

Palouse River
Ropers
Association

General Rule Book

Revised Edition
2008

Palouse River Ropers Association (Articles)

Know All Men By These Presents, That we the undersigned, all of whom are citizens of the United States, of legal age, have this day voluntarily associated ourselves together for the purpose of forming a nonprofit cooperative association under and by virtue of the laws of the State of Washington relating to nonprofit cooperative associations and we hereby certify:

Articles

Article I

The name of this association shall be PALOUSE RIVER ROPERS ASSOCIATION Inc., hereinafter referred to as PRRA.

Article II

Purpose

The purpose for which this Association is formed is:

- A. To organize a nonprofit and corporations and rodeo contestants in the state of Washington that rodeo for the purpose of promoting their mutual protection and benefit.
 1. To require that all entrance fees are added to prize money with the exceptions being at the discretion of the contestants.
 2. To secure competent, honest judges and officials in all events.
- B. To protect members against unfairness on the part of the rodeo management.
- C. To publish information concerning dates of rodeos, names of contestants, the prize money and other pertinent particulars concerning contestants, promoters and sponsors in which the public and members of the PRRA are interested.
- D. To work for the betterment of conditions and rules governing rodeo events in which members of the Association participate.
- E. To provide a uniform set of rules for the contestants of the PRRA, and for the guidance and direction of judges of all PRRA rodeos.
- F. To elect and appoint officers and agents of the corporation who may be directors or members, and define their duties and fix their compensation.

Article III

Existence

This Association shall be in perpetual existence.

Article IV

Income and Assets

No part of the income and assets of the corporation shall be distributed to, or inure to the benefit of any individual.

Article V

Board of Directors

The officers shall manage the affairs and activities of this Association and the Board of Directors of said corporation.

Initial Directors

Kellee W. Fleming, 7951 Endicott Road, Endicott, WA 99125
Sharon Hannas, PO Box 28, 72 Haxton Road, Hooper, WA 99333
Gary Fleming, 7951 Endicott Road, Endicott, WA 99125
Judy Johnson, 23002 SR 127, Lacrosse, WA 99143
Tim Brown, 11252 Endicott SW Road, Endicott, WA 99125
Jeanie Riley, 10505 SR 127, Pomeroy, WA 99347
Gayle Startin, PO Box 77, Hooper, WA 99333
Nancy Startin, PO Box 77, Hooper, WA 99333

Article VI

Liabilities

No member, officer, director, employee, agent or attorney shall be personally responsible or liable for any debts, costs or judgements imposed upon or against or incurred by the Association unless such person shall have been adjudged to be liable for negligence or misconduct in the performance of his duty to the Association.

Article VII

Enumerated Powers

The purpose and powers enumerated herein are to be construed both as purposes and powers and shall be in no way limited or restricted by reference to or inference from any other items of this certificate. Each of the purposes and powers specified shall be regarded as independent purposes and powers and are not intended to be in limitation of the general powers granted to the Association under the laws of the State of Washington, but are intended to be, and shall be held to be, in furtherance thereof.

Article VIII

Rules of Order

Roberts Rules of Order, Revised shall govern this Association in all cases which they are applicable and which they are not inconsistent with these articles.

Article IX

Amendments

These articles may be amended at any regular meeting of this Association by a two-thirds majority vote of the quorum present, provided notice of the proposed amendment shall have been given at the previous regular meeting and posted in the newsletter preceding such meeting.

Palouse River Ropers Association

General Rules

Article I

Officers and Board Members

Section 1. Duties of the Adult Officers.

1. The Board of Directors shall consist of five (5) members, four (4) of which will be the President, Vice President, Secretary and Treasurer, and the one (1) member shall be elected to the board by the general membership.
2. The President shall preside at all meetings of the Association. The President shall be the chairman of the Board of Directors and a member ex-officio of all committees except the nominating committee. The President shall not be entitled to vote except in the event of a tie.
3. In the absence of the President, the Vice-President shall assume the duties of the President. In the event of a vacancy occurring in the office of the President, the Vice President shall serve as President, until the next annual election of officers.
4. The Association Secretary shall keep minutes of all meetings of the Association, publish newsletters, accept fees and applications for new contestants and non-contestants, and keep up-to-date mailing list of paid names and addresses.
5. The Association Treasurer shall collect, receive and deposit all funds of the Association. The Treasurer shall provide pay-offs at each PRRA rodeo. The Association Treasurer shall be bonded if the Association requires it, the fee to be paid by the Association.
6. All officers and directors shall serve without salary.
7. Officers and directors may be removed at anytime with or without cause by a majority vote of those members who have paid to vote, after notice has been given of such action.
8. Resignation of Officers and Directors must be presented in writing to the President.

Section 2. Qualification and Terms

1. Any adult nominated for office in order to qualify must be a paid adult in good standing.
2. The President and Vice-President shall be elected by popular vote to serve a term of one calendar year.
3. The Secretary and Treasurer shall be elected by popular vote to serve a term of one calendar year.
4. Directors shall be appointed to serve a term of two years.
 - A. The elected terms of directorship shall be as follows:

<u>Odd Years</u>	<u>Even Years</u>
Breakaway Roping	Calf Roping
Dummy Roping	Team Roping
Barrel Racing	Pole Bending
Ribbon Roping	Chute Dogging
Calf Tracking	Goat Flanking
Steer Stopping	Calf Stake Tying
Arena Director	Steer Daubing

Section 3. Nomination and Elections

1. The President shall appoint a nominating committee no later than the PRRA final rodeo. Said Committee shall nominate candidates for offices of President, Vice-President, Secretary and Treasurer. Nominations shall not be limited to these candidates, but can also be made from the Association body during the elections.
2. Election of Officers will be held prior to December 31st.
3. Only persons in good standing shall vote for nominations or elections of officers.

Section 4. Powers of the Association

1. The legislative or rule making powers of the Association shall be held by the general body of the Association. The Association shall have supervision over the business and affairs of the Association with the power to make, alter or amend the by-laws as herein specified.
2. The Officers and Board of Directors as a body shall not be authorized to make any decision affecting the Association's rules or monies without the majority vote of the Association, except in situations where a decision must be made immediately and is in the best interest of the Association, and a general Association meeting would be impractical to hold. All such decisions must be reported to the general membership and the Association shall by electing responsible people to hold offices and seats on the Board of Directors, stand behind such decisions, but shall not be limited or restricted to such decisions on future or similar cases.

Section 5. Meetings

1. An annual meeting of the general membership shall be held at the beginning of each calendar year (December 31st through January 31st) the place of meeting and the date set by the newly elected Officers, to specifically set all PRRA rodeo dates for the coming year.
2. The President may call a meeting at any time, provided that each paid contestant or non-contestant is given advanced notice of the meeting.

Article II

Regulations for Contestants

Section 1. Contestant Fees

1. Eligibility of contestants and non-contestants:
 - A. Contestants will be designated as follows, with age requirements as of January 1, apply for the full Year:

Girls/Boys	7 & Under	Girls 8 - 11	Boys 8 - 11
Girls	12 - 16	Boys 12 - 16	Ladies 17 - 39
Men	17 - 39	Ladies 40 & Over	Men 40 & Over
Novice	Open		
2. Annual Fees for Newsletter, eligibility to compete, vote & rule books:
 - A. Contestants and non-contestants: \$15.00 Individual (18 years of age and older)
\$35.00 Family (parents or legal guardian(s) & children under 18 years of age.)
3. Annual fees are to be paid prior to contestant's first PRRA Competition. Contestants and non-contestants may join at any time.
3. Contestants shall include a copy of their birth certificate (for 15 & under) or a drivers license (16 & over) with their application to join the Association, or complete a "Proof of Age" form in front of two approved witnesses by showing a drivers license or birth certificate, this will be kept on permanent file by the Association secretary.
4. All contestants must have a signed, (notarized if contestant is less than 18 years of age) release form on file with the Secretary for the current year. These forms will be available from the Association Secretary at any time.
5. Each contestant is responsible to contact the Secretary if a change of address occurs or information differs from that given on the application
6. Each contestant **MUST** be a member to be able to compete.
7. A \$10.00 late Fee will be assessed for anyone entering the day of the rodeo.

Section 2. Point System - Payoffs

1. One of the purposes of the PRRA is to establish a point system to determine the PRRA Champion Cowgirls and Cowboys and to establish a set rule as to the division of prize money and points. In order for points to count for the year-end All-Around, a contestant must place in two events, during the current calendar year. Prize money and points shall be awarded and divided in the following manner:
 - A. Points are always split six (6) ways. In the event less than six contestants qualify, the qualifiers will receive the standard percentage for their placing and any point left over shall be considered unearned, and will be forfeited.
 - a. Points shall be:

1 st Place = 18 points
2 nd Place = 15 points
3 rd Place = 12 points
4 th Place = 9 points
5 th Place = 6 points
6 th Place = 3 points
2. In case of a tie for year-end All-Around or Event awards, the winner will be determined by the contestant who has won the most money throughout the year.
5. Cash Payoffs – number of places and percentages:
 - A. **7 & Under Age Group:**
 - a. Six places will be paid as long as six qualify in the event.
 - B. **All Other Age Groups** will be paid according to the number entered in each event:
 - a.

1 – 2 contestants	1 place	100%	1 st place
3 – 5 contestants	2 place	60%	1 st place
		40%	2 nd place
6 – 10 contestants	3 places	50%	1 st place
		30%	2 nd place
		20%	3 rd place
11 – 16 contestants	4 places	40%	1 st place
		30%	2 nd place
		20%	3 rd place
		10%	4 th place
17 – 20 contestants	5 places	34%	1 st place
		27%	2 nd place
		20%	3 rd place
		13%	4 th place
		6%	5 th place
Over 21 contestants	6 places	29%	1 st place
		24%	2 nd place
		19%	3 rd place
		14%	4 th place
		9%	5 th place
		5%	6 th place
6. Total pot money shall always be paid. In the event qualifying places are not filled in an event, move to the next payoff split. (Example: Only five girls qualify, figure payoffs for 5 places paid, etc.)
7. In the event only one contestant qualifies in an event he or she will receive 100% of the pot.

8. In the event there are no qualifiers in an event, the association shall keep all monies (entry fees, stock charges and any other specified amounts) paid in to that event.

Section 3. General Contestant Rules

1. Contestant may move up one age division and compete in an event only if the event is not offered in their age division. They will compete for money and their points will count for year-end event awards. Points will not count toward year-end All-Around awards.
2. Any contestant may lose points or be suspended or both from the Association for any of the following offenses:
 - A. Bad Checks (This is writing or having entry fees paid by a check that is returned for insufficient funds, account closed, etc.) This carries the penalty of loss of all points acquired up to that time and suspension until the bad check has been cleared.
 - B. Non payment of entry fees.
 - C. Attempting to fix, threaten, bribe, influence, harass or coerce the judges at any time between opening and closing dates of a PRRA event, in or out of the arena. The Judge(s) involved shall report violators to the Arena Director.
 - D. Conduct or speech of any kind detrimental to the best interest of the PRRA.
 - E. Fighting or quarreling in the arena.
 - F. Failure to abide by or disobedience of Articles and Rules of this Association.
 - G. For any rules not covered above, the Board of Directors will be called in to make the final decision.
3. All Contestants shall assist in keeping the arena clear by staying out of the arena except when contesting or assisting. The decision of the judges, flagmen and timers who have been passed on by the Association shall be final. No contestant can talk to a judge or timer while an event is going on, unless to point out a discrepancy. Questions may be addressed to the judge or timer no sooner than the end of that event. Any contestant violating this regulation may be disqualified by the judges and/or fined.
4. All contestants are required to read the rules carefully, particularly to those relating to the contests or events in which they are entered. Failure to understand the rules will not be accepted as an excuse.
5. There shall be no limit to the times a horse can be ridden by different contestants in any one event.
6. If the Association furnishes numbers, contestants must wear them on the back of their shirts so as to be visible to the judges, timers and spectators. The penalty for not wearing numbers may be disqualification.
7. Contestants must wear western attire: western hat (optional), button-up shirt with sleeves (long or short – no t-shirts, cap sleeves or tank tops), tucked in, western boots and western trousers in the arena during a paid performance or during slack and award ceremonies. Violators of these rules will be disqualified upon the discretion of the judges. Revised February 4th 2006
8. A contestant may compete in an event even if they are the only one entered and receive points if they receive a qualified time. Points will go toward the event and their age group All-Around. Revised – January 27, 2002
9. All contestants shall be ready to compete when called upon. Each contestant shall receive a maximum of three (3) calls to begin his or her run. Unless the contestant has made other arrangements with the Arena Director, Show Secretary or Judges Prior to the event he or she is competing in, contestant may face possible disqualification by the Judges.
10. Contestants must be on hand to answer call of the Arena Director and must comply with all other rules of the Association for each particular contest or exhibition held under the auspices of the PRRA. When, in the opinion of the Arena Director sufficient number of contestants are present for an event, there will be no delay because others are not present.
11. The Association reserves the right to refuse the entry of any contestant who has violated the general rules.
12. A contestant must compete in the same events at least twice to qualify for all-around points.
13. Points and payoffs for the PRRA final rodeo shall remain the same.
14. A contestant must enter at least (3) three of the (4) four rodeos held and in an event at least twice (2) to qualify for year-end awards.
15. 7 & Under – Horse may be led for contestant in an event if safety is a concern. However they will not receive a qualified time for that event.
16. Novice Events – Revised – February, 2004
 - A contestant may enter a novice Barrel Racing or Breakaway Roping event if he/she has not won \$300.00 lifetime in Barrel Racing or any roping event. A contestant may enter the Novice Team Roping event as either a Header or a Heeler if he/she has not won \$500.00 lifetime in any Team Roping event. They may pick their partner but must pick a different one if they enter twice.
 - If a contestant enters a novice event he/she may not enter the same event in their age group.
 - Points earned in a novice event will not count toward their age group All-Around points.

Section 4. Contestant Disqualification

1. In order to maintain a good image in a youth organization, any person(s) assisting with the show in any capacity, shall not be drinking alcoholic beverages or using drugs between the opening and closing times of PRRA events in the arena area.
2. The Association or PRRA officials (Judges or Board of Directors) may withdraw any contestant's name and entry, disbar contestant from any and all events, and withholds any money due for violation of the governing rules of the Association, or for any of the following offenses:
 - A. Violating the western dress rule.
 - B. Not being ready to compete when called upon.
 - C. Being under the influence of liquor or drugs.
 - D. Rowdyism, quarreling or fighting in the actual domain of the arena at any time.
 - E. Mistreatment of stock. A verbal warning will be given for the first offence.
 - F. Altercation or quarreling with the judges or officials.
 - G. Failure to give assistance when requested to do so by the Arena Director, or for any reason deemed sufficient by the Association.
 - H. Cheating or attempting to cheat. This carries the penalty of loss of all points acquired up to that time and suspension for not less than one year.
 - I. Conduct or speech of any kind detrimental to the best interest of the Association.
 - J. Not wearing contestant number when provided by the Association.
 - K. Refusing to compete in position drawn by the Rodeo Secretary, unless other arrangements have been made with the PRRA Secretary.

Section 5. Protest

As stated in the purposes in the Articles of Association, it is the Association's aim to protect its members against unfairness and to provide a uniform set of rules for all contestants. In order to protect our contestant's personal rights, each contestant is entitled to a private hearing with Judges and Board of Directors.

In the event the contestant has a protest, they shall go to the Event Director it concerns. The Event Director shall relay the protest to the Judge and his decision shall be final on **all** protests.

Article III

Regulations for the PRRA

Section 1. Conduct of PRRA Events

1. The management assumes no responsibility or liability for injury or damage to the person, property, and stock of any owner, contestant or assistant. Each participant by the act of his or her entry waives all claims against the management for any injuries their property may sustain.
2. Any rodeo events with ground rules contradictory to or in addition to Association rules must hold a general meeting in the grandstand or in the center of the arena to inform all contestants before any roping or riding events start. Announcer shall be instructed to relay these changes and/or additions over the loud speaker at least twice before any rodeo contests begin. Arena Director and Judges shall be present during this meeting to clarify any questions contestants may have.
3. The Association has no set price for salaries of judges, timers or announcers, but the Association expects to pay fair salaries in keeping with show size and Association budget.

Section 2. Drawing Out and Entry Fee Refunds

1. The Association shall not be responsible for returning a contestant's entry fee if they had contested in an event even once during the performance; but if contestant is entered in other events in which he or she is unable to contest, the entry fee may be returned.
2. Requests for withdrawal from any contest or event, and return of entrance fees is up to the Rodeo Secretary and /or the judges.
3. There will be no drawing out after positions are drawn, unless contestant has a doctor or vet's release. The Rodeo Secretary must be notified at injured persons expense before the first time contestant is scheduled to compete.
4. If in the opinion of the Judges, a contestant is unable to compete in a particular event because of injury. They may withdraw, but this does not prevent them from competing in other events in which they are entered.
5. All entry fees must be paid in advance by mail, or prior to competing. Any contestant failing to pay entry fees prior to competing is to be automatically removed from the list of contestants and will be fined \$5.00 before he or she is allowed to enter another PRRA approved event, except on legitimate excuse, decision of which will be up to the Board of Directors. If a contestant has entered a show and does no draw out before the books close, he or she will be fined a minimum of \$5.00 before he or she is allowed to enter another PRRA rodeo, except on legitimate excuse, decision of which will be up to the Board of Directors.

Article IV

Regulations for Officials

Section 1. Selection of Judges and Timers

1. All judges and timers shall be chosen for each PRRA rodeo from an approval list previously agreed upon by the Board of Directors. Names may be added or deleted by a majority vote of members present at any general meeting.
2. Parents may not judge or time events in which their own child is participating, unless in case of an emergency.

Section 2. Arena Director

1. The purpose of the Arena Director is to assure that the rodeo is ran in the smoothest possible manner.
2. It shall be the Arena Director's responsibility to decide if a rodeo should be called off, delayed or resumed when bad weather occurs.
3. It shall be the Arena Director's responsibility to see that a contestant competes in the position or on the stock drawn for them.

Section 3. Timers

1. Timers for the event may not be changed after the first performance except for sickness or injury, or by request of two (2) or more Association Officials, because of timers incompetence.
2. Timers must work from the same position in all performances in that go-round.
3. Timers should have prior experience and be positioned at a place that facilitates good communication with the Arena Director, Judges and Announcer.
4. Timers shall be responsible for keeping a timer's sheet and recording times, including all penalties added on, which is provided for them by the Rodeo Secretary.
5. All PRRA Rodeos are required to use watches or digital timers in hundredths of a second. There shall be two (2) timers for all events and times shall be averaged.

Section 4. Rodeo Secretary

1. Rodeo Secretary's name, address and phone number shall be posted in the newsletter preceding each rodeo and shall specify times when entries may be phoned or mailed.
2. All entries shall close or be post marked the Monday preceding Rodeo.
3. No one except the Secretary will be allowed to accept entries.
4. Positions must be drawn in all events for the first go-round. Order to be reversed for the second go. The Final go (if held) will be worked from the last qualifying position to the first position. Contestants using the same horse may be split.
5. Contestant is privileged to see the records of all contestants in any event of which they take part, at the end of each go-round.
6. Secretary shall make two copies of all timed event score sheets, one master sheet and one timer sheet. Timers sheet shall be checked with master to insure all times and penalties are accurate and kept with final records. In an event using stock, Secretary must retain the day sheet that the barrier judge used to mark down barrier penalties.
7. Master score sheets will not be removed from the office, except with the approval of the Rodeo Secretary.
8. Either the Rodeo Secretary or a Director must audit rodeo results within two days after each rodeo to check for errors.

Section 5. Judges

1. Judges must read the PRRA rulebook to familiarize themselves with all rules and disqualifications.
2. Timed event Judges will not flag contestant out until time is recorded. Judge is to flag time, then flag contestant out if time is not legal.
3. Judges must remain available to Rodeo Secretary for a short time after the rodeo ends in case any questions arise.

Section 6. Field Flagger

1. In any timed event if an animal escapes from the arena, flagged will be dropped and watches stopped. Contestant will get animal back with lap and tap start. Time already spent will be added to time used in qualifying. If time is not recorded, the decision of the Flag Judge shall be final concerning reruns. Roping box is part of the arena.
 - A. If rope is on animal, roper will get animal lap and tap with rope on it in the chute.
 - B. A Field Flag Judge must ask contestant if they want a second loop. Once a contestant has been flagged out, he or she will receive no stock back.
2. Neither Timers, Barrier Judge or Field Judge may be changed during the course of a go-round, except in the case of sickness, injury or incompetence and then by the request of two (2) or more Association Officials.
3. The decision of any Judges, Timers or Fagmen will be final and no protests by contestants will be permitted except through an Event Director.
4. Judges may be required to keep a record of all penalties, no times and any changes of working order of all contestants in all events they are judging. After each performance, judges will check their records with the Rodeo Secretary and make necessary changes if an error has occurred.

Section 7. Judging Rules – Timed Events using Barrier/Barrel Barrier

1. **Rope Barrier** - A ten (10) second penalty will be added for breaking or beating the barrier. In all timed events, a barrier will not be considered broken unless ring drops within ten (10) feet of the post. Barrier equipment must be inspected by the judges before each timed event. If equipment is faulty, it must be replaced. Should barrier break at any other point other than designated breaking point, 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 ten (10) second penalty. Otherwise this will not be considered a broken barrier. Once score line has been set in timed events, it will not be changed at that rodeo, nor can length of box be changed.
Electronic Barrier – A ten (10) second penalty will be added for breaking or beating the barrier. A horn will sound if the contestant breaks or beats the barrier. If equipment is faulty, it must be replaced. Should barrier break at any other point other than designated breaking point, decision is up to the Barrier Judge.
2. When using a **Barrel Barrier**, the time starts when the calf/steer crosses the score line and the Barrier Judge drops his flag. The animal is not to be contested on before he crosses the score line, or a ten (10) second penalty may be added to the contestants time by the Barrier Judge.
3. A barrier may be used in all youth and Novice events but may not be assessed a penalty. The barrier may be used in a youth or novice event and assessed a ten (10) second penalty at the discretion of the event director.
4. Barrier Judge shall be sure nobody tampers with the barrier or barrier equipment.
5. If automatic barrier does not work, but time is recorded, contestant will get time, but there will be no penalty for a broken barrier. Stock will be brought back if stock is missed.
6. If automatic barrier does not work or fails to work, and stock is brought back, contestant must take same animal (if drawn for) over, during or immediately after the same performance.
7. If in the opinion of the Line Judge, contestant is fouled by barrier, contestant shall get their stock back, providing contestant declares him or herself by pulling up immediately.
8. Barrier Judges will throw a brightly colored flag when the barrier is broken.

Section 8. Judging Timed Events

1. If contestant's horse breaks the timer light or starting line by backing through before starting pattern, time will be considered started. If horse recrosses starting line at any time before the pattern is completed, pattern will be considered broken and the run will receive a "no time".
2. When a Field Flagger is used, time is to start when the horse's nose crosses the line, both start and finish.
3. An electric eye may not be used at any PRRA Rodeo without a 2/3 majority vote of the members present prior to said rodeo.
4. When there is an electric eye timer malfunction, contestant will be given the choice of taking the back-up time recorded by the timers, without knowing time, or take a rerun. Contestant must make decision known to the Arena Director before leaving arena and decision as to when he/she will make a rerun will be up to the Arena Director and Judges. Any contestant who chooses a rerun must take any penalties for knocking over barrel or pole, added to new time.
5. Contestant may hold up or steady a barrel or pole he/she is rounding as long as the barrel or pole has not been knocked over completely.
6. The starting line (flagging position) and barrel and pole locations must be marked permanently for the entire rodeo.
7. The ground around the barrels and poles must be raked after every age group competes. If there is a large number of contestants in an age group, the ground will be raked after ten (10) runs or at the judge's discretion.
8. All divisions shall use the same rules in the barrel racing and the pole bending.

Article V

Regulations for Event Directors

Section 1. Duties and Responsibilities of Event Directors

1. Each Event Director is responsible for his or her event at each approved PRRA rodeo and shall appoint someone to assume their duty in case of absence.
2. Event Directors shall be identified at each rodeo so contestants will be familiar with them in case of problems or questions.
3. Event Directors are responsible for being available during their prospective events so contestants may contact them in case of a problem or protest.
 - A. Barrel Racing Director: Insure that barrels are available and in safe condition. Mark barrel pattern, working with Arena Director on Arena's with questionable sizes. See that rakes are available with people to man them. Designate people to aid in getting barrels in and out of the arena.
 - B. Pole Bending Director: Insure that poles are available which are even and in good working condition. Mark pole position and utilize a speedy system for setting and resetting poles, such as buried ropes or a knotted rope. See that rakes are available with people to man them. Designate people to aid in setting and resetting poles.
 - C. Goat Director: Insure that goats are available in the proper size and number for both Goat Tying and Goat Tail Tying. See that stakes, ropes, collars and hammer are provided. Designate people to aid in getting the goats in and out of the arena, holding goat properly and seeing that competition area is not cluttered with unnecessary personnel. Provide ribbon or light rope (same for each contestant) in the proper length to all contestants.
 - D. Roping Directors: Insure that the proper equipment is available for barrier and that chute is in working condition.
 - E. Chute Dogging Director: Insure that the proper equipment is available for barrier and that chute is in working condition.

Team Roping

1. One (1) minute time limit.
2. There shall be two (2) timekeepers, a tie or field judge and a starter.
3. Arena conditions will determine start and barrier rules. They should be imposed as local conditions warrant, but such penalties should be sufficiently drastic to prevent deliberate infractions that might bring advantage to the contestant.
4. All team Ropers will mark on the entry blank if they are Headers or Heelers and if they will enter once or twice. If entering twice, both draws will be for points. The draw will take place before the rodeo. There will be one draw only at the Final Rodeo.
5. There will be a ten (10) second penalty assessed for breaking or beating the barrier.
6. Steer belongs to Roper when Roper calls for him regardless of what happens, with one exception; if the steer gets out of the arena, flag will be dropped and the Roper gets the steer back lap and tap with the time added which was taken when the steer left the arena. Box is part of the arena.
7. Animal belongs to contestants when called for regardless of what happens, except in cases of mechanical failure of barrier equipment.
8. Each contestant will be allowed to carry but one rope.
9. Each Team is allowed three (3) throws in all.
10. Roping steers without turning loose the loop will be considered no catch. Roper must dally to stop steer. The word "dally" means one complete turn around the saddle horn.
11. Men 60 years and older may tie hard and fast only if a quick release is used, and only if heeling.
12. Women 40 years and older may tie hard and fast only if a quick release is used, and only if heeling.
13. Those who tie hard and fast, must start out doing so at the first rodeo and may not switch until the next year.
14. Time will be taken when steer is roped, both horses facing steer in line with ropes dallied and tight, horses front feet must be on the ground. Ropers must be mounted and steer must be standing up when roped by head or heels.
15. Steer must not be handled roughly at any time, and ropers may be disqualified if in the opinion of the judge they have intentionally done so.
16. If header accidentally jerks his steer off his feet or steer trips or falls, header must not drag steer over eight (8) feet before steer regains his feet or no time will be given.
17. Broken or dropped rope will be considered "no time".
18. No foul catches can be removed by hand.
19. If steer is roped by one horn, roper is not allowed to ride up and put rope over the other horn or head with his/her hands.
20. In case the field judge flags out a team that still legally has one or two loops coming, the judge may give the same steer back lap and tap, plus any barrier penalties and time elapsed.
21. The judges will decide any questions as to catches in this contest.
22. Legal Catches:
 - A. Head or both horns.
 - B. Half a head.
 - C. Around the neck.
 - D. One hind foot, (5-second penalty).
 - E. Any heel catch behind both shoulders is legal if rope goes up heels.
 - F. If loop crosses itself in head catch, it is illegal. This does not include heel catches.
 - G. If hondo passes over one horn, then loops over the other, the catch is illegal.
23. All ropers must go with stock to the catch pen to remove ropes.
24. All changes in roping order must be made before stock is loaded in the chutes. Once stock is loaded, ropers must rope in order listed.
25. It will be up to the discretion of the Arena Director whether a barrier will be used for any and all roping events at any given rodeo.

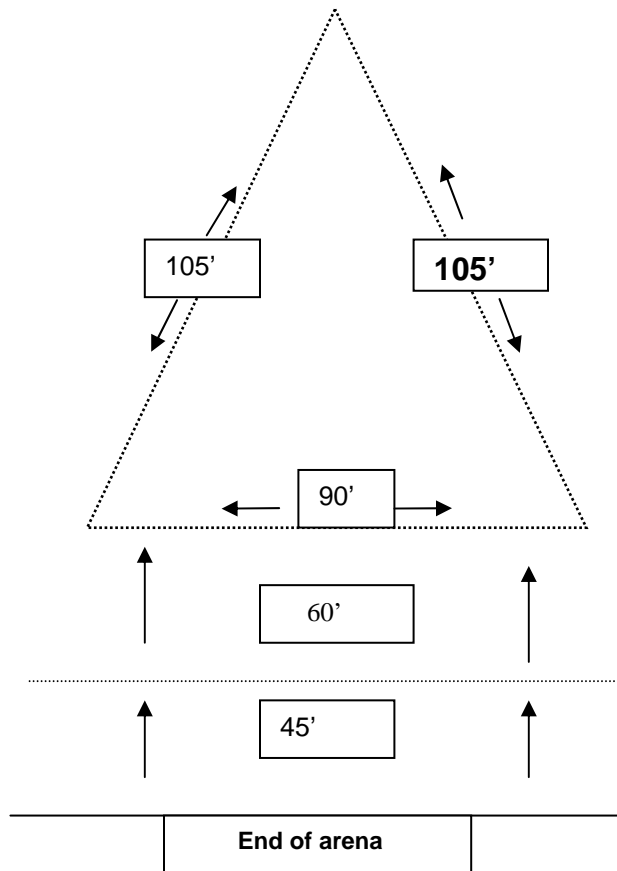
Ribbon Roping

1. There will be a one (1) minute time limit.
2. There shall be two timekeepers, a field judge and a starter.
3. Arena conditions will determine score. Length of score to be set by the event director.
4. There will be a ten (10) second penalty assessed for breaking the barrier.
5. Team will consist of two (2) people, a rider and a ground person. Jack & Jill (One must be male and one must be female.)
6. Animals belongs to roper when roper calls for him regardless of what happens, with one exception; if the animal gets out of the arena flag will be dropped and the roper gets the animal back lap and tap with the time added which was taken when the animal left the arena. Roping box is part of the arena.
7. Animal belongs to contestants when called for regardless of what happens, except in cases of mechanical failure of barrier equipment.
8. Each roper will be allowed to carry but one rope.
9. Each roper is allowed one throw.
10. No tied ropes are allowed.
11. Broken or dropped rope will be considered a "no time".
12. Calves may weigh up to 300 pounds and will be at the discretion of the event director.
13. Roping animal without turning loose of the loop will be considered "no catch".
14. Roper must dismount after roping animal and must have at least one hand on the animal before the ground person can take the ribbon off of the animal. Calf may be thrown or remain on its' feet. Ground person will then run back to the judge, crossing finish line with the ribbon, where the time will stop.
15. A team will be disqualified if the roper crosses the finish line with his/her horse or the animal.

Cloverleaf Barrels

1. There will be a one (1) minute time limit.
2. A standard course should be set whenever possible:
 - A. 90 feet between barrels 1 and 2, with barrels 20 feet from arena fence.
 - B. 105 feet between barrels 1 and 3 and barrels 2 and 3.
 - C. 60 feet from scoreline to barrels 1 and 2.
 - D. Scoreline should be at least 45 feet from the end of the arena.
3. For unusually large arenas:
 - A. Scoreline should never be more than 90 feet.
 - B. Maximum distance of 105 feet between barrels 1 and 2 and 120 feet between barrels 1 and 3 and 2 and 3.
4. For smaller arenas:
 - A. Scoreline should be 45 feet from end of arena. Barrels 1 and 2 should be 60 feet from scoreline if possible, and set no less than 15 feet from the arena fence.
 - B. Barrel 3 should be 36 feet from the end of the arena, but should not be over 105 feet from barrels 1 and 2.
 - C. If arena size permits, barrels should be set 60 feet apart or farther if possible.
5. Contestant may not circle more than once after entering the arena, before crossing the starting line.
6. The contestant may start on either the right or left barrel first, but must make 1 right or 2 left turns, or 1 left or 2 right turns.
7. Knocking over a barrel is a five (5) second penalty per barrel, and not following the cloverleaf pattern will receive a "no time".
8. The barrels and starting line will be permanently marked for the entire go-around.
9. A contestant may enter the arena at the speed of his/her choice, arena gate must be immediately closed after he/she enters the arena and kept closed until pattern is completed and the horse is under control.
10. A clearly visible starting line shall be provided.
11. If starting poles are used, they shall be set the same distance apart as the first two barrels.

Standard Course



Pole Bending

1. There will be a one minute time limit.
2. The pole bending pattern is to be run around six (6) poles.
3. Each pole is to be twenty-one (21) feet apart and the first pole is to be twenty-one (21) feet from the starting line.
4. Poles shall be set on top of the ground, six (6) feet in height, with no base more than fourteen (14) inches in diameter.
5. Poles must be straight, both in structure and in line.
6. Contestants may start either to the right or left of the first pole, ride down to the last pole, weave back and forth between poles to the first pole, turn around first pole, weave back and forth between poles to last pole, turn around it and race back to the finish line.
7. Knocking over a pole is a five (5) second penalty per pole, and not following the pattern correctly will receive "no time".
8. A contestant may enter the arena at the speed of her/his choice, arena gate must be closed immediately after she/he enters the arena, and kept closed until pattern is completed and her/his horse is under control.
9. The starting line and the location of poles must be permanently marked for the entire rodeo.
10. A clearly visible starting line shall be provided.
11. If starting poles are used, they shall be set the same distance apart as marked for the barrel racing.

Dummy Roping

1. Contestant shall rope a Dummy Steer Head.
2. The judge will determine starting distance.
3. Contestant will throw a loop in each of three (3) rounds.
4. Contestant will only get one throw per round.
5. No one shall help roper swing or throw the rope.
6. Contestant with the most catches at the end of all rounds wins. Points will determine the winner in case of a tie.
7. A Point System will be in effect in each round:
 1. Two (2) horns = 3 points
 2. Half a head = 2 points
 3. Around the neck = 1 point
8. Legal catches shall be as follows:
 - A. Head or both horns.
 - B. Half a head
 - C. Around the neck
9. In the case of a tie (same number of catches and points) there will be a one round rope-off. If the tie is not broken, points will be split evenly between the tied contestants.
10. Only the judge will be allowed to remove the head catch.

Calf Roping

1. There will be a one (1) minute time limit.
2. Arena conditions will determine score. Length of score to be set by the event director.
3. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
 - A. If the calf gets out of the arena, flag will be dropped and the roper will get the calf back lap and tap with the time added which was taken when the calf left the arena plus any barrier penalties. Roping box is part of the arena.
 - B. In case of mechanical failure.
 - C. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself by pulling up.
4. In calf roping, a horse must clear the box before a loop is thrown.
5. Time is taken between two flags.
6. It shall be the Arena Director's responsibility to see that contestants compete on the stock drawn for them (if stock is drawn). In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
7. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf. Neck rope must be used.
8. Contestant's assistant, provided they are ready, may push out calves. If not, Arena Director will have worker push calves.
9. Two loops will be permitted, if roper intends to use two loops. No loops can be rebuilt. If second rope falls from saddle before used, it cannot be rebuilt.
10. Contestant cannot receive any assistance after crossing starting line.
11. Contestant must rope calf, dismount, go down the rope and throw the calf by hand, cross and tie any three legs. Piggin' string must be used.
12. Any catch is legal, catch-as-catch-can rule.
13. If calf is down when roper reaches it, calf must be stood on at least three feet. (Calf must be elevated by roper so that at least three feet must be dangling straight underneath calf), and calf is then to be thrown.
14. If roper's hand is on calf when it falls, calf is considered thrown by hand.
15. Rope must hold calf until roper gets hand on calf.
16. To qualify as a legal tie, there shall be one or more wraps and a half hitch or hooley (a hooley is a half hitch with a loop) the tail of the string may be partly or all the way through.
17. The tie must hold six (6) seconds and three legs remain crossed until passed on by the judge.
18. Six (6) second time will start when roper has remounted and his horse has taken one step forward.
19. If roper's rope comes off as roper starts to work with tie, the six (6) second time will start when roper signals for time.
20. Rope will not be removed and rope must remain slack until field judge has passed on the tie.
21. Roping calf without releasing loop from hand will disqualify catch.

Goat Tying

1. There will be a one (1) minute time limit.
2. Goats must be tied at least once before the rodeo and must be close to the same size as possible.
3. Goats will be changed every fifth tie.
4. Arena size will govern the distance from the starting line to the goat with a minimum of fifty (50) yards to the stake where goat is tied and fifteen (15) yards from fence to starting line.
5. There should be at least fifty (50) feet between the stake and the back arena fence.
6. The goat should be tied to a stake with rope ten (10) feet in length.
7. The goat will be held by the collar at end of the rope, in a vertical position facing the starting line, until flagger drops his flag to start.
8. Stake should be completely under the ground so that no part is visible.
9. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from the horse, throw the goat by hand and wrap and tie any three legs with a dry thong or piggin' string.
10. If the goat is down when contestant reaches it, goat must be brought to a standing position, and then thrown before tie is made.
11. If contestant's hand is on the goat when he goes down, he is considered thrown by hand.
12. Once the contestant has signaled the tie complete, by throwing both hands in the air, contestant must stand clear of the goat, touching either the goat or the tie again.
13. The tie will be passed on by the field judge and if it is not secure for five (5) seconds, the contestant will receive a "no time".
14. To qualify as a legal tie, there will be one or more wraps and a half hitch, hooley or knot.
15. At any time during the run, should horse come in contact with goat or rope, contestant will receive a ten (10) second penalty. If the animal should breakaway because of the fault of the horse, the contestant will receive a "no time". Should the goat break free with no fault of the horse, the contestant may be given a re-run at the judge's discretion.
16. A contestant is still mounted until both feet are on the ground.

Goat Flanking

1. There will be a one (1) minute time limit.
2. Goats must be thrown at least once before the rodeo and must be close to the same size as possible.
3. Goats will be changed every fifth throw.
4. Arena size will govern the distance from the starting line to the goat with a minimum of fifty (50) yards to the stake where goat is tied and fifteen (15) yards from fence to starting line.
5. There should be at least fifty (50) feet between the stake and the back arena fence.
6. The goat should be tied to a stake with rope ten (10) feet in length.
7. The goat will be held by the collar at end of the rope, in a vertical position facing the starting line, until flagger drops his flag to start.
8. Stake should be completely under the ground so that no part is visible.
9. 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.
10. If the goat is down when contestant reaches it, goat must be brought to a standing position, and then thrown.
11. If contestant's hand is on the goat when he goes down, he is considered thrown by hand.
12. The time stops when the flagger drops the flag when the goat's four legs are all horizontal and the contestant is touching the goat.
13. At any time during the run, should horse come in contact with goat or rope, contestant will receive a ten (10) second penalty. If the animal should breakaway because of the fault of the horse, the contestant will receive a "no time". Should the goat break free with no fault of the horse, the contestant may be given a re-run at the judge's discretion.
14. A contestant is still mounted until both feet are on the ground

CALF STAKE TYING

1. Sixty (60) second time limit.
2. The stake must be set at least fifty (50) feet from back fence. The location must be marked and remain constant for the duration of the rodeo.
3. Maximum weight of calves is 225 lbs.
4. Large goats may be substituted for calves.
5. Calf/Goat is to be staked as in goat tying. It is recommended that the same stake used for goat tying be used for Calf Stake Tying.
- ~~6~~ Time starts when the Line Judge drops flag. Time ends when Field Judge drops flag.
- ~~7~~ Calf/Goat must be in standing position when rider breaks the plane of the start line. Handler must move away from calf when Line Judge drops the flag to start the time.
8. Contestant must dismount, throw animal by hand and cross tie any three legs.
9. Legal tie is at least one wrap around all three legs and a half-hitch or hooley with all legs crossed. A calf roping piggin string must be used.
10. If animal is down when Contestant reaches it, animal must be "day-lighted" and re-thrown.
11. If Contestants' hand is on animal when it falls, it is considered thrown.
12. Contestant may not touch animal after signaling their run is completed unless instructed by Judge. Doing so will result in a no time.
13. Tie must hold with three legs crossed for at least six (6) seconds. Time will start when Contestant has stepped three feet from the animal.
14. The Judge will watch the animal during the six (6)-second period and will stop the watch in the event the animal gets free, using the time on the watch to determine if it was tied for the required length of time.
15. Calf/Goat must be switched every third run. It is the responsibility of the Rodeo Committee to appoint handlers who will manage this.
16. If the Contestant's horse crosses over the rope, or calf, or if the Contestant's horse comes in contact with the rope or calf at any time, a ten(10)-second penalty will be assessed to said Contestant between flags.
17. If the calf should break away because of the fault of the horse, Contestant shall receive a no time.
18. If the calf should break away because of an equipment failure such as the ground clasp breaking, the stake pulling from the ground, or knot coming undone and it is not the fault of the Contestant's horse, Contestant will be awarded a rerun.
19. No reruns will be given for faulty or broken equipment furnished by the Contestant.

Breakaway Roping

1. There will be a one (1) minute time limit.
2. Two loops will be allowed if two ropes are carried.
3. The rope must be attached to the saddle horn in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope.
4. The second rope must remain tied until used and must not be broken away from the saddle horn.
5. No loops are to be rebuilt.
6. If second loop fails, it cannot be rebuilt and used.
7. If rope happens to dally horn, or if rope is broken free by the contestant, or won't break free when calf hits end of rope, the contestant will receive a "no time".
8. Rope must be tied to the horn and may not be run through bridle, tiedown, neck rope or any other device.
9. A white or colored cloth or ribbon (must be easily visible to the field judge) must be attached to the rope at the saddle horn so judge can tell when the rope breaks from the saddle horn.
10. The catch-as-catch-can rule shall apply after the loop passes over the calf's head.
11. Rope must be released from contestant's hand to be a legal catch.
12. In case the field judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back lap and tap, plus any time already lapsed and any barrier penalty.
13. If the judge sees he has made an error in flagging, he must declare a re-run before the contestant leaves the arena.
14. The calf must be re-run a complete and clean re-run before it is used by another contestant.
15. A third official (Arena Director) may be used to help determine legal catches or any infractions of the rules. This official need not be mounted on horseback.
16. Flag judge will make the final decision.
17. Association approved breakaway string will be furnished by the breakaway director for use by all breakaway contestants. Use of any other string will result in disqualification.
18. The length and type of association approved string will be determined by the breakaway director and the Arena Director. Every contestant's tie will be checked by the event director to insure it is tied securely.

Calf Tracking

Four Elements: A mounted contestant, a rope, a calf tracker & a logger(mounted person to pull the calf tracker)

Objective: A mounted contestant will approach a moving calf tracker and rope it.

1. There will be a one (1) minute time limit.
2. There will be three (3) go-rounds.
3. The contestant will start in the box.
4. The end of the contestant's rope will not be attached to anything.
5. Two (2) loops may be carried as long as the second loop is made and the coils are tied on, the end of the rope should not be tied on.
6. The calf tracker will be positioned in front of the roping box.
7. The starting line will be approximately 30 feet beyond the tracker.
8. Roper will nod for the calf tracker to start.
9. Time will start when the nose of the Tracker crosses the starting line and the flag is dropped.
10. Roper cannot rope the tracker before the time is started.
11. If the contestant's loop(s) fall and touch the ground, after the contestant's time has started, it may not be rebuilt.
12. The feet of the contestant's horse must stay behind the plane of the back of the tracker (no riding up on the tracker).
13. The contestant must rope the whole head (but may also include a foot (runner) or tail (back part of tracker) pull the slack out of loop, toss the slack up in the air and let go of the rope.
14. Time will stop when the contestant puts hand in the air and lets go of the end of the rope. The contestant may keep hold of the coils.
15. Winners will be determined by the most catches. In the case of a tie, contestant with the fastest combined times will win.

Steer Stopping

There will be a Sixty (60) Second time limit.

1. A barrier/score line will be used. A ten-second penalty shall be assessed for breaking the barrier.
- Contestant has option for a Hazer (adult or PRRA member 16 yrs or older).
3. The header will start from the left-hand box facing the arena. Hazer must start from right hand box.
 4. The contestant's time will begin when flagged at the barrier line.
 5. Contestant carries only one (1) rope. After catching the steer, contestant should dally to horn. Time stops when contestant brings horse to a COMPLETE STOP and is Facing the steer and the judges drops the flag
 6. Steer must not be handled roughly at any time, or Contestant may be disqualified if, in the opinion of the field Judge, they have intentionally done so.
 7. Broken rope or dropped rope will be considered a "No Time".
 8. Legal Catches: Three (3) Legal Head Catches: 1) Around Both Horns 2) Half A Head 3) Around The Neck
 - B. If honda passes over horn, the loop over the other is illegal.
 - C. If loop crosses itself in head catch, it is illegal.
 - D. Judge should approve head loops.

Chute Dogging

1. There will be a 30 second time limit.
2. The dogger is in the bucking chute with the steer.
3. Prior to starting this event, the judge will swing one of the bucking chute gates open so that it is perpendicular to the chutes. A mark will be made in the dirt at the arena end of this open gate. This mark will indicate the distance the "start of time line" will be set in the dirt running parallel to the chute using the mark previously mentioned as a start guide. This line will be set by the judge(s). The start of time line is now set.
4. Once the score line has been set it will not be changed for that rodeo.
5. The judge will blow a whistle when the animal's nose crosses the starting line.
6. Steer belongs to contestant when he calls for it, regardless of what happens.
7. All chute dogging stock will be chute run.
8. Dogger may only place left hand on left horn and right hand over neck until the steer crosses the starting line. At the whistle the contestant may throw steer.
9. Steer must be brought to a stop or direction of animal changed. All four feet must be extended in the same direction and steer must be lying flat on its back or side before flag may be dropped.
10. If the steer is accidentally knocked down or thrown by the dogger, by putting the animal's horn into the ground, it must be let up on all four feet and then thrown again. Dogger must have a hand on the animal when flagged.
11. Should the contestant lose contact with the steer, the dogger may take two steps to catch the animal. After catching animal, the dogger must make a legal throw.
12. A steer falling in the opposite direction (dogfall) and the dogger is attempting to throw him, the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.
13. If the judge sees he/she has made an error in flagging, he/she must declare a rerun before the contestant leaves the arena.
14. A steer must be rerun before it is used by another contestant.
15. When both digital clocks malfunction and no time is recorded and stock is qualified on, contestant will be given a rerun at a time designated by judges and arena director.

Steer Daubing

1. Contestant must start run from the back of the box. Failure to do so will result in a no time.
2. A barrier may be used if the committee putting on the sanctioned rodeo decides to use one. This decision must be posted in the ground rules and on the entry form for that rodeo.
3. If a barrier is not used, the Contestant cannot make a try at the daub until steer's body has cleared the end of the open release gate. The Line Judge has the responsibility to make this call if needed. His decision will be final.
4. Time will start when the steer's nose breaks the imaginary plane of the closed release chute.
5. Dauber works out of the heading box, hazer works from the heeling box
6. Hazer may be an adult, or another Contestant. Hazer must be in compliance with the EWJRA dress code.
7. Open catch pen.
8. There will be a pull up line set no more than three-quarters (3/4) of the way down the arena from the roping chute. If the Contestant has not made their daub before they reach this line, the Judge will flag them out and Contestant will receive a no time. This will be the call of the Field Judge. This line will be made identifiable by a mark along the fence, or by a designated indicator such as a readily identifiable post, light pole etc. Field Judge will position an individual at this line to give a signal when the dauber has crossed the line. This helper must be an adult and preferably a member. It is strongly advised that an air horn or whistle be used by an individual in the Timer's booth to signal when the dauber has crossed the pull up line.
9. Daubing Lance should be 30 inches long and have a tip fashioned from a tennis ball. It should be no more than one and one half (1 1/2) inches round. A wooden dowel, or section of plastic pipe is the preferred material for the body of the lance so as not to make the lance overly heavy for the Contestant to wield.
10. Steers used in this event will have a circle painted with mustard on the animal's left side behind the front shoulder on the rib cage. The circle is to 12" to 15" in diameter, from their backbone down and will be painted in such a way so as to give the dauber a clear and best chance. The job of marking the steers is the responsibility of the Director and his crew.
11. Mustard should be used as the marking agent in which the tip of the daubing baton is to be dipped prior to the Contestant making their run.
12. Dauber is allowed a single stab with the Daubing Lance to make their mark within the circle on the steer's side. If the daub is touching the line, to be considered good it must be inside 50% of the circle. Field Judge will flag the Contestant out if they make more than one attempt to make the daub.
13. Field Judge will flag the Contestant out if the Contestant attempts to smear the daub instead of making a clean jab with the baton.
14. The Contestant must raise the daubing lance after making their daub to signal the Judge their try is complete. Failure to raise the lance will result in a no time.
15. If a steer is used more than once in this event, the Arena Director and his crew will make sure any existing daub marks from previous runs are wiped clean. If a steer is released with a daubing mark from a previous run, a rerun will be given.

