

# Rocky Mountain Professional Rodeo Association

## Rulebook 2023-2024

### TABLE OF CONTENTS

ANY RULE NOT COMPLETELY COVERED IN THE RMPRA RULE BOOK THEN THE PRCA RULE BOOK WILL BE USED AT THE JUDGES DISCRETION.

#### ROCKY MOUNTAIN PROFESSIONAL RODEO ASSOCIATION

- 1 Statement of Purpose
- 2 Membership Requirements, Dues and Rules
- 3 RMPRA Rodeos and Committee Responsibility
- 4 Co-Approval Policy
- 5 Rodeo Judges, Judging and Time Keepers
- 6 Standings, Prizes and Championships
- 7 Year-End Finals
- 8 RMPRA Dress Code

#### OFFICIAL RODEO RULES

- 1 Rodeo Entries, Entry Fees and Prize Money
- 2 Entering
- 3 Call Backs
- 4 General Entry Provisions
- 5 Drawing Positions
- 6 Trade Outs
- 7 Discrepancies in Entry Information
- 8 Pay-Off Schedules

- 9 Suspension List, Fines and Turn outs
- 10 Time Limitation for Entering After a Doctor or Vet Release
- 11 General Riding Event Rules
- 12 Bareback Riding
- 13 Saddle Bronc Riding
- 14 Contestant Saddle Specifications
- 15 Bull Riding
- 16 General Timed Event Rules
- 17 Tie Down Roping
- 18 Steer Wrestling
- 19 Dally Team Roping
- 20 Ladies Barrel Racing General Rules
- 21 Judges – LBR
- 22 Barrel Pattern – LBR
- 23 Disqualifications – LBR
- 24 Timers – LBR
- 25 Electric Timer Failure – LBR
- 26 Re-Run Rule – LBR
- 27 Ladies Breakaway Roping
- 28 Goat Tying

# ROCKY MOUNTAIN PROFESSIONAL RODEO ASSOCIATION

## 1 STATEMENT OF PURPOSE

The name of this association is the Rocky Mountain Professional Rodeo Association of which the membership is made up of contestants, cowboys, cowgirls, stock contractors, contract performers, and committees, but for all practical purposes it shall be known as RMPRA.

The purpose of the RMPRA shall be:

- A. To promote rodeo as a sport and profession, striving at all times to ensure honesty and fairness to both the contestants and the producers; to create an amicable relationship among stock contractors, rodeo committees and contestants;
- B. To inspect approve and help advertise rodeos being sponsored in accordance with the RMPRA standard;
- C. To encourage rodeos to comply with standards necessary to obtain approval by this association;
- D. To hold and sponsor contests and championships among members;
- E. To hold a year-end rodeo and awards presentation;
- F. To promote the welfare of all animals, its members and to increase the number of members and rodeos;
- G. To aid, assist and coordinate the activities of the members within the Association as the governing body thereof, and to prescribe rules and regulations to promote the efficiency and uniformity thereof;
- H. To act as an agent or representative of any member or members in any of the above mentioned activities;
- I. To publicize, periodically or otherwise, the activities of the Association and of its members and of events of interest to its members.

This association shall not be held liable for the contracts, faults, neglects, debts, or injuries of any member. This association and its activities shall be maintained, kept and operated through the payment of membership fees and annual dues, income from its activities and such other methods as may be provided by the bylaws. Active membership in this association will not be limited to residents of the State of Utah, but may be further limited as provided in the by-laws. The by-laws shall set forth the qualifications of members, membership fees and annual dues and may further provide for suspension or revocation of membership. The rules & regulations of the Association may be repealed, altered or amended by a vote of 51% of the directors then

in office at a meeting called by the president for that purpose, or at a regularly scheduled meeting. A board member unable to attend a meeting may vote by giving his or her signed proxy to another member. Said proxy will need to be presented at the board meeting, delivered to the secretary and made a part of the minutes of the meeting.

## **2 MEMBERSHIP REQUIREMENTS, DUES AND RULES**

1. Memberships shall be open to all reliable persons interested in rodeo, regardless of race, color, creed, age or sex.
2. Contesting members of the RMPRA need not be residents of the State of Utah. Contesting nonresidents will have the same privileges as a resident. All contract personnel such as stock contractors, announcers, secretaries, timers, pick-up men, judges, bull fighters, and clowns must be members and do not have to be a resident of the State of Utah
3. All RMPRA members, when signing the membership application, will agree to comply with the rules of the RMPRA. Members must keep abreast of all rule changes, activities of the RMPRA etc., as listed in this official rule book, as listed on the official RMPRA web page and as listed in the official publication outlet of the RMPRA. Applications for RMPRA memberships are subject to Board approval.
4. The fiscal year for RMPRA will be from Oct. 1 through Sept. 30. Membership dues will be \$120 for contesting members. The card, for non contesting members will be \$50.00. For all earnings to count toward Association standings, membership needs to be purchased prior to the first rodeo entry. Memberships purchased after May 1 are considered delinquent and will be charged a \$20 late fee.
5. Undesirable conduct will be fined \$100 for the 1st offense; \$250 for the 2<sup>nd</sup>, and a 3<sup>rd</sup> offense will result in dismissal from the Association. The person will then be required to appear before the Board for reinstatement. A written petition must be presented to the judges or RMPRA office. (Example – misconduct in arena, abusing stock or mount.)
6. The RMPRA is not liable in any way for injuries received by RMPRA members at any RMPRA approved rodeo. The RMPRA further assumes no responsibility for injury or damage to the person, property or stock of any owner, contestant or any assistants. Any contestant under the age of 18 must have a notarized release from parents or legal guardian on file at the RMPRA office before competing at an RMPRA rodeo.
7. All members, when signing the membership application, further release all persons responsible for conducting any and all RMPRA approved rodeos from liability for injury or damage to the person, property or stock of any owner, contestant or assistants while on the premises of said rodeo. “Persons responsible for conducting” shall include rodeo committees,

producers, employees, stock contractors, sponsors, and RMPRA Board of Directors and Officers.

### **3 RMPRA APPROVED RODEOS AND COMMITTEE RESPONSIBILITY**

1. In order for any rodeo to be RMPRA approved, it must have the nine (9) approved events.
2. RMPRA standard events are bareback riding, saddle bronc riding, bull riding, tie-down roping, steer wrestling, team roping header, team roping heeler, ladies barrel racing and ladies breakaway roping.
3. Any rodeo committee wishing to hold an RMPRA sanctioned rodeo will be required to file a "Sanction Agreement" with the RMPRA Secretary-Treasurer within 90 days of its rodeo to be listed as approved in the RMPRA paper and the official RMPRA web page, unless it obtains Board approval. "Sanction Agreements" may be obtained from the RMPRA Secretary-Treasurer.
4. The stock contractors are to be responsible for obtaining approval contracts from the rodeo committees and sending them to the RMPRA office. Four percent (4%) of the total prize money shall be deducted by the rodeo secretary before the winning contestants are paid.
5. A committee will be charged a \$40.00 membership fee. The results of the rodeo are to be forwarded to the RMPRA office within 24 hours of the completion of any rodeo. The 4% (see Rule 4.4) along with the complete rodeo documentation, (including results, fines, balance sheet, turnouts, etc.), must be mailed to the RMPRA office within four (4) days from the date of the rodeo.
6. All contestants who pay entry fees shall be entitled to one (1) entry pass for themselves and one (1) for a companion only for the performance in which they are competing.
7. The rodeo committee shall furnish an ambulance to stand by during the performance and slack competition to properly take care of any injured participants.
8. The committee will also be responsible for having a vet on call during the rodeo performances and slack. A conveyance must be available and used to remove animals from arena in case of injury. Any injured livestock shall be humanely removed before continuing the rodeo. The animal will be placed in an isolated, protected and comfortable area to reduce any stress. A pen, corral, or large trailer bed shall be available for adequate bedding of these animals. Arena help may be fired and/or a contestant may be disqualified for any mistreatment of stock. Contractors/producers, directors, judges, etc., are all responsible for enforcing these rules. No stock shall be confined or transported in vehicles beyond a 24 hour period without being unloaded, fed, and watered. Failure to abide by this shall be subject to a \$500 fine for the first offense, progressively doubling with every subsequent offense. Humane livestock prods shall be used only when necessary, and only on appropriate areas of the body (neck, chest, shoulder, and hips). No hot shots will be used on wet membranes (eyes, nose, mouth, genitals,

or rectal areas). No contract performer will be allowed to abuse stock or animals used in their acts in any way. Chutes, corrals, etc. must be free of harmful objects.

9. If a fine is levied by the RMPRA that was the result of intentional abusive injury to livestock, those fines will be given to the owner of the livestock.

10. Rodeo committees have the option of opening entries in all or any one event to non-members. Non-members will be charged a \$20 non-member fee.

11. Entry fees for each rodeo will be published in the RMPRA official publication and on the web site. In addition to the base entry fee, the following charges will be assessed to each contestant:

- (a) Stock fee will be assessed to all participating contestants (\$5.00 per entry)
- (b) Judges fee (\$2.50 per entry)
- (c) Timers fees (\$1.50 per entry)
- (d) Electric eye fee (\$2.00 per entry barrel racers only)
- (e) Central entry fee (\$5.00 per entry)
- (f) Year-end finals fee (\$1.00 per entry)
- (g) Bull riding day money (\$22.00 per entry bull riders only)
- (h) Cowboys Finals Fund (each contestant, member or non-member, will pay an additional \$3.00 that goes towards the Finals added money to be split equally among the nine (9) events).

12. The entry of five (5) or more contestants/teams shall constitute a contest. If a contest/event is cancelled, the added money for that event will be returned to the rodeo committee or sponsor, provided notification of the cancellation of the said contest/event has been given to contestants entered.

13. Directors, stock contractors, and judges shall be able to ask for a tractor drag if ground conditions are warranted during slack or before the start of an event, but not during an event.

#### **4 CO-APPROVAL POLICY**

1. The Board of Directors of each association must approve the rodeos to be co-approved. Co-approved rodeos must be scheduled a reasonable time prior to the rodeo.

2. A return check, on an RMPRA member, issued at a co-approved rodeo, will be honored and paid if the check is received in the RMPRA office within 30 days of the said rodeo.

3. Co-approved Association members must provide the Central Entry secretary with a current Association card number or be charged a \$20 non-member fee.

## **5 RODEO JUDGES, JUDGING & TIMEKEEPERS**

1. Reliable announcers, pick-up men, chute help, timers, flaggers, judges, etc., are the responsibility of the stock contractor and rodeo committee.
2. There will be two (2) timekeepers at every performance of an RMPRA approved rodeo. They shall not be changed except in the event of injury, emergency or incompetence. In the event a timer must be changed, it will be with approval of judges and stock contractor. The person who starts timing the rough stock event must be the one to time throughout the entire event at all performances. Timers may trade off in the different events. Two watches must be used at all times. One timer will be the primary (head) timer and the second timer will be the back-up timer. If the times differ by more than 4 tenths of a second (0.4), the fastest time must be used. Timers must be competent and approved by the rodeo stock contractor. It is required that an electric timer be used in the barrel race and it must be backed up by at least one (1) timekeeper.
3. It is the responsibility of each stock contractor to get the timer to the rodeo.
4. Every rodeo will require at least two (2) judges to work all events. Judges must be approved by the Directors and must have their RMPRA membership bought prior to judging.
5. At least one (1) judge or secretary shall be present for the drawing of all rodeo stock. Arrangements should be made with the stock contractor to do so.
6. Decisions of judges, flagman and timers shall be final if in accordance with RMPRA rules. In all cases of dispute, the rodeo performance will continue without delay under existing rules of the RMPRA and the matter of dispute shall be settled by the rodeo judges, stock contractor, board members and spokesman present at a time which will cause no further delay of the rodeo.
7. Any judge's ruling which is NOT in compliance with the rules of the RMPRA should be dealt with by a Director and contractor, if present, or a spokesman from the event elected to do so, immediately if the decision will have an immediate effect on the outcome of the event, or immediately following the event, or performance, if possible.
8. Once judging sheets are handed in to the rodeo secretary when the event is finished, the contestants' score or time is final.
9. Judges' scores on each ride and times in the timed events should be relayed to the rodeo announcer so that those scores and times may be made available to the rodeo audience immediately after the ride or run. It is the responsibility of the rodeo committee and announcer to see that these scores are posted as mentioned.
10. If, in the opinion of the judges, a rider makes two (2) honest efforts to compete on an

animal and is unable to do so, he shall have a re-ride animal drawn for him.

11. Anytime a contestant is fouled in any riding event, he must declare himself or take that score. Anytime a timed event contestant is fouled, he must declare himself immediately when fouled or take his time. To declare himself means to make no further attempt to make a qualified ride or run.

12. In all events, all equipment which is used by a contestant is his/her responsibility and there will not be a re-ride or re-run because of his/her faulty equipment. Borrowed equipment is accepted as a contestant's own. If contractor's equipment fails contestant will be awarded a re-ride. Re-runs in the barrel race will be made immediately following the final contestant's run, or immediately following the rodeo whichever is more appropriate for the contestant. All other re-runs and re-rides will be run at the convenience of the stock contractor.

13. Judges will award re-rides at their own discretion. The rider will have the option to take the re-ride or the score received from the judges. The judges must notify the rodeo secretary that a re-ride or re-run is in order before the next contestant competes. This is mandatory.

## **6 STANDINGS, PRIZES AND CHAMPIONSHIPS**

1. The current RMPRA Standings will be printed in each issue of the official RMPRA publication and on the official RMPRA web page. Earnings will be kept in dollars and cents from each cent won at all RMPRA approved rodeos in the nine (9) major events. RMPRA championship earnings can only be earned at RMPRA approved rodeos.

2. Earnings awarded to any member will be totaled for the year to determine the Champion cowboy and cowgirl in each of the nine (9) contest events. Other placings will follow in accordance with the amount of money won.

3. The All Around Champion will be awarded to the RMPRA member winning the most money in two (2) or more of the nine (9) approved events. The All Around Champion must have won at least \$250 in each of two (2) or more of the nine (9) approved events, with team roping being one (1) event. There will be an All Around Cowboy and Cowgirl.

4. Earnings for the RMPRA Championship Standings will be awarded only to holders of regular RMPRA membership cards of the applicable year. Said earning winners must be in good standing with the RMPRA. No earnings will be earned while a contestant is on the RMPRA suspended list.

5. Earnings won at any RMPRA approved rodeo will be valid only if the member's dues have been paid prior to contesting on the head of stock on which points were earned. When an RMPRA member resigns from the Association, earnings collected to that time during a rodeo season shall be dropped. Should a member be reinstated within the same rodeo season, his earnings will start over.

6. The RMPRA Board of Directors may elect to duplicate awards as they see fit to do so.



7. Special awards may be presented to the rodeo of the year, outstanding rodeo stock of the year in their respective events and stock contractor of the year. The membership may vote on all special awards and to whom the award(s) should be given. Such awards will be left to the discretion of the Board of Directors.

8. If a Rookie of the Year award is given, it will be awarded to the first year member who wins the most money during the year. The candidate may be interviewed by the Board of Directors to establish rookie status.

9. Award winners must be present at the designated place of awards presentation in order to receive any awards to which they are entitled. If an award winner has a valid excuse, he should notify the RMPRA secretary in advance.

## **7 YEAR END FINALS**

1. The RMPRA will hold year-end Finals.

2. The top 12 money winners in each event will be responsible for entering their events for the Finals, as well as anyone else further down the list that would like to attend but is not in the top 12. If one of the top 12 contestants chooses not to attend, the next person in line will be offered the position, and so on down the list of money earners, provided that person entered the Finals by the Finals entry deadline. If a contestant does not enter the Finals by the entry deadline, s/he will not be called to fill the next position.

3. Team ropers may only enter the Finals one (1) time. Money won by the team will be credited to each contestant's year end standings. All money won will count toward the Finals. Team ropers must choose their partner from the top 12 headers or top 12 heelers, and they must be RMPRA members in good standing. Contestants can only substitute if there is a medical release. The substitute must meet all eligibility requirements. Saddles and buckles will be given to the Champion Header and Heeler.

4. Contract help must have worked at least three (3) RMPRA approved rodeos during the current season as an RMPRA card holder to be eligible to work the Finals. Judges must judge at least three (3) RMPRA approved rodeos to judge at the Finals.

5. The RMPRA Board of Directors will serve as year-end Finals committee and be responsible for selecting and hiring all necessary contract help, including one (1) Announcer, one (1) Barrel Man, one (1) Secretary and two (2) Timers.

6. Stock Contractors who have produced at least six (6) RMPRA rodeos in that year can nominate animals with at least six (6) RMPRA outs in that year for the Finals.

7. Stock Contractors must produce at least six (6) RMPRA rodeos in that year and animals must have at least six (6) outs in that year to be eligible for year-end awards.

8. All contract help, including the secretary, will be paid a fee to be set by the Board of

Directors and will be notified of their wages at the time they are notified of their selection.

9. Entry fees and prize money will be set by the Board of Directors at the same time the number of performances is set. This is determined by the financial condition of the Association. All events, including heading and heeling, shall have equal added money from the RMPRA Finals Fund.

10. Contestants must enter and compete at the RMPRA Finals to win a year-end saddle, unless medical or veterinarian releases are approved by the Board.

## **8 RMPRA DRESS CODE**

Contestants and helpers must wear western attire during performances. Slack is considered a performance within the rodeo arena. Long sleeve shirts that are collared and have buttons or snaps on the front of the shirt, jeans, western boots and western hat or helmet must be worn for all performances and slack. Sleeves must be buttoned or snapped. Contestants must start a run/ride in western attire. Bareback and Bull riders may roll up their riding arm sleeve only while competing. Failure to be in western attire will result in a no time/no score. The bucking chutes and rope boxes are considered part of the arena.

# **OFFICIAL RODEO RULES**

## **1 RODEO ENTRIES, ENTRY FEES and PRIZE MONEY**

1. All necessary information for entering all RMPRA approved rodeos will be published in the official RMPRA publication and on the official RMPRA web page. A phone number listed as a rodeo headquarters shall be published in at least one (1) issue of the official RMPRA publication prior to the rodeo along with the time and date entries open.

2. Non-members of the RMPRA or any association co-approved for that rodeo will be charged a \$20 non-member fee.

3. When entering all RMPRA approved rodeos, RMPRA members will be given priority over non-members.

4. The committee and/or stock contractor may retain the privilege of filling all paid performances or slack entries and may use his own discretion as to the number of contestants to fill each performance and when all slack entries will be run off. Once rodeo times have been set, they cannot be changed, without prior notification to all members.

5. Slack will not be available until performance minimums are met. Minimums and maximums will be set by the stock contractor and committee.

6. If the rodeo secretary is caught mishandling prize money or entry fees or falsifying rodeo records in any way, he/she will be disqualified from working all RMPRA rodeos.
7. The rodeo secretary shall be responsible for the deduction and mailing of RMPRA fees from the prize money, completing results including times and scores, and compiling a list of members not paying entry fees, within 4 (4) days from the date of the last performance. This information shall be sent to the Association Secretary no later than ten (10) days after the last performance or the rodeo secretary shall receive a \$50 fine.
8. All slack is to be drawn for by at least one (1) judge and the secretary. Drawing must be done so that any contestant may witness the drawing if s/he desires. Results of the draw are to be posted not more than one (1) hour in advance of each performance. In the riding events there is to be one (1) re-ride animal for each performance. Any animal in the riding event that is drawn but turned out will automatically go into the re-ride pen. In the timed events an extra animal must be drawn in case an animal is crippled. If an animal is crippled, its replacement is the extra. If any stock must be competed on more than one (1) time, all stock must be competed on the 1st time before any is used the 2nd time.
9. Members are to pay entry fees due to the rodeo secretary immediately upon arriving at the arena. Fees must be paid before the rodeo begins. A fee may be assessed for failure to do so. No stock shall be given until the entry fee is paid to the rodeo secretary. The rodeo secretary will be required to be at the arena at least one (1) hour before the time of the performance to accept entry fee money and post the draw.
10. All entry fees will have a 4% withholding for RMPRA sanction fees. This fee will include any added money.
11. Payment of prize money must be paid by the secretary immediately following the completion of the last performance of the rodeo, if not before. Prize money won by RMPRA members that are not present to accept their winnings may be sent to the RMPRA office for distribution.
12. In case of no qualified rides, ground money will not be paid. Unpaid ground money will go to the the RMPRA for the Finals fund. With one or more qualified rides, the entire purse will be divided equally among those qualified.
13. Rodeo committees which offer extra prizes to event winners and all-around champions should award them in the same manner that RMPRA championship awards are given. If they wish to use other means of awarding these extra prizes, the method used should be posted prior to the start of the rodeo.

## **2 ENTERING**

1. When entering, contestants must be prepared to give the following information: Name of rodeo(s), Card Number, Contestant Name, Event(s) to be entered, Name and Card Numbers of Partner/buddies.
2. All RMPRA rodeos will be Priority Preference rodeos. Both first and second preference may be given. SLACK will be accepted as a first preference; however, performances will be filled before slack is scheduled.
3. Positions will be drawn when entries close, so the time of day an entry is made has no influence on when a contestant is drawn.
4. Contestants may draw out WITHOUT penalty ONLY while entries are open. After Central Entry is closed, contestants may be released from liability for entry fees only by using an authorized medical/vet release.
5. LOCALS AND NON-MEMBERS MAY GIVE A PREFERENCE; HOWEVER, THEY HAVE NO PRIORITY IN THE DRAW. LOCALS AND NON-MEMBERS WILL BE ASSESSED A \$20.00 (TWENTY DOLLAR) / RODEO NON-MEMBER FEE AND FEES WILL BE ON A CASH ONLY BASIS.
6. Double entries will be charged \$5.00 per entry.

## **3 CALL BACKS**

1. Contestants must call back during advertised call back times to find out when they have drawn up.
2. Times of performances and slack will be advertised in the official publication of the RMPRA. If a change is made in advertised times, contestants will be notified during callbacks. Contestants will also be notified at the time of callbacks if there are two (2) sections in that event for that performance.
3. Any late call backs, after central entry closes, must be made through the RMPRA Office. An additional charge may be assessed.

#### **4 GENERAL ENTRY PROVISIONS**

1. Entries, including non-member entries, will be made through the official central entry system during advertised opening and closing times. Any late entries must be through stock contractor or secretary.
2. Entry information will be published in at least one (1) issue of the Association's official publication prior to entry opening day.
3. Central Entry will be capable of taking four (4) entries per buddy group. Buddy groups may compete in different events. A husband and wife are considered two (2) people. All persons in a buddy group must have the same priority preference.
4. "OUT" means "DRAW OUT." If this is used for a second preference and the contestant or buddy group does not get their first preference, then this contestant or buddy group is "OUT" of the rodeo entered and is not liable for fees.
5. In the instance of duplicate entries, THE LAST ENTRY taken by Central Entry will be the valid entry. This will include preferences and events entered.
6. Buddy groups will have one (1) priority number in the draw and will have a higher priority than a single event entry.
7. Central Entry personnel WILL NOT take abuse from any contestant on the phone during entry or call backs. Any attempt to threaten, bribe or harass Central Entry personnel will result in that contestant being deleted from that rodeo and his/her actions will be reported to the Association Board of Directors for disciplinary action.
8. Late entries will only be taken by stock contractor or secretary no guaranties on late entries.

#### **5 DRAWING POSITIONS**

1. After entries close and all entries have been taken, Central Entry will draw positions of contestants.
2. There will be no placing of contestants by Central Entry, the rodeo secretary, committee or contractor.

3. MEMBERS WILL BE GIVEN PRIORITY OVER NON-MEMBERS AND LOCALS. HOWEVER, IF A MEMBER ENTERS WITH A NON-MEMBER/LOCAL, THAT MEMBER WILL LOSE HIS/HER PRIORITY IN THE DRAW. IN THE RIDING EVENTS (BB, SB & BR) WHERE ENTRIES ARE LIMITED BY THE STOCK CONTRACTOR / COMMITTEE AND A MEMBER ENTERS WITH A NON-MEMBER/LOCAL IN THEIR BUDDY GROUP.
4. Central Entry will format sanctioned rodeos according to RMPRA Board approved order of events and slack(s) unless committees or contractors specify a different order necessitated by their particular circumstances.
5. The computer will then draw the number of contestants needed to fill Performance #1 from those contestants who asked for that performance as a first preference. If Performance #1 cannot be filled by those who asked for it as a first preference, the computer will draw anyone who asked for that performance as a second preference. If Performance #1 is still not full, the balance needed will be drawn at random.
6. Once Performance #1 has been filled, Performance #2 will be filled following the same process as in # 5.
7. All Performances are drawn for and filled before slack is determined necessary.
8. A contestant entered in multiple events or with buddies will be drawn up on the same day.
9. Contestants entering an event for which there is no slack are drawn into performances by necessity. Their other events will be drawn into that same performance.
10. Once positions are drawn, they may not be changed by a contestant, except by trades.

## **6 TRADE OUTS**

1. All rodeos will be trade out rodeos unless otherwise listed.
2. Trade outs may take place only between two (2) contestants or buddy groups entered in the same event(s).
  - A. Trade for a Trade only
  - B. Trade outs must be confirmed by BOTH parties

C. Trade outs will be processed through the RMPRA Office, Local rodeo secretaries, , if done prior to end of call back time.

3. Rodeo secretaries may trade a contestant into an open position created by a release or an out, provided this is done at least one (1) hour prior to stock draw.

4. A trade to an open position which would move a contestant out of a performance to a section of slack WILL NOT be allowed.

5. Arranging for a trade out is the responsibility of the contestant, not that of Central Entry or the local rodeo secretary.

6. If a trade is arranged after call backs end, contestants must notify the local rodeo secretary or the RMPRA Office before stock is drawn.

7. In team events, a contestant must compete with the partner entered with, unless that partner turns out or releases. A contestant may get another partner from contestants entered at that rodeo and not entered in that event the maximum number of times. The replacement will pay applicable fees. The contestant turning out or releasing is still responsible for his/her fees, based on the turn out guidelines (Notified, non-notified or medical release).

8. A contestant may not trade one partner for another if the original partner is still entered in that event.

## **7 DISCREPANCIES IN ENTRY INFORMATION**

1. If a contestant shows up to compete on a day other than the day s/he is supposed to be up according to Central Entry's books, or claims to be entered in more or fewer events than the books show, s/he will be allowed to compete at the rodeo PROVIDED THAT:

A. S/He must post a cash bond in the amount of fifty dollars (\$50.00).

B. S/He must provide correct confirmation numbers for BOTH the entry and call back. If the contestant is unable to provide confirmation numbers s/he WILL NOT be allowed to compete at said rodeo.

2. Any rodeo secretary or judge that allows a contestant to compete at a rodeo without valid confirmation numbers will be subject to disciplinary action

3. If confirmation numbers are confirmed, the contestant must compete in the new position drawn for him by the judges.

4. If the contestant is proven correct after verification with Central Entry, the bond will be refunded.

5. If the contestant was in error, the bond will be forfeited, that contestant's fees figured in the payoff and the proper payoff will be made disregarding that contestant's placing.
6. The bond money is to be sent to the RMPRA Office along with the final results of the rodeo.

## **8 PAY-OFF SCHEDULES**

1. All event payoffs are to be figured with added money included. The computation formula for payoffs is the number of contestants multiplied by the entry fees, plus the added money, less any charges.
  - A. For events with one (1) to five (5) contestants, payout will be to the top two (2) scores/times at 60% and 40%.
  - B. For events with six (6) to ten (10) contestants, payout will be to the top three (3) scores/times at 50%, 30%, and 20%.
  - C. For events with eleven to fifty contestants, payout will be to the top four (4) scores/times at 40%, 30%, 20%, and 10%.
  - D. For events with more than fifty contestants, payout will be to the top six (6) scores/times at 29%, 24%, 19%, 14%, and 9%.
2. Bull Riding day money (\$22 per contestant) will be split equally between all qualified rides for that performance or slack.

## **9 SUSPENSION LIST, FINES, AND TURN OUTS**

1. The RMPRA office shall furnish a membership list, fine and suspended list, and current standings to qualified parties upon request. Anyone whose name appears on the fine or suspended list will not be allowed to compete at another RMPRA approved or co-approved rodeo until proof is received that all debts have been paid in full.
2. A notified turnout will be charged fees plus a \$25.00 fine. A non-notified turnout will be charged fees plus a \$50.00 fine.
  - A. Contractor, secretary, and/or co- approved associations must send any returned check from an RMPRA member to the RMPRA Secretary within 30 days in order for the RMPRA to reimburse for the check. Checks received after 30 days will not be honored.



- B. A \$25 return check fee will be assessed to any member who has a return check turned in to the RMPRA.
3. Earnings toward the RMPRA championship standings will not be credited to a member while s/he is on the RMPRA suspended list.
4. If a member competes in one event and is injured, s/he will be eligible for a refund of entry fees for any remaining events.
5. Stock contractors, producers, secretaries, judges, and committees may be fined or suspended for any of the following offenses.
- A. Failure to pay added money as advertised.
  - B. Leaving any bad debts or checks connected with any RMPRA rodeo.
  - C. Being undesirable to work with, or having undesirable stock.
  - D. Failure to produce rodeos according to the RMPRA rule book.
  - E. Derogatory remarks or petitions against the RMPRA.
  - F. Rowdiness or quarreling in the rodeo arena or immediate area.
6. Contestants may be disqualified or fined or both for any of the following offenses.
- A. Cheating or attempting to cheat.
  - B. Rowdiness or quarreling in the rodeo arena or immediate area.
  - C. Being under the influence of liquor in arena.
  - D. Delaying the rodeo by not being ready to compete when called.
  - E. Any inhumane or mistreatment of any livestock.
7. Fines will be levied as follows:
- A. \$100 for 1st offense
  - B. \$250 for 2nd offense
  - C. Immediate suspension from the RMPRA for 3rd offense.
8. If any of the above violations occur, a complaint should be given in writing and turned into the rodeo judge and/or rodeo secretary by the completion of that performance. This will be considered as an official complaint and go before the RMPRA Board of Directors for action.

## **10 TIME LIMITATION FOR ENTERING AFTER A DOCTOR OR VET RELEASE**

1. If a contestant is released from or draws out of a rodeo due to personal injuries, or injuries to a horse, the contestant will be prohibited from competing in an event earlier than five days following the last performance from which the contestant was released or drew out. (EXAMPLE: If release is used for competition scheduled for the fifth of the month, the first (1st) day the released contestant is eligible to compete will be the tenth (10th) day of the month).
2. If the contestant competes after the five (5) day period set forth above, that release will be void and the contestant must obtain a second release for any additional vet and/or doctor release.
3. Anyone found in violation will be subject to disciplinary action.
4. Any contestant injured prior to the performance they are designated to compete in must notify the local secretary at least three (3) hours prior to the performance. A valid doctor's release must then be received in the RMPRA office no later than seven (7) days following the last performance of the rodeo(s) in which they do not compete.
5. Failure to follow the above will result in the contestant being considered as a turnout and fined.
6. Any contestant's horse injured prior to the performance they are scheduled to compete in must notify the local secretary prior to the performance they're designated to compete in. A valid vet's release must then be received in the RMPRA office no later the seven (7) days following the last performance of the rodeo(s) that they draw out of. The only event for which a vet release for an injured horse will be accepted is Ladies Barrel Racing.
7. Failure to follow the above will result in the contestant being considered as a turnout and fined.
8. Contestants are limited to two (2) vet releases per season.
9. Any contestant using a medical or vet release will be charged \$17.00
10. Any contestant caught using a medical or vet release and competing in another rodeo will have their vet or medical changed to a NTO.

## **11 GENERAL RIDING EVENT RULES**

1. Judges' marking in riding events are to be from 1 to 25 for the rider and 1 to 25 for the animal, making a possible score of 50 total from each side, thus making the highest possible score 100. The rider and animal shall be marked separately, marking the rider according to how he spurs and the animal according to its performance.

2. All rough stock is to be ridden eight (8) seconds. Time is to start when the stock's inside shoulder first breaks the plane of the chute. The latch-side judge is to start a stopwatch at the beginning of each ride and stop it for any observed disqualification or at the sound of the timer's horn, whichever occurs first. The judge's stopwatch reading shall be used as a means of verification when the length of the ride is in question. If the judge's watch shows eight (8) seconds, or horn whichever comes first the contestant is to receive a score regardless of when the timer's horn was sounded. Only the judge's watch on the latch side is considered official, unless that watch failed to operate. In that instance, the other judge's watch will become official.
3. Option for re-ride must be given if stock stops. If there is a qualified ride, fouls are at the judges' discretion. Contestants will have the option to know their current score when offered a re-ride before he must make a decision. The rider has the privilege of taking the same animal back, providing the stock contractor is willing, or the rider may have a re-ride drawn. If the rider takes the same animal back, he must take the resulting marking.
4. Any time a contestant is fouled in any riding event, he must declare himself or take that score.
5. Contestants may pull riggings, cinch saddles and pull bull ropes from either side in all riding events. The middle flank belongs to the bronc rider.
6. Stock shall be drawn not less than one (1) hour before each performance. A list shall be posted at least one (1) hour before each performance, also. A judge/secretary must be present for all drawings.
7. Consistently undesirable rodeo stock may be disqualified for use at RMPRA approved rodeos after consulting with the stock contractor and Directors. Contestants will voice their opinions through Directors.
8. Any RMPRA member who attempts to compete on another contestant's stock, other than for exhibition only, will be assessed a fine of \$25 by the RMPRA. No markings or time will be recorded by judges or timers on exhibition performances.
9. Pick-up men shall not make contact or interfere in any way with the bucking animal.
10. In a multi-go-round rodeo, no contestant (team) can compete on the same head of stock more than one time, excluding re-rides.
11. FOR ANY ISSUES THAT MAY ARISE THAT ARE NOT COVERED BY THIS RULE BOOK, REFERENCE WILL BE MADE TO THE PRCA, WPRA, OR PWRA RULE BOOKS.
12. Rough stock falling will be to the belly, rump or brisket.

## 12 BAREBACK RIDING

1. Riding is to be done with one-handed rigging.
2. Rigging shall not be less than ten (10) inches in width at the hand hold and not more than six (6) inches at "D" ring. The latigo cannot be blocked in the "D" ring. Riggings will use a standard "D" ring to be set to sit flat on the horse's back when cinched.
3. Rider may have rawhide under the hand-hold which will extend at least one (1) inch on both sides of the center of the hand-hold and it shall be glued down.
4. No fiberglass or metal is permitted in riggings or hand-holds. Only leather or rawhide is allowed for handholds. Flat head rivets and/or screws and "T" nuts are allowed to secure the handhold; the only other metal allowed will be in the "D" rings.
5. Cinches on bareback riggings shall be made of mohair and shall be at least eight (8) inches in width at the center, but may be tapered to accommodate cinch "D" rings.
6. Required bareback pads should completely cover the underside of the rigging and are to extend a full two (2) inches behind the rigging.
7. Pads used under riggings must be leather covered on both sides and must be  $\frac{3}{4}$  inches thick. No hair pads or foam pads are permitted.
8. In addition to the pad, a piece of leather a minimum of  $\frac{1}{8}$  inch thick and a four (4) inch square must be glued or sewn to the pad, centered in comparison to the total body length of the rigging. This piece of leather shall be placed so that  $\frac{1}{2}$  of it extends behind the rigging and the remaining two (2) inches is under the rigging.
9. Stock contractors will have the right to have judges pass on whether riggings are objectionable. Judges are to decide on all riggings, pads and excessive cinching. Re-rides will be at the judge's discretion.
10. A palm piece may be used in the glove which will be a least one (1) inch wide and three (3) inches long and will be glued in.
11. There will be no adhesive material other than dry resin used on a rigging or on a rider's glove. Benzoin may be used.
12. Any of the following offenses will disqualify rider:
  - A. Riding with rowels too sharp or locked (in the opinion of the judges).
  - B. Being bucked off.
  - C. Touching the animal, equipment, or his person with the free hand. One arm must be free at all times.

- D. Rigging comes off horse, with or without breaking.
  - E. Not having spurs over, or in front of the break of the shoulders and touching the horse when the horse's feet hit the ground on the initial move out of the chute.
  - F. Not following judge's instructions to take feet from neck of horse stalled in chute. If a horse stalls in a chute, either judge shall tell the rider to take his feet out of the horses neck and the spur out will be waived.
13. Rider may not take any kind of finger tuck or finger wrap, and shall not use finger tape. Violators shall be disqualified and may also be subject to a fine.
14. Judges shall disqualify a bareback rider who had been advised he is next to go if he is not above the animal with his glove on when the previous horse leaves the arena.
15. Marking a horse out too early can result in a fine to be assessed by the judge.

### **13 SADDLE BRONC RIDING**

1. Riding is to be done with a standard halter, rein, and saddle.
2. A standard halter must be used unless agreement is made by both the contestant and stock contractor.
3. Riding rein and riding hand must be on the same side.
4. Horses are to be saddled in chute. A rider may cinch his own saddle. Saddles shall not be set too far ahead on the horse's withers. Either the stock contractor or contestant has the right to call the judges to pass on whether or not a horse is properly saddled and flanked to buck its best. Middle flank belongs to rider, but the contractor may have a rider put the flank behind curve of horse's belly. Flank cinch may be hobbled.
5. For a qualified ride, the rider must have his spurs over the break of the horse's shoulder (this involves everything in front of a line from point of the shoulders to the point of the withers) Spurs must be in contact with the horse when the horses front feet hit the ground on the initial move out of the chute.
6. One arm must be free at all times.
7. If a flank comes off, and the rider is qualified at that point they may have a re-ride/option.
8. Any of the following offenses shall disqualify the rider:
  - A. Being bucked off.
  - B. Changing hands on the rein, dropping or losing the rein before time expires.

- C. Wrapping the rein around the hand.
  - D. Pulling leather
  - E. Losing a stirrup.
  - F. Touching the animal, saddle or rein with the free hand.
  - G. Riding with locked rowels or rowels that will lock on spurs.
  - H. Not following a judge's instruction to take feet from the neck of horse stalled in the chute. If a horse stalls in the chute, either judge shall tell rider to take his feet out of the horse's neck and the spur out will be waived.
9. Dry resin or benzoin may be used on the chaps and saddle. Anyone using any other foreign substance will be disqualified.
  10. Judges may disqualify a rider who has been advised he is next to go if he is not above the animal with his rein in hand when the previous horse leaves the arena.
  11. Marking a horse out too early can result in a fine to be assessed by the judge.

#### **14 CONTESTANT SADDLE SPECIFICATIONS**

1. The rigging's  $\frac{3}{4}$  double-front edge of the "D" ring must pull not further back than directly below center point of the swell. Standard E-Z or ring type saddle "D" rings must be used and cannot exceed  $5\frac{3}{4}$  inches outside the width measurement.
2. The swell undercut may be not more than two (2) inches – one (1) on each side.
3. The gullet may not be less than four (4) inches wide at the center of the fork of a covered saddle.
4. The saddle tree must be built on standard tree and must have the following specifications: Fork-14" wide; Height-9" maximum; Gullet- $5\frac{3}{4}$ " wide; Cantle-5" maximum height, 14" width.
5. Stirrup leathers must be hung over bars.
6. The saddle should conform to the above measurements with a reasonable added thickness for leather covering.
7. No freaks are allowed.
8. The front cinch must be at least eight (8) inches wide at the center and taper to the "D" ring.
9. Judges and stock contractors are to decide on all riggings, pads and excessive cinching.

10. Any re-ride will be at a judge's discretion.

## **15 BULL RIDING**

1. Riding is to be done with one (1) hand and loose rope, with or without a hand hold. No knots or hitches may prevent the rope from falling off the bull when rider leaves him.

2. The rope must have a bell. No bell- no marking. The bell must be under the belly of the bull.

3. The rider must not use sharp spurs. There will be only one (1) rowel on each spur.

4. If the flank comes off, a re-ride may be given, provided the rider was making a qualified ride to that point.

5. If a rider makes a qualified ride with any part of the rope in his riding hand, he is to be marked.

6. A contestant will have the right to call on the judges to pass on whether or not the bull is properly flanked to buck to the best of its ability.

7. No more than two (2) individuals may be on the chute to pull a contestant's rope.

8. Hooks, rings or posts shall not be used on bull ropes.

9. All bulls with horns must be dehorned to the size of a half dollar or kept out of the draw.

10. A rider will be disqualified for any of the following offenses:

A. Being bucked off.

B. Touching the animal with his free hand.

C. Using sharp spurs.

D. Placing spurs or chaps under the rope when the rope is being tightened.

11. Judges may disqualify a bull rider who has been advised he is next to go if he is not above the animal with his glove on when the previous bull leaves the arena.

12. There will be a \$22 per-man day money added to each entry fee to be split equally between all qualified rides in each performance and slack. Day money will count towards the Bull Riding year-end standings.

## **16 GENERAL TIMED EVENT RULES**

1. In any timed event, if an animal escapes from the arena, the flag will be dropped and watches stopped. Contestants will get the animal back with a lap and tap start. The time when the animal escaped is recorded. The decision of the flag judge shall be final. If a rope is on an animal when it escapes from the arena, the roper will get the animal back with a lap and tap start and the rope on the animal in the chute, plus any penalties.
2. Once a man has been flagged out he will receive no stock back. The field flagger has made his decision on the matter just as a rough stock judge makes his decision as to whether a rider has missed an animal out of the chute.
3. The barrier judge and field flagger shall not be changed during the rodeo unless in an emergency.
4. The decision of any judges, flagmen or timers will be final.
5. Anytime a timed event contestant is fouled, he must declare himself immediately when fouled or take his time.
6. The barrier judge will be the only person to place or supervise the placing of the barrier-breaking rope on each and every animal. He will also pass any decisions on a faulty barrier. The barrier judge is responsible to change barrier strings whenever it may have weakened or at the request of the next contestant.
7. A ten (10) second penalty will be added for breaking or beating barrier in timed events.
8. In all timed events the barrier will not be considered broken unless the ring drops within ten (10) feet of the post.
9. Barrier equipment must be inspected by the judge before each timed event. If the equipment is faulty it must be replaced. All barriers must be marked in a permanent manner and posted.
10. Should a barrier break at any point other than the designated breaking point, any decision is up to the barrier judge.
11. If a contestant obviously beats the barrier, but the stakes are pulled or the barrier rope is broken and the string unbroken, the barrier judge may assess a ten (10) second penalty. Otherwise this will not be considered a broken barrier.
12. A mechanical barrier must be used in all RMPRA rodeos. No metal snaps or hardware may be used on neck ropes. Only neck ropes may be used as barriers; no trip alleys are allowed.
13. String will be used at qualifying rodeos and will also be used at the finals.



14. Once the score line has been set in the timed events, it will not be changed at the rodeo, nor can the length of the box be changed.
15. In order for the time to be considered official, the barrier flag must operate.
16. If the mechanical barrier does not work but the contestant or team makes a qualified run, a re-run will be given on the same stock before the stock may be competed on by another contestant. A Judge has the option to waive the ten (10) second penalty and the time will stand as it is.
17. If an animal must be brought back for a re-run, it should be brought back with several other animals and no excess stress should be placed on any animal which might offer the contestant an unfair advantage or disadvantage (whichever the case may be) over the other contestants in that event.
18. Stock in timed events shall be drawn as much as 1-1 ½ hours before the performance. All stock must be drawn by number, including team roping cattle.
19. All changes in lists of timed events in order to split horses, etc., must be made before any stock for that event is loaded in chutes. After stock is loaded, contestants must compete in the order listed.
20. Contestants can be split per a Judge's discretion.
21. All stock contractors will have timed event stock properly identified.
22. If a contestant runs the wrong head of stock, the contestant will be disqualified. It will be the contestant's responsibility to see that the right stock is in the chute.
23. When a contestant calls for his stock, it belongs to him.
24. A Pusher may not go beyond the end of the gate while pushing stock until the cattle crosses the score line.
25. In tie down roping and breakaway roping the line judge must have one (1) liner to stand on the opposite side of the line during the duration of any performance and slack; no more than two (2) liners may be used. It is the contestant's responsibility before he/she accepts the run to see they are in place.
26. All cattle must be run once before any cattle are run twice. Due to a split performance, if this procedure becomes impossible, the draw will include the cattle remaining that have run the least number of times. In case of re-runs, all cattle in the draw will be run one (1) time before being run twice. Any animal drawn and not competed on shall be considered run and if there are no re-runs, animals shall be used for the 1st extra.
27. In a multi-go round rodeo, no contestant (exact same team) can compete on the same head of stock more than one (1) time.

28. The timing of timed events will be in tenths. Barrel racing is to be timed manually in tenths and electronically in hundredths.
29. Consistently undesirable rodeo stock may be disqualified for use at RMPRA approved rodeos after consulting with the stock contractor and Directors. Contestants will voice their opinions through directors. The amount of cattle in the draw must equal the largest number of contestants in a performance or 1/3 of the entries.
30. Re-run cattle cannot be run twice during a performance unless in two (2) separate sections. Cattle drawn for cannot be used for specialty acts until after the animal has been competed on.
31. Cattle in the timed events will have a weight limit not to exceed:
  - A. Team Roping - 650 lbs.
  - B. Tie Down Roping - 280 lbs.
  - C. Breakaway Roping - 400 lbs.
32. Cattle shall NOT be loaded in release chutes for more than three (3) minutes before the event.
33. Anytime a contestant is fouled whatever penalties the contestant had prior to the foul will be added to the re-run.
34. The maximum time allowed in all timed events will be 30 seconds, excluding penalties.
35. In a multi-go round rodeo, contestants may use two (2) loops in breakaway roping and tie down roping and three (3) loops in team roping in any go round. Two (2) jumps will be allowed in the steer wrestling if it is within the time limit.
36. In timed events if animal fails to break the neck rope and the time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal, and the contestant (calf roper, steer wrestler and hazer, or header and heeler) remains behind the plane of the barrier for approximately ten (10) seconds, that animal should be considered a sulking animal and will be replaced using the extra.

## **17 TIE DOWN ROPING**

1. The rope to be tied hard and fast. The contestant must rope the calf, dismount, go down the rope, throw the calf by hand, and cross and tie at least three (3) legs.
2. To qualify as a legal tie, there shall be one (1) or more wraps around all three (3) legs and a half-hitch.

3. If the calf is down when the roper reaches it, the calf must be let up and then thrown by hand. If the roper's hand is on the calf when the calf falls, the calf is considered thrown by hand.
4. Catch as catch can. The rope must hold the calf until the roper gets one (1) hand on the calf.
5. The tie must hold until after the judge has completed a six (6) second inspection. If the tie comes loose or the calf gets to its feet before the tie has been ruled a fair tie, the roper will be marked with no time.
6. Two (2) loops will be permitted in a multi-go round contest and should a roper miss with both, he must retire and no time will be allowed.
7. Roping the calf without releasing the loop from the hand is not permitted.
8. The contestant must adjust ropes and reins in a manner that will prevent the horse from dragging the calf. If a horse drags a calf over five (5) feet the field judge may stop the horse. Any penalty or fine for such offenses can only be assessed by the field judge. If the roper, after mounting the horse drags the calf he will be disqualified.
9. Contestants must receive no assistance of any kind from the outside.
10. The field flag judge will pass on the tie by timing six (6) seconds from the time the rope horse takes its first step forward after the roper has remounted, unless the rope comes off the calf. In that case time begins when the roper clears the calf.
11. The rope will not be removed from the calf and the rope must remain slack until the field judge has passed on the tie.
12. The flagger must watch the calf during the six (6) second period and will stop his watch when the calf kicks loose, using the time shown to determine whether the calf was tied long enough to qualify. Contestants can request to see the watch.
13. Under any circumstances the roper will be disqualified for removing the rope from the calf after signaling for time, until the tie has been passed on by the field judge.
14. There shall be two (2) or more timers, a field flag judge and a barrier judge. Time is to be taken between two (2) flags. The Line Judge must stand on the same side of the box as the contestant.
15. Arena conditions will determine the score line. The length of the score line is to be set by the stock contractor and the timed event judge. The minimum length of the score line shall be the length of box, depending on arena conditions.
16. All tie-down roping must be done from the box to the right of the calf chute when facing the arena.

17. The “Jerk Down Rule” can be assessed by the judges at their discretion. The “Jerk Down Rule” will be defined as a calf flipping over backwards with the calf landing on its back or head and all four feet in the air. A judge, at his discretion, can assess a fine for this infraction. For 1<sup>st</sup> offense - no time; 2<sup>nd</sup> offense - \$100.00 + no time; 3<sup>rd</sup> offense - 200.00 + no time.

## **18 STEER WRESTLING**

1. A contestant must furnish his own hazer and horses. Only one (1) hazer is allowed.
2. The steer must be caught from the horse. If a steer gets loose, the wrestler must take no more than one (1) step to catch the steer as long as he is touching it within (1) step he can run as far as he wants to throw him.
3. After catching the steer, the wrestler must bring it to a stop or change directions and twist it down. If the steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by wrestler putting the animal's horns into the ground, it must be let up on all four feet and then thrown down.
4. The steer will be considered down only when it is lying flat on its side or on its back with all four feet and head straight. If for any reason the flagger is out of position when the steer is thrown and cannot see all four legs, he should watch the hips of the steer. If the hip appears flat, it should be assumed all four feet are out and the animal should be flagged rather than waiting to ride around to the front side.
5. The wrestler must have one (1) hand on the steer when flagged.
6. The fairness of the catch and throw will be left to judges, and their decision will be final.
7. The hazer must not render any assistance to the contestant while the contestant is working with the steer. Failure to observe this rule will disqualify the contestant.
8. The contestant and hazer must use the same two (2) horses they leave the chute with. A hazer will be disqualified for jumping a steer.
9. A ten (10) second penalty will be assessed in any case in which a flag judge rules that the wrestler's feet touched the ground before the score line was crossed.
10. The wrestler will have only one jump
11. No penalty will be assessed for breaking a horn.
12. Arena conditions will determine the score line; the length will be set by the stock contractor or judge.

13. In steer wrestling the score line may be no longer than the length of the box, minus six (6) feet unless other arrangements are approved by the arena director or judges. There will be a 7 foot minimum barrier.

14. There shall be two (2) timers, a field judge and a barrier judge. Time is to be taken between two (2) flags.

15. Animals used for this contest should be closely inspected and objectionable animals eliminated. Cattle must have adequate and natural horns. A contestant will not be required to compete on a crippled steer or a steer with a broken horn. If a contestant jumps a steer, he accepts him as sound.

16. A contestant will be disqualified if he attempts in any way to tamper with a steer or the chutes.

17. If the steer falls before it crosses the score line, the contestant shall be entitled to a rerun on his original stock, provided that the contestant declares himself immediately. There will be no penalty added to the re-run if, in the opinion of the judge, the contestant did not deliberately beat the barrier, and if the contestant declares himself immediately. If the originally drawn animal cannot be re-run, the contestant will run the extra or have a steer drawn for him.

18. All hazers must purchase a hazer card for \$50.00 or pay a \$20.00 non-member fee at each rodeo. NO EXCEPTIONS! The steer wrestler shall be fined \$50.00 for each offense.

## **19 DALLY TEAM ROPING**

1. For a single go-round rodeo each contestant will be allowed to carry one (1) rope. Each team will be allowed two (2) throws. For a multi go-round rodeo, each team will be allowed three (3) throws.

2. Roping steers without turning loose of the rope will be considered a no catch.

3. The roper must dally to stop or change the direction of the steer. No tied ropes are allowed.

A. Heelers over 50 years of age and women of any age may tie-on rather than dally. Those with an obvious disability may also tie-on at a Judge's discretion.

B. Anyone tied on must use a quick release.

4. Time will be taken when the steer is roped, both horses are facing in line with ropes dallied tight, the horses' front feet are on the ground and both riders mounted.

5. A steer must not be handled roughly at any time and ropers may be disqualified if in the opinion of the field judge they have intentionally done so.
6. A steer must be standing when roped by the header and heeler.
7. A broken rope or dropped rope will be considered no time unless the time has already been approved by the field judge.
8. If a steer is roped by one (1) horn, the roper is not allowed to ride up and put the rope over the other horn or head with his hands.
9. Arena conditions will determine the score line. The length of the score line is to be set by the stock contractor or judge. The minimum score line is to be the length of the box minus two (2) feet.
10. Animals used for this event should be inspected and objectionable ones eliminated. Mixing of Corrientes with other breeds will not be permitted. Cattle must have adequate natural horns. Once a contestant calls for a steer, the steer belongs to the team regardless of its condition.
11. Any question as to catches in this contest will be decided by the judges.
12. There will be only 3 legal catches:
  - A. Whole head
  - B. Both horns
  - C. Half of head
13. Any heel catch behind both shoulders is legal if the rope goes up the heels. The steer's body must be changed and moving forward before the heel loop can be thrown. However, if the steer stops it must be moving forward for the heel loop to be legal. Any heel loop thrown in the switch will be considered a "crossfire" and no time will be recorded.
14. Penalties:
  - A. One hind foot receives a five (5) second penalty.
  - B. Breaking the barrier is a ten (10) second penalty.
15. Illegal Catches (Disqualifications):
  - A. If the hondo passes over one (1) horn.
  - B. Front leg is illegal. As soon as a front leg goes into a head loop it will be considered no time. The header should release the stock immediately.
  - C. If a loop is in a steer's mouth.

D. If in the opinion of the field flagger a heel loop is thrown before the header has dallied and changed the direction of the steer, the team shall be disqualified (crossfire).

E. Any time the loop crosses itself on a head catch it is illegal.

16. Team Roping has a 30 second time limit.

## **20 LADIES BARREL RACING (LBR) GENERAL RULES**

1. Barrel racers at RMPRA approved rodeos must be female.

2. All contestants must wear complete western attire. Long sleeve shirts must be collared and have buttons or snaps on the front of the shirt. Sleeves must be buttoned or snapped. Jeans, western boots and western hat or helmet must be worn. Violation of this rule will result in a no time. Judges have the privilege of waiving the hat rule if weather warrants such action.

3. There is to be only one (1) contestant's horse in the arena at a time during the barrel race, without exception.

4. There shall be no rubber or plastic barrels used.

5. The flag judge will flag the nose of the horse at the start and the finish of each contestant's run.

6. Any time a contestant crosses the starting line, time will begin and the contestant accepts arena conditions.

7. Contestants will be assessed a five (5) second penalty for knocking over a barrel. Touching a barrel is permitted.

8. Should a barrel be knocked over and it sets up on opposite end, the five (5) second penalty will be assessed.

9. If all barrels are standing when a contestant crosses the score line after completing a qualified run, it is still considered a qualified run even if the barrel falls after she is flagged.

10. The Committee is asked to prepare ground in the arena to be consistent throughout the event and remaining performances.

11. Barrels must be raked before the beginning of slack there will be no rakes in the performance and rake intervals will be after 10 in slack. Rake intervals do not change in case of turn outs or notified turn outs. If there are more than 10 runs in the performance there will be no rake.

13. If the pattern is centered to the gate, the contestant must keep forward motion towards the first barrel. If it is an open gate the contestant must keep forward motion when leaving the arena. A contestant must be allowed to set up her run as necessary, without circling, spinning or pivoting. (If a contestant circles, spins or pivots it will be a no time.) If the pattern is not centered to the gate, a contestant shall be allowed to set up her run as necessary, without circling. (If the contestant intentionally circles it will be a no time.) A spin or pivot is acceptable. The field flag judge's decision is final. If the contestant intentionally dismounts in the arena or takes an excessive amount of time she will receive a no time at the judge's discretion.

14. After the barrel pattern has been officially set for the rodeo no runs of any kind may be ran on set pattern except for their official run in that rodeo. (Re-runs given by the judge will be allowed)

15. No practice runs and a horse may not be used by more than one (1) contestant. If two (2) or more contestants ride the same horse only the 1<sup>st</sup> run will receive a time all others will receive a no time.

16. In multiple go round rodeos, one (1) run per go round.

## **21 JUDGES – LBR**

1. There shall be two (2) judges in barrel racing.

2. Both judges shall be required to be present during the barrel racing event with one (1) judge flagging and the other judge watching to see that a qualified cloverleaf pattern is run. The same judge must flag all performances.

3. There shall be no talking to flagman, timekeepers, or judges during the entire barrel racing event.

4. In all cases of dispute, the rodeo will proceed without further delay under the existing RMPRA rules. Any contestant or person connected with the contestant, altercation or arguing with judges will be barred from the arena and the contestant will be disqualified from that rodeo and may be subject to fine and suspension.

5. The flagman shall not leave from his designated place until all barrel racers have competed during that section of competition.

6. Barrel setters are allowed but must be educated by judges regarding proper placement of the barrels.

7. No re-run is granted if a horse falls.



## **22 BARREL PATTERN – LBR**

1. Barrels are to be set on the inside of each stake on a cloverleaf pattern.
2. The standard course for barrel racing is 90 feet between barrel 1 and barrel 2, 105 feet between barrel 1 and barrel 3, 105 feet between barrel 2 and barrel 3, and 60 feet from barrels 1 and 2 to the score line. Score line should be at least 45 feet from the end of the arena.  
BARREL PATTERNS CANNOT BE BIGGER THAN THE STANDARD COURSE
3. Barrels will be set at least 18 feet from a fence or wall, except the 3rd barrel which should be at least 36 feet from the fence or wall.
4. The starting line must be correctly measured back from barrel 1 and barrel 2, so the distance is the same to ensure barrel racers going either to the right or left have the same opportunity.
5. In small arenas it is recommended the pattern be reduced proportionately to a standard barrel pattern.
6. Judges shall check markers before each performance/slack and re-measure, if necessary.

## **23 DISQUALIFICATIONS – LBR**

1. Contestants will be disqualified if after crossing the score line and being flagged by the flagman as beginning the run, she re-crosses the score line before completion of the cloverleaf pattern.
2. Contestants will be disqualified for breaking the cloverleaf pattern in any way. Contestants may, however, approach the right or left barrel first, whichever she chooses.
3. No more than one pivot is permitted before starting a run. Judge discretion could result in fine.

## **24 TIMERS – LBR**

1. Electric timers must be used in ladies barrel racing.
2. Necessary equipment includes a complete electric timer plus 1 extra timing clock or stop watch to be operated manually.
3. Those persons timing the 1st performance must time those contestants remaining in all performances, unless due to sickness, incompetence or injury.

4. The electric timer must be backed up by a flagman who will stand directly behind one (1) timer post in the arena.
5. MANUAL TIME WILL BE RECORDED AND READ IN 10THS. ELECTRIC EYE TIMES WILL BE RECORDED AND READ IN 100THS. When the backup times are to be used for those electronically missed, a zero will be added to the 10ths.
6. It is MANDATORY that back up times be recorded for all contestants.
7. Timers will be fined for failure to keep back up times (\$25 for the 1st offense, progressive by \$25 thereafter).
8. The electric timer will be set the same height and position for each performance and timer legs will be locked.
9. During the performance and slack, prior to the barrel race, it is the judge's responsibility to set timer in the arena and see that it is functioning properly.

## **25 ELECTRIC TIMER FAILURE – LBR**

1. If the electric eye fails to work for four (4) or more contestants in an entire go-round, the backup (manual) recorded times will be the official times for everyone.
2. When the electric eye fails to work for less than ½ of the contestants in an entire go-round, the manual times will be the official times for those electronically missed.
3. If the timer fails to work for the 1st performance, all remaining performances will be hand flagged. A backup electric eye cannot be used for remaining performances unless it is also available for the 1st performance.

## **26 RE-RUN RULE - LBR**

1. There shall be no re-runs due to faulty equipment.
2. A re-run must be called for immediately following the event and contestants must be notified.
3. A re-run is to be given to a contestant should default occur due to interference in the arena while the contestant is performing.
4. If a contestant decides to re-run, all penalties prior to the foul shall be assessed to the re-run.

5. Should for any reason the barrels not be placed on the markers or the flagman not be in the correct place, things must be put in correct order and all contestants who ran on the incorrect course must re-run with no penalties assessed.
6. In the event a barrel is off the marker or the timer or flagman is not in the proper position and conditions cannot be corrected and a re-run given, the rodeo will be paid off using the jackpot system in order not to sacrifice money won at the rodeo. However, money will not count towards standings if the jackpot system is used.
7. A re-run will be given to a contestant at the Judge's discretion.
8. If a re-run is given for any reason, the contestant has the option of waiting until the last contestant in that go-round to run, or will run immediately after the performance.

## **27 LADIES BREAKAWAY ROPING**

1. Ropes are tied to the saddle horn with nylon string provided and inspected by the secretary. The flag must be 4 inches wide and 12 inches long, visible by the flagman or judge, and must be attached to the end of the rope, with no long tails.
2. The calf must break the rope away from saddle horn. A contestant will receive no time should she break the rope from the saddle horn herself.
3. Breakaway cattle cannot have horns longer than two (2) inches.
4. Calves used must be run and/or be followed on horseback prior to the competition.
5. Bell collar catch only
6. If a contestant is fouled by the barrier or if the neck rope stays around the calf, the contestant will be given a re-run if the foul is declared immediately by pulling up. If a rope is thrown, no re-run will be given.
7. Breakaway roping is a one loop event.
8. Anything not covered in the above rules will be covered by the men's tie-down roping rules or under General Timed Event Rules.

## **28 GOAT TYING**

### **A. General Rules**

1. Starting lines in goat tying will be subject to ground rules.
2. A clearly visible starting line shall be provided

3. The stake and the starting line will be permanently marked for the entire go-round.
4. A contestant may change horses in this event.
5. A contestant may enter the arena at the speed of her choice.
6. When two (2) contestants run at the same time, and arena permitting, the gate will be in the center between the two goats allowing each contestant the same length run at the goat.
7. The arena gate must be closed immediately after the contestant enters the arena and kept closed.
8. Time is to be taken between two flags.
9. Time will start when the horse's nose crosses the starting line.
10. Tie all goats three (3) times before the rodeo.
11. Goats should be approximately the same size and weight.
12. Flagmen should stand in identical places for each performance.
13. Goat handlers must stand directly behind the goat. Judges and directors will position themselves so they are able to have a clear view of the goat rope and the horse.
14. There will be a thirty (30) second time limit.

#### **B. Event Rules**

1. This event is open to girls only
2. There should be at least a 15-yard starting line.
3. Starting line will be determined by arena conditions.
4. The goat should be tied to a stake with a rope ten (10) feet in length.
5. The stake should be completely under the ground so that no part of it is visible or above ground.
6. The contestant must be mounted on a horse when entering the arena and must ride from the starting line to the goat, dismount from her horse, throw the goat by hand, cross, wrap the tie by hand, at least three (3) feet must be tied together with a leather string, pigging string or rope. No wire is to be used in the goat string.
7. If the goat is down when the contestant reaches it, the goat must be elevated high enough that it has the opportunity to regain its feet. The contestant must stand clear of the goat when the tie is finished.

8. Legs must remain crossed and secure for six (6) seconds after completion of the tie. While the judge is performing the 6-second procedure, the contestant will make no gestures, motions or noises to distract the goat. This will be considered trying to take an unfair advantage and will result in a disqualification.

9. To qualify as a legal tie, there will be at least one (1) complete wrap around at least three (3) legs, and a half hitch, hooey or knot. The contestant must tie the goat by hand with no pre-made wraps, coils, knots, hooeys or half hitch.

10. Time will start when the horse's nose crosses the starting line.

11. Time will stop when she signals the completion of the tie.

12. The contestant must move at least three (3) feet from the goat before the judge will start the six (6) second time limit on the tie- for the goat's legs to remain crossed and tied. If a contestant gets rope that is holding the goat wrapped around her, she may ask the judge if she can remove it. After getting permission from the judge, removing the rope and moving back at least three (3) feet will start the six (6) second time count.

13. Qualified persons other than goat tying contestants will be used as goat holders.

### **C. Scoring and Penalties**

1. The timed event judge will not flag the contestant out until time is recorded

2. A Judge is to flag time or flag the contestant out if the run is not legal.

3. The tie will be passed on by a field judge and if it is not secure for six (6) seconds the contestant will receive no time.

4. A contestant will receive a no time for touching the goat or tie string after signaling she is finished.

5. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a ten (10) second penalty will be assessed.

6. If the goat should break away because of the fault of the horse the contestant will receive no time between flags.

7. Time should be taken with the average of two (2) times at all rodeos.

### **D. Re-Runs**

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

2. If the goat should break away, it will be left to the judge's discretion whether the contestant will get a re-run.

3. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, the contestant will be given a re-run at a time designated by the judges and the Arena Director, plus any penalties.
4. If the judge sees he has made an error in flagging, he must declare a re-run before the contestant leaves the arena.