

Summer Series Rules

1. CONTESTANT ELIGIBILITY

1.1 Contestant or contestant's parent/legal guardian, or immediate family must be a current AYLA A MEMBER to be eligible to compete in the AYLA A Summer Series. If you are the guardian of a child, proof of guardianship must be provided. Immediate family is defined by residing in the same household and/or a legal dependent. Lifetime members' children are only eligible to use their parents' lifetime membership until the age of 19. Grandchildren are not considered immediate family.

- Annual membership fees are \$35.00 per family, per year; beginning June 1 and ending May 31. Lifetime membership fees are \$200. Organization/Corporate membership fees are \$400.
- A NON-MEMBER may purchase an entry PERMIT for \$10 per week. The non-member will not receive points. If the non-member places in an event, the points for that place will be dropped and given to AYLA A members up to 10 places.

1.2 A copy of the child's BIRTH CERTIFICATE must be turned in at the time of registration. This includes all previous members.

1.3 Participant must be 19 YEARS OF AGE OR YOUNGER, determined as of September 1 of the previous year.

1.4 A notarized MINOR'S RELEASE signed by at least one parent or legal guardian prior to participating in any event will be required. A legal guardian must have proof of guardianship

1.5 Contestants may NOT be MARRIED.

1.6 A copy of negative COGGINS papers will be required each night on each horse brought to the Summer Series. You will need to register your accession number in the announcers stand on the "Texas Equine Validation Form".

2. RULES

2.1 All trailers must enter through the Contestant's Gate (the entrance off Hwy. 517). ALL OTHER VEHICLES need to enter at the main entrance and park on the concession stand end of arena to ensure room in parking lot for trailers. AYLA A is not liable for any damage to personal property under any circumstance.

2.2 Rain-outs will be determined at 4:00 p.m. on the afternoon of the practice. Rainout notifications will be communicated through Remind 101 and on the website. Please see the home page of the website to sign up for reminders. First rain-out will be made up at the end of the series. In the case of additional rainouts, the practice may be moved to Angleton (Brazoria County Fairgrounds) or Hitchcock (Galveston County Fairgrounds). No less than 5 practices will be held. In the instance that an event cannot be completed due to rain, lightning, etc., the

remaining events will be made up at the next practice. Each night's practice will be completed an equal number of times so each contestant will have the opportunity to earn equal points.

- 2.3 In the instance of rain out having to be called during the middle of an event or age group, the entire event or age group will be deemed a rain out and will be started over as part of the designated make-up date. Only contestants that were entered for the rain-out rodeo will be able to participate in the make-up rodeo.
- 2.4 There will be a \$30.00 charge on all returned checks. Account must be settled to allow contestant to participate any further. You will also lose all check writing privileges to AYLA A for one year.
- 2.5 Contestants must compete in their appropriate age group. No riding up, unless an event is not offered in the contestant's age group (*NO* riding up in rough stock events).
- 2.6 Contestants who are participating in the FFA Convention rodeo (and their siblings) will be allowed to do a "slack" run in their events at the rodeo prior to the week that will be missed. You must notify the summer series secretary if you need to do this. No other events are eligible for "slack" runs.
- 2.7 During an event, only contestants entered, workers, and directors will be allowed in the arena, behind the bucking chutes, or alley.
- 2.8 There will be no protests. All judges' decisions are final. If you have a complaint or suggestion please contact an AYLA A director.
- 2.9 The arena will be dragged with the tractor when deemed necessary by Directors according to arena conditions.
- 2.10 AYLA A does reserve the right to modify or change rules as deemed necessary. Any changes will be announced, so there is no confusion.
- 2.11 If there are any questions regarding the rules, points, etc., please speak to a director before or after the practice. The directors welcome any questions or concerns.
- 2.12 Misconduct of any nature is to be reported to announcer's stand and ruled on by the directors present.
- 2.13 AYLA A follows YRA rules unless noted otherwise in this document.
- 2.14 NO REFUNDS of fees or memberships after you enter without a vet or doctors release.

3. DRESS CODE

- 3.1 No hats or caps. Hats will be allowed in rough stock events only (for those over 18 years of age).
- 3.2 Western boots must be worn in all events.

3.3 Jeans must be worn, no shorts allowed.

3.4 Short or long-sleeved shirts are allowed in all events. No halter tops, tank tops, or sleeveless shirts will be allowed while competing.

4. DISQUALIFICATIONS

A contestant may be disqualified from the current practice and/or entire summer series for the following:

4.1 Failure to comply with AYLA A rules.

4.2 Falsification of name, age, or signature of parent

4.3 Cheating or attempting to cheat.

4.4 Failure to follow the AYLA A member code of conduct (posted in the announcer's stand).

4.5 Contestant or contestant's family causing any unnecessary disturbance or exhibiting unsportsmanlike conduct; such as, quarreling with officials or using profanity on AYLA A grounds.

4.6 Consumption of alcohol on AYLA A grounds at any time.

4.7 Contestant not present and ready when called to compete. After contestant's name is called 3 times it will be assumed that the contestant is not present and will be given a No-Time.

4.8 Leading a contestant in an event other than the Lead Line event will not receive a recorded time, placing or points, since the leader has control of the speed of the run.

4.9 Failure to complete the required work points.

4.10 Failure to sell the required amount of raffle tickets and have money turned in by the third practice.

5. POINTS

To be eligible to receive points for placing in an event, the contestant must meet the summer series eligibility requirements for participation (listed above). A 100-point point system will be used.

Points will be given as follows in each event at each practice:

1st place - 100 points

6th place - 50 points

2nd place - 90 points

7th place - 40 points

3rd place - 80 points

8th place - 30 points

4th place - 70 points

9th place - 20 points

5th place - 60 points

10th place - 10 points

5.1 A contestant being led in an event other than the Lead Line event will not receive points.

5.2 No times or no scores will not receive points.

5.3 If you are a courtesy roper your points for that run will not count towards all around or event standings.

5.4 In the event of a tie, points will be added together and divided by the number of contestants involved in the tie. **EXAMPLE:** Two contestants tying for first place; $100+90=190 / 2 = 95$ points each.

5.5 Lead Line, Stickhorse Rodeo, and Mutton Busting participants will not receive points, but will receive a participation award.

6. AWARDS

Awards will be given at the awards banquet following the series. Please plan to attend. This is one of our major fundraisers for the year. AYLAA is a non-profit organization and self-supported. We also ask that each family donate 1 item for the silent auction and bring a dessert.

6.1 ELIGIBILITY

To be **ELIGIBLE** for Event and All-Around awards, the contestant must meet the summer series eligibility requirements for participation (listed above) as well as the following:

6.1.1 RAFFLE TICKETS: Each family (per membership) is required to sell 10 raffle tickets @ \$5.00 each. Money and tickets must be turned into announcers stand by the 3rd practice of the series. You may pick up tickets at registration. Additional tickets may be sold in order to earn the **BELT BUCKLE** awarded to the high seller. *This money is used by AYLAA to maintain and make repairs to the property, and to purchase prizes that are not sponsored. AYLAA is nonprofit and not supported by the county. Please participate.*

6.1.2 ATTENDANCE: A contestant must compete in 4 out of 6 practices in an event to be eligible for prizes in that event for year-end awards. (3 out of 5, if only 5 practices are held due to rain-out).

6.1.3 WORK POINTS: Each family (per membership) must attain work points in the arena and in the concession stand in order for contestant to receive points/prizes. If a contestant has a problem attaining work points, contact an AYLAA director. See the summer series secretary if you are interested in buying out. The buy-out for the arena or the concession work points is \$200 each, or \$400 for both. Turning in a \$400 sponsorship, will exempt the contestant from all work points (concession and arena). **Note:** Participation events are only required to have half as many work points as regular participants, see **PARTICIPATION EVENTS NOTED BELOW.**

1. **ARENA:** Each family (per membership) must accumulate 1 work point in the arena for : each night they participate. Each event worked is worth 1 point. The sign-up sheet for the arena work points is located on the table below or in the announcer's stand. Be sure to write the first and last name of the contestant you are working for in order to receive credit for the work point. To buy out your arena work points, you must pay \$25 *before your next entry* in order for your event points to count from the last practice, or pay \$200 for the series.
2. **CONCESSION:** Each family (per membership) must complete 2 work points/sessions, of two hours each, in the concession stand. A 2-hour shift in the concession stand is worth 1 point/session. The first session must be earned

within the first 3 weeks of the summer series and the second session must be earned within the second 3 weeks of the summer series. Sign-up sheet is in the concession stand. Only individuals 14 years and older will be allowed to work in the concession stand. Be sure to write the first and last name of the contestant you are working for in order to receive credit for work points/sessions. To buy out the concession work points/sessions, you must pay \$100 before entering the 4th week of summer series in order for your event points to count for the first half of the summer and \$100 by the end of the last week of summer series in order for your event points to count for the second half of the summer.

3. **PARTICIPATION EVENTS ONLY: Mutton Busting, Lead Line, Stick horse Rodeo-** Each family (per membership) only participating in these three events must only complete 1 session in the concession stand and obtain 3 arena work points. Total buyout is \$75 for the concession stand and \$75 for the arena. Turning in a \$150 sponsorship, will exempt the contestant from all work points (concession and arena). These work points must be complete by the end of the last week of summer series.

6.2 EVENT AWARDS:

6.2.1 The number of awards given in each event is based on the number of eligible contestants in that event.

6.2.2 The number of awards given are determined as follows:

- 1-4 contestants-----1st place will be awarded
- 5-9 contestants-----1st & 2nd will be awarded
- 10-14 contestants-----1st, 2nd & 3rd will be awarded
- 15-19 contestants-----1st, 2nd, 3rd & 4th will be awarded
- 20-29 contestants-----1st, 2nd, 3rd, 4th & 5th will be awarded
- 30-& over contestants—1st, 2nd, 3rd, 4th, 5th & 6th will be awarded

6.2.3 In the event of a tie, the following procedure will be used:

1. The contestant having won the most 1st, 2nd, 3rd, etc. will be the winner.
2. The contestant participating the greatest number of times in that event.
3. If there is still a tie, the flip of a coin will determine the placing.

6.2.4 Contestants of Mutton Busting, Lead Line, and Stick Horse Rodeo will receive a Participation Award. (no points maintained)

6.3 ALL AROUND AWARDS

6.3.1 6 All-Around saddles will be awarded to the high point boy and girl in each age group for ALL points earned in ALL events during the summer series. All points received by a contestant will go toward the all-around award regardless of the number of times participated in that event. For example, on the 5th week a contestant can add on an event that he normally does not enter and those points will count toward the all around award, but would not make the participant eligible for year-end awards in that event.

Sub Junior. (8 & Under) Boy and Girl
Junior. (9-13) Boy and Girl
Senior (14-19) Boy and Girl

7. EVENT RULES

7.1 Chute Breakaway Roping Boys & Girls Ages 8 & under

Description - Contestants will try to rope calf around neck while standing beside chute when calf runs out of the chute.

1. Contestant must furnish his or her own rope with a flag attached at end of rope. Rope will be tied to chute with breakaway string.
2. Contestant will signal for calf by nodding his or her head at gate person. Calf will start out of chute and contestant will try to rope calf around neck while standing beside chute. Rope is tied onto chute with string.
3. A legal catch is any loop that passes over entire head of calf and breaks string, does not have to be bell collar.
4. Calves will be chute run.
5. Time will start when calf breaks the plane at the end of the chute. Flagman will start time.
6. Line will be drawn for contestant to stand behind. If contestant steps over the line, a 10 second penalty will be added to their time.

7.2 Junior Boys and Girls Breakaway Ages 13 & under

1. A catch is considered legal if loop passes over entire head and breaks string from saddle horn.
2. The rope must be tied with string to the saddle horn at end of rope. You must use string provided by AYLA. String will be located by roping box.
3. A rag or handkerchief of contrasting color to rope's color must be attached to end of rope.
4. Calves will be chute run.
5. Contestant must stay mounted until calf breaks string.
6. 2 loops are allowed if 2 loops are carried. You may not rebuild.

Disqualifications

1. Roper fails to rope calf.
2. Roper breaks string with his/her hand.
3. Contestant is not mounted when calf breaks string.
4. String and flag are not attached at end of rope.
5. Horse or rider or animal's front feet enters gate of catch pen during run. In Breakaway, calf must break rope from saddle horn before entering catch pen.
6. Rope goes on animal before neck rope comes off.
7. Contestant does not stay mounted for entire run.
8. Rope does not pass over entire head before string breaks from saddle horn.

Rerun

1. If rerun is given, any penalties incurred during original run will be added to rerun time.
2. If roper does not ask for calf, he/she must stop his/her run & horse as soon as possible without throwing rope and a rerun will be given. If contestant throws his or her rope, he or she will forfeit his or her rerun.
3. Roper can be fouled at barrier by only by calf neck rope or mechanical malfunction.
4. If roper is fouled, he or she must pull up immediately without throwing his/her loop.
5. A rerun will be determined by the barrier judge and or arena judge.
6. If a rerun is given roper must rope next calf in chute.

7. If calf escapes from arena roper will continue his or her run lap and tap with all penalties incurred during previous run.

Penalties

1. Ten second penalty for breaking the barrier.
2. Time limit: 60 seconds, excluding penalties
3. Back gate will be open

7.3 Senior Boys & Girls Breakaway - Ages 14-19

1. A legal catch is a clean bell collar loop when string breaks. A bell collar catch is when loop passes over head of calf but not over head of tail. No feet, tail or part of head can be in the loop.
2. The rope must be tied with string to the saddle horn at end of rope.
3. You must use the string provided by AYLA. String will be located by roping box.
4. A rag or handkerchief of contrasting color to rope's color must be attached to end of rope.
5. Calves will be chute run.
6. Contestant must stay mounted until calf breaks string.
7. 2 loops are allowed if 2 loops are carried. You may not rebuild.

Disqualifications

1. Roper fails to rope calf.
2. Roper breaks string with his/her hand.
3. Catch is not bell collar when string breaks.
4. Contestant is not mounted when calf breaks string.
5. String and flag are not attached at end of rope.
6. Horse or rider or animal's front feet enters gate of catch pen during run. In Breakaway, calf must break rope from saddle horn before entering catch pen.
7. Rope goes on animal before neck rope comes off.
8. Contestant does not stay mounted for entire run.

Rerun

1. If rerun is given, any penalties incurred during original run will be added to rerun time.
2. If roper does not ask for calf, he/she must stop his/her run & horse as soon as possible without throwing rope and a rerun will be given. If contestant throws his or her rope, he or she will forfeit his or her rerun.
3. Roper can be fouled at barrier by calf neck rope or mechanical malfunction.
4. If roper is fouled, he or she must pull up immediately without throwing his/her loop.
5. A rerun will be determined by the barrier judge and or arena judge.
7. If a rerun is given roper must rope next calf in chute.
8. If calf escapes from arena roper will continue his or her run lap and tap with all penalties incurred during previous run.

Penalties

1. Ten second penalty for breaking the barrier.
2. Time limit: 60 seconds.
3. Back gate will be open

7.4 Tie down Calf roping

1. One loop is allowed.
2. Catch as catch can with rope while mounted on horse. Rope must hold calf until roper has hands on calf.
3. Contestant must adjust rope and reins in a manner that will prevent horse from dragging calf. If horse drags calf excessively, flag judge may give contestant a no time.

4. **Junior Tie down contestants only - will have the option for assistance in flanking their calf and if calf is down when they get to it, the calf does not have to be gotten up. Contestant must have both feet on the ground and will receive a ten (10) second penalty for having assistance to flank calf or if they do not get the calf up. AYLAA will assign the assistant for all Jr. Tiedown contestants. If the junior roper does not wish to have assistance, he is responsible before he begins the run to make sure the arena judge is notified that no assistance is wanted. Otherwise, all junior ropers will receive assistance in flanking their calves. Senior contestants may not receive any assistance. Senior contestants also must get their calf up if they are down when they get to it.**
5. **Rope must be tied hard and fast.**
6. **After, roping calf, roper must dismount, go down rope, throw calf by hand and cross and tie any three of calf's feet.**
7. **If calf is down when roper reaches it, the calf must be let up to a vertical position with at least three feet dangling underneath and then be thrown by hand.**
8. **If roper's hand is on calf when calf falls, calf is considered thrown by hand.**
9. **A legal tie shall consist of 1 or more wraps and a half hitch, with at least one wrap around all three feet.**
10. **Tie must hold until passed by judge, and roper must not touch pigging string after finishing signal until judge has completed his or her inspection.**
11. **The field judge will pass on the tie, timing 6 seconds from the time the roping horse takes his first step forward after the roper has remounted and puts slack in the rope. In the event a contestant's rope is off the calf after the completion of the tie, the six second time period will begin when roper clears calf.**
12. **Rope will not be removed from the calf and rope must remain slack until field judge has passed tie.**
13. **Contestant must use a neck rope and or keeper.**

Disqualifications

1. **Same as # 1, 6, 7 on Breakaway disqualifications.**
2. **Tie comes loose; calf gets up before the tie is ruled fair, or tie is ruled illegal.**
3. **Contestant fails to get off calf immediately after finishing the tie and calling for time.**
4. **Roper touches rope, bits, or jerk line prior to remounting horse in an attempt to train the horse.**

Rerun / penalties/ time limit/ gate - same as Breakaway

7.5 Mugging Ribbon Roping

1. **While calf is in chute, short length of ribbon must be fastened to the tail head of calf's tail.**
2. **It will be up to the roper to secure a mugger. Mugger must be a contestant but does not have to be from same age group.**
3. **After the calf is roped, only the roper/runner can remove the ribbon from the calf's tail and runs back across the flag line for time.**
4. **A flag line will be determined by judge.**
5. **If ribbon is removed on chute side of the flag line, runner must cross flag line to signal time.**
6. **Roper/runner must hand ribbon to the judge immediately after run.**
7. **Catch as catch can with rope while mounted on horse. Rope must hold calf until ribbon is removed or until the roper or mugger has his hands on the calf. Roper or mugger must have hands on calf if rope comes off.**
8. **Neck rope or keeper must be used.**
9. **Mugger must remove roper's horse from arena.**

Disqualifications

1. **Contestant receives assistance during the run from someone other than the mugger.**
2. **Mugger removes ribbon.**
3. **Rope does not hold calf until roper or mugger has hands on calf.**

Rerun

1. If there is no ribbon on calf's tail roper will receive a rerun will all penalties included from 1st run.
2. All other reruns the same as breakaway.

Penalties/ time limit/ gate - Same as Breakaway

7.6 Team Roping

1. May head once and heel once.
2. Roper is permitted one rope: each team is allowed two loops total.
3. Contestants are not allowed to change catch by rubbing rope over horn or nose to make a bad catch legal.
4. Loops may be changed by fishing only.
5. Header of the team must come from behind the barrier.
6. Animals must be on all feet when roped by either end.
7. Steers will be chute run.
8. Heeler may be tied off.
9. Courtesy ropers will be drawn. No points will be given to courtesy ropers.

Legal head catches

1. Around the horns.
2. Around the neck.
3. Half a head.
4. All other catches are illegal.

Legal heel catches

1. Any heel catch behind both shoulders is legal if rope comes on from around heels.
2. Dewclaw catches are legal if rope holds for the flagger's inspection.
3. Time taken between barrier flag and field flag when steer is roped on both ends, in direct line and horse is on all fours. Horses facing in "L" or better, with rope tight, dallied or tied.

Disqualifications

1. Animal not on feet when roped.
2. Failure to head steer before heeling.
3. Lost or broken rope.
4. Either contestant dismounts during contest run.
5. Front foot in heel catch.
6. Cross firing- consists of releasing the heel loop BEFORE the steer completes the switch of direction. The direction of the steer and switch must be completed by the header.

Rerun / penalties/ time limit/ gate - same as Breakaway

7.7 Steer Breakaway

1. Roper starts from head box from behind a barrier.
2. Rules are the same as breakaway except the legal head catches are the same as legal head catches as stated in the team roping rules.

Rerun / penalties/ time limit/ gate - same as calf breakaway.

7.8 Goat Tying

1. Stake will be driven in ground so that none is visible.

2. The contestant must be mounted on a horse and must ride from starting line to goat, dismount, throw goat by hand and tie any three feet together, and then stand clear of goat.
3. Goat must remain tied for five seconds. Time will begin when contestant has moved at least three feet away from goat and rope.
4. Legs must be crossed and tied. To qualify as a legal tie, there will be one or more wraps, a half hitch or tied.
5. If a goat is down when the contestant reaches it, the goat must be let up to vertical position with at least three feet dangling underneath and then be thrown by hand.
6. Time will start when the mounted contestant crosses starting line and will stop when flag judge signals the completion of the tie.
7. Goat is held at end of the rope facing starting line and will be released when contestant crosses starting line, when flag is dropped.
8. Goat to be changed after every five contestants.
9. Contestants will receive a penalty of ten seconds if the horse and /or contestant hits the goat and /or the goat rope while still mounted. He or she is considered mounted until both feet are on the ground.
10. In the Sub Junior age group only- a parent can stand near goat stake and hold horse while contestant steps off of horse.

Disqualification

1. Contestant fails to get off the goat immediately after finishing the tie and calling for time.
2. Goat does not remain tied for 5 seconds.
3. Goat breaks loose from stake; contestant may receive a rerun or no time at judge's discretion.
4. Illegal tie.
5. Time limit 60 seconds.

7.9 Chute Dogging -Jr. Ages 9-13 Sr. 14-19

Description - Steers are placed in bucking chute. Contestant stands in chute with steer.

1. All steers shall be turned out in the same direction and the same chute will be used. Left chute delivery is preferred. Bucking chute shall be part of the arena during dogging events.
2. Score line will be parallel to bucking chutes. It will be set at ten (10) feet in front of bucking chute. The measurement will be made with chute gate in the closed position.
3. With steers loaded in bucking chute, dogger gets beside the steer, right hand in front of or behind right front shoulder. Left hand will be placed on the neck between shoulders and base of horns. When dogger calls for the steer, the chute gate will be opened. (SEE PENALTIES)
4. Contestant is considered working the steer with the steer leaves the chute.
5. After crossing the start line, wrestler must bring it to a stop or change its direction and twist it down.
6. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.
7. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by wrestler putting animal's horn into the ground, it must be let up to all four feet and then thrown.
8. Wrestler must have hand on steer when flagged.
9. Contestant is required to turn steer's head so that he can get up.
10. All steers will be chute run.

Penalties – Dogger must not grab the horns or any part of the heard, or move into throwing position before steer's nose crosses score line. If this occurs, a ten (10) second penalty will be added to his time.

Disqualification and "NO-TIME" –

1. Dogger commits any offense under "ALL CONTESTANTS"
2. The judge rules the throw illegal. Throwing steer before he has changed direction or come to a complete stop.

3. Dogger does not have hand on steer when flagged.
4. Dogger fails to throw steer.
5. Person follows cattle out of chute in the act of tailing cattle.
6. Dogger will be disqualified for any abusive treatment of steer.
7. Dogger will be disqualified if he attempts in any way to choke or hold the steers forward movement before the start line.
8. Dogger will be disqualified if animal is thrown before start line.

General Rules for all Rough Stock Events

1. Must use Beta approve riding vest #5 or better.
2. Must wear state approved helmet in all rough stock events. AYLAA will provide helmets and vests to mutton busting contestants.
3. Must wear mouthpiece.
4. AYLAA Board has final discretion whether a contestant is allowed to ride.
5. If rider is not above animal ready to compete when previous animal leaves arena, and has been instructed he is next to go, he will be disqualified.
6. Ride and animal to be marked separately. Each judge to mark ride according to how much the rider spurs animal. 0-25 score on rider, 0-25 score on animal.
7. One of the 2 judges will have a stopwatch to double-check buzzer/whistle time. Judges are to sign all score sheets.
8. If any part of the animal hits the fence while a ride is in progress and the contestant touches the fence, not to aid his ride, he should not be disqualified.
9. Rope must have bell and must be under belly of animal.
10. Touching animal with free hand will result in a no score except in mutton busting.
11. Using too sharp of spurs in Judges opinion, or placing spurs or chaps under the rope when the rope is being tightened will result in disqualification.
12. Being bucked off before required time limit will result in a no score.
13. No more than 2 men may be on bucking chute to pull contestant's rope.
14. No hotshots can be used after a rider sits down on animal unless rider requests such use.
15. Contestants may pull rigging from either side.
16. Contestant will have the right to call judges to pass on whether or not an animal is properly flanked to buck to the best of his ability.
17. It will be the responsibility of the contestant to ask for a re-ride immediately after dismounting and before next contestant rides.
18. If, in the opinion of the judges, a rider is fouled at the gate, at the judge's discretion, a re-ride may be given.
19. If a flank comes off, or breaks, rider may have re-ride on same animal provided rider completes a qualified ride on animal.
20. NO re-rides will be given due to default or breakage of contestant's equipment. Borrowed equipment is considered contestants.
21. If the judge offers a re-ride on a qualified ride, the contestant has the option to take the re-ride or accept the scoring of the first ride.

For a re-ride, the judges will use:

1. First animals to be turned out.
2. Un-drawn animals.
3. If none, contestant will draw from previously drawn stock.
4. In the event that animal stops completely during ride, contestant will be given the option of a re-ride.
5. If contestant comes in contact with pickup man or other people in the arena, contestant must declare himself or complete qualified ride. Then he will have the option of a score or re-ride.

7.10 Mutton Busting -Ages 6 & under

1. May choose to use a rigging or may grab wool.

2. May use one or two hands.
3. Must ride for 4 seconds for qualified ride.
4. See rough stock general rules where applicable to event.
5. Mutton busting is a participation event no points will be kept for awards. All participants will receive an award at the end of the summer series.

7.11 Sub Jr. Steer Riding- ages 8 & under

1. Steer must be ridden for 6 seconds. Time to start when animal's inside shoulder breaks the plane of the gate.
2. Riding to be done with one hand and a loose rope, with or without handhold; no knots or hitches to prevent rope from falling off animal when rider leaves animal.
3. If rider makes a qualified ride with any part of rope in riding hand , he is to be marked.
4. See Rough stock general rules

7.12 Jr. Steer/Bull Riding - Ages 9-13

1. Steer or bull must be ridden 6 seconds.
2. Same as 2, 3, 4 of Sub Jr. Steer riding
3. See Rough stock General Rules

Speed Events

If you break the pattern, you will be allowed to take your horse at a walk 1 time to correct horse.

7.13 Lead Line Straight Barrels Boys & Girls Ages 7 & under

1. Parents must lead participant though pattern. This is a participation event. Points will not be kept. All participants will receive an award at the end of the summer series.

7.14 Straight Barrels - all age groups (excluding lead line)

1. The first barrel is a minimum of 21 feet from the starting line and the three barrels are spaced 60 feet apart.
2. No barrel may be closer than 20 feet from the arena fence.
3. Location will be permanently marked for each night. Location can be changed each night since points are being kept for each night.
4. Barrels must be metal and painted.
5. All barrels are to be placed on the timer side of the stake.
6. All age groups are eligible to participate, except Sr. Boys

Pattern

1. Contestants will start from behind the starting line, run to the left or the right of the first barrel, and then continue the figure 8 pattern.
2. Pattern run must be in all forward motion.
3. If the contestant backs up, it is considered a broken pattern.
4. The time starts when contestant crosses starting line and stops when he/she crosses it on the way back after running the pattern.
5. Contestant must remain mounted for entire run.
6. Contestant will receive a no time for crossing the starting line while running the pattern other than to start or finish the run.
7. Time limit 60 seconds.

Penalties

1. Five second penalty for each barrel knocked over. If a contestant knocks over a barrel and it stands up again on its other end, it will be the same as knocking it over.
2. Disqualifications /No Time/ gate/ time limit/ rerun - same as Cloverleaf.

7.15 Cloverleaf Barrels

1. The barrels may be placed by the directors at distances that conform to the arena and arena conditions but not closer than 15 feet from fences. Location must be permanently marked for each individual night. Barrels may be staked differently each night since points are awarded each night.
2. Barrels must be metal and painted.
3. All barrels must be placed inside of stake.
4. All age groups are eligible to participate, except Sr. Boys

Pattern

1. Contestants will start from behind the starting line, run around barrel number 1, then around barrel number 2, and continue around barrel number 3, finishing by crossing the starting line on the way back. Contestant may go to right or left barrel first. Pattern must be run in all forward motion.
2. If a contestant backs up, it is considered a broken pattern.
3. The time starts when contestant crosses starting line and stops when she/he crosses it on the way back after running pattern.
4. There will be a five second penalty for each barrel knocked over. If a contestant knocks over barrel and it stands up again on its other end, it will be the same as knocking it over.
5. Contestant must remain mounted for entire run.
6. Contestant will receive a no time for crossing the starting line while running the pattern other than crossing to start or to finish the run.
7. Gate will remain open. You may run in and out at your discretion.
8. Time limit of 60 seconds.
9. Reruns are at the discretion of the judge. If rerun is given, contestant has the option of running immediately or after the event of that age group, even if person rerunning is last.

7.16 Pole Bending

1. The first pole is to be 21 feet from the starting line and each of the six poles shall be 21 feet apart.
2. Location must be permanently marked for the entire practice night.
3. Location may be changed each night since points are kept on a weekly basis.
4. Poles are to be placed to the side of the stake.
5. All age groups are eligible to participate, except Sr. Boys

Pattern

1. Contestants may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly. Pattern run must be all in forward motion.
2. If a contestant backs up, it is considered a broken pattern.
3. If the contestant's horse breaks the plane by stepping across anywhere between the first and last pole while going from the start line to the last pole or from the last pole to the start line, it is considered a broken pattern.
4. Five second penalty for each pole knocked over. If a contestant knocks over a pole and it stands up again, it will be the same as knocking it over.
5. Disqualifications/ No Time / Gate/ Time Limit / Reruns- same as Cloverleaf Barrels.

7.17 Stickhorse rodeo

Contestant must provide their own stickhorse. You can participate without one.

Cloverleaf barrels

1. Must use stickhorse to complete cloverleaf pattern as stated on Cloverleaf rules.

2. May be helped by parent or helper but cannot follow parent.
3. Start and finish line will be flagged to start and stop time.

Pole Bending

1. Must use stickhorse to complete pole pattern as stated on Pole Bending rules.
2. May be helped by parent or helper but cannot follow parent.
3. Start and finish line will be flagged to start and stop time.

Goat Ribbon Pulling

1. Contestant must start from designated start line.
2. Time will start when contestant crosses line.
3. Contestant will grab ribbon from goat's tail.
4. Contestant's time will stop when contestant pulls ribbon from goats tail and raises ribbon above head.
5. Goat will be let go when contestant crosses starting line.

Dummy roping

1. Contestant will have 3 chances or throws to rope dummy.
2. Rope must be thrown not placed on dummy.