

# Heartland Youth Rodeo

## 25/26 Series Rulebook



HEARTLAND YOUTH RODEO

[www.heartlandyouthrodeo.com](http://www.heartlandyouthrodeo.com)

P.O. Box 143 Kingman, KS 67068

### Board of Directors:

- Secretary – Jodi Pitts – [heartlandyouthrodeo@gmail.com](mailto:heartlandyouthrodeo@gmail.com)
- President - Chance Gregory – 785-531-9218
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### HYRA Finals Eligibility

Each contestant must qualify to enter the finals. Each contestant must compete in 6 prior rodeos per event and be a member in good standing to qualify. Each contestant must enter and participate in the finals to be eligible to receive awards. If a contestant is unable to compete at finals due to an uncontrolled situation, awards will be given at the board discretion on a case-by-case basis. Finals entries need to be turned in and paid by the end of the rodeo before the Finals Rodeo (Checks will be cashed prior to Finals weekend). Sponsorship/Raffle money of \$250 is due by the December rodeo to be eligible for year-end awards. Contestant family members(s) participation is encouraged and appreciated.

### **Mission Statement:**

The purpose of the American Heartland Youth Rodeo Association (HYRA) is to promote youth rodeo and provide leadership in a safe environment.

### **INJURY OF MEMBERS/CONTESTANTS:**

The association assumes no responsibility for injury or damage to person, property or stock of any owner, contestant, assistant, or spectator. Each participant, by the act of paying membership dues and/or entry fees, waive all claims against the association directors, stock contractors and the association for injuries he or she or their property may sustain at the rodeo or on the road to and from the rodeo. All spectators and contestant assistants by the act of their attendance waive all claims against the association directors, stock contractors and the association for injuries he or she or their property may sustain at the rodeo or on the road to and from the rodeo.

## **GENERAL RULES:**

Membership fee will be \$50.00 per member, two members \$75.00, 3 or more contestants \$100.00 maximum due. All immediate family members must be listed and paid for at the same time of membership to receive family rates. **Points will not be counted until the membership fee has been paid.** A copy of contestant's birth certificate for contestants not enrolled in school, or proof of grade level, i.e., current grade card will be required at time of membership fee payment or by the second rodeo contestant attends in the series or no points will be awarded. Birth certificates and/or grade cards will be held on file but may be asked to be updated yearly. Proof of grade level will be required each year.

There will be four grade/age brackets: 0 years -1st Grade, 2nd – 4th Grade, 5th-8th Grade, 9<sup>th</sup>– 12<sup>th</sup> grade. Grade/Age will be determined as of Jan 1<sup>st</sup> of the year competing. Contestants must compete in the group according to their age/grade level for the series. Any contestant, who knowingly is competing in the wrong group and is caught, will be disqualified, and not be allowed to compete in any other HYRA rodeos in the current series. All money and awards earned will be forfeited. A contestant is ONLY eligible to compete in each grade level four consecutive years unless otherwise approved on a case-by-case basis. Each contestant will be required to compete in at least 6 rodeos of the series not including the finals as a member per event, turn in a minimum of \$250.00 of sponsorship/raffle money by the end of the rodeo prior to the Finals

### **Dress Code:**

All contestants will be required to wear western attire; including cowboy boots, long pants/jeans, long sleeve button down shirt with a collar that is to be tucked in with the sleeves rolled down below the elbow when competing. A cowboy hat is optional. **Ball caps, T-shirts & sweatshirts are not allowed without prior approval by the HYRA board!** Riding tennis shoes are not allowed without a doctor's release at the time of entering the rodeo. Unzipped coats, vests, stocking caps, earmuffs, and winter overalls may be worn at parent's discretion. Any infraction of this rule will cause an automatic no-time for the contestant in that event. There are no exceptions without HYYRA Board approval.

## **Rodeo Procedures**

No one is allowed around the bucking chute area except during the rough stock events.

## **Intolerable Behavior**

HYRA's purpose is to provide a safe and healthy atmosphere for all youth and adults to enjoy the sport of rodeo. Inappropriate behavior of any kind will not be tolerated and can result in disqualification at the board's discretion.

## **THE USE OF:**

**Foul language, alcohol or drugs, (see rule on alcohol and drugs) cheating or attempting to cheat, attempting to fix, threaten, bribe, influence, harass or coerce the judges or event directors, roughing livestock (including beating or excessive dragging) fighting/disrespect of any kind among contestants, parents and/or guardians will not be permitted under any circumstance.**

Infraction of any of the above will be handled in the following manner:

**Incident #1.** A verbal warning with the ability to correct the behavior with at least 2 board member's present during conversation.

**Incident #2.** Contestant(s) will be dropped and not allowed to compete for the remainder of the day.

**Incident #3.** Contestant(s) will not be allowed to compete in any remaining HYRA rodeos in the current season.

**All complaints of any nature are to be taken to the Board of Directors not the judges!**

**Contestants, parents, and spectators are not to confront the judges.** Confronting the judges will not be tolerated. For the first incident, a \$50.00 fine will be assessed. If there is a second incident, contestant(s) will not be allowed to compete the rest of the weekend and will lose all fees paid. Third incident, contestant(s) will have their membership revoked and will not be allowed to compete at any HYRA sanctioned events. All fines assessed are to be paid prior to the contestant competing. Parents, please think about it before confronting the judges. Please set a good example for all contestants. If a problem arises or you have a question, please visit with the Event Directors or Board Members and not the judges. Remember; all judge's decisions are final.

## **Alcoholic Beverages and Drugs**

Any contestant or minor child under twenty-one years of age having any association with alcoholic beverages, narcotic or other non-medical drugs while in attendance at a Heartland Youth Rodeo will be grounds for immediate disqualification and loss of membership. Anyone found having association with alcoholic beverages, narcotic or other non-medical drugs should be reported immediately to a HYRA board member.

## **Rodeo Cancellation Policy**

In the event a rodeo is canceled due to inclement weather during a performance completed events will have points and prize money awarded. Unfinished events will not have prize money awarded but each entry will receive a participation point to count towards finals qualification and all entry fees in unfinished events will be returned. The office charge will be forfeited. HYRA Board of Directors will determine if the rodeo needs to be canceled due to weather. In the event a rodeo is canceled due to inclement weather or any other unforeseen reason a message will be posted to the Website and on social media.

## **HYRA ENTRIES**

**Entries are to be done online by midnight the Tuesday prior to the rodeo entering.** Entries may be canceled, and money refunded if the secretary is notified by 10:00am on the Friday prior to the rodeo.

**Late entries will be assessed as a \$25.00 late fee.**

Each contestant will pay a \$17.50 arena charge each rodeo. All entries will be done online.

**Late Entries will not be in regular draw.** Only those entries received on time will be posted.

**Returned Check Policy** There will be a \$50.00 charge for each non-sufficient funds check written to HYRA. Any money left over from this fee, after bank charges are paid, will go into the general prize fund. If HYRA has received two (2) non-sufficient funds checks from a family/contestant; that family/contestant will go to a PERMANENT cash-only basis for any fees due to HYRA. This applies whether the checks are written from the same account or different accounts. Any rodeo money due to a contestant who has written NSF checks to HYRA will be retained by HYRA and applied towards said NSF checks and related fees. If there is any money due to the contestant after all fees and/or NSF checks have been paid, this money will then be paid to the contestant.

## **POINTS**

**Everyone will be given one point for active participation.** Participation points will be added to the points received from placing in an event. Just entering and paying an entry fee does not constitute active participation. Contestants must physically enter the arena on horseback.

Boys and girls in the 0-1<sup>st</sup> grade & 2<sup>nd</sup> – 4<sup>th</sup> grade will compete against each other for the prize money at the rodeos with exception to goat tying. The points will be separated for 2<sup>nd</sup> – 4<sup>th</sup> and 5<sup>th</sup> -8<sup>th</sup> grade goats. 5<sup>th</sup> – 8<sup>th</sup> grade boys and girls will have separate events except for Breakaway Roping and Team Roping therefore the prize money will also be separate except in those listed events. 9<sup>th</sup> – 12<sup>th</sup> grade girls only compete against the boys in team roping for prize money. All other 9<sup>th</sup> – 12<sup>th</sup> grade boy/girl events will be separate. The highest placing boy receives first place points, and the highest placing girl will receive first place points in the combined events. All points earned will count towards the All-Around standings.

First Place ----- 11 Points

Second Place----- 10 Points

Third Place ----- 9 Points

Fourth Place ----- 8 Points

Fifth Place -----7 Points

Sixth Place----- 6 Points

Seventh Place ----- 5 Points

Eighth Place----- 4 Points

Ninth Place----- 3 Points

Tenth Place ----- 2 Points

## Eleventh Place and Below 1 point

Points from 7 of the 8 qualifying rodeos will count for year-end awards, plus finals points, including finals average points. Maximum points brought into finals = 77 points based on maximum points available at 7 out of 8 rodeos. Maximum points possible at finals is 32 points.

Average Points determined by placing in first & second round at finals will be calculated as follows:

### **Average Placing-----Average Points Awarded**

First Place ----- 10 Points

Second Place----- 9 Points

Third Place -----8 Points

Fourth Place -----7 Points

Fifth Place -----6 Points

Sixth Place----- 5 Points

Seventh Place----- 4 Points

Eighth Place----- 3 Points

Ninth Place----- 2 Points

Tenth Place----- 1 Points

Points will be awarded per event per rodeo.

All-Around points then will be calculated from event totals

### **NUMBER OF ENTRIES AND PAYBACK:**

1-5 Contestants..... 1st 100%

6-10 Contestants..... 1st 60% -2nd 40%

11-15 Contestants..... 1st 50% -2nd 30% -3rd 20%

15-20 Contestants. . 1st 40% -2nd 30% -3rd 20% -4th 10%

21+ Contestants.....1st 33% -2nd 27% -3rd 20% -4th 13% -5th 7%

Payback will not exceed five (5) monies. Ground money will not be paid if there are no qualifiers. In case of tie, monies will be added together and then divided by the number of contestants tied.

PLEASE CASH WINNING CHECKS immediately following the rodeo. All HYRA issued checks must be cashed within ninety (90) days of date written. They will be void after 90 days. No-Exceptions!

**AMENDMENTS TO ANY OF HYRA RULES CAN BE MADE AT ANY TIME BY A MAJORITY VOTE OF THE HYRA BOARD OF DIRECTORS IN THE BEST INTEREST OF THE ASSOCIATION.**

# **HYRA RACING EVENT RULES**

**Gate Call:** A gate call will be enforced. Once the gate is open for the contestant's run, he/she must be at the gate. A contestant has a 3-minute limit to have the horse in the gate. The 3-minute gate call is only used when a contestant is having trouble getting the horse in the arena. The 3-minute gate call does not apply to a contestant not at the gate and ready to run. In that case, the announcer will call a contestant's name 3 times. The contestant will then be disqualified and not awarded any participation points for a no-show. Please let the event director, gate person or announcer know of any tack changes or other reasons for a delay.

**Ground Conditions:** Raking/drags will be at the discretion of the head judge and president of HYRA board.

Scratches made after Friday 10:00am prior to the rodeo start will count in the rake. The arena will be raked every 7 runs except for 0-1<sup>st</sup> grade events. The 0-1<sup>st</sup> grade will rake ½ way if there are more than 20 contestants in the event.

There are to be no spectators or parents allowed in the arena during events unless approved by the Judges and/or Event Director. If you want to assist your child you may do so, but the event director and judges have the right to disallow help if he or she doesn't feel appropriate. All contestants must enter the arena mounted. A contestant may be led into the arena by an individual, however that person cannot cross the timeline, or the contestant will be disqualified and will receive a no-time.

1. There will be a minimum of one (1) electric timer. If the electric timer malfunctions, contestant has the option of using the back-up timer if used or a re-run. If a re-run is chosen, the contestant will move to the bottom of the list or have at least two (2) minutes to rest the horse before running again. If the timer malfunctions twice, contestants have an option of a third run or their money back.
2. A contestant crossing the finish line before the pattern is completed will receive a no time.
3. A contestant will be fined for circling a barrel or end poles twice.
4. Contestants are not allowed to restart their run once they've crossed over the timer line. They must exit the arena immediately.
5. Once a contestant has passed the plane of the gate in 2<sup>nd</sup> - 4<sup>th</sup>, 5<sup>th</sup> - 8<sup>th</sup>, 9<sup>th</sup> - 12<sup>th</sup> grades they must continue with a forward motion, no pivots or circling are allowed. Breaking the pattern in 5<sup>th</sup> - 8<sup>th</sup> and 9<sup>th</sup> - 12<sup>th</sup> grades could result in a no time and circling the barrels or end poles twice will result in a fine. Breaking the pattern is losing forward motion or breaking the plane. 0 - 1<sup>st</sup> and 2<sup>nd</sup> - 4<sup>th</sup> grades may correct the pattern without penalty.
6. No one is allowed to assist a contestant beyond the timeline or contestant will receive - no time.
7. Unless the event director is notified of a problem a contestant will be disqualified for not coming to the gate immediately after being called.
8. Contestants must be mounted before entering the arena.
9. Contestant's cannot be tied or restrained into the seat of the saddle by belts, ropes, or Velcro. **If they enter the arena strapped to the seat of the saddle, they will be disqualified.**
10. All events will be governed by the HYRA Rulebook. The National High School Rodeo Rulebook will be used for any items/rules not listed.

11. Area within and behind bucking chutes will be clear of contestants during all speed events.

## **JUDGE'S DECISION WILL BE FINAL**

### **GOAT TAIL UNTYING: (0-1st Grade) SEE ALSO RACING EVENT RULES**

1. There will be a 45 second time limit.
2. The goat will be on a 3-foot rope or staked at the discretion of the Event Director.
3. Contestants must ride his/her horse across the start line, race to the goat, dismount, catch the goat, remove the ribbon from the goat's tail and run back across the finish line which will be located 10 feet from the stake back in the direction of the start line.
4. Goats will be drawn and changed at the discretion of the Event Director/Judges.
5. Contestant's horse may be caught at a parent's discretion by the parent, or a person selected by the Event Director.
6. If a horse fouls rope or goat, while the contestant is mounted or dismounted, a 10 second penalty will be added.

### **GOAT TYING: (2<sup>nd</sup> – 4<sup>th</sup>, 5<sup>th</sup> – 8<sup>th</sup>, 9<sup>th</sup> – 12<sup>th</sup>) SEE ALSO RACING EVENT RULES**

1. 45 second time limit. Goats will be drawn.
2. Goats will be staked on a 10 feet rope at an area designated by the head judge. The stake will be an exact measurement from the start line and the fence. It will be the same at every rodeo.
3. Goat tiers will tie three (3) legs with leather thong, goat string or piggin string, with one (1) or more wraps and a half hitch, hooey or knot. The 2<sup>nd</sup> – 4<sup>th</sup> and 5<sup>th</sup> – 8<sup>th</sup> grade boys will only be allowed to tie with a piggin string and must string a front leg. Goats must stay tied for 6 seconds after the contestant steps back at least two (2) steps away from the goat. 6 second time starts after stepping back 2 steps.
4. If the goat is down, it must be brought to its feet then thrown.
5. If a horse fouls rope or goat, while the contestant is mounted or dismounted, a 10 second penalty will be added.
6. Goats must be held facing the starting line, at the furthest point away from the contestant and must be released as starting flag drops.
7. If the tie comes loose or if the goat gets to its feet before time has been ruled fair, contestants will be marked no time.
8. Contestants cannot touch a goat after once signaling a complete tie.
9. Goats will be changed every third contestant.
10. All goats will weigh under 45 pounds for 2<sup>nd</sup> – 4<sup>th</sup> grade, 5<sup>th</sup> – 8<sup>th</sup> grade boys and girls & 9<sup>th</sup> – 12<sup>th</sup> grade girls.
11. There will not be any tractor dragging during Goat Tying.

### **BARREL RACING: SEE ALSO RACING EVENT RULES**

1. Properties: Three (3) 55-gallon barrels
2. Contestants may go around either right or left barrel first but must make the first turn to the right and two turns

to the left or first turn to the left and two turns to the right.

3. Contestants will be fined five (5) seconds for each barrel knocked over.

4. Judges will set barrels according to arena conditions.

5. Should a barrel fall after contestant crossed the finish line, time will hold, and the run considered qualified. Judge will determine if the run is qualified.

6. Touching barrels is permitted.

7. 5<sup>th</sup> – 8<sup>th</sup> and 9<sup>th</sup> – 12<sup>th</sup> grade contestants circling a barrel twice could be assessed a fine. Fine must be paid before they compete in the next rodeo.

8. Center gate rule applies, see General Racing Rules

#### **POLE BENDING: SEE ALSO RACING EVENT RULES**

1. Properties: 6 Poles each 6-7 feet tall, not constructed in a manner that may cause injury to rider or animal.

2. Contestants may run from left or right.

3. Contestant starts to right or left of the poles, runs down the length of all six poles, makes a left or right hand turn around the last pole, makes a weaving pattern through the six poles, makes a right or left hand turn around the first pole, resumes the weaving pattern and makes another left or right hand turn around the end pole and then runs straight back across the finish line.

4. The first pole may vary according to the arena condition, never less than twenty-one (21) feet apart.

5. There will be a five (5) second penalty for each pole knocked down.

6. Touching the poles is permitted by either horse or rider.

7. 5<sup>th</sup> – 8<sup>th</sup> and 9<sup>th</sup> – 12<sup>th</sup> grade contestants circling an end pole twice could be assessed a fine. Fine must be paid before they compete in the next rodeo.

8. Center gate rule applies, see General Racing Rules

### **JUDGE'S DECISION WILL BE FINAL**

## **GENERAL ROPING EVENT RULES**

1. All roping events will be governed by the National High School Rule Book. Refer to the NHS Rules for clarification of any/all roping procedures, disqualifications, fouls, legal catches, lap & tap guidelines, and penalties if not specified in the HYRA Rulebook.

2. One (1) electric timer and one stopwatch minimum will be used.

3. There will be a field flagman and a barrier judge. Arena conditions will determine length of score. Length of score will be set by the judges, stock contractor and Roping Directors.

4. There will be only one (1) contestant in the arena during a roping event.

5. Roping boxes are considered inside the arena (Blocking permitted).



6. Barrier will not be considered broken unless the ring falls within ten (10) feet of the post. No metal will be used on neck rope. If the neck rope line, which pulls the barrier, fouls roper, he will be entitled to a rerun if he declares himself immediately, not after spending loop.
7. If a roper breaks the barrier, a ten (10) second penalty will be added to time. Penalty will not count in timelimit.
8. Judges will see that barrier is not tampered with. In the case of a barrier malfunction the call will be made by the line judge. If a contestant pulls up and calls a foul, it must be approved by the line judge in order to get a new run. If a foul is called by a judge and the contestant continues to rope, he/she will not get a new run.
9. Barrier equipment will be inspected by the judge before each roper competes. Barrier pigtail will be a minimum of 6 inches.
10. Should any roping stock escape the arena during a contestant's run for any reason time will be stopped. The roper will be awarded a lap & tap with the same stock. Time will be restarted with lapsed time added. The roper's time begins when the stock enters the arena and is flagged by the line judge. There will not be a barrier on a lap & tap. There will be a closed gate for 2-4<sup>th</sup> grade roping events. 5-8<sup>th</sup>, 9-12<sup>th</sup> will run an open gate in events with a 1 loop limit.
11. Cattle may be drawn, or chute run. If drawn, it is the contestant's responsibility to rope the correct calf or steer. If the wrong calf or steer is roped the run must be done again with the proper calf or steer.
12. The announcer will call a contestant's name 3 times. The contestant will then be disqualified and not awarded any participation points for a no-show. Please let the event director, gate person or announcer know of any tack changes or other reasons for a delay.

#### **DUMMY ROPING:** (0-1st Grade)

1. Properties: Bale of hay with a calf head attached
2. A piece of wood, with point designations, clearly marked, will be placed behind the bale of hay.
3. Contestants must have and maintain control of rope when thrown. Contestants must still have a hold of rope at the end of the throw. If not, that loop will not count.
4. If the roper's foot goes over the line or bumps the designated line; it will not be considered a catch.
5. Head catch ONLY. Contestants are allowed to fish their rope with a 5 second time limit. The judge's determination of this rule is final.
6. Contestants will rope until they miss.
7. The last contestant left roping and catching will win the event. Remaining contestants will receive points as previously listed on page 4.

#### **BREAKAWAY ROPING:** (2<sup>nd</sup> – 4<sup>th</sup> grade) (5<sup>th</sup> – 8<sup>th</sup> grade) (9<sup>th</sup> – 12<sup>th</sup> grade girls)

1. A white cloth or flag must be attached to the end of the rope, the end of the rope attached to the saddle horn, so the judge is able to tell when the rope breaks from the horn. There are no tails allowed. No Flag – No Time!
2. Contestants must use the string provided by the HYRA to tie on breakaway rope.
3. The rope must go over the calf's head.

4. Contestants will receive no time if he/she would break the rope from the saddle horn by hand or by touching rope or string after the catch is complete. However, if the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop the horse to make the rope breakaway.

5. There will be a sixty (60) second time limit for 2<sup>nd</sup> – 4<sup>th</sup> grade, forty-five (45) second time limit for 5<sup>th</sup> – 8<sup>th</sup> grade and thirty (30) second time limit for 9<sup>th</sup> - 12<sup>th</sup> grade girls. The horse must clear the roping box before the loop is thrown.

6. Two loops will be allowed for the 2<sup>nd</sup> - 4<sup>th</sup> grade. They can rebuild or carry two (2) ropes. Contestants in 5<sup>th</sup> – 8<sup>th</sup> grade and 9<sup>th</sup> – 12<sup>th</sup> grade girls one (1) rope is carried, only one (1) loop is allowed.

**STEER BREAKWAY ROPING:** (2<sup>nd</sup> – 4<sup>th</sup> grade):

1. A breakaway hondo must be attached to the end of the rope.

2. Barrier rope must break free from steer's neck before rope goes around steer's horns/and or neck.

3. Legal head catch: slick horns, half head or neck.

4. Heading box will be used.

5. Contestants must rope steer with legal head catch, must make a full dally wrap around the saddle horn, forcing the hondo to breakaway rope from steer to receive a qualified time.

6. One loop only will be allowed in this event. A contestant may not rebuild.

**BOYS TIE-DOWN ROPING:** (5<sup>th</sup> – 8<sup>th</sup> and 9<sup>th</sup> – 12<sup>th</sup> grade):

1. Time limit is forty-five (45) seconds for 5<sup>th</sup> – 8<sup>th</sup>, and thirty (30) seconds for 9<sup>th</sup> - 12<sup>th</sup> grades.

2. One (1) loop will be allowed. Contestants may not rebuild.

3. Rope must be tied hard and fast.

4. Contestants must rope calf, dismount, go down the rope and throw calf by hand and cross tie any three (3) feet with a piggin string. There shall be one or more wraps and a half-hitch.

5. In 9<sup>th</sup> - 12<sup>th</sup> grade if the calf is down when the roper gets to it, the roper must get the calf to its feet and throw by hand. If the calf is up when the rope touches him, then falls the calf will be considered thrown by hand. In 5<sup>th</sup> - 8<sup>th</sup> grade the roper can tie the calf if he is down and take a 10 second penalty.

6. Calf must be elevated high enough in standing position so he can regain his footing.

7. Roping is catch as catch can, but rope must hold the calf until the roper gets his hands-oncalf.

8. Tie must hold for six (6) seconds after the roper has remounted, ridden up and given slack in the rope. Slack must remain until the judge examines and approves the run. If tie does not hold, the roper will receive a no time. Judge must show his watch if the contestant requests him to.

9. Contestants must use a working neck rope.

10. The calf belongs to the roper when he calls for it, regardless of what happens, except in case of mechanical failure. The line judge will make the determination.

11. The drag rule from the National High School Rodeo Rulebook will be strictly enforced. Excessive dragging will be grounds for disqualification. Any attempt to get the horse to back up when approaching to re-mount will be grounds for disqualification.
12. The roper will be given a "no time" for touching the calf, string or rope after calling for time.

### **RIBBON ROPING** (Boy & Girl Event)

1. Time limit is forty-five (45) seconds.
2. One (1) loop will be allowed. Contestants may not re-build.
3. This is a mixed event only, one boy and one girl in same age group. Either can be the roper or runner.
4. Ribbon roping horses must clear the box before a loop is thrown.
5. Roper must rope the calf, dismount, and be in contact with the calf when the runner removes the ribbon, or the team will receive no time. Calf does not need to be flanked. Runner can hold the calf.
6. A neck rope must be used and catch as catch can. Any catch that holds the calf is legal.
7. Rope must be tied on.
8. Runners can stand anywhere they choose in the arena.
9. The finish line will be marked 30 feet in front of the roping box. Flag Judge stands on this line.
10. Time to be taken between two flags or electric eyes and flag.
11. Runners must cross the finish line to get a time.
12. Flag judge will flag time when the runner crosses the finish line with ribbon in hand and gives to the judge or team will receive no time.
13. Ribbon - flagging tape shall be approximately 1/2 inch in width and 12 inches long.
14. The ribbon itself must be fastened to the top of the tail with a rubber band.
15. The runner removes the ribbon and runs across the finish line in either direction for time.
16. Ribbon must be removed by runner; any part of the ribbon is legal.
17. Rope must hold calf until roper touches calf.
18. A volunteer in the same age group is allowed if they are a current member of HYRA.
19. A contestant can only be entered once. A contestant entered can be used as a volunteer but without a time or points for the volunteer run.

### **DALLY TEAM ROPING:** (5<sup>th</sup> – 8<sup>th</sup> and 9<sup>th</sup> – 12<sup>th</sup> boys & girls)

1. Three loops only. There will be a forty-five (4) second time limit for the 5<sup>th</sup> – 8<sup>th</sup> graders and a thirty (30) second time limit for the 9<sup>th</sup> – 12<sup>th</sup> graders.
2. Time will be taken when steer is roped, both horses facing steer in line, with ropes dalled and tight. Steer must be standing up when roped by head and heels.
3. Roping steer without turning loose of the loop will be considered no catch.

4. If either roper does not dally or drops rope, the team will be flagged out.
5. If a steer is roped by a horn, the roper is not allowed to ride up and put rope over horn or head with his/her hands.
6. Three legal head catches: both horns, half head, or around the neck. Legal heel catches: any heel catch behind the front shoulder is legal if rope goes up heels. If only one hind foot is caught, contestants will receive a five (5) second penalty.
7. Contestants must rope in the order that is posted. Contestants are allowed to enter once as a header and once as a heeler. A contestant will have a helper (partner) to rope the corresponding end to their entry in all team roping events. There is no limitation to who can be the helper (partner) for the contestant.
8. All heading runs will be run first. Heeling runs will be run following heading runs.

### **CHUTE DOGGING**

1. Chute shall be part of the arena during dogging events.
2. Once the score line (gypsum line) has been set it will not be changed in that go.
3. Score line will be parallel to bucking chutes. The measurement of the score line will be made using the chute gate.
4. The line (barrier) judge will flag the start when the animals' nose crosses the score line.
5. 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, field judge will drop the flag, and all watches will be stopped. Contestants will receive the original animal back with a lap and tap start. Time already accumulated will be added to time used to complete the qualifying run.
  - b. In cases of mechanical failure.
  - c. If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steerback, providing contestant declares himself by pulling up.
6. Time shall be taken between two flags.
7. It shall be the contestant's responsibility to see that they 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.
8. This event shall not be conducted with an open catch pen gate at any rodeo.
9. All steers shall be turned out in the same direction and the same chute will be used.
10. There will be a thirty (30) second time limit.
11. This event is open to boys only.
12. With steers loaded in the chute, the dogger gets beside the steer, right hand in front of or behind the right front shoulder. When the dogger calls for the steer the chute gate will be opened. Dogger must keep his right hand in front of or behind shoulder until the steer's nose crosses the score line, right arm cannot be under the steer's neck at any time until the steer crosses the score line. If the dogger moves into a throwing position or touches either horn(s), or ear(s), before the steer's nose crosses the score line there will be a ten (10) second penalty added to time. If a steer is thrown before crossing the score line, the dogger will be disqualified.

13. Chute Dogger must allow steer to maintain forward motion to the score line. Chute Dogger may not chokesteer.
14. Contestants are considered working the steer when the steer leaves the chute.
15. If the steer gets loose, the dogger may take no more than one step to catch the steer.
16. After crossing the start line, wrestlers must bring it to a stop or change its direction and twist it down.
17. If a steer is accidentally knocked down or thrown before being brought to a stop or is thrown by a wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
18. 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.
19. Wrestlers must have hand on steer when flagged.
20. Contestant is required to turn the steer's head so that he can get up.
21. 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.

### **Steer Stopping**

1. Time Limit: There will be a 30 second time limit.
2. The three legal head catch are:
  - i. both horn
  - ii. half a head
  - iii. around the neck
3. The flag will be dropped when the steer has been roped and dallied. All forward motion of the horse must be stopped. Horse must have all four (4) feet on the ground to receive the flag.
4. The rope must be tight, and the steers head and body must be facing the horse to receive the flag.
5. One loop is permitted only.
6. All roping events must have a barrier string. Neck rope is to be approved by the Roping Director. A barrier will be set up for all roping events.
7. Dally team roping rules shall apply where applicable.
8. If contestant hangs his or her rope on an immovable object in the box or arena, they shall receive a no time.
9. This event shall not be conducted with an open catch pen gate at any rodeo.

**All roping events will be CLOSED GATE.**

**JUDGE'S DECISION WILL BE FINAL**

## **HYRA ROUGH STOCK EVENT RULES:**

**No one will be allowed in the arena unless approved by the Judges, Stock Contractor or the Event Director.**

### **SHEEP RIDING:** (0 – 1<sup>st</sup> grade boys & girls)

1. Time begins when the sheep's inside front shoulder passes the plane of the chute. Ride is completed when the rider has ridden six (6) seconds. If the rider is being assisted inside the chute the helper cannot pass the plane of the chute or the contestant will receive no-time for assistance.
2. Riding can be done with one or two hands & may be done with a loose rope.
3. Re-rides only for sheep fouling at the gate.
4. If a contestant starts with two (2) hands, he/she must finish with two (2) hands. If a contestant starts with 1 hand and touches the sheep with free a hand, he/she will be disqualified.
5. Helmet, protective vest and mouthpiece must be worn.
6. Spurring & one (1) hand rides will increase score.
7. Scoring will be as follows: One hand qualified ride minimum 70 points, two hands qualified ride maximum 69 points. All other rides will receive a score based on time ridden. If there were not 10 qualified rides, then placing will be made off of times. Example: 72, 71, 70, 66, 64, 64 59, 57, 5.9 sec, 4.8 sec. Timed scores cannot beat a qualified ride.
8. Stock will be chute run.
9. A contestant cannot be tied on the sheep. He/she may ride with a wrap similar to other rough stock events, but it is not required.

### **CALF RIDING:** (2<sup>nd</sup> – 4<sup>th</sup> grade boys and girls)

1. Time begins when the calf's inside shoulder passes the plane of the chute. Ride is completed when the rider has ridden six (6) seconds. If the rider is being assisted inside the chute, the helper cannot pass the plane of the chute, or the contestant will receive no-time for assistance.
2. A contestant must ride with one hand with a loose rope, with or without a handhold. If the contestant touches the calf with the free hand, he/she will be disqualified.
3. The calf rope must have a bell, or the rider will not be scored.
4. Knots or hitches made to prevent rope from falling off the calf when the rider leaves the animal are prohibited.
5. Ropes with knots, wire or other devices used for the purpose of placing spurs therein, will be considered illegal equipment and rider will be disqualified
6. Only approved adhesive material may be used on the calf rope & gloves. Benzoin may be used.
7. Only dull rowels may be used.
8. If the calf falls or the rider is fouled at chute, a re-ride may be granted at the judge's discretion.

9. A helmet, protective vest & mouthpiece are required.

10. Only qualified rides will receive a score. If there is not a qualified ride, money will not be paid out, instead it will go to the awards fund. All riders will receive a participation point for leaving the chute area.

11. Spurring while maintaining controlled riding form will increase the score.

12. All stock will be flanked.

13. Stock will be drawn.

14. Re-rides will be at the sole discretion of the judge. If a qualified ride was completed the contestant will be given a score and have the option of a re-ride or taking the score for the ride completed.

**BAREBACK STEER RIDING:** (5<sup>th</sup> – 8<sup>th</sup> grade boys) REFER TO CALF RIDING RULES FOR ALL THAT APPLY

1. Stock will be drawn.

2. Time begins when the steers inside shoulder passes the plane of the chute. Ride is completed when the rider has ridden six (6) seconds.

3. Only qualified rides will receive a score and points.

4. Contestants will be responsible for all equipment used and all equipment must comply with the event rules in the NHSRA rulebook.

5. Steers or heifers weighing 600-900 lbs. should be used for this event. Horns must be tipped to at least the size of a half dollar. Bulls are not to be used.

6. To qualify, the rider must have the spurs over the break of the shoulders and touching the animal when the animal's front feet hit the ground on its initial move out of the chute.

7. If the rigging comes off the animal, the contestant touches anything with a free hand, contestant fails to mark the animal out of the chute, or is bucked off, the contestant will receive a no-score.

8. The ride will be marked according to how much the contestant spurs the animal and maintains control during the ride and how hard the animal bucks.

9. Re-rides will be at the sole discretion of the judge. If a qualified ride was completed the contestant will be given a score and have the option of a re-ride or taking the score for the ride completed. The mark out rule can also be waived at the judge's discretion if the animal stalls leaving the chute.

10. A helmet, protective vest & mouthpiece are required.

11. All Steers will be flanked.

**SADDLE BRONC STEER RIDING:** (5<sup>th</sup> -8<sup>th</sup> Grade Boys) REFER TO CALF RIDING RULES FOR ALL THAT APPLY

1. Stock will be drawn.

2. Time begins when the steers inside shoulder passes the plane of the chute. Ride is completed when the rider has ridden six (6) seconds.

3. Only qualified rides will receive a score and points.

4. Contestants will be responsible for all equipment used and all equipment must comply with the event rules in the NHSRA rulebook.
5. Contestants must wear single stitch, leather sole boots.
6. Riding rein and riding hand must be on the same side of the animal's neck. Contestants have the option of placing the rein on the horns or the neck of the animal.
7. Flank cinch is the rider's responsibility and is to be buckled around animals' hind quarters below the tail.
8. Steers or heifers weighing 600-900 lbs. should be used for this event. Horns must be tipped to at least the size of a half dollar. Bulls are not to be used.
9. To qualify, the rider must have the spurs over the break of the shoulders and touching the animal when the animal's front feet hit the ground on its initial move out of the chute.
10. If any of the equipment comes off the animal, the contestant touches anything with a free hand, contestant fails to mark the animal out of the chute, or is bucked off, the contestant will receive a no-score.
11. The ride will be marked according to how much the contestant spurs the animal and maintains control during the ride and how hard the animal bucks.
12. Re-rides will be at the sole discretion of the judge. If a qualified ride was completed the contestant will be given a score and have the option of a re-ride or taking the score for the ride completed. The mark out rule can also be waived at the judge's discretion if the animal stalls leaving the chute.
13. A helmet, protective vest & mouthpiece are required.
14. All Steers will be flanked.

**STEER RIDING:** (5<sup>th</sup> – 8<sup>th</sup> grade Boys) REFER TO CALF RIDING RULES FOR ALL THAT APPLY

1. Stock will be drawn.
2. Time begins when the steers inside shoulder passes the plane of the chute. Ride is completed when the rider has ridden six (6) seconds.
3. Only qualified rides will receive a score and points.
4. Re-rides will be at the sole discretion of the judge. If a qualified ride was completed the contestant will be given a score and have the option of a re-ride or taking the score for the ride completed.
5. A helmet, protective vest & mouthpiece are required.
6. All Steers will be flanked.

**BULL RIDING** (9<sup>th</sup>-12 Grade Boys) REFER TO CALF RIDING & STEER RIDING RULES FOR ALL THAT APPLY

1. Stock will be drawn.
2. Time begins when bulls inside the shoulder passes the plane of the chute. Ride is completed when the rider has ridden eight (8) seconds.
3. Only qualified rides will receive a score and points.



4. Re-rides will be at the sole discretion of the judge. If a qualified ride was completed the contestant will be given a score and have the option of a re-ride or taking the score for the ride completed.
5. A helmet, protective vest & mouthpiece are required.
6. All bulls will be flanked.

**JUDGE'S DECISION WILL BE FINAL**