race with two stop watches and a timer. In case of timer failure, stop watch will be used.
9. The same timers, flagmen and judges for other timed events shall be used for the racing events also.
10. Interference in an event by any arena hand will result in a complete re-run for the contestant.



11. Under standard arena conditions, arena will be drug after every 10 runners and in between divisions.
12. Racer will be allowed to wear an approved equine protective helmet if he/she chooses.
13. Contestants may not share a horse in the same age division, in the same event.
14. 60 (Sixty) second time limit.

### **RE-RUNS IN BARRELS & POLES**

1. No re-run will be given due to fault or breakage of contestant's equipment.
2. If timekeeper or flagmen fouls the contestant, contestant will make the re-run during or after that performance of the rodeo, at a time decided on by judges and rider.
3. If timer fails, the contestant will use the stop watch time.
4. If more than one timer failure occurs per performance, stop watch times will be used for all contestants.

### **BARREL RACING RULES**

1. Barrels must be staked out. If stakes are not visible after first performance, they must be re-marked according to first performance measurements, which are made prior to the first performance of all approved rodeos. Measurements shall be made with a tape measure, written down, and given to each judge and the rodeo secretary for future references.
2. Judges are responsible for marking of the barrels before beginning of the first performance of the rodeo and checked performances thereafter.
3. Flagman's starting line must be a visibly marked place.
4. Barrels should be at least 20 feet from the fence whenever possible.
  - a. The score line should be 30 feet or more from the fence or there should be an open gate at the end of the arena to run through.
  - b. The #1 and #2 barrels should be the same distance from the score line.
  - c. Barrels must be set inside of stakes.
5. The Barrels used in any barrel race must be standard size and shall be a minimum of two colors.
6. Time shall begin when horse's nose reaches the starting line and shall end when horse's nose reaches the finish line.
7. Barrels to be placed in a clover leaf pattern.
8. Contestants will not be disqualified or penalized for touching barrels.
9. For each barrel knocked over by a contestant/contestant's horse, there will be a (5) five second penalty.
10. Contestant will be disqualified if he/she makes more than (3) three turns during in his/her run.
11. There will be a \$10.00 fine for loss of hat prior to entering the alley.
12. Contestants may not share a horse in the same age division, in the same event.
13. (60) Sixty second time limit.

## **POLE BENDING**

1. The pole bending pattern is to be run around (6) six poles. Each pole is to be 21 feet apart in a straight line and the first pole is to be 21 feet from the starting line. Pole shall be set on top of the ground (6) six feet in height and with a base no more than (14) fourteen inches or less than (12) twelve inches in diameter. The contestant may start to the right or left of the first pole and then run the remainder of the pattern accordingly.
2. Touching a pole is permitted by horse or contestant.
3. Knocking over a pole is a (5) five second penalty per pole.
4. Contestant will receive no time for not following pattern or re-crossing the starting line before completing the pattern.
5. Poles must be lined up with center of alley way unless arena conditions (example: mud) don't allow.
6. If track is not crossed it is not a turn.
7. Horse must stay in a forward motion after crossing the timer line.
8. Contestants may not share a horse in the same age division, in the same event.
9. (60) Sixty second time limit.

## **GENERAL RULES-BUCKING EVENTS**

1. The judge on the latch side of the chute shall use stop watch to time ride. This watch is official. The second judge shall use a stop watch also in case the first stop watch fails.
2. Rider and animal are to be marked separately. Each being scored from (1) one to (25) twenty-five by each judge. Total score possible (100) one hundred.
3. Marking will be announced immediately after each ride.
4. Time starts when the stocks shoulder breaks the plane of the arena. A flagger may be used in the arena to flag the start of time.
5. Riding to be done with one hand and loose rope, with or without hand hold.
6. No knots or hitches to prevent rope from falling off bull when rider leaves him.
7. Rope must have bell and bell must be under the belly of bull. No bell---No marking!
8. Hooks, rings or posts will not be allowed on bull ropes.
9. If, in the opinion of the judges, a rider makes (3) three honest efforts to get out on a chute fighting animal and is unable to do so, he may have a re-ride drawn for him.
10. If animal stops bucking or in the opinion of the judge does not buck to its potential and the rider makes a qualified ride, the judge may give an option for a re-ride.
11. When rider is fouled at chute or animal falls on his side, contestant is entitled to a re-ride at the discretion of the judge. No re-ride will be awarded if the contestant goes ahead and tries animal after foul or fall.
12. No re-ride will be given if a cowboy's own equipment breaks. If stock contractor's equipment breaks, contestant may have a re-ride.
13. A rider may have the option of a re-ride or of accepting markings if flank comes off animal providing contestant has completed a qualified ride.

14. If a re-ride is given, judge shall inform contestant of markings and an option of re-ride.  
Contestant may refuse re-ride and take marking before the next ride.
15. If rider fails to loosen rope after being told to do so by judge, he will be disqualified.
16. The judges will decide the matter of re-rides.
17. If rider makes qualified ride with a part of rope in riding hand, he is to be marked.
18. No more than (2) two men may be on chute to pull contestant's rope. ( at Arena Director's discretion)
19. Bulls having bad horns must have horns cut back or kept out of draw. This is the responsibility of the stock contractor at the discretion of the Arena Director.
20. Rider will be disqualified for any of the following offenses:
  - a. Being bucked off
  - b. Touching animal, hat, or self with free hand
  - c. Using sharp spurs or placing spur or chaps under the rope when rope is being tightened.
  - d. Not being ready when contestant was advised he was next out.
21. If one judge is injured and cannot score a ride, the other judge's score will be used as both scores.
22. Protective vest and approved helmets will be mandatory in calf riding, steer (stock) riding, & bull riding.
23. Interference in an event by any arena hand will result in a complete re-run for that contestant in that event.
24. Stock must be ridden for "8" seconds in Sr. bulls, boncs & bareback. 8 & under & Junior stock riding, stock must be ridden for "6" seconds.

## **BULL RIDING**

\*See bucking general rules.

## **STOCK RIDING**

1. Junior boys and girls – 9 thru 13 (co-ed) as of January 1st
2. Stock is to be drawn.
3. Can ride with one hand only. NOT BOTH!
4. Ride time will be (6) six seconds.
5. Rest of bucking general rules apply, including a bell on rope. NO BELL-NO MARKINGS!
6. Protective vest and approved helmet will be mandatory in steer (stock) riding.
7. Weight limit on stock riding approximately 500 lbs. to 760 lbs.

## **8 AND UNDER CALF RIDING**

1. Boys and girls 8 and under as of January 1st
2. Can ride with one hand only. NOT BOTH!
3. Ride time will be (6) six seconds.
4. Rest of bucking general rules apply, including a bell on rope. NO BELL-NO MARKINGS!
5. Protective vest and approved helmet will be mandatory in 8 & under calf riding.
6. Weight limit on calf riding is approximately 500 lbs. or under.

## **COWGIRLS GOAT TYING**

1. There should be at least (15) fifteen yards before starting line.
2. Starting line will be (100) feet from stake.
3. The goat shall be tied to stake with a rope (10) ten feet in length. Stake shall be completely under the ground so that no part of it is visible or above ground.
4. The contestant must be mounted on a horse and must ride from starting line to the goat, where they will precede to dismount from horse.
5. If the goat is down when the rider reaches it, the goat must be elevated by rider so that at least (3) three feet are dangling straight underneath goat, then goat must be re-thrown and then cross tie at least (3) three legs together with a leather thong or pigging string and stand clear of goat.
6. Legs must remain crossed and secure for (6) seconds. If the thong or pigging string comes untied, the contestant will receive a no time. To qualify as a legal tie, there will be one or more wraps and a half hitch "hooey", or knot.
7. Timing will start when the contestant crosses the starting line and will stop when she signals the completion of the tie.
8. If the goat should break away because of the fault of the horse, the contestant will receive a no time for that run. If the goat breaks away any other time, the contestant will receive a re-run.
  - a. If a horse/rope violation is declared but timer fails to get time, and a re-run is awarded. (10) Second penalty will go with contestant and re-run.
  - b. Any time a horse crosses the goat rope it is a (10) ten second penalty.
  - c. If horse touches the goat at any time, it is a disqualification.
9. No preformed knots(example: clove hitch)
10. Qualified person, other than contestant, will hold goat until time starts.
11. Goats will be changed after every (3) three contestants.
12. A contestant will receive a no time for touching the goat or string after signaling she is finished.
13. Contestant must stand (1) one step clear of goat before (6) six second time starts.
14. Goats with sharp horns will be tipped for safety reasons. Stock contractor will be responsible.
15. If deemed necessary for safety reasons, a member of rodeo management may step in to assist contestant. The contestant will be assessed a (10) ten second penalty.
16. Goats shall be uniform in weight, size and breed. (No pigmy goats). Weight limit 60 lbs. or under.
17. (60) Sixty second time limit.

## **GOAT UNDECORATING 8 AND UNDER**

1. Goat tying general rule apply except for:
2. The goat tether will be (5) five feet in length.
3. There will be a marked line approximately 20 feet from goat stake, up the arena, toward the start line in which contestant will need to cross.
4. Contestant must cross this line with ribbon in his/her hand to stop time.
5. If deemed necessary for safety reasons, a member of rodeo management may step in to assist contestant. The contestant will be assessed a (10) ten second penalty.
6. Goats will be changed after every (3) contestants.

## **BAREBACK BRONC**

1. Rider may have a single layer of sheepskin or leather under the handhold, which will extend at least (1) one inch on both sides of the center hand hold not to be skived and neither one shall be glued down.
2. The rider's glove must be a plain glove with no flaps, rolls, wedges, welds or gimmicks. A palm piece may be used in the glove, which will be at least (1) one inch wide and (3) three inches long and will be glued in.
3. Ride time will be (8) eight seconds. Time will start when the horse's shoulder breaks the plane of the arena.
4. One hand rigging is to be used.
  - a. Riders may use their own rigging if rigging is not over (6) six inch ring or not a freak.
  - b. Judges to decide on all riggings if questionable.
5. Stock Contractor will have the right to have judges pass on whether riggings is questionable.
6. Leather covered hair pad must be on the entire underside of the bareback riggings. Stock Contractor will have the right to furnish the pad. (pad—to be no thicker than standard hair pad and no wider)
7. Contestants will have the right to call judges to pass on whether or not horse is proper flanked or cinched.
8. Contestant's spurs (The rowels of the spurs) must be touching the horse above the breaks of the shoulders when the horse's front feet hit the ground on their initial move from the bucking chute.
9. If a horse stalls coming out of the chute, either judge may tell the rider to take his feet out of the horse's neck and first jump qualification will be waived. Rider may be disqualified for not following judge's instructions to take feet from the neck of horse's stalled in chute.
10. First jump rule may be waived if rider is fouled on chute gate at the discretion of judges. Contestant must declare in (2) two jumps in case of foul by dismounting or reaching down with free hand.

11. Horses are not to be hot shot until turned completely out of the chute, unless requested by rider. Hot shot will be used from back of chute only.
12. Cinches on Bareback riggings shall be made of mohair and shall be at least (8) eight inches wide at the center, but may be tapered to accommodate cinch "d" or rings
13. Protective vest will be mandatory in Bareback riding
14. Ride time is (8) eight seconds.

### **RE-RIDES**

1. If flank strap comes off the horse, rider has a choice to either take the score or a re-ride, provided the rider has made a qualified ride.
2. Riders who are knocked off by chute or when horse falls out of chute rider will be entitled a re-ride at the discretion of the judge.
3. The judge shall decide the matter of re-rides.

### **SADDLE BRONC RIDING**

1. Riding rein and hand must be on same side. Horses to be saddled in chute. Rider may cinch own saddle. Saddle to be placed at horse's withers not too far forward onto neck. Either Stock Contractor or contestant has the right to call the judges to pass on whether or not horse is properly saddled and flanked to buck its best. Middle flank belongs to rider but contractor may have rider put flank behind curve or horse's belly. Flank cinch may be hobbled.
2. Contestant's spurs (the rowels of the spurs) must be touching the horse above the breaks of the shoulders when the horse's front feet hit the ground on their initial move from the bucking chute.
3. (1) One free arm must be free at all times, and must not touch the animal with the free hand.
4. If in the opinion of the judge, a saddle bronc deliberately throws himself, the rider shall have the choice of the horse again, or he may have a horse drawn for him from the re-ride horses.
5. If a flank comes off, rider may have a re-ride on the same horse. If halter comes off, rider must have re-ride, providing a contestant has made a qualified ride up to the time the halter comes off. On re-rides, rider must re-ride, or take a no score for that ride.
6. For any of the following offenses, a rider will be given a "NO" score:
  - a. Being bucked off
  - b. Changing hand on rein
  - c. Wrapping rein around hand
  - d. Pulling leather
  - e. Loosing stirrup
  - f. Touching self, animal saddle rein, etc. with free hand.
  - g. Riding with locked rowels or rowels that will lock on spurs.
  - h. Contestant not being ready when called upon.
7. Protective vest will be mandatory is Saddle Bronc riding.
8. Ride time is (8) eight seconds.

## **CHUTE DOGGING**

1. Start line will be (10) ten feet from chute gate.
2. Time will start when steer's nose crosses the start line.
3. Contestant cannot touch horn until steer's nose crosses start line or a (10) ten second penalty will be assessed.
4. Animal belongs to contestant when he calls for it regardless of what happens, except in the case of mechanical failure.
5. Steer will be considered thrown only when it is laying on its side with all four of its legs sticking out in the same direction, contestant must have hand on steer when flagged.
6. Field flagger is required to watch contestant and steer until animal is turned loose. Contestant is required to turn steers head so that he can get up.
7. Steer has to be thrown under contestants own power: No dog falls.
8. (60) Sixty second time limit.

## **OJRRR ORDER OF EVENTS**

**SR. GIRLS POLES**

**JR. COED POLES**

**8 & UNDER COED POLES**

**SR. GIRLS GOAT TYING**

**JR. GIRLS GOAT TYING**

**8 & UNDER COED GOAT UNDECORATING**

**SR. COED TEAM ROPING**

**JR. COED TEAM ROPING**

**SR. BOYS BAREBACK RIDING**

**SR. BOYS SADDLE BRONC RIDING**

**8 & UNDER COED CALF RIDING**

**JR. COED STEER RIDING**

**SR. BOYS BULL RIDING**

**SR. GIRLS BARREL RACING**

**JR. COED BARREL RACING**

**8 & UNDER COED BARREL RACING**

**SR. BOYS CHUTE DOGGING**

**SR. GIRLS BREAKAWAY**

**JR. COED BREAKAWAY**

**SR. BOYS RIBBON ROPING**

**JR. BOYS RIBBON ROPING**

**SR. BOYS TIE DOWN CALF ROPING**

**\*Order of events is subject to change due to availability of an EMT!**



