

**2025**  
**Tehachapi Mountain Junior Rodeo Association**  
**Rulebook**

*Revised 2/2025*

**TABLE OF CONTENTS**

Aim and Purpose	Page 2	Stock Contractor Requirements	Page 13
Membership	Page 2		
Honorary Membership	Page 3	Stock Requirements	Page 13
Entries and Fees	Page 3	Drawing Stock	Page 14
Pay Outs and Points	Page 4	Re-Rides & Positions	Page 14
Finals Rodeo	Page 5	Drawing out – Refunds	Page 14
Contestant Disqualifications	Page 6	Termination of Membership	Page 15
Attire	Page 6	Termination of Director	Page 15
No Time Calls	Page 7	Animal Welfare	Page 16
Inappropriate Conduct	Page 7	Dummy Roping	Page 16
Stock	Page 7	Stick Horse Race	Page 17
Grievance Procedure	Page 7	Stick Horse Barrel Racing	Page 18
Contestant Volunteering	Page 7	Goat Ribbon Jerking	Page 18
Requirements		Mutton Busting	Page 19
Rodeo Officials Standards	Page 8	Calf Riding	Page 19
Chairman/Vice Chairman	Page 8	Steer Riding	Page 19
Board Secretary	Page 9	Chute Dogging	Page 21
Treasurer	Page 9	Breakaway Roping	Page 22
Rodeo Entry Secretary	Page 9	Team Roping	Page 24
Arena Director(s)	Page 10	Steer Stopping	Page 27
Rodeo Event Directors	Page 10	Pole Bending	Page 29
Rough Stock Director	Page 10	Barrel Racing	Page 31
Judges	Page 10	Calf Tying	Page 32
Scoring	Page 11	Goat Tying	Page 34
Timers	Page 12	Amendments of Rules	Page 35
Roping Officials	Page 12	Amendment # 1 - Tie Down Roping	Page 36
Livestock Bids	Page 13	Amendment # 2 - Steer Wrestling	Page 40

## **TMJRA AIM AND PURPOSE**

1. To maintain order and standards set up by the Tehachapi Mountain Junior Rodeo Association among its members at their functions. TMRA has been organized exclusively for charitable and educational purpose.
2. To promote the highest type of conduct and sportsmanship at their various Rodeos.
3. To keep the western heritage and sport of rodeo alive in America.
4. To promote closer relationships among the people interested in the sport of Rodeo and the organizations that they represent.
5. To ensure humane treatment of animals.
6. No part of the net earnings of the association shall be distributed to its members, trustees, officers, or other persons for personal gain; with exception made in that the Association shall be authorized and empowered to pay reasonable compensation for services rendered and to make payments and distributions in furtherance of the purpose set forth.

Stock Contractors and host committees will abide by Arena Director, Rough Stock or Event Directors decisions.

All Spectators and Parents MUST exit the arena during competition, with exception to the Pee Wee events.

## **MEMBERSHIP**

1. A copy of applicants' birth certificate must be on file prior to the first rodeo a contestant enters.
2. Membership fees are \$25 per child. Contestants must pay their membership prior to submitting entries. Membership fees must be paid in full in order for points to accumulate towards year- end awards.
3. Contestants must participate in 3 of the 5 rodeos to receive year end points.
4. Membership shall be for one (1) calendar year.
5. Members shall be no older than 20 years old by January 1st of the current Rodeo season, and may enter in the following events:

### **PEE-WEE (6yrs & under)**

- a. All Pee-Wee events are coed - Stick Horse Barrel Race, Stick Horse Race, Dummy Roping, Ribbon Jerking and Mutton Busting.

### **BUCKAROOS (7yrs – 11yrs)**

- a. All Buckaroo events are coed - Barrel Racing, Pole Bending, Calf Riding, Breakaway Roping and Goat Tying.

### **JUNIORS (12yrs – 15yrs)**

- a. Coed events - Team Roping.
- b. Girls' events - Barrel racing, Pole Bending, Breakaway Roping, Goat Tying and Steer Riding.
- c. Boys' events – Tie Down Roping or Calf Tying, Steer Stopping, Steer Wrestling or Chute Dogging and Steer Riding.

### **SENIORS (16yrs – 20yrs)**

- a. Coed events – Team Roping.
- b. Girls' events - Barrel racing, Pole Bending, Breakaway Roping, Goat Tying and Steer Riding.
- c. Boys' events – Tie Down Roping or Calf Tying, Steer Stopping, Steer Wrestling or Chute Dogging and Steer Riding.

6. Contestants must declare their division at their first rodeo. Contestant must remain in that division for the remainder of the season.

Pee-Wees will be allowed to compete in multiple age divisions. However, points can only be accumulated from events participated in their declared division.

### **HONORARY MEMBERSHIP**

Honorary membership may be given to those who have done something extraordinary, above and beyond, for TMRA Recommendations for Honorary membership must be made in writing by a member in good standings, and must be set forth in detail what the recommended person has done for the Association. Honorary membership may be awarded only by action of the association's board of directors at a regularly scheduled meeting.

### **ENTRIES AND FEES**

1. Entry in a TMRA Jr. Rodeo must be completed and submitted electronically, utilizing the entry software program provided by TMRA.
2. Entries must be submitted online **seven (7) days** prior to the date of the rodeo, or as noted on the official TMRA calendar.
3. No contestant may rodeo before paying their entry fees.
  - a. Rodeos will be pre-entered only. NO late entries will be accepted.
  - b. Entry Fees are paid via credit card @ the time the entry form is submitted electronically.
  - c. For any Non Sufficient Funds fee experienced by TMRA as a results payment from a contestant and/or family, will result in a \$25.00 fee will be charged and must be paid to the rodeo secretary, prior to the next rodeo.
4. No-Show contestants will forfeit their entry fees, unless the secretary approves reasons.
  - a. All draw outs must be done 72 hours prior to the day of the rodeo.
  - b. That money reverts to the general fund to be used towards year-end awards.
  - c. Only entries for the contestants who compete will be included in the purse.
5. A contestant may drop out of any event due to injury to themselves or their horse.
  - a. A written excuse by a MD or DVM must be presented to the rodeo secretary to release the contestant to have monies refunded for that event, and/or any further events entered that day.
  - b. Any contestant that has been injured and has received medical care at a hospital or urgent care facility must have a doctor's release before contestant can resume competition.
  - c. If a contestant has presented a doctor's release to draw out of a rodeo, they must present a release to resume competition.

6. A contestant with a visible injury or illness to themselves or their horse may turn out of a Rodeo event without a doctor's written excuse, provided notification of such turnout is authorized by a Judge or Director at that given rodeo.

### **PAY – OUTS AND POINTS**

1. The payouts will be paid in the form of TMRA check or cash and is negotiable at any bank.
2. Checks issued will become void after 90 days from date of writing.
3. Checks may be available at the conclusion of each rodeo or mailed upon discretion of Jr Rodeo Director.
4. Checks not collected by the final rodeo or negotiated will revert back to the general fund and be used for year-end awards.
5. The purse will equal 40% of collected entry Fees per specific event, including Mutton Busting. The purse will be divided according to the number of contestants entered in said event, but not to exceed Five (5) places.
  - 1 - 4 contestants pays one place 1st =100%
  - 5 - 9 contestants pays three places 1st= 50%, 2nd =30%, 3rd =20%
  - 10 - 14 contestants pays four places 1st= 40%, 2nd =30%, 3rd = 20%, 4th =10%
  - 15 & over contestants pays five places 1st=40%, 2nd=25%, 3rd=20%, 4th=10%, 5th=5%
6. If there are any ties, the purse for those places will be added together and split evenly among the placing contestants.
7. A year-end event buckle will be presented to the contestant, in their respective age group, compiling the greatest number of points in each event.
8. Buckle winner must have competed in three (3) or more TMRA Rodeos within the same season and compete against a minimum of one (1) other contestant in those events.
9. An All-Around award will be presented to the All-Around, Cowboy and Cowgirl, in their respective age groups, compiling the greatest number of points throughout the Rodeo Season.
10. All-Around winner must have competed in three (3) or more TMRA Rodeos within the current season, competed in three (3) or more events and against a minimum of one (1) other contestant in those events.
11. Tie Breaker - In the event there is a tie, for ANY year end award, the winner shall be determined by taking:
  - a. 10% of all 1st place points
  - b. 9% of all 2nd place points
  - c. 8% of all 3rd place points
  - d. 7% of all 4th place points
  - e. 6% of all 5th place pointsThese amounts shall be added to the original number of points to break the tie. Should a tie exist after the percentage method has been employed, the tie shall be broken by adding up the number of contestants bettered by the contestants in question, in each event entered. The contestant compiling the greater number shall be named the winner.

12. Points shall be accumulated for placing in events entered to determine the All-Around Cowboy and Cowgirl and the event champions in the following way:

1st PLACE	50 POINTS	6th PLACE	25 POINTS
2nd PLACE	45 POINTS	7th PLACE	20 POINTS
3rd PLACE	40 POINTS	8th PLACE	15 POINTS
4th PLACE	35 POINTS	9th PLACE	10 POINTS
5th PLACE	30 POINTS	10th PLACE	5 POINTS

Team Ropers entering the team roping twice at a rodeo, will only be allowed to enter one time at each end. Should the contestant rope twice at a rodeo, contestant shall be eligible for both sets of points and monies. There shall be an award for each team roping position for All-Around Champion in each age division awarded at the finals. Note: Points for Team Roping will be determined by which roping box the contestant starts from on the first go of the rodeo. If he/she leaves from the header box he/she gets header points. If he/she leaves from the heeler box he/she gets heeler points.

## **FINALS RODEO**

1. There shall be a Finals Rodeo at the end of each TMRA Rodeo season.
2. Each contestant invited to compete in the TMRA Rodeo Finals shall meet the following requirements:
  - Must have competed in at least three (3) of the current year's rodeos in that event.
  - Must be in the top 10 in the point's standings in that event **AND have earned points in that event.**
  - Must have signed-up and worked one (1) volunteer position, at three (3) of the current years rodeos.
3. Should any contestant who qualifies for the finals fail to enter any events qualified in, they will forfeit any year-end monies, points and awards earned from that event, unless there is a justifiable reason must be approved by the Jr. Rodeo Board for not appearing, this applies to the All-Around awards as well. Written request to miss the Finals Rodeo and/or award banquet, must be postmarked and/or received by Jr. Rodeo Secretary 10 days prior to Finals Rodeo date or as noted in the official TMRA Calendar.
5. In the event there is a tie, for ANY year end award, the winner shall be determined by taking:
  - a) 10% of all 1st place points
  - b) 9% of all 2nd place points
  - c) 8% of all 3rd place points
  - d) 7% of all 4th place points
  - e) 6% of all 5th place points

These amounts shall be added to the original number of points to break the tie.
6. Should a tie exist after the percentage method has been employed, the tie shall be broken by adding up the number of contestants bettered by the contestants in question, in each event entered. The contestant compiling the greater number shall be named the winner.
7. All contestants which earn greater than \$600 in prize money/checks in that calendar year from TMRA, must complete and submit an IRS 1099 form. Refusal to complete and submit 1099 will result in contestant forfeiting any monies beyond the \$600 and will disqualify the contestant

from competing in the Finals Rodeo, earning additional earning points and receiving year end awards.

## **CONTESTANT DISQUALIFICATIONS**

1. Contestant can be disqualified by Judges, Event Flagger, executive committee, or the Arena Director, for any offenses listed under this section, or the refusal to adhere to TMRA policies.
2. It shall be the responsibility of the contestant to maintain him/her and his/her helpers, family and friends comply with ALL TMRA rules.
3. The person or persons disqualifying contestant shall notify contestant and rodeo timer with basis as soon as possible.
4. Any contestant, or guest, disqualified for any offense, may be disqualified from all remaining events at the Rodeo.
5. Any contestant, or guest, disqualified for any offense, may be asked to leave the rodeo grounds.
6. Rodeo fees may or may NOT be refunded at the discretion of the TMRA Board of Directors.

## **ATTIRE**

1. Contestant must wear western attire during a performance while in the following:
  - a. Arena
  - b. Bucking chute areas
  - c. Stock pen areas
2. Shirts must be long sleeve, collared, western style, with button or snap closures.
3. Shirt sleeves must be rolled down while competing:
  - a. Rough Stock Contestants may roll up sleeve, not to exceed above the elbow on the riding arm only, in rough stock events only.
  - b. Rough Stock Contestants must always wear protective vest, mouthpiece and helmet.
4. Shirrtails must be tucked into pants at the start of each event while competing and assisting during Rodeo.
5. Contestants will be given a back number at the first Rodeo. Contestants must wear assigned numbers on their backs and their number must be visible at all times. If contestant forgets their back number or loses it they will be charged a \$10 replacement fee.
6. Contestants must wear western style boots.
7. Contestants must wear a western style "Cowboy Hat" with at least a 2" brim and the crown of the hat must be enclosed, or, must be wearing an approved safety helmet.
8. Contestants not wearing safety helmets must sign TMRA helmet waiver prior to competition.
9. Contestants must enter arena with cowboy hat on. No "popping" off or any other type of intentional action that causes your hat to come off after entering the arena.
10. Western attire is required to receive awards at the year-end awards ceremony.
11. For Pee Wee events contestants must be in western attire, parents or contestant assistants are required to wear close-toed shoes in the arena; western attire is preferred for parents and siblings, when in arena.
12. No strollers or wagons allowed in arena during Grand Entry.

## **“NO TIME” CALLS**

1. Not being ready to compete when called upon. Contestant will receive three calls to compete at 30-second intervals. Should the contestant fail to enter the arena within the 30 seconds following the 3rd call, the contestant will receive a no time call.
  - a. Horse's refusal may also be considered a no time call.
2. Refusal to compete during a performance on an animal drawn for them.
3. If a contestant should become dismounted from their horse during an event that does not require them to dismount the horse, they will receive a no time for that event.

## **INAPPROPRIATE CONDUCT**

1. Any parent or contestant having any association with alcoholic beverages, narcotics, smoking or other non-medicinal drugs while in the arena, in the chute area, concession stands, or in the stands while in attendance of any TMRA Jr. Rodeo.
2. Rowdiness, quarreling, or fighting in or during any TMRA Jr. Rodeo
3. Inappropriate conduct or foul language of any kind.
4. Vandalism of any manner of any item, or place at any time.
5. Any Contestant or parent(s) attempting to fix, threaten, bribe, influence, harass or coerce any rodeo official at any time between opening and closing of a Rodeo.
6. Infraction of the above rules will result in disqualification of contestant **at that rodeo and and/or the remainder of the season at the discretion of the board.**

## **STOCK**

1. Contestant will be disqualified for being in a pen with the livestock at any time except when accompanied by Stock Contractor, Judge, or when assigned to work in those pens.
2. Contestants will be disqualified for any mistreatment of ANY livestock.

## **GRIEVANCE PROCEDURE**

All protests shall be made immediately after the contestant's performance is completed and directed to the attention of the Event Judge and Event Director prior to the contestant leaving the arena. **Videos/recordings will not be accepted to protest scoring or judges calls.** At no time shall anyone other than the contestant be permitted to enter the arena during a performance to discuss the protest. If the concern is not resolved during that days rodeo, a written protest on the official grievance form (available from the Rodeo Secretary), must be filed along with a \$50 protest fee. The official will then notify the TMRA Grievance Committee Directors. The protest shall be discussed following the completion of that event; protesters shall present their grievance to the grievance committee: upon hearing the grievance, the grievance committee will make a ruling; the Grievance Committee Director's decision will be final. If the protest is won the \$50 will be returned, if lost the \$50 will be retained by the TMRA and used for year-end awards.

## **CONTESTANT VOLUNTEERING REQUIREMENTS**

Buckaroo, Junior and Senior membered contestants shall be required to sign-up and work one volunteer position, five (5) times during the rodeo year. In the event the contestant fails to

report to the event they signed up to work, the contestant is responsible to make up that volunteering time and will be penalized a \$20 fine. If the contestant fails to meet the minimum of five (5) volunteering opportunities during the regular season (finals excluded) and/or pay their fines associated with volunteering penalties, they will not be eligible for year end awards. It is the responsibility of the contestant to check-in with the director of the assigned event or the volunteer coordinator, to document their participation.

Peewee contestants, accompanied by an adult, shall be required to sign-up and work at least two hours at a fundraiser or another fundraising event, agreed upon by TMRA Fundraising Coordinator.

Each member is also required to sell twelve (12) \$5.00 raffle tickets.

### **RODEO OFFICIALS STANDARDS / RODEO DIRECTORS**

- The Board of Directors shall establish major policies governing the affairs of the TMRA and devise measures for continued growth and development.
- It shall be the duty and responsibility of the Board of Directors to conduct and manage the business, property, and affairs of the TMRA.
- The Board of Directors may take any action which it considers necessary to carry out the purposes of the TMRA and may enter into any contract or obligation in the furtherance thereof.
- The Board of Directors may authorize any officers; agents of the association, in addition to the officers so authorized by these by-laws, to enter into any contract or execute and deliver any instrument in the name of and on the behalf of the TMRA, such authority may be in general or may be confined to a specific instance.
- A simple majority of the Board of Directors shall constitute a quorum at any meeting.
- The Board of Directors shall have the power to fill any vacancies on the Board. Duties of the various offices on the Board of directors are as follows:

#### **Chairman/Vice Chairman**

Chairman will be responsible for carrying out the duties stated herein

1. The Chairman shall serve as chief executive officer of the TMRA and shall preside at all meetings of the Board of Directors or General Membership.
2. The Chairman shall enforce the by-laws and rules of the TMRA and shall perform all other duties that may be prescribed from time to time by the Board of Directors.
3. The Chairman at his/her discretion may call special meetings of the Board of Directors.
4. The TMRA President and or Board of Directors may appoint various special committees in furtherance of TMRA business or functions.
5. The Chairman shall vote only in case of a tie and is known as a non-voting member.
6. The Chairman will be authorized to sign checks. TMRA funds shall be disbursed only upon itemized demands or as directed by the Board of Directors.
7. Vice Chairman to assist Chairman as needed and fulfill Chairman duties, when Chairman is unavailable.



## **Board Secretary**

Board Secretary will be responsible for carrying out the duties stated herein

1. The Board Secretary shall keep and provide in detail the minutes of all membership and directors meetings.
2. The Board Secretary shall be the custodian for safe keeping of all documents and records of the TMRA.
3. The Board Secretary shall maintain all correspondences of the TMRA.

## **Treasurer**

Treasurer will be responsible for carrying out the duties stated herein

1. The Treasurer shall bring together all money collected by the Entry Secretary from each Rodeo and any additional monies due the TMRA and shall be responsible for deposit of same monies in the TMRA account held with an accredited bank.
2. The Treasurer shall be responsible for funds disbursed and shall maintain such funds are disbursed only upon itemized demands or as directed by the Board of Directors.
3. The Treasurer shall account for all monies by itemized statements in detail to the board of Directors and General Membership upon request of the board.

## **Rodeo Secretary**

Rodeo Entry Secretary will be responsible for carrying out the duties stated herein

1. Knowledgeable of and able to carry out TMRA rules and responsibilities.
2. Only the Rodeo Entry Secretary and official assistants shall be responsible for Rodeo entries.
3. The Rodeo Entry Secretary will draw positions for Rodeo rotation. Positions will be drawn in all events for rodeo.
4. Positions will be drawn randomly prior to the start of the Rodeo.
5. There will be no trading of positions by contestants in any event without approval of the Rodeo Entry Secretary.
6. The draw at all rodeos shall be posted where the contestants can examine it before the start of the event.
7. Contestant is privileged to see the records of all contestants in any events in which he/she takes part in at the end of each go-round, after a reasonable time so that the Secretary and judge may complete the verifying of the times, scores, and placing.
8. Judges' score sheets will be initialed and turned into the Rodeo Entry Secretary and posted after each performance.
9. Markings must be totaled by the Judges and checked by the Rodeo Entry Secretary.
  - a. Scores will not be changed once they are turned in, except for obvious mathematical errors, the Judges will make and initial any changes.
10. Master score sheets will not leave the Rodeo Entry Secretary's possession.
11. Rodeo results must be audited 3 days after rodeo to check for errors.
12. No scores, positions, or prizes will be changed after 7 days from rodeo end.
13. The secretary will audit the books from each rodeo to determine the correct awarding of points.
14. The secretary shall publish current standings to members in good standing.
15. The secretary shall make available current standing for website posting.

## **Arena Director(s)**

1. Purpose of the Arena Director is to assure that the Rodeo is conducted in accordance with TMRA Rules.
2. Arena Director is to keep the Rodeo running in a timely manner and be available to the contestants and parents should questions arise.
3. Arena Director will be versed and knowledgeable of the TMRA as well as the NHSRA rulebook.
4. It shall be the Arena Directors responsibility to see that a contestant competes on the stock drawn for them.
  - a. In the event of a mistake, stock drawn for must be run during that performance and only that time or score shall be recorded.

## **Rodeo Event Directors**

Rodeo Event Directors will be responsible for carrying out the duties stated here.

1. Knowledgeable of and able to carry out TMRA rules and responsibilities.
2. Management of their respective events before and during the Rodeo.
3. Event Directors shall obtain assistance from persons to assist in the running of their event.

## **Rough Stock Director**

Rough Stock Director will be responsible for carrying out the duties stated herein

1. Knowledgeable of and able to carry out TMRA rules and responsibilities.
2. Inspection of timed event/rough stock upon arrival to the rodeo and prior to the draw.
3. No sore, lame, sick or injured animals or animals with defective eyesight shall be permitted in the draw at any time.
4. All horned bulls must have horns tipped to at least the size of a half-dollar, and or cut back or they will be kept out of the draw.
5. The Rough Stock Director shall determine any undesirable conditions, and has the right to declare any stock unsatisfactory, upon notification, either written or verbal; Stock Contractor shall fix undesirable condition or eliminate animal from competition draw.
6. Should an animal become sick or injured between the time it is drawn and time it is scheduled to be used in the competition that animal shall not be used and another animal will be drawn for the contestant.

## **JUDGES**

1. Judges and Flagmen for the TMRA Rodeos shall be chosen with regards to their integrity, ability, and availability.
2. All Judges will meet with Event Directors before the rodeo and discuss their respective events and judging procedures.
3. Judges must read and be knowledgeable of the TMRA rulebooks before Judges' meeting with arena directors and officials.

4. Any problems or infractions not covered by TMRA rulebook will be referred to the current NHSRA, and if not covered then referred to PRCA articles of Incorporation, by-laws and rules, provided their rules cover the event in question.
5. Neither barrier judge, field flag judge, nor event judge may be changed during the course of a specific rodeo event, except in the case of sickness or incompetence and only then by the request of an association official in agreement with the TMRA board of Directors.
6. Judges must inspect all equipment prior to the rodeo performance.
7. Judges must be present and supervise the drawing of stock.
8. The decision of any Judge, Flagmen or Timer will be FINAL, and no protest by contestant will be permitted, except first through the Event Director, who will take the protest to the Arena Director. Such protest must be made before the end of the performance in which the question arose. If the Event Director determines that the protest is based upon a possible misinterpretation of an event rule, the Event Director, at the first convenient opportunity, will describe the protest and the interpretation of the rule upon which it is based to the Judge. If the judge agrees that an erroneous ruling was made and that the error is correctable, then the Judge shall modify the ruling accordingly. Otherwise, the decision will stand.
9. Judges shall conduct themselves in a manner fitting and proper to one afforded the honor of officiating at any TMRA Rodeo.
10. Any misconduct on the part of a Judge at any TMRA Rodeo, such as drinking immediately prior to or during the rodeo, or the use of abusive language, showing obvious favoritism to, or discrimination against, either an individual or a horse performing in the contest, or any misconduct unbecoming to one in their position, will make them subject to a complete and impartial hearing of cause of the complaint before the TMRA Board of Directors.

## **SCORING**

1. Judges are required to communicate with official timers to mark all penalties, no time and any change of working order of contestants in all events they are judging.
  - a. Broken Barriers
  - b. Single Legs
  - c. Illegal Loops, Crossfire's
  - d. Knocked Down Barrels
  - e. Knocked Down Poles
  - f. Broken Patterns
  - g. Hat Violations
  - h. Rope Penalty in Goat & Calf Tying
2. After each rough stock event, Judges Score sheets shall be initialed and turned in to the Rodeo Entry Secretary.
3. Markings must be totaled by the Judges and checked by the Rodeo Entry Secretary.
  - a. Scores will not be changed once they are turned in, except for obvious mathematical errors, the Judges will make and initial any changes.
4. A contestant that is being assisted/helped cannot receive points above or place above another contestant competing on their own, "with help" shall be noted on score sheet.

## **TIMERS / PERSONNEL**

Timers will be responsible for carrying out the duties stated herein

1. Knowledgeable of and able to carry out TMRA rules and responsibilities.
2. Timers must have prior experience with electric timers and stopwatches.
3. Board must provide a place for timers and announcer to work without obstructions or interference.
4. Board must provide a place for timers that will facilitate for good communications with arena director, Judges and announcer.
5. Timers must work from the same position in all performances of rodeo.
6. Timers may not be changed during a performance, except for illness or injury or by request of official because of incompetence, and only then by the request of an Associate Director in agreement with the TMRA Board of Directors.

## **GENERAL TIMING RULES**

1. Events with 1-minute time limit may have penalties that exceed 1 minute.
2. Lap & Tap – No barrier is used; flagger is to start time when the animals nose clears the gate.
3. ALL rough stock event timing is to start when animals inside front shoulder passes the plane of the chute.
4. All Roping events and Chute Dogging will be conducted with a closed catch pen.
5. During instances of equipment failure, time will be taken using the average time of the back-up timers.
6. In all timed events the contestant is responsible to make sure the flag judge, who
7. starts the time, is ready before they begin their run. The contestant will be disqualified and not receive a new run should they proceed before the flag judge is ready.
8. During the course of the rodeo, the arena will be dragged or leveled at regular intervals and/or if necessary, determined the judge/event/arena director. Turnouts and releases must be included in the count between drags.

## **ROPING OFFICIALS**

1. Timers will be responsible for carrying out the duties stated herein
2. Knowledgeable of and able to carry out TMRA rules and responsibilities
3. There shall be two (2) or more timers, a field flagger, and a barrier Judge.
4. A third official may be used to determine legal catches or any infractions of the rules. This official need not be mounted.
5. Flag judge will have final decision.
6. Any questions as to catches will be decided by the Event Judges.
7. The field flag judge must ask contestant if they want a second loop, IF ALLOWED in event. Once a contestant has been flagged out, they will receive no stock back
8. Barrier Judge is responsible to change barrier string whenever it may have become weakened, or at the request of the contestant.
9. Barrier Judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for each contestant.
10. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.

11. Barrier Judge shall ensure that nobody can stand close enough to barrier or barrier equipment to tamper with it.
12. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.

## **RODEO LIVESTOCK BIDS**

1. Stock bids may be taken at the beginning of each Rodeo season.
2. All bids will be considered for hire.
3. The Board of Directors shall review all bids.
4. The decision of the Directors to accept any livestock bids shall be in the best interest of the TMRA.

## **STOCK CONTRACTOR REQUIREMENTS**

1. Stock contractor shall be required to supply enough stock for each event at each Rodeo.
2. Stock requirements will be based on the number of contestants entered.
3. Rodeo Secretary will notify Stock Contractor to the number of contestants no later than five days before each Rodeo.
4. Animals used for any event shall be inspected and objectionable ones eliminated.
5. If after one go-around has been completed, and a fresh calf has to be used, the new calf must be roped and tied before the draw, if extra calves have been tied at the rodeo they will not be considered fresh.
6. During the performance if an animal escapes the chutes or pens before it is called for by the contestant or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the event director and the labor crew during or at the end of that performance in the same manner it was originally worked or brought to the pens. At least three (3) head of animals will be brought back together. No animal may be re-penned by itself. The Arena Director will make decisions about when stock is re-penned.

## **STOCK REQUIREMENTS**

Note: Due to the water shortage and stock availability, stocks sizes listed below are guidelines. The TMRA Stock Contractor(s) and Directors may need to make minor adjustments, but will agree on weights and uniform sizes, if adjustments need to be made.

### PEE WEE RIBBON JERKING

1. Goats will be of uniform size and not exceed 45 lbs.

### GOAT TYING

1. Goats shall be uniform in size with a weight limit of:
  - a. 25 – 40 lbs/goat Buckaroos Divisions.
  - b. 40 – 60 lbs/goat Jr. and Sr. Divisions.
2. Sharp horns shall be tipped.

### CALF TYING

1. Calves shall be uniform in size and weight, with a weight limit 130-200 lbs/calf.
2. Sharp horns shall be tipped.

### BREAKAWAY CALVES

1. Calves must be uniform in weight 180 – 350 lbs.

2. If calves have horns, horns should not exceed 2”.

#### STEER STOPPING STEER

1. All Roping Stock must be uniform in weight.
2. If horned cattle are not available plastic horns may be used
3. All steers shall have horns properly wrapped.

#### TEAM ROPING

1. All Roping Stock must be uniform in size and weight up to 650 lbs.
2. If horned cattle are not available plastic horns may be used.
3. All steers shall have horns properly wrapped.

#### CHUTE DOGGING

1. Steers must be uniform in weight 400 – 650 lbs.
2. Sharp horns shall be tipped.
3. If horned cattle are not available plastic horns may be used.

#### CALF RIDING

1. Calves minimum weight will be 200 pounds. No maximum.
2. Sharp horns shall be tipped.

#### STEER RIDING

1. Steers/Heifers minimum weight will be 450 pounds. No maximum.
2. All horned steers must have horns tipped to at least the size of a half-dollar, or cut back.

### **DRAWING ROUGH STOCK**

1. All stock is to be chute drawn.

### **DRAWING STOCK RE-RIDES**

1. No contestant will ride two (2) head in the same event, in the same day except for re- rides.
2. Any stock in original draw that is turned out may be used as a re-ride.
3. An animal can be drawn as a re-ride only one time in a rodeo.
4. If re-ride option is taken, griveance on previous ride is null.

### **DRAWING OUT & ENTRY FEE REFUND**

1. There will be no drawing out after positions or stock is drawn unless contestant has a release from a doctor prior to their performance.
2. If contestant must draw out of the rotation because of sickness or injury, their entry fees may be refunded.
3. Refunds can only be made if entry fees were not included in awards paid out in said events.
4. If a team roper draws out in accordance to the rules, or does not appear before the performance in which they are to compete, the person entered with them may also draw out without penalty, or they may ask for another partner from the contestants already entered. Ropers already entered the maximum number of times may not be utilized.
5. A No-Show Roper will be fined or forfeit the amount of the entry fees, which must be paid before contestant is allowed to compete in any other events or another TMRA Rodeo.
6. Team ropers who are entered but do not have a partner at the time the Rodeo Entry Secretary is ready to draw positions, will have a ghost roper drawn for them.

- a. TMRA will assign ghost roping partners via draw. Contestants may NOT choose their ghost.
  - b. Contestants must pre-enter to be a ghost heeler and/or a ghost header during their online entries.
  - c. Ghosts will NOT pay an entry fee.
  - d. Ghost ropers will NOT receive winnings.
  - e. Ghost ropers will NOT be eligible for points should said team place in the event.
7. If a contestant is injured while competing and has not received a marking in their remaining events, their entry fees may be refunded, or rolled to a future rodeo.
  8. All no-shows without medical or notice of family emergency will be charged an entry/stock fee.

## **TERMINATION OF MEMBERSHIP**

1. The TMRA Board of Directors may terminate a membership, or deny renewal of membership for any of the following:
  - a. Use of tobacco, alcohol and or drugs
  - b. Fighting
  - c. Harassing Officials
  - d. Returned/NSF Checks.
2. The TMRA Board of Directors shall send notice of the TMRA's intentions to terminate the membership and the grounds therefore, to the member and the parents/guardians of same member in writing by certified mail, addressed to the residence as it appears upon the books of the TMRA.
3. If no reply is received by the TMRA Secretary within 10 days after mailing of such notice, a second and final notice of termination of membership shall be sent
4. If a reply to the notice of intention to terminate membership is received by the TMRA, contesting the termination, or putting any of the matters in the notice at issue, the TMRA Board shall set a place and time for hearing of such contested issues.
  - a. Said hearing shall be not less than 10 or more than 30 days of receipt of contesting reply.
  - b. Such hearing will be held before the TMRA Board of Directors.
5. If the charges are sustained, the TMRA Board of Directors shall notify the contestant of their termination.
  - a. Earned points and awards for the current Rodeo season, and eligibility for the following year, if reasons warrant such, shall be forfeited upon said termination of membership.
6. If charges are not sustained, the membership shall be reinstated and member shall be eligible for all earned awards and prizes.

## **TERMINATION OF ASSOCIATION DIRECTOR**

1. The TMRA members may terminate an Association Director or deny renewal of office of any Director for the ensuing year upon the following grounds:
  - a. Use of alcohol and or drugs
  - b. Fighting

- c. Harassing members or other officials
  - d. Returned/NSF Checks.
2. The TMRA Board of Directors and/or Association Members shall cause notice of the TMRA's intentions to terminate the membership of the Director and the grounds therefore.
  3. Notice shall be addressed to the Director in writing by ordinary mail, to their residence as it appears upon the books of the TMRA
  4. If no reply is received by the TMRA Secretary within 10 days after mailing of such notice, a second and final notice of termination of Duties shall be sent.
  5. If a reply to the notice of intention to terminate Duties of said director is received by the TMRA, contesting the termination, or putting any of the matters in the notice at issue, the TMRA Board shall set a place and time for hearing of such contested issues
    - a. Said hearing shall be not less than 10 or more than 30 days of receipt of contesting reply.
    - b. Such hearing will be held before the TMRA Board of Directors.
  6. If the charges are sustained, the TMRA Board of Directors shall notify the director of the termination of duties.
  7. If charges are not sustained, the duties of said director shall be reinstated.

## **ANIMAL WELFARE**

1. No stimulants or hypnotics are to be given to any animal used for contest purposes.
2. No sharpened spurs may be used in any Rough stock events.
3. No small animals or pets allowed in the arena, at any time. Unless an exception has been approved by the Chairman and/or Arena Director.
4. All tie-downs, nosebands and bossals must have any chain, metal or wire completely covered where it comes in contact with horses' skin.
5. No sharp or cutting objects in cinch, saddle girth, or flank straps shall be permitted. Only sheep skinned lined flank straps shall be used on bucking horses, and shall be of the quick release type. Sheepskin lined flank straps shall be placed on the animal so the sheepskin portion is over both flanks, and the belly of the animal. No bull tails will be allowed under flank straps.
6. The placing of fingers in the eyes, lips, or nose of steers while chute dogging is forbidden.
7. No animal shall be beaten, mutilated, or cruelly prodded.
8. Standard cattle prods shall be used as little as possible with the rough stock events.
9. Livestock to be removed from the arena after completion of entry in contest.
10. Clowns are not to abuse stock in any fashion.

## **DUMMY ROPING**

### GENERAL RULES

1. Contestants will be:
  - Ages 6 and under (Pee Wee)
2. There will be a one (1) minute time limit.
3. Hind legs of the dummy will be placed at the front of the roping box. Pee-Wee must deliver loop while standing in the designated roping box.
4. Starting-line will be marked in gyp or flour, at the back of the roping box.



5. Per TMRA's attire rules, contestants must be in the arena with cowboy hat on.
6. Parents may assist contestant in building or rebuilding a loop during the event, a five (5) second penalty will incur.

### EVENT RULES

1. Contestant shall not step out of roping box to throw a loop.
2. Roper must catch steer head with legal head catch to stop time, legal head catches are:
  - a. Both horns
  - b. Half head
  - c. Neck
3. Any other catch will be considered no catch.
4. Contestant may rebuild as many times as they can within the 1-minute time limit.

### SCORING AND PENALTIES

1. Time will start when contestant crosses starting line.
2. Flagger will start the clock with the drop of the flag.
3. Time will be stopped at the drop of the flag after roper has roped the steer horns with legal head catch and the slack has been pulled tight.
4. Videos/recordings may not be used as instant replay to protest scoring or judges calls.

## **STICK HORSE RACE**

### GENERAL RULES

1. Contestants will be:
  - Ages 6 and under (Pee Wee)
2. There will be a one (1) minute time limit.
3. Pole will be placed 30 feet from starting line.
4. Starting line will be marked with gyp or flour.
5. Per TMRA's attire rules, contestants must be in the arena with cowboy hat on.
6. Parents may not assist the contestants during the event.

### EVENT RULES

1. Time will start when contestant crosses start/finish line.
2. Contestant must ride stick horse to and around pole then return and cross the start/finish line to end run.
3. Contestant or stick horse may touch pole.

### SCORING AND PENALTIES

1. Timed event Judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over pole will receive a 5 second penalty.
4. Not following the pattern will receive a no time.
5. Not "riding" the stick horse will receive a no time.
6. Must have stick horse in hand to receive a time.
7. Videos/recordings may not be used as instant replay to protest scoring or judges calls.

## **STICK HORSE BARREL RACING**

### GENERAL RULES

1. Contestants will be:
  - Ages 6 years and under (Pee-Wees)
2. There is no time limit for this event.
3. Barrels are to be placed in a small cloverleaf pattern.
4. Starting line will be marked with gyp or flour.
5. Per TMRA's attire rules, contestants must be in the arena with cowboy hat on.
6. Parents may not assist the contestants during the event.

### EVENT RULES

1. Time will start when contestant's "horses'" nose crosses the starting line and time will end when contestant's "horse's" nose crosses start/finish line again
2. Contestant must have stick horse in hand to receive a time, and ride stick horse to and around barrels in the correct pattern, then return and cross the start/finish line to end run.
3. The Cloverleaf pattern is the only approved pattern in this event.
4. The contestant may start on either the right or left barrel.
  - When starting on the right barrel there will be 1 right & 2 left turns around the barrels.
  - When starting on the left barrel there will be 1 left & 2 right turns on around the barrels.
5. Touching the barrel is permitted by the "horse" or the contestant.
6. The front two barrels shall be 15 feet from the starting line.
7. The maximum distance between the two front barrels shall be 15 feet, arena conditions permitting.
8. The maximum distance between the two front barrels and the back barrel shall be 15 feet, arena conditions permitting.

### SCORING AND PENALTIES

1. Timed event Judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a barrel is a 5 second penalty per barrel. Should barrel be knocked over and it sets up on opposite end, the 5-second penalty will be assessed.
4. Not following the cloverleaf pattern will receive a no time.
5. Not "riding" the stick horse will receive a no time.
6. Videos/recordings may not be used as instant replay to protest scoring or judges calls.

## **GOAT RIBBON JERKING**

### GENERAL RULES

1. Contestants will be:
  - Ages 6 years and under (Pee-Wees)
2. There will be a one (1) minute time limit for this event.
3. Starting line will be marked with gyp or flour.
4. Per TMRA's attire rules, contestants must be in the arena with cowboy hat on.
5. Parents may not assist the contestants during the event.

## EVENT RULES

1. Time will start when contestant passes over the starting line.
2. Starting line shall be 15' from the goat stake; the rope will be 10' soft cotton rope.
3. The contestant will run across a starting line on foot toward a staked-out goat held on the opposite end of the rope, pull the ribbon off the goat's tail (or a piece of the ribbon) and run back across the starting line.
4. Contestants must have the ribbon in hand when crossing the finish line to qualify.
5. Recorded time will be taken between two flags, starting and stopping at the starting line.

## SCORING AND PENALTIES

1. Timed event Judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.

## **MUTTON BUSTING / CALF RIDING / STEER RIDING**

### TIME LIMITS

Timing is to start when the animals inside front shoulder passes the plane of the chute.

### Mutton Busting –

- Contestants will be 6 years and under (Pee Wee).
- Sheep will be ridden for 6 seconds.
- Contestants will be weighed and will weigh a maximum of 60 pounds at the time of the event.
- Contestants are required to ride the sheep facing forward (no reverse riding).

### Calf Riding –

- Contestants will be ages 7 – 11 (Buckaroos).
- Calf must be ridden 6 seconds.

### Steer Riding –

- Contestants will be ages 12 – 15 (Jr. Div)
- Contestants will be ages 16 – 20 (Sr. Div)
- Steers must be ridden 8 seconds.

## GENERAL RULES

1. Contestant may not use sharp spurs. No part of the spur may have sharp edges including rowels and wire locks.
2. No contestant will ride 2 head in the same event during a rodeo, except for re-rides.
3. Contestants may pull rope from either side.
4. Contestants must compete on stock drawn for them.
5. All rough-stock contestants are required to use a protective mouthpiece, helmet, and a protective vest. Failure to do so will result in disqualification, NO EXCEPTIONS.
6. The TMRA recommends the use of a safety release device.

7. In the event Judge feels there is a refusal to ride, judge has option to start 60 second timer for rider to begin ride. After 60 seconds has expired, judge has the ability to issue no time for rider in that event.

8. A mounted official pick-up/safety man, 18 years of age or older, will be in the arena at all times during event.

### EVENT RULES

1. Bell must be under the belly of the animal.
2. Riding is to be done with one hand and a loose rope, with or without handhold.
3. Calf riders and girl steer riders may use 2 hands only if they leave the chute with 2 hands.
4. No finger wraps, knots or hitches to keep rope from falling off after ride.
5. No more than two assistants may be on the chute to pull contestants rope.
6. The Judge on the latch side of the chute gate shall serve as a back-up timer in the rough-stock events. The Judges Stopwatch reading shall be used as a means of verification when the length of a qualified ride is in question. The Judge will stop his watch when, in his opinion the contestant has been disqualified for any reason, or when he hears the horn sound; whichever comes first. In either instance, the Judge will refer to his watch for time verification on each ride. In any instance where the time is eight (8) seconds or more on the Judges watch, the contestant will be entitled to a marking without penalty. In the instance the horn is sounded before the eight (8) seconds, the Judge must go with the Horn.

### SCORING AND PENALTIES

1. Figures used in marking the riding events shall range from 1 – 25 on both the stock and the rider (for a total of 50 points from each of the 2 event judges for 100 point ride total), based on how well both perform.
2. Ride and animal to be marked separately
3. NO BELL – NO MARKING
4. If contestant makes a qualified ride with any part of his rope in riding hand, they shall receive a mark.
5. Contestant will receive no score for any of the following offense.
  - a. Touching animal, or equipment with free hand.
  - b. Using sharp spurs (rowels)
  - c. Placing spurs or chaps under the rope when rope is being tightened.
  - d. Being bucked off before 6 or 8 second horn.
6. Judges may disqualify a contestant who has been advised he is next to go if they are not above the animal with glove on when previous animal leaves the arena.
7. Videos/recordings may not be used as instant replay to protest scoring or judges calls.

### RE – RIDES

1. The Judges will decide whether or not a re-ride is given. All re-rides will be determined at the discretion of the judges.
2. Contestants shall not influence the Judges by asking for a re-ride.
3. If re-ride is given, judge shall inform the rider immediately of his mark and an option of a re-ride.

**A. Once a re-ride is agreed to, the previous score is null in void regardless of taking the ride or not.**

4. The contestant may refuse a re-ride and take their marking.
5. The contestant must make his decision immediately.
6. No re-ride will be given due to faulty or broken equipment of the riders.
7. If animal drawn for a re-ride is already drawn for another contestant in a later rodeo, the rider with the re-ride prior rodeo will take the animal first.
8. If re-ride animal is already drawn for another rider in same rodeo, the rider with the animal drawn will take him before the re-ride rider.
9. Re-rides may be given only when stock fails to perform, stops, or fouls the rider.
10. If in the opinion of the Judges, a rider makes three honest efforts to get out on a chute fighting animal and is unable to do so, they may get a re-ride.
11. Riders who are fouled at the chute and declare will be entitled to a re-ride at the Judges discretion.
12. If animal falls down out of the chute, a re-ride may be given at Judges discretion.
13. If animal loses flank strap, fails to perform, stops, or fouls the rider, rider may take the same animal back providing contractor is willing, or they may have a re-ride drawn. If same animal is taken, and animal doesn't perform again NO RE-RIDE WILL BE GIVEN AGAIN.
14. Rider may be given a re-ride if flank strap comes off or breaks; providing the rider has made a qualified ride.
15. If pickup man, their horse, or clowns, come in contact with, or should interfere with the ride before a qualified ride has been completed, re-ride will be given on the same animal.

## **CHUTE DOGGING**

### GENERAL RULES

1. Contestants will be
  - Ages 12-15 (Jr. Division) boys only.
  - Age's 16-20 (Sr. Division) boys only.
2. Contestant has a thirty (30) second time limit to move steer from the chute to across the designated starting line.
3. There will be a one (1) minute time limit.
4. Score-line shall be marked using gyp or flour.
5. The score-line for chute dogging will be 3 feet beyond the chute gate opened at 90 degrees.
6. Time starts when the inside-shoulder of the steer crosses the score line.
7. Steer is legal to be thrown only after inside shoulder crosses score line.
8. Steer will be considered thrown only when it is lying flat on its side or on its back with all 4 feet and head straight.
9. Per TMRA's attire rules, contestants must enter arena with cowboy hat on. No "popping" off or any other type of intentional action that causes your hat to come off after entering the arena.

### EVENT RULES

1. Animal belongs to contestant when he calls for it regardless of what happens except in the cases of mechanical failure. Contestant is considered working with steer when steer leaves the chute.

2. Contestant must bring steer to a stop and twist it down, if steer is accidentally knocked or thrown down before being brought to a stop, or is thrown by contestant by sticking a horn in the ground, it must be let up and thrown again.

### SCORING AND PENALTIES

1. Contestant must have hand on steer when flagged.
2. Contestants will be assessed a 10 second penalty if free hand does not remain behind steers shoulder until the score-line is crossed and flag is dropped.
3. The placing of fingers in the eyes, lips, or nose of steer while wrestling will result in a disqualification.
4. The fairness of catch and throw will be left up to the judge, and their decision will be final.
5. Contestant will receive a No Time Call if steer is thrown prior to animal crossing the score-line.
6. Flagger is required to watch contestant and steer until steer is turned loose.
7. There shall be 2 or more timers.
8. Time will be taken between the 2 flags.
9. A 5 second penalty will be added to the time when contestant's cowboy hat intentionally comes off.
10. Videos/recordings may not be used as instant replay to protest scoring or judges calls.

## **BREAKAWAY ROPING**

### GENERAL RULES

1. Contestants will be:
  - Ages 7 – 11 (Buckaroos).
  - Ages 12 – 15 (Jr. Division) girls only.
  - Ages 16 – 20 (Sr. Division) girls only.
2. There will be a 60 second time limit.
3. Roping box will be considered part of the arena during breakaway events.
4. Contestant must start from the heeler's box.
5. The score line will be the length of the roping box minus 8 feet.
6. Once the score line has been set in the timed events, it will not be changed in that run, nor may the length of the box be changed.
7. Lap and tap – no barrier to be used. If Barrier Judge is used to flag the start he/she shall flag the animal when the animals' nose crosses the starting line.
8. It is always the decision of the barrier Judge whether the barrier is broken.
9. Should the barrier break at any point other than the designated breaking point, the decision is up to the Barrier Judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier Judge may assess a 10-second penalty. Otherwise this will not be considered a broken barrier.
10. If automatic barrier fails to work, but time is recorded, contestant will get a time, and there will be no penalty for a broken barrier.
11. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a re-run without penalties.

12. If automatic barrier fails to work, and stock is brought back, contestant must take that animal over at the end of that go.
13. If barrier equipment hangs on animal and contestant attempts on the animal, they accept the animal. If contestant pulls up, they will receive the same animal back.
14. The animal belongs to the contestant when they call for it, regardless of what happens, with the following exceptions
  - a. In any timed events, if an animal escapes from the arena, the field judge will drop the flag and all watches must be stopped. Contestant will receive animal back with lap & tap start. Time already accumulated will be added to the time to complete the qualifying run. If time is not recorded, the contestant will receive a penalty for any loop used.
  - b. In case of mechanical failure, if in the opinion of the line judge, contestant is fouled by the barrier; contestant shall get the animal back, provided the contestant declares himself or herself by pulling up.
15. In breakaway, the horse MUST clear the box before a loop is thrown.
16. Time is to be taken between two (2) flags.
17. It shall be the arena director's responsibility to see that contestants compete on the stock that is assigned to them.
18. Per TMRA's attire rules, contestants must enter arena with cowboy hat on. No "popping" off or any other type of intentional action that causes your hat to come off after entering the arena.
19. In roping timed events the contestant is allowed a helper in the box to assist in settling the horse and keeping the horse in the corner of the box. When the contestant calls for the animal, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the animal. The helper may have his hands on the horse at such time that the contestant calls for the animal but if the helper starts the horse or holds the horse in any way that affects the contestant's scoring process, the contestant will receive a no time.

## EVENT RULES

1. Two (2) loops will be allowed if two (2) loops are carried.
2. Ropes are to be tied to the saddle horn with nylon or cotton string. A knot must be at the end of the rope with the string tied at the knot, there will be no tail. A flag that is visible to the Judge must be attached to the rope.
3. Rope must be tied to the horn with string and may not be run through the bridle, tie down, neck rope or any other device.
4. String will be provided and tie will be inspected by an official, before each contestant competes.
5. The second rope must remain tied until used, and must not be broken away until first loop has been discarded.
6. If second loop falls from the saddle or roper's hand, it cannot be rebuilt.
7. The catch as catch can rule shall apply once loop passes over the animal's head.
8. Rope must be released from roper's hand to be a legal catch.
9. In case the field flag judge flags out a roper that still legally has one or more loops coming, the judge may give the animal back lap and tap, plus time already lapsed and any barrier penalties.

## SCORING PENALTIES

1. In order for time to be considered official, barrier flag must operate.
2. Timed event Judge will not flag rider until a time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a 10 second penalty for breaking the barrier.
5. The contestant shall receive a no time should they break the rope from the horn by hand, however if rope becomes dallied the rider may ride forward and remove dally, then stop their horse to break the string.
6. If any part of the pusher breaks the plane of the chute gate, the animal release, or the barrier, the contestant will receive a no time.
7. The time shall be taken with two (2) timers at all rodeos.
8. A 5 second penalty will be added to the time when contestant's cowboy hat intentionally comes off.
9. Videos/recordings may not be used as instant replay to protest scoring or judges calls.

## RE-RUNS

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped, contestant will get animal back with lap & tap start, and time already spent will be added to time used in qualifying plus any barrier penalties.
2. No re-run will be given due to faulty or broken equipment supplied by rider.
3. If a Judge sees he has made an error in flagging, he must declare a re-run before contestant leaves the arena.
4. When both digital clocks fail to work and no time was recorded from watches, contestant will be given a re-run at a time designated by the Judges and arena director, plus any penalties.

## **TEAM ROPING**

### GENERAL RULES

1. Contestants will be:
  - Ages 12 – 15 (Jr. Division)
  - Ages 16 - 20 (Sr. Division)
2. There will be a 60 second time limit.
3. Roping box is considered part of the arena during team roping.
4. The score line will be the length of the roping box minus 8 feet.
5. Once score line has been set in timed events, it will not be changed in that run, nor may the length of box be changed.
6. Lap & Tap – No barrier to be used. Flagger is to flag time when the steers' nose clears the chute.
7. It is always the decision of the barrier Judge whether the barrier is broken.
8. Should the barrier break at any point in other than the designated breaking point, the decision is up to the Barrier Judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier Judge may assess 10-second penalty. Otherwise this will not be considered a broken barrier.



9. If automatic barrier fails to work, but time is recorded, contestant will get a time, and there will be no penalty for a broken barrier.
10. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a re-run without penalties.
11. If automatic barrier fails to work, and stock is brought back, contestant must take that animal over at the end of that go.
12. If barrier equipment hangs on animal and contestant attempts on the animal, they accept the animal. If contestant pulls up, they will receive same animal back.
13. Steer belongs to the contestant when they call for it, regardless of what happens, with the following exceptions
  - a. In any timed events, if an animal escapes from the arena, the field judge will drop the flag and all watches must be stopped. Contestant will receive animal back with lap & tap start. Time already accumulated will be added to the time to complete the qualifying run. If time is not recorded, the contestant will receive a penalty for any loop used.
  - b. In case of mechanical failure, if in the opinion of the line judge, contestant is fouled by the barrier, contestant shall get the steer back, provided the contestant declares themselves first by pulling up, then to the line judge. NO LOOPS MAY BE THROWN.
14. In team roping, a horse MUST clear the box before a loop is thrown.
15. Time is to be taken between two (2) flags.
16. It shall be the arena director's responsibility to see that contestants compete on the stock that is drawn for them.
17. All Roping events and Chute Dogging for all age divisions will be closed pen.
18. Per TMRA's attire rules, contestants must enter arena with cowboy hat on. No "popping" off or any other type of intentional action that causes your hat to come off after entering the arena.
19. In roping timed events the contestant is allowed a helper in the box to assist in settling the horse and keeping the horse in the corner of the box. When the contestant calls for the animal, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the animal. The helper may have his hands on the horse at such time that the contestant calls for the animal but if the helper starts the horse or holds the horse in any way that affects the contestant's scoring process, the contestant will receive a no time.

## EVENT RULES

1. After stock is loaded, ropers must rope in order listed.
  - a. Cannot change header/heeler position in box, this will result in a no score.
2. Each roper will be allowed to carry one (1) rope.
3. Each team will be allowed three (3) loops, with the exception of the Finals Rodeo that will be allowed only two (2) loops.
4. Time will be taken when steer is roped, and both horses are facing steer in line with ropes dallied and tight, Horses front feet must be on the ground.
5. Roping steer without letting go of the rope will be considered a no catch.
6. Roper must dally to stop steer or change direction.
  - a. Dally means one (1) complete turn around the saddle horn.

7. No tied-on ropes will be allowed.
8. Roper must be mounted when time is taken.
9. Steers must be standing up when roped by head or heels.
10. If steer is roped by one horn, roper is not allowed to ride up and put rope over horn or head with their hands.
11. No illegal catches may be removed by hand.
12. Neither roper may remove the front foot or feet by hand.
13. Any heel catch behind the shoulder is legal if rope goes up the heels.
14. If heeler ropes a front foot in the heel loop, this will be considered a foul catch. However, should the front foot or feet come out of the heel loop by the time the field flagger drops his flag, a time will be given.
15. In case the field flag judge flags out a team that still legally has one or more loops coming, the judge may give same steer back lap & tap, plus any time already lapsed and any barrier penalty.

### SCORING and PENALTIES

1. In order for time to be considered official, barrier flag must operate.
2. Timed event Judge will not flag rider until a time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a 10 second penalty for breaking the barrier.
5. There will be three (3) legal head catches:
  - Both horns
  - Half a head
  - Around the neck
6. If Hondo passes over one (1) horn, and loops over the other, the catch is illegal. No time will be given.
7. If loop crosses itself in the head catch, it is illegal. No time will be given. This does not include heel catch.
8. The steer's entire body must be turned and moving forward in tow before the heel loop can be thrown. However, if steer stops it must only be in tow for the heel loop to be legal. Any heel loop thrown in the switch is considered a crossfire and is illegal and receives a no-time
9. One hind foot receives a five (5) second penalty.
10. Steers 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.
11. In the event a Team Roper is disqualified or injured, that team will be eliminated from the event.
12. If header accidentally jerks steer off his feet or steer trips or falls, Header must not drag steer over 8 feet before steer regains his feet or the team will receive no score.
13. If any part of the pusher breaks the plane of the chute gate before the steer releases the barrier, the team receives a no time.
14. A broken rope or dropped rope will be considered a no time.
15. The time shall be taken with two (2) timers at all rodeos.
16. A 5 second penalty will be added to the time when contestant's cowboy hat intentionally comes off.

17. Videos/recordings may not be used as instant replay to protest scoring or judges calls.

18. A no score will be given if a header/heeler team leaves box in position not consistent with the draw sheet.

### RE-RUNS

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped, contestant will get animal back with lap & tap start, and time already spent will be added to time used in qualifying plus any barrier penalties.

2. No re-run will be given due to faulty or broken equipment supplied by rider.

3. If a Judge sees he has made an error in flagging, he must declare a re-run before contestant leaves the arena.

4. When both digital clocks fail to work and no time was recorded from watches, contestant will be given a re-run at a time designated by the Judges and arena director, plus any penalties.

5. A steer must be re-run before it is used by another contestant.

6. If artificial horns are jerked off, contestant will receive re-run on same steer with no penalties other than barrier penalty.

## **STEER STOPPING**

### GENERAL RULES

1. Contestants will be:

- Ages 12 - 15 (Jr. Division) boys only.
- Ages 16 – 20 (Sr. Division) boys only.

2. There will be a 60 second time limit.

3. Roping box will be considered part of the arena during steer stopping events.

4. The score line will be the length of the roping box minus 8 feet.

5. Contestant must start from the header box.

6. Contestant has option for a hazer (adult or member 15 years or older)

7. Once the score line has been set in the timed events, it will not be changed in that run, nor may the length of the box be changed.

8. Lap and tap – no barrier to be used. If Barrier Judge is used to flag the start he shall flag the animal when the animals' nose crosses the starting line.

9. It is always the decision of the barrier Judge whether the barrier is broken.

10. Should the barrier break at any point, other than the designated breaking point, the decision is up to the Barrier Judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, Barrier Judge may assess 10-second penalty.

Otherwise this will not be considered a broken barrier.

11. If automatic barrier fails to work, but time is recorded, contestant will get a time, and there will be no penalty for a broken barrier.

12. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a re-run without penalties.

13. If automatic barrier fails to work, and stock is brought back, contestant must take that animal over at the end of that go.

14. If barrier equipment hangs on animal and contestant attempts on the animal, they accept the animal. If contestant pulls up, they will receive same animal back.
15. The animal belongs to the contestant when they call for it, regardless of what happens, with the following exceptions
16. In any timed events, if an animal escapes from the arena, the field judge will drop the flag and all watches must be stopped. Contestant will receive animal back with lap & tap start. Time already accumulated will be added to the time to complete the qualifying run. If time is not recorded, the contestant will receive a penalty for any loop used.
17. In case of mechanical failure, if in the opinion of the line judge, contestant is fouled by the barrier; contestant shall get the animal back, provided the contestant declares himself or herself by pulling up.
18. In steer stopping, a horse MUST clear the box before a loop is thrown.
19. Time is to be taken between two (2) flags.
20. It shall be the arena director's responsibility to see that contestants compete on the stock that is assigned to them.
21. Per TMRA's attire rules, contestants must enter arena with cowboy hat on. No "popping" off or any other type of intentional action that causes your hat to come off after entering the arena.
22. In roping timed events the contestant is allowed a helper in the box to assist in settling the horse and keeping the horse in the corner of the box. When the contestant calls for the animal, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the animal. The helper may have his hands on the horse at such time that the contestant calls for the animal but if the helper starts the horse or holds the horse in any way that affects the contestant's scoring process, the contestant will receive a no time.

### EVENT RULES

1. The animal may be pushed out by contestant's assistant, (providing they are ready), If not, arena director will have a worker push the animal.
2. Rope must be released from roper's hand to be a legal catch.
3. Contestant may carry only one (1) rope. Contestant may throw (2) loops.
4. Roper must dally to stop steer or change direction.
  - Dally means one (1) complete turn around the saddle horn.
5. No tied-on ropes will be allowed.
6. Roper must be mounted when time is taken.
7. The animal must be standing up when roped and stopped.
8. There will be three (3) legal head catches:
  - Both horns
  - Half a head
  - Around the neck
9. If the animal is roped by one horn, roper is not allowed to ride up and put rope over horn or head with their hands.
10. No illegal catches may be removed by hand.
11. Time stops when the animal faces horse and rider and judge drops flag.

## SCORING PENALTIES

1. In order for time to be considered official, barrier flag must operate.
2. Timed event Judge will not flag rider until a time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a 10 second penalty for breaking the barrier.
5. If any part of the pusher breaks the plane of the chute gate, the animal release, or the barrier, the contestant will receive a no time.
6. If Hondo passes over one (1) horn, and loops over the other, the catch is illegal. No time will be given.
7. If loop crosses itself in the head catch, it is illegal. No time will be given.
8. The time shall be taken with two (2) timers at all rodeos.
9. A broken rope or dropped rope will be considered a no time.
10. A 5 second penalty will be added to the time when contestant's cowboy hat intentionally comes off.

## RE-RUNS

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped, contestant will get animal back with lap & tap start, and time already spent will be added to time used in qualifying plus any barrier penalties.
2. No re-run will be given due to faulty or broken equipment supplied by rider.
3. If a Judge sees he has made an error in flagging, he must declare a re-run before contestant leaves the arena.
4. When both digital clocks fail to work and no time was recorded from watches, contestant will be given a re-run at a time designated by the Judges and arena director, plus any penalties.

## **POLE BENDING**

### GENERAL RULES

1. Contestants will be:
  - Ages 7 – 11 (Buckaroos).
  - Ages 12 – 15 (Jr. Division) girls only
  - Ages 16 – 20 (Sr. Division) girls only
2. There will be a 60 second time limit.
3. Contestants will be allowed reasonable time from the time they enter the arena gate until their time is started by the field flagger or electric eye.
4. No circling (360 degree turn or spinning) in the arena prior to the run, single pivot is allowed.
5. Starting lines will be subject to arena conditions.
6. There shall be a minimum of 75 feet allowed for stopping.
7. The starting line will be permanently marked for the entire go-round.
8. The horses' nose will start the timing as it crosses the starting line.
9. During the event, the arena will be drug at regular intervals to be determined by the event director or officials.
10. The arena gate must be closed immediately after the contestant enters and kept closed until the pattern is completed and the horse is under control.

11. Per TMRA's attire rules, contestants must enter arena with cowboy hat on. No "popping" off or any other type of intentional action that causes your hat to come off after entering the arena.
12. The starting line will be a minimum of 75 feet in width.
13. In the event two sets of poles are being utilized, we will alternate sides after each run. While facing the arena from the entry gate, riders with odd number entries (1,3,5, etc) will run the left set of poles, riders with even number entries (2,4,6, etc) will run the right set of poles. In the event we have a no run on either side, the next rider will continue to ride the set of poles designated by original entry number.

#### EVENT RULES

1. The pole-bending event is to be run around 6 poles.
  - a. No Flags may be used on the poles.
  - b. Poles must be in a straight line.
2. The distance from the starting line to the first pole shall be 21 feet and each one after.
3. End pole must be at least 20 feet from the arena fence.
4. Pole shall be set on top of the ground, 6 feet in height, and with no base larger than 14 inches or less than 12 inches in diameter.
5. A rider may start either on the right or the left of the first pole and then must run the remainder of the pattern accordingly.
6. Touching of the poles is permitted by horse or rider.

#### SCORING AND PENALTIES

1. Timed event Judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a pole is a 5 second penalty per pole.
4. Not following the pattern will receive a no time.
  - a. A broken pattern shall be defined as breaking forward motion to retrace tracks to finish pattern and/or passing the plane of a pole on the off side. EXAMPLE; should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. If utilizing two sets of poles during the event and the rider runs pattern on the wrong set of poles, this would also constitute a no time penalty by the judge.
5. Judge will determine legitimate problem for re-start time.
6. If horse, rider or their equipment re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive a no time.
7. If contestant's horse breaks time plane, by backing through before starting the pattern, time will be considered started.
8. When the electric eye fails to work for one or more contestants during a performance, the manual backup time will be used for those missed. The electric eye controlled time will remain unaltered.
9. A 5 second penalty will be added to the time when contestant's cowboy hat intentionally comes off.

#### RE-RUNS

1. No re-run will be given due to faulty or broken equipment supplied by rider.
2. The battery digital clock will be the first backup time and the digital hand-held watches to be second backup time. When both digital clocks fail to work and no time was recorded from watches, contestant will be given a re-run at a time designated by the Judges and arena director, plus any penalties.

## **BARREL RACING**

### GENERAL RULES

1. Contestants will be:
  - Ages 7 – 11 (Buckaroos).
  - Ages 12 – 15 (Jr. Division) girls only
  - Ages 16 – 20 (Sr. Division) girls only
2. There will be a 60 second time limit.
3. Contestants will be allowed reasonable time from the time they enter the arena gate until their time is started by the field flagger or electric eye.
4. Starting lines will be subject to arena conditions
5. There shall be a minimum of 75 feet allowed for stopping.
6. The barrel spots and starting line will be permanently marked for the rodeo.
7. The horse, rider or equipment will start the timing as it crosses the plane of the starting line.
8. No circling (360 degree turn or spinning) in the arena prior to the run, single pivot is allowed.
9. Per TMRA's attire rules, contestants must enter arena with cowboy hat on. No "popping" off or any other type of intentional action that causes your hat to come off after entering the arena.
10. During the barrel racing events, the arena will be drug at regular intervals to be determined by the event director or officials.
11. The arena gate must be closed immediately after the contestant enters and kept closed until the pattern is completed and the horse is under control.
12. The starting line will be a minimum of 75 feet in width.

### EVENT RULES

1. The Cloverleaf pattern is the only approved pattern in this event.
2. The contestant may start on either the right or left barrel.
  - When starting on the right barrel there will be 1 right & 2 left turns around the barrels.
  - When starting on the left barrel there will be 1 left & 2 right turns on around the barrels.
3. Touching the barrel is permitted by the horse or the contestant.
4. The front two barrels shall be 60 feet from the starting line.
5. The barrels must be 20 feet or more from the arena fence.
6. The maximum distance between the two front barrels shall be 90 feet, arena conditions permitting.
7. The maximum distance between the two front barrels and the back barrel shall be 105 feet, arena conditions permitting.

### SCORING AND PENALTIES

1. Timed event Judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a barrel is a 5 second penalty per barrel. Should barrel be knocked over and it sets up on opposite end, the 5-second penalty will be assessed.
4. Not following the pattern will receive a no time.
  - a. A broken pattern shall be defined as breaking forward motion to retrace tracks to finish pattern and/or passing the plane of a barrel on the off side. EXAMPLE; should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.
5. Judge will determine legitimate problem for re-start time.
6. If horse, rider or their equipment re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive a no time.
7. If contestant's horse breaks time light, by backing through before starting the pattern, time will be considered started.
8. When the electric eye fails to work for one or more contestants during a performance, the manual backup time will be used for those missed. The electric eye controlled time will remain unaltered.
9. A 5 second penalty will be added to the time when contestant's cowboy hat intentionally comes off.

## RE-RUNS

1. No re-run will be given due to faulty or broken equipment supplied by rider.
2. The battery digital clock will be the first backup time and the digital hand-held watches to be second backup time. When both digital clocks fail to work and no time was recorded from watches, contestant will be given a re-run at a time designated by the Judges and arena director, plus any penalties.

## **CALF TYING**

### GENERAL

1. Contestant will be:
  - Ages 12 – 15 (Jr. Division) boys only.
2. There will be a 60 second time limit.
3. All animals used in the draw will be changed after 5 runs.
4. If two animals are to be tied simultaneously during the event, animals to be tied, right and left, right and left (this will be posted on the stock draw)
5. Goats may be used in place of calves due to inability to get proper weight animals.
6. Calf collars must the same size and snug, ropes must be the same length.
7. Stake should be completely under ground so no part is visible above ground.
8. The stake and the starting line will be permanently marked for the entire rodeo.
9. Starting line in calf tying will be subject to ground rules and arena condition.
10. Flagman is to stand in identical place each performance.
11. Animal handlers must stand directly behind the calf. Judges and directors will position themselves so they are able to have a clear view of the animal, rope, and horse.
12. Qualified persons other than calf tying contestants will be used as handlers.



13. The arena gate must be closed immediately after the contestant enters and kept closed until the pattern is completed and the horse is under control.
14. Time is to be taken between two (2) flags.
15. The starting line will be a minimum of 75 feet in width.
16. Per TMRA's attire rules, contestants must enter arena with cowboy hat on. No "popping" off or any other type of intentional action that causes your hat to come off after entering the arena.

### EVENT RULES

1. Time to start when horses' nose crosses the starting line.
2. The contestant must be mounted on a horse and must ride from the starting line to the animal, dismount from horse throw the animal by hand and tie the animal.
3. The animal will be tied to a stake with the rope 10 feet in length.
4. Stake shall be 100 feet from the starting line.
5. If the animal is down when roper reaches it, the animal must be stood up on at least 3 legs and the animal must be re-thrown. (The animal must be elevated high enough that it has the opportunity to regain its feet.)
6. If the animal falls and contestants hand is on the animal when it falls, it shall be considered thrown.
7. Contestant must cross and tie at least three legs.
8. To be a legal tie, there will be one (1) or more wraps, a half hitch, a hooley or knot.
9. Time will stop when he signals the completion of the tie.
10. The contestant must move back three (3) feet from the animal before the judge will start the six (6) seconds time limit on the tie.
11. If contestant gets rope that is holding the animal wrapped around his leg, he may ask judge if he can remove it. After getting permission from judge he may remove the rope and move back 3 feet then the 6-second time limit will start.
12. If the contestant's horse crosses over the rope or calf or if the horse comes in contact with the calf or rope prior to the contestant signaling for a time, a ten second penalty will be assessed.

### SCORING AND PENALTIES

1. Timed event Judge will not flag rider until a time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. The field Judge will pass on the tie and if it is not secure for the 6 seconds, the contestant will receive a no time.
4. Contestant will receive a no time for touching the animal or tie string after signaling he is finished. If utilizing two calves during the event and the rider runs pattern on the wrong calves, this would also constitute a no time penalty by the judge.
5. If the animal should break free because of fault of the horse, it will be a no time.
6. The time shall be taken with two (2) timers at all rodeos.
7. A 5 second penalty will be added to the time when contestant's cowboy hat intentionally comes off.

## RE-RUNS

1. If the animal breaks free it will be up to the Judges whether he will get a re-run.
2. No re-run will be given due to faulty or broken equipment supplied by rider.
3. If a Judge sees he has made an error in flagging, he must declare a re-run before contestant leaves the arena.
4. When both digital clocks fail to work and no time was recorded from watches, contestant will be given a re-run at a time designated by the Judges and arena director, plus any penalties.

## **GOAT TYING**

### GENERAL RULES

1. Contestants will be:
  - Ages 7 - 11 (Buckaroos)
  - Ages 12 - 15 (Jr. Division) girls only.
  - Ages 16 - 20 (Sr. Division) girls only.
2. There will be a 60 second time limit.
3. If contestant turns out, goat scheduled for that run must be tied.
4. All goats used in the draw will be changed after 5 runs.
5. If two goats are to be tied simultaneously during the event, goats to be tied, right and left, right and left.
6. Goat collars must be the same size and snug, ropes must be the same length.
7. Stake should be completely under ground so no part is visible above ground.
8. The stake and the starting line will be permanently marked for the entire rodeo.
9. Starting line in Goat-tying will be subject to ground rules and arena condition.
10. Flagman is to stand in identical place each performance.
11. 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 horse.
12. Qualified persons other than goat tying contestants will be used as handlers.
13. The arena gate must be closed immediately after the contestant enters and kept closed until the pattern is completed and the horse is under control.
14. Time is to be taken between two (2) flags.
15. Per TMRA's attire rules, contestants must enter arena with cowboy hat on. No "popping" off or any other type of intentional action that causes your hat to come off after entering the arena.
16. The starting line will be a minimum of 75 feet in width.

### EVENT RULES

1. Time to start when horses' nose crosses the starting line.
2. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from horse, throw goat by hand and tie goat.
3. Goat will be tied to a stake with the rope 10 feet in length
4. Stake shall be 100 feet from the starting line.
5. If goat is down when contestant reaches it, goat must be stood up on at least 3 legs and goat must be re-thrown. (Goat must be elevated high enough that it has the opportunity to regain its feet.)
6. If goat falls and contestants hand is on the goat when it falls, it shall be considered thrown.

7. Contestant must cross and tie at least three legs together with a goat string.
8. To be a legal tie, there will be one (1) or more wraps, a half hitch, a hoey or knot.
9. Time will stop when contestant signals the completion of the tie.
10. The contestant must move back three (3) feet from the goat before the judge will start the six (6) seconds time limit on the tie.
11. If contestant gets rope that is holding goat wrapped around her leg, she may ask judge if she can remove it. After getting permission from judge she may remove the rope and move back 3 feet then the 6-second time limit will start.
12. If the contestant's horse crosses over the rope or goat or if the horse comes in contact with the goat or rope prior to the contestant signaling for a time, a ten second penalty will be assessed.

### SCORING AND PENALTIES

1. Timed event Judge will not flag rider until a time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. The field Judge will pass on the tie and if it is not secure for the 6 seconds, the contestant will receive a no time.
4. Contestant will receive a no time for touching the goat or tie string after signaling she is finished. If utilizing two goats during the event and the rider runs pattern on the wrong goat, this would also constitute a no time penalty by the judge.
5. If the goat should break free because of fault of the horse, it will be a no time.
6. The time shall be taken with two (2) timers at all rodeos.
7. A 5 second penalty will be added to the time when contestant's cowboy hat intentionally comes off.

### RE-RUNS

1. If goat breaks free it will be up to the Judges whether the contestant will get a re-run.
2. No re-run will be given due to faulty or broken equipment supplied by rider.
3. If a Judge sees he has made an error in flagging, he must declare a re-run before contestant leaves the arena.
4. When both digital clocks fail to work and no time was recorded from watches, contestant will be given a re-run at a time designated by the Judges and arena director, plus any penalties.

### **AMENDMENTS**

These BY-LAWS may be amended at any annual meeting by two thirds (2/3) vote of the TMRA Board of Directors and members, present at which meeting a duly constituted quorum is present. The Notice of the proposed amendment must be given in the notice of the annual meeting. Amendments to the rules may be done during the current Rodeo season with good cause. Amendments to the rules may be made at a regular scheduled TMRA members meeting, by two thirds (2/3) vote.

Amendment (#1 Tie Down Roping and #2 Steer Wrestling)

## **TIE DOWN ROPING**

### I. General Rules

1. Contestant may change horses in Tie Down Roping.
2. Roping Box -- shall be part of the arena during roping events.
3. Refer to Score Line Diagram in the back of this rulebook.
4. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.
5. Lap and Tap -- No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
6. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating-the-barrier penalty.
7. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten second fine. Otherwise, this will not be considered a broken barrier.
8. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
9. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, entitling contestant to a rerun without penalties.
10. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
11. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.
12. Calf belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
  - b. In cases of mechanical failure.
  - c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself by pulling up. A contestant's rope cannot be fouled by the pull rope.
13. A contestant must be on his horse and his horse must break the plane of the barrier with his draw breaking the plane of the score line before he is allowed to compete.
14. Time to be taken between two flags.
15. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

16. This event shall not be conducted with an open catch pen gate at any rodeo.

II. There will be a 60 second time limit.

The judge will determine legitimate time allowed before contestant calls for animal.

III. Event Rules:

1. This event is open to boys only.
2. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
3. Calves may be pushed out by contestant's assistant providing they are ready.
4. Two loops will be permitted.
5. If roper intends to use two loops, he must carry two ropes.
6. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
7. Contestant cannot receive any assistance after crossing starting line.
8. Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Must cross and tie at least three legs.
9. Any catch is legal, catch as catch can rule.
10. If calf is down when roper reaches it, calf must be stood on at least three feet. (Calf must be elevated high enough that it has the opportunity to regain its feet) and calf must be re-thrown.
11. If roper's hand is on calf when calf falls, calf is considered thrown by hand.
12. Rope must hold calf until roper gets hand on calf.
13. To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, and a half hitch or hooey (A hooey is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).
14. The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the judge.
15. Six second time will start when roper has remounted and his horse has taken one step forward.
16. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.
17. Rope will not be removed and rope must remain slack until field judge has passed on tie.
18. In case the field judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the contestant will receive a 10-second penalty for any loop used. Contestant to only get to use remaining loop.

IV. Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. There will be a ten-second penalty assessed for breaking the barrier.
5. Roping calf without releasing loop from hand will disqualify catch.
6. Contestant will be disqualified for any abusive treatment of calf or his horse.

7. Any intentional dragging of calf regardless of distance will result in a no time. Intentional dragging shall be defined as caused by contestant. Excessive dragging of calf will receive a no time. Excessive dragging shall be defined as moving the calf six or more feet after the contestant has called for time. However, if in the opinion of the judge, the dragging was caused by something outside of the control of the contestant, the judge may give the contestant his time. Dragging the calf while the contestant is tying the calf will not be considered excessive dragging.

8. Roper will be flagged no time for touching calf, or string or by touching rope to train his horse after giving finish signal, or by dragging calf after he remounts horse.

9. If any part of the pusher breaks the plain of the chute gate before the calf releases the barrier, the contestant receives a no time.

10. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.

11. When the contestant calls for the calf, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the calf. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.

#### V. Reruns:

1. In any timed event if animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.

2. If rope is on animal, contestant will get animal lap and tap with rope on it in chute.

3. No rerun will be given due to faulty or broken equipment furnished by contestant.

4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

5. A calf must be rerun before it is used by another contestant.

6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.

7. If there must be a rerun of calves to complete a go-round, all calves must be tied down before any stock is drawn.

8. In Tie Down Roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the calf roper remains behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

#### VI. Equipment

1. Pigging String - a piece of rope used for securing animals.

2. Cattle neck ropes on calves must be tied with string, or rubber bands.

3. No metal snaps or hardware shall be used on cattle neck ropes in the Tie Down Roping event.

4. Adjustable slide shall be used on all cattle neck ropes for cattle used in Tie Down Roping event.
5. A mechanical barrier must be used.

#### VII. Livestock Requirements:

1. Calves must be uniform in weight and breed.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. If after one go-round has been completed, a fresh calf has to be used, the calf must be roped and tied before the drawing, but if extra calves have been tied at that rodeo they will not be considered fresh.
4. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned by the arena director and the labor crew during or at the end of that performance in the same manner he was originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be repenned by itself. Decisions will be made by the arena director about when stock is repenned.

#### VIII. Officials:

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. A field flag judge must ask contestants if they want a second loop. Once a contestant has been flagged out, he will receive no stock back.
3. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of the next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
6. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
7. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
8. Flagger must watch calf during the six second period.
9. Judge will start six (6) second time when roper remounts and his horse has taken one step forward. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.
10. Rope will not be removed and rope must remain slack until field judge has passed on tie.
11. Start watch, and then watch calf, counting to six seconds.
12. If the horse excessively drags the calf after roper has dismounted, field judge may stop horse.
13. If a calf kicks loose, the judge will stop watch and check time to determine if tie was legal.
14. If contestant is entered in the Tie Down Roping, he will not be allowed to enter the Calf Tying.
15. If contestant declares and competes in Tie Down Roping, he will not be allowed to go back to competing in Calf Tying, for the rest of that calendar year (rodeos/finals).

## **Steer Wrestling**

### I. General Rules

1. Contestant may change horses between Go's in Steer Wrestling.
2. Dogging Box--shall be part of the arena during dogging events.
3. Refer to Score Line Diagram in the back of this rulebook.
4. Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.
5. Lap and Tap - No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
6. The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating-the-barrier penalty.
7. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten-second fine. Otherwise this will not be considered a broken barrier.
8. If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
9. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a rerun without penalties.
10. If automatic barrier fails to work and stock is brought back, contestant must take same animal over during or immediately after the same performance.
11. If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.
12. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
  - a. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
  - b. In cases of mechanical failure.
  - c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his steer back, providing contestant declares himself by pulling up.
13. Time to be taken between two flags.
14. It shall be the arena director's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
15. This event shall not be conducted with an open catch pen gate at any rodeo.



## II. There will be a 60 second time limit

### III. Event Rules:

1. This event is open to boys only.
2. This event should not follow girl's pole bending event or barrel racing in the same arena. If so, arena must be dragged before steer wrestling event.
3. Contestant must furnish own hazer and horse.
4. Anyone jumping from the off side in the steer wrestling must notify the rodeo secretary when entering, and if possible, the barrier should be arranged on the off side for such contestants.
5. Hazer must be an TMRA member. They are subject to contestant rules if acting as a hazer, a violation of rule by hazer will disqualify the contestant they are helping.
6. Hazer must not render any assistance to contestant while contestant is working with steer.
7. Contestant is considered working with steer when steer leaves the box.
8. Steer must be caught from horse.
9. If contestant jumps at steer, he accepts him as sound.
10. If steer gets loose, dogger may take no more than one step to catch steer.
11. After catching steer, wrestler must bring it to a stop or change its direction and twist it down.
12. If steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
13. 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.
14. Wrestler must have hand on steer when flagged.
15. Contestant and hazer must use the same horse they leave chute with.
16. Hazer will be allowed to catch dogger's horse.
17. If dogger misses or loses steer, flag judge must ask dogger if he wishes another jump. Dogger must reply at once.
18. Dogger is entitled to as many jumps as he wants in the thirty (30) second/ one-minute time limit. At the Finals Rodeo only, dogger is entitled to only one jump in the first two go-rounds. A jump will be considered to have taken place if the steer wrestler has dismounted his horse.
19. Contestant is required to turn steer's head so that he can get up.
20. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.
21. In case the field judge flags out a wrestler that still legally has one or more jumps coming, the judge may give the same steer back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the contestant will receive a 10-second penalty for any jump used. Contestant to only get to use remaining jump.

### IV. Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.

4. There will be a ten second penalty assessed for breaking the barrier.
5. Contestant will be disqualified for any abusive treatment of steer or his horse.
6. Any violation of any rule by hazer will disqualify the contestant they are helping.
7. Hazer must not render any assistance to contestant while contestant is working with steer. Failure to observe this rule will receive no time.
8. If hazer bats steer, or contestant's horse, contestant will receive no time.
9. A ten second penalty will be assessed in any case in which barrier judge rules that dogger's feet touch the ground before flag line is crossed.
10. If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.
11. No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
12. When the contestant calls for the steer, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the steer. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.
13. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.

#### V. Reruns:

1. In any timed event if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
2. No rerun will be given due to faulty or broken equipment furnished by contestant.
3. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
4. A steer must be rerun before it is used by another contestant. Fresh steers may be added to the herd after they have been bulldogged from horseback and thrown down. It is the responsibility of the steer wrestlers to throw the cattle, at a time mutually agreed upon with the stock contractor.
5. If fresh steers are missed in the steer wrestling, any steer missed in competition must be thrown down immediately following the performance or section of slack in which the steer was drawn. Such steer shall be thrown down by a person appointed by the Steer Wrestling Event Director. Each steer missed in competition is to be thrown no more than one time.
6. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
7. In steer wrestling, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the steer wrestler and hazer remain behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure.

#### VI. Optional Rules: Electric

timers are optional.

### VII. Equipment

1. Cattle neck ropes on steers must be tied with string, or rubber bands.
2. No metal snaps or hardware shall be used on cattle neck ropes in the steer wrestling event.
3. Adjustable slide shall be used on all cattle neck ropes in steer wrestling event.
4. The steer wrestling chute must have at least 30 inches clearance inside the chute and at the gate when in an open position.
5. In steer wrestling the score may be no longer than the length of the steer wrestling box, minus six feet, unless other arrangements are approved by the arena director.
6. Length of box to be measured from center of back end of box to center of barrier.
7. 5. A mechanical barrier must be used and there must be at least a 12-foot box.

### VIII. Livestock Requirements:

1. Cattle used for steer roping, cutting or other events shall not be used for steer wrestling.
2. Animals used for this event should be inspected and objectionable ones eliminated.
3. No cattle can be held over from one year to the next for use in the Steer Wrestling at the Finals Rodeo.
4. Fresh steers added to bunch that have not been used must be bulldogged from horseback and thrown down. It is the responsibility of steer wrestlers to throw the cattle at a time mutually agreed upon with the stock contractor.
5. When fresh cattle are used, any fresh steer not thrown down during competition will be thrown down after completion of go-round. Contestants will be responsible to throw down such steers under the supervision of the arena director.
6. Contestant will not be required to compete on a crippled steer or steer with broken horn.
7. During any performance if a steer escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that steer will be returned by the arena director and the labor crew during or at the end of that performance in the same manner originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be repenned by itself. Decisions will be made by the arena director about when stock is repenned.

### IX. Officials:

1. There shall be two or more timers, a field flag judge, and a barrier judge.
2. A field flag judge must ask contestant if he wants a second jump. Once a contestant has been flagged out, he will receive no stock back.
3. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant.
4. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
5. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
6. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.

7. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
8. The fairness of catch and throw will be left to the judges, and their decision will be final.
9. Field flagger is required to watch contestant and steer until animal is turned loose.
10. If contestant is entered in the Steer Wrestling, he will not be allowed to enter the Chute Dogging. If contestant declares and competes in Steer Wrestling, he will not be allowed to go back to competing in Chute Dogging, for the rest of that calendar year (rodeos/finals)