

**LONE STAR YOUTH RODEO ASSOCIATION
2010 CONTESTANT RULES**

Rule Book Change Log

<u><i>Date</i></u>	<u><i>Summary of Change</i></u>
1/21/2010	Updates from 2009 to 2010 – Initial Release for 2010
2/12/2010	Updates to Entry Fees/Stock Charges section
4/5/2010	Updates to Dress Code section; Addition of Change Log Page

GENERAL RULES

A contestant or member may be disqualified from any or all rodeos, receive a no-time in an event, or be reprimanded for any of the following rule violations: (*Rules changes for 2010 are in blue italics*)

1. Falsification of name, age, signature of parent or failure to comply with rules.
2. All members and parents are responsible for knowledge of these rules. Rule changes made during the season will be communicated to the membership before implementation. Rule changes must be communicated before the beginning of the first rodeo for which the changes will apply.
3. Any unsportsmanlike conduct, failure to follow the code of conduct or harassment by either a parent or contestant may result in loss of points for the rodeo in which the incident occurred and disqualification from the remainder of the rodeo. Entries in future rodeos after such an incident will be at the discretion of the Board of Directors. Should a decision be made by the board of directors to suspend family members due to a contestant or parent's conduct the contestant or parent will be informed in writing. The parent may appeal the decision to the board *through the appeal process set forth in these rules.*
4. Birth Certificate required for all new members. No money or prizes will be released without a certificate on file.
5. In order to change positions because more than one contestant is riding the same horse the contestant must indicate this on each entry blank. There is no guarantee this change will be made, the order will be as it appears in the draw.
6. NO alcoholic beverages allowed in the arena during the rodeo.
7. The same judges/flagmen/timekeepers will be used throughout the entire age group of an event unless the judge/flagman/timekeeper is excused because of sickness or emergency. Exceptions may be made if sufficient timekeepers are not available to work an entire event.
8. *Walk-up entries will be added to the end of the draw for poles, cloverleaf, and straights and will be added to the beginning of the draw for goats and all roping events.*
9. Members must work one (1) event at each show they attend. Junior and Senior contestants must work for themselves. Novice and Peewee contestants must have an adult work for them. A contestant found to have not obtained a work point for a rodeo may make up work points at future rodeos only with special permission of the board. Make up work points must be made up with 2 work points for each missed work point. It is not the responsibility of L.S.Y.R.A. to inform the member that he or she does not have a work point. Signing up to work and not appearing to actually work will not result in a work point. Failing to sign up to work an event prior to the member completing his/her events

for the day is not an excuse for not obtaining work points. Members should not sign up to work multiple events because it prevents others from obtaining their necessary work points, however, this does not mean the Association does not want and appreciate contestants and parents helping beyond their required work points. Failing to obtain a work point for a rodeo may result in loss of points earned for that rodeo by a member or withholding of payout for a non-member.

10. Abuse of livestock may be cause for disqualification and possible loss of membership. If a director witnesses a member abusing livestock at any time during the weekend the director may report to the board of directors and the board of directors may levy a fine of up to \$25.00 per instance of abuse. In instances where a contestant receives a no-time for dragging or abusing livestock, the Board of Directors may levy a fine up to \$100.00 per incident. Fines may be withheld from the contestant's winnings. Any unpaid fine must be satisfied within 14 days of notification or the member will forfeit his or her membership.
11. Non-members must complete a non-member release and provide a copy of their birth certificate. Non-members must pay a \$10.00 permit fee for each rodeo entered – *limited to 1 occurrence (1 weekend) per Non-member*. The birth certificate may be provided after the rodeo but any pay-out due the non-member will be held until the birth certificate is received by the rodeo secretary. If the birth certificate is not provided within 30 days after the rodeo the pay-out will be forfeited. Non-members may compete in rodeos scheduled on no more than two weekends per year. Non-members must obtain a work point. Failure to receive a work point may result in a forfeiture of any winnings for that rodeo.
12. Contestants schooling their horse during an event (e.g. repeating a broken pattern or making a training run after the pattern is complete) may be fined \$25.00 per occurrence. A contestant completing a pattern slowly is NOT considered schooling the horse. Contestants with an unruly horse that causes difficulty entering the arena or roping box should inform the judge prior to the beginning of that event.
13. *Any protests must be submitted in writing to the board with a payment of \$250 for review. Upon review if the protest is upheld, the protest fee will be refunded. If the protest is denied LSYRA will retain the protest fee. A judge's call cannot be protested. The board will set a meeting as soon as practical to review any protests received, rodeo will not be stopped to review/decide on a protest. A protest may be reviewed by three or more board members as a protest committee.*
14. Photos and Photographers

Any participant who enters or otherwise attends a Lone Star Youth Rodeo event, any official or staff of the event, and all other persons admitted to the event shall, as a condition of and in consideration of participation, admission or other involvement therein, be deemed to consent to Lone Star Youth Rodeo ownership of all rights in and to his or her appearance or other involvement. The Lone Star Youth Rodeo shall have the right, and may permit others as it

sees fit to dispense, reproduce, and otherwise use any such person's name, voice, likeness, biography, photograph and other pictures in the connection with the advertisement and promotion of a Lone Star Youth Rodeo event. However, such advertisement and promotion shall not be in conjunction with any statement constituting an endorsement by such person of any product or service, unless that person's consent thereto is first obtained.

Authorized Freelance Photographers participating in the act of sales of images obtained at, during, before and/or after events are given the authority to sell images for private use only to the individual cowboy captured in the image or to the animal owner without compensation to cowboy or animal owner in that image. In addition authorized photographer may elect to post images via electronic device, for example the but not limited to the internet with the agreement that the images posted be offered to and for sale of personal use to the individual cowboy captured in the image or to the animal owner without further compensation to cowboy or animal owner. It is the photographer's responsibility to deem the images unusable in case of illegal capture of electronic device images.

PARENTS CODE OF CONDUCT

Prior to any member or non-member competing in a rodeo, the member or non-member's parent must have on file with the Association a signed "Parents Code Of Conduct." In the case of members and non-members eighteen or older, that member or non-member participant may sign the Parents Code of Conduct. *Parents may be fined up to \$250 or loss of membership for their child or children as determined by the judge and/or the board of directors.*

The Parents Code of Conduct is as follows:

Parents are expected to:

1. Remember that children participate in rodeos to have fun and that the rodeos are for those children, not adults.
2. Know the rules of the association and follow them.
3. Present a positive role model for all contestants and encourage sportsmanship by showing respect and courtesy to other contestants and parents.
4. Demonstrate positive support for all contestants, judges, officials and spectators at every rodeo and every event associated with LSYRA.
5. Refrain from any kind of unsportsmanlike conduct with any judge, official, contestant, or parent such as booing, taunting or using profane language or gestures during the rodeo weekend.

6. Act to prevent any behaviors that could endanger the health and well being of the contestants, or stock.
7. Encourage their child to follow the rules and resolve conflicts without hostility or poor behavior.
8. Encourage their child to treat other contestants, judges, officials and spectators with respect regardless of race, creed, color, sex or ability.
9. Not ridicule or yell at their child or other contestants for making a mistake or losing a competition.
10. Respect the judges and officials by following the rules for questions about calls or procedures and not confront judges or officials in the arena or from the grandstands during an event.
11. Adhere to the rules forbidding the use of alcohol in the arena area during rodeos.
12. Remember that the primary purpose of youth rodeo is to teach responsibility, respect, and character that will serve the contestants well as they become young adults.

CHECKS

1. A fee of *\$38.00* will be charged for each returned check written to L.S.Y.R.A. A contestant is not eligible to enter any future show unless these fees and original check amount has been collected by L.S.Y.R.A. in cash, cashiers check or money order. If a second check is returned, all future shows must be entered by paying with cash, cashiers check or money order.
2. Checks issued by the Association must be cashed within 60 days of date issued or the check will be void.
3. A fee of \$25.00 will be charged to rewrite award checks for any reason other than an error on the part of the Association.

DRESS CODE

1. All contestants are to wear western attire while competing in the arena at all LSYRA rodeos.
2. Western attire is considered long sleeve collared shirts (tucked in), jeans, and western boots. Sneaker type "sport shoes" are NOT acceptable footwear.
3. A contestant will receive a first warning for dress code violations. Any future violations during that rodeo or the remainder of the season will result in a fine of \$25.00. Repeated offenses may result in loss of points and/or membership.

4. Contestants may wear cowboy hats or helmets at their option. **NO CAPS are allowed.**

SPONSORSHIP

1. Minimum Sponsorships totaling \$200.00 per member or \$300.00 per family must be received by the deadline date for each contestant in order to qualify for the finals. *The deadline date is designated as Rodeo #12.* Sponsorship is not considered to have been received until it is postmarked with a correct address or in the hands of the secretary. New members who join less than 14 days before or join after the sponsorship deadline date must submit their minimum sponsorship requirement within 14 days after the date of the first rodeo in which they compete as members or they will be subject to the late sponsorship guidelines set out below.
2. Members not meeting their total sponsorship requirement until 15 days after the sponsorship deadline must meet a total sponsorship requirement of \$200.00 in sponsorship(s).
3. Members not meeting their total sponsorship requirement until 30 days after the sponsorship deadline must meet a total sponsorship requirement of \$300.00 in sponsorship(s).
4. Members not meeting their total sponsorship requirement until 45 days after the sponsorship deadline but before the entry deadline for the Finals must meet a total sponsorship requirement of \$500.00 in sponsorship(s).
5. Sponsors will receive the benefits designated in the sponsorship form.
6. Members will not be eligible for the Finals if the total required sponsorship money is not received by the entry deadline for the Finals.
7. Each member submitting a sponsorship is responsible for assuring that program information is also provided.

RODEO SCHEDULES, ENTRIES, ORDER OF EVENTS

1. Two rodeos will be scheduled each weekend with one complete rodeo on Saturday and one complete rodeo on Sunday. Points and payout are awarded each day as an individual rodeo.
2. *There are 16 LSYRA sanctioned rodeos scheduled for the season. Only 10 of the 16 will count toward year end points. A contestant must indicate on their entry form whether the rodeo being entered is to be considered as an Official Rodeo (earn points for year-end & jackpot money) or an Unofficial Rodeo (for jackpot money only).*

- a) *A Contestant may enter as many LSYRA rodeos as they want.*
 - b) *All rodeos will be for jackpot money.*
 - c) *Each parent and/or contestant must sign their respective names on the entry form to indicate their rodeo selection.*
3. *If no selection is made on the entry form, it will be automatically assumed by the rodeo secretary that the contestant elects to designate as an Official Rodeo.*
 4. *No changes will be made to any declarations. NO EXCEPTIONS!*
 5. *The declaration of Official Rodeo or Unofficial Rodeo of each contestant will be reflected on the rodeo program prior to the start of the rodeo.*
 6. Entries postmarked or delivered into the hands of the rodeo secretary less than 14 days prior to the date of the rodeo will be considered late entries and will be subject to a *\$10 late fee.*
 7. *Walk-ups will be limited to 1 occurrence (1 weekend) per Member, Non-member or New-member. There will be a \$20 fee per day for Non-member and New Member Walk-up entries. There will be a \$50 fee per day for Member Walk-up entries.*
 8. *Call in registrations will be accepted the Tuesday before each rodeo between 5 and 8 PM. There will be a \$10 late fee for all Call-ins and entries must be paid with cash prior to books closing the morning of the rodeo. Both Members and Non-members can use the call in registration.*
 9. *Books for all events close at 8:30 a.m. the day of the rodeo. No event may be entered after the books close. The Saturday rodeos will begin at 10:00 a.m.; the Sunday rodeos will start at 9:00 a.m.*
 10. Order of Events:
 - Pole Bending
 - Tie-down Roping
 - Cloverleaf Barrels
 - Team Roping
 - Goat Ribbon Pulling / Tying
 - Straightaway Barrels
 - Ribbon Roping
 - Breakaway Roping

The order of events may be changed at the discretion of the Board of Directors

ENTRY FEES-STOCK CHARGES

1. Jackpot payment will be based on the number of paid contestants in each event as shown

under 'JACKPOT PAYOFF'. A *\$10.00 stock charge* fee will be assessed for each calf roping event and a \$5.00 stock charge fee will be assessed for each goat tying / ribbon pulling event. This charge may be increased or decreased during the year at the discretion of the Board of Directors.

2. Draw outs will be permitted on a no-fault basis (no medical or veterinary verification will be required.). The draw out request must be in writing and in the hands of the rodeo secretary no later than 9:00 a.m. the day of the rodeo. Written draw-out requests may be made by a third party on behalf of the contestant but must be in writing and signed by the third party. Refunds of 80% of entry fees and stock charges only will be made in the case of draw-outs. It is the responsibility of the contestant to have the draw-out request in the hands of the secretary as described above. Draw-out requests will not be taken by telephone or oral request. Draw-outs for injuries sustained at an event will be determined at the discretion of the Board of Directors.
3. *Contestants who enter by calling in on the Tuesday before the rodeo, but turn out (not notifying rodeo secretary according to the guidelines for draw outs) shall be responsible for their entry fees, the office charge and a \$25 fine. The fees must be paid in full before the contestant will be allowed to compete in any future rodeos.*
4. In case of a cancelled rodeo a full refund of fees will be made. If the show is held, no refunds will be made due to weather. Contestants that enter by the postmark deadline will receive participation credit for the cancelled rodeo to count towards Finals qualification if they forfeit half of their entry fees. Walk-ups will not be given participation credit for a cancelled rodeo. Cancelled rodeos may be rescheduled at the discretion of the board of directors. In the event of a cancellation of one or both of the rodeos on the last weekend of the season the rodeo(s) will not be rescheduled.

JACKPOT PAYOUT AND POINT SYSTEM

1. 75% of the jackpot fee will be paid out accordingly for the event. The jackpot fee is the entry fee less any stock charge.

1 – 5	1 money	100 %
6 – 10	2 monies	60/40
11 – 15	3 monies	50/30/20
16 – 20	4 monies	40/30/20/10
21 – 49	5 monies	30/25/20/15/10
50 & over	6 monies	29/24/19/14/9/5

2. If there is no qualified time in an event and no winner, 75% of the jackpot will be equally divided and paid out to each contestant participating in the rodeo as ground money.

3. Event placings will be awarded points as follow:

1 st place	10 points
2 nd place	9 points
3 rd place	8 points
4 th place	7 points
5 th place	6 points
6 th place	5 points
7 th place	4 points
8 th place	3 points
9 th place	2 points
10 th place	1 point

4. Points may only be earned by members in good standing. Non-members will receive payout for their actual placing but will not alter the points earned by members. Members finishing behind a non-member will be moved up in the number of points they earn as if the non-member did not place in the event.
5. Accumulation of points for year-end awards *will include points earned during the Finals Rodeos.*
6. Members must compete in a minimum of eight (8) rodeos to be eligible to participate in the Finals. For a rodeo to count towards qualification for the finals the contestant must be a member in good standing. Rodeos for which a draw-out is allowed for all events will not count towards qualification for the Finals. *Contestants may only compete at the finals in events in which they have competed in at least once during the season.* Contestants must meet all membership and sponsorship requirements to be eligible to compete in the Finals. Members must qualify for the Finals to be eligible for year end awards.
7. Any complaints or errors regarding points awarded for a rodeo must be brought to the attention of the rodeo secretary no later than the end of the Sunday rodeo following the rodeo for which there is a point discrepancy. For the final weekend rodeo, point discrepancies must be brought to the attention of the rodeo secretary no later than *seven* days after the completion of the last rodeo of the regular season.
8. A Horizon Award will be awarded to junior and senior competitors who have not won a saddle at any series, including Lonestar, through the Finals of the season. One award will go to the junior or senior girl who finishes highest in all-around standings, but not the saddle winner and another will be awarded to the junior or senior boy who finishes highest in all-around standings, but not the saddle winner. *“Winning a saddle” includes a saddle which has actually been received by the member or a saddle which has been won and is due to be awarded to the member but which has not been awarded as of the date of the LSYRA finals due to scheduling of the other organization’s awards event.* Members must complete a Horizon Award request form in order to be considered.

AGE GROUPS

1. *All ages will be determined by age as of September 1st. (EXAMPLE: To compete in the spring of 2010, the age is as of September 1, 2009.)* Contestants may move up into the next age group. However, once a contestant has moved up an age group, the contestant may NOT move back down. Contestants moving up must move up in ALL events. All points earned from the previous age group will be removed and new age group points must be acquired from start of age change.
2. Age groups are:

Novice	7 and under
Peewee	8 to 11
Junior	12 to 15
Senior	16 to 20

TIE BREAKERS

All ties for points and awards will be broken as follows:

1. First tie breaker will be the greater number of first placings in the event or events.
2. If a tie still remains, the greater number of second placings will determine the tie breaker.
3. If a tie still exists after procedure 1 and 2, the number of third placings and subsequent placings through tenth place will be used to break the tie.
4. If there is still a tie after all placings have been exhausted, the next tie breaker will go to the contestant with the most points based on their placing in the average of each event. If a tie still remains, the placing for prizes will be determined by a drawing.
5. In the event two or more contestants have identical times in an event, placing will be combined and points and prize money split.

EVENT RULES

1. After a contestant's name is called three (3) times, with twenty (20) seconds in between the first call and the third call, the contestant will be disqualified from the event.
2. Contestants may enter arena at the speed of his/her choice where arena conditions allow.

3. No-shows and scratches will NOT move a drag up or down. In goat tying, no-shows and scratches will not change the position at which the goat is changed.
4. No reruns due to tack or personal equipment failure.
5. A contestant will receive a no-time for breaking the pattern.
6. In cases requiring a rerun, contestants will have the option to rerun immediately or after the last contestant in that age group. Speed event drags will occur after each five (5) runs. Drags will not take place between age groups unless five runs (5) runs have been made since the last drag. A drag will take place between pee-wee and junior goat tying. The judge may call for drags between other classes in goat tying if arena conditions require.
7. The gate for speed events will be open unless the judge determines that arena condition require otherwise. If a speed event is being run with an open gate, a parent may close the gate during the run and the parent will be responsible for re-opening the gate at the end of the run.
8. If a contestant makes a qualified run or catch but the contestant's time is not recorded through mechanical or other error, the contestant may repeat *the run. If the original run received penalties, then rerun will carry those penalties from the first run.* Knowledge of this rule is the responsibility of the contestant/parent.
9. Questions about a judge's call or other issues regarding a contestant's run should be addressed to the event director immediately. No contestant or parent may question a judge or time keeper while an event is going on. Questions may only be directed to a judge after an event is complete. A contestant or parent may explain his or her position to the event director or clarify a situation to a judge at the proper time and place. The event director may act on the complaint, deny the complaint or refer the complaint to the board of directors for further consideration. However, if the contestant or parent is using abusive language or does not use good judgment in time and place, the judge or director should, at that time, inform the contestant or parent that any further action will lead to disqualification and forfeiture of fees. *The judge's call is final and cannot be protested.*
10. More than one judge may be used for an event at the discretion of L.S.Y.R.A. Where more than one judge is used, the judges may consult each other on a rules interpretation or call.
11. More than one contestant may ride the same horse.

POLEBENDING

1. The first pole will be twenty-one (21) feet from the timer line and spacing between each of the six poles will be twenty-one (21) feet apart. Each pole must be at least twenty (20) feet from the fence.

2. Contestant may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
3. The time will start when contestant crosses the start line and stops when the contestant crosses the finish line after completing the pattern.
4. A contestant MAY touch a pole in an effort to keep the pole from falling down.
5. Knocking over a pole will result in a five (5) second penalty for each pole knocked over. Once a pole touches the ground, it is considered down for the run. A pole that falls after a run is complete and the timer stops, will not count as a downed pole.
6. If a pole/poles are knocked down during a run the horse's four feet must go around the original location of the base of the pole/poles that are knocked down. If the horse's four feet do not go around the original location of the base of the pole/poles, the run will result in a no-time.
7. A contestant who breaks the pattern will receive a no time. A pattern is broken if the contestant's horse does not continue through the pattern in a forward motion. A horse may stop but may not back up. A rider must remain mounted through the pattern.

CLOVERLEAF BARRELS

1. All barrels must be at least twenty (20) feet from the arena fence and twenty (20) feet from starting line. The maximum distance between the two front barrels will be ninety (90) feet, arena conditions permitting. The maximum distance between the two front barrels and the back barrel will be one hundred (100) feet, arena conditions permitting. Pre-marked patterns may be used if they do not violate the minimum distances from the fence. The event judge will be responsible for setting the pattern.
2. The pattern may begin to the left or the right at the contestant's option and then run accordingly.
3. The time will start when contestant crosses start line and stops when the contestant crosses the finish line after completing the pattern.
4. A contestant may touch a barrel in an effort to keep the barrel from falling over.
5. Knocking over a barrel will result in a five (5) second penalty for each barrel knocked over. If a contestant knocks over a barrel and it stands up on its other end, it will count as a knocked over barrel.

6. Once a barrel touches the ground, it is considered down for the run. A barrel that falls after a run is complete and the timer stops will not count as a downed barrel.
7. If a barrel/barrels are knocked down during a run, the horse's four feet must go around the original location of the base of the barrel/barrels that are knocked down. If the horse's four feet do not go around the original location of the base of the barrel/barrels, the run will result in a no-time.
8. A contestant who breaks the pattern will receive a no time. A pattern is broken if the contestant's horse does not continue through the pattern in a forward motion. A horse may stop but may not back up. A rider must remain mounted through the pattern.
9. Safety bumpers may be used on the barrels.

STRAIGHT BARRELS

1. The first barrel will be set-up twenty (20) feet from the timer line, but may be shorter depending on arena conditions and size. Distance between the barrels will be sixty (60) feet apart unless arena conditions require some shorter distance. The third barrel must be at least 20 feet from the arena fence.
2. The pattern may begin to the left or the right of the first barrel and run in the figure eight pattern accordingly.
3. The time will start when contestant crosses start line and stops when the contestant crosses the finish line after completing the pattern.
4. A contestant may touch a barrel in an effort to keep the barrel from falling.
5. Knocking over a barrel will result in a five (5) second penalty for each barrel knocked over. If a contestant knocks over a barrel and it stands up on its other end, it will count as a knocked over barrel.
6. Once a barrel touches the ground, it is considered down for the run. A barrel that falls after a run is complete and the timer stops will not count as a downed barrel.
7. If a barrel/barrels are knocked down during a run, the horse's four feet must go around the original location of the base of the barrel/barrels that are knocked down. If the horse's four feet do not go around the original location of the base of the barrel/barrels, the run will result in a no-time.
8. A contestant who breaks the pattern will receive a no time. A pattern is broken if the contestant's horse does not continue through the pattern in a forward motion. A horse may stop but may not back up. A rider must remain mounted through the pattern.

9. Safety bumpers may be used on the barrels.

GOAT RIBBON PULLING

1. Goat shall be staked 100 feet from the start line with a rope ten feet in length. The goat holder will hold goat at all times over the stake with the rope coiled behind the holder. A short length of ribbon approximately ten inches or more in length must be fastened with a rubber band to the goat's tail.
2. All arena gates will be closed after contestant enters arena.
3. The time will start when the contestant and horse crosses start line and stops when the contestant crosses the finish line marked behind the goat. The judge shall mark the finish line behind the goat. Contestants crossing the finish line without a ribbon (or hair if no ribbon is on the goat) will receive a no time. The contestant should return the ribbon to the judge after the run is complete.
4. The contestant will ride to the goat and dismount without assistance. The contestant must pull the ribbon from the goat's tail and cross the finish line with all or a portion of the ribbon. If the goat does not have a ribbon for any reason, the contestant should pull hair from the goat's tail and cross the finish line with the hair.
5. A ten second penalty will be received if the contestant's horse comes into contact with *or crosses the plane of the rope and/or goat while the contestant is still mounted. For the purposes of this rule the contestant will be considered "mounted" until both of the contestant's feet are on the ground.*
6. An adult or a junior or senior contestant may act as a holder to catch and hold the horse for the contestant to dismount but the holder may not touch the contestant and the contestant must dismount without direct assistance. Touching the contestant by the holder will result in a no time.

GOAT TYING

1. Goat shall be staked 100 feet from the start line with a rope ten feet in length and the goat holder will hold the goat straight back from starting line. Holder will release goat and step straight back when the contestant crosses the start line.
2. The contestant must be mounted and must ride from start line to goat, dismount, throw goat by hand (if goat is down when contestant reaches it, the goat must be cleared of ground) and tie any three legs together with a leather string, pigging string, goat string or rope. Legs must

be crossed and tied to qualify as a legal tie. Contestant must tie the goat by hand with no pre-made wraps, coils, knots, hooeys or half hitch. There will be one or more wraps, a half hitch or a secure knot. Once the contestant signals his/her tie is complete, he/she may NOT again touch the goat or the tie. If the contestant does go back and touches the goat or tie it will result in a no-time. Contestants engaging in unnecessary roughness during their run or after signaling for a time will receive a no time.

3. Contestant must step away from the goat at least three (3) feet for the six (6) seconds tie time to begin. If the goat does not remain tied for six seconds, the contestant will receive a no-time.
4. Goat will be changed every five (5) contestants and between Pee-Wee, Junior and Senior classes. A scratch or no show will NOT move the position of the draw for the goat. In the case of a no show, the goat will be tied.
6. A ten second penalty will be received if the contestant's horse comes into contact with *or crosses the plane of the rope and/or goat while the contestant is still mounted. For the purposes of this rule the contestant will be considered "mounted" until both of the contestant's feet are on the ground.*
6. *All walk-up goat tiers will be placed at the beginning of the runs for each class and will tie a separate designated "walk-up" goat.*

GENERAL ROPING

1. A ten second penalty will be added to the time for breaking the barrier.
2. Contestant will be responsible for providing someone to push his/her own stock, if desired.
3. If an animal escapes from the arena, the flag will be dropped and timer watches stopped. Contestant will get animal back with lap and tap start and time all ready spent will be added to time used in qualifying. If time is not recorded, the decision of the flagman/judge will be final.
4. If roper does NOT ask for calf he/she must stop horse as soon as possible without throwing the rope and a re-run will be given. If contestant throws rope a time will be given and the run will be considered complete.
5. If roper is fouled by the barrier, he/she must stop horse as soon as possible without throwing rope and a re-run will be given. If contestant throws rope a time will be given and the run will be considered complete.
6. Horse must be moving out of the box to be a legal catch; horse cannot stand still.

7. Roper is allowed one loop unless second rope is carried.
8. The back gate will be open.
9. *Stock will be chute run. The board reserves the right to draw stock at any time if the board determines that to be necessary.* Any instances of a parent or other person attempting to pick specific stock for a competitor or intentionally releasing stock before stock is called for will result in a no time. The judge or event director's decision on this will be final. Repeat instances may result in loss of points for the year and possible loss of membership. If calf or steer is accidentally released the contestant will receive a rerun.
10. Roping Stock – Crippled stock will be culled.
11. Mugger is NOT allowed to haze cattle.
12. Calf may NOT be dragged over four feet after the roper is on his/her horse.
13. All reruns are at the discretion of the judge. Re-runs will be made immediately after the re-run is granted. If cattle are chute run the contestant will receive the next calf or steer in the chute.

BREAKAWAY ROPING

1. Ropes are to be tied to the saddle horn at the knot end of the rope by a heavy string in such a manner as to allow the rope to be released by the string breaking from the horn when the calf reaches the end of the rope.
2. String will be provided by L.S.Y.R.A. The string must be used without alteration.
3. A visible cloth or flag must be attached to the end of the rope to signal the breakaway.
4. *The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head. A bell collar catch is not required to receive a time.*
5. Contestant must stay mounted until calf breaks the string.
6. The contestant shall receive a no-time should he/she break the rope from the horn by hand after the catch is made.
7. The rope must break away from the horn before the calf enters the alleyway.

RIBBON ROPING

1. A roper and mugger will work together in the event. The roper will run his own ribbon.
2. The roper must have mugger to hold his/her calf. The roper is responsible for choosing a mugger and assuring that the mugger is ready when the roper is called to rope.
3. The mugger must be a contestant in the rodeo but not necessarily in that age group.
4. Muggers may mug for multiple ropers.
5. Catch as catch can. Rope must hold calf until roper/mugger gets hand on calf. If after roper/mugger has touched calf the rope comes off, the roper/mugger must NOT lose contact with calf before the roper removes the ribbon. Roping the calf without releasing the loop from the hand is NOT permitted.
6. A neck rope must be used.
7. A short length of ribbon approximately ten inches or more in length must be fastened with a rubber band to the calf's tail.
8. The mugger must be touching the calf when the roper removes the ribbon.
9. After the calf is roped, the roper dismounts, removes the ribbon from the calf's tail and runs back across flag line.
10. If roper sees there is NO ribbon on the calf's tail he/she should grab hair from the tail.
11. Muggers may choose where they wish to stand in the arena.
12. Roper MUST hand ribbon or hair to the flagman.
13. If the calf is roped on the chute side of the flag line, the roper must cross the flag line for a time. The roper may cross the line from either side to receive a time. If the roper crosses the time line without a ribbon (or hair) after the roper has touched the calf the roper will receive a no time.
14. If the calf enters the alleyway before the contestant removes the ribbon, the roper will receive a no time.
15. The roper and mugger will be the only contestants allowed in the arena at one time. Other contestants need to wait outside the arena.

TIEDOWN ROPING

1. Catch as catch can. (Rope must hold calf until roper gets hand on calf. Once roper has

touched calf and rope comes off, roper must NOT lose contact with calf). Roping the calf without releasing the loop from the hand is not permitted.

2. Once the horse leaves the roping box any physical contact by anyone other than the roper will result in a no-time.
3. Rope must be tied hard and fast.
4. If the calf is jerked down by the horse, the contestant must re-throw the calf by hand. If the contestant's hand is on the calf when the calf falls, the calf is considered thrown by hand.
5. Any three feet must be tied with at least one complete wrap and a half hitch.
6. Once contestant signals his tie is complete, he may NOT again touch the tie or calf. Contestant will receive a no-time for touching the rope to train his horse after giving finish signal.
7. The calf must remain tied for six seconds after the contestant remounts and rides slack in the rope.
8. Failure to remain tied is a disqualification. In the event a contestant's rope is off calf after completion of tie, the six seconds will start when roper clears calf.
9. A neck rope must be used.
10. If the calf enters the alleyway before the catch or tie is complete, the contestant will receive a no-time.

TEAM ROPING

1. Team roping is open to junior and senior contestants only.
2. Team roping *is considered a single event and may only be entered once as a team*. Points will be given on *each qualified run*. A partner must be designated on entry form when entering rodeo. If a partner is not designated *on the entry blank, one will be drawn as a courtesy roper*.
3. Team roping may be run with a barrier, either mechanical or electronic, on the header side or with a barrel placed 25 feet from the front of the header's box. TEN second penalty if the barrier is broken or if the steer is turned before the barrel.
4. FIVE second penalty for catching only one heel.

5. The back gate will be left open.
6. Roper is permitted one rope, each team is allowed two loops. Heelers must release loop from hand when attempting to rope the heels.
7. Headers must dally and heelers may dally or tie on with the use of a quick release device. Cannot dally over a hard tie.
8. The steer's entire body must be turned and moving forward in tow before the heel loop can be thrown. However, if the steer stops it must only be in tow for the heel loop to be legal. Any heel loop thrown in the switch is considered a crossfire and the team will receive a no time.
9. Contestants are not allowed to change catch by rubbing the rope over horns or nose by hand to make a bad catch legal.
10. Loops may be changed by fishing only.
11. Animals must be on their feet when roped by either end.
12. Animal belongs to contestant when contestant calls for it regardless of what happens except in cases of mechanical failure.
13. Header and heeler must face with ropes tight.
14. Courtesy ropers will be matched with other ropers by draw. Contestant may not choose his or her courtesy roper. Courtesy ropers will not be charged an entry fee or stock charge and will not be considered in the calculation of the payout or awarding of points.
16. Legal Head Catches shall be:
 - a) Around the horns.
 - b) Around the neck.
 - c) Half a head.
 - d) All other catches are illegal. (If hondo passes over one horn and the loop over the other, catch is illegal. If loop crosses itself in a head catch, it is illegal).
17. Legal Heel Catches shall be:
 - a) Any heel catch behind both shoulders is legal if rope goes over heels. (If front foot or feet is in the heel loop, it will be considered an illegal catch unless front feet slip out of loop before judge drops his flag).
 - b) Dewclaw catches are legal if rope holds for judge's inspection.