



**NRCYRS
RULEBOOK
2022**

GENERAL RULES

CONTESTANTS:

1. Contestants must be a NRCYRS member in good standing. All membership forms complete, and fees paid.
 - a. Non-member contestants may enter for day money only. No points will be awarded to the contestant and a \$10.00-day pass must be purchased.
2. ALL contestants are required to read the rules carefully, particularly those relating to the event in which they are entered.
3. ALL contestants must check the posted draw lists and be responsible for their stock, draw, and position per event.
4. ALL contestant must have a parent work at least one (1) event at three (3) separate performances to be eligible for year-end awards.

MEMBERSHIP/END OF YEAR AWARDS:

1. A properly filled out membership application must be presented to the rodeo secretary.
2. **Membership dues are in the amount of \$50.00.**
3. The contestant must be 19 or under as of **January 1** of the current year.
4. A CURRENT NEGATIVE COGGINS IN REQUIRED UPON REQUEST OF ALL HORSES ON RODEO PREMISES.
5. **All contestants must pay their membership fee in full and are required to sell \$150.00 in raffle tickets or 1 buckle sponsor to qualify for year end awards.**
6. To qualify for year-end awards all contestants must have entered each event they plan on competing in for awards at 4 regular season rodeos. Contestants must have sold and turned in the minimum raffle or sponsorship forms and money.
7. Contestant must be present and compete in a rodeo for that performance to count as rodeo for points and regular rodeos attended. Contestant will NOT be allowed to pay entry to a rodeo they do not compete in.
8. All contestants that pay a membership in full and attend 4 out of 5 rodeos will receive prizes at the year-end awards ceremony.
9. **Each competitive event (7U, 10U, 14U, 19U) must at least average 3 participants during the first 3 rodeos of the season for buckles to be awarded in that event.**
10. Points earned all year will be included in determining year end awards.
11. **Non compete peewee contestant that meet membership and sponsorship requirements will receive a belt buckle along with other end of year prizes.**

ENTRY FEES:

1. **Entry fees shall be \$35.00 per event for all compete classes, and \$25.00 per event for all peewee classes.**
2. There will be a \$10.00 office for each contestant at each rodeo.
3. **Entries will be accepted from Wednesday the week before the scheduled performance through Saturday at 9:00 pm the week before scheduled performance. No entries will be allowed passed this time. If you do not submit your entry during this time you will not be allowed to perform at that week's rodeo, no exceptions.**
4. If you need to change an entry after the books close there will be a \$10.00 charge.
5. There will be a \$35.00 fee for all returned checks.

DRAW OUTS:

1. All draw outs must be turned in the Secretary by 9:00 pm on Wednesday the week of the scheduled rodeo event.
2. No refund of money will be made if the above rule is not observed.
3. **No shows will be responsible for fees and will not be allowed to compete until fees are paid.**

TURN OUTS:

1. If a contestant is not willing to compete on his own, his stock will be turned out at the discretion of the judge.

POSITIONS:

1. All positions in which contestants are to run will be DRAWN at random.
2. **Position draw will be posted on NRC website no later than Friday morning at 10:00 a.m. the week of the rodeo.**
3. Position and stock draw will be posted on arena bulletin board no more than one (1) hour before the show.
4. In the event a contestant is left off the day sheet or running order for any reason, and it is determined that they should be included in the running order for the rodeo, the contestant will be added to the end of their event in their age group. There will be no new draw or re-draw for any reason.

OFFICIALS:

1. **Only officials may occupy the announcer stand during the event.**
2. Timekeepers, barrier judge or field judge may not be changed until the go round is completed, except in extreme emergencies.
3. Judge's decision is final.

POINTS:

1. Points will be given in all events as follows:

| | | | | | |
|-----------------------|-------|------------------------|-------|------------------------|------|
| 1 st Place | 15pts | 6 th Place | 10pts | 11 th Place | 5pts |
| 2 nd Place | 14pts | 7 th Place | 9pts | 12 th Place | 4pts |
| 3 rd Place | 13pts | 8 th Place | 8pts | 13 th Place | 3pts |
| 4 th Place | 12pts | 9 th Place | 7pts | 14 th Place | 2pts |
| 5 th Place | 11pts | 10 th Place | 6pts | 15 th Place | 1pt |

2. Contestants will receive points based on the above point scale.
3. Tie: In the event of a tie, points will be added together and divided by the number of contestants involved in the tie. Example: Three persons tying for first place will equally divide 42 points (1st, 2nd, & 3rd totaled). Each will receive 14 points. Money will be paid this way as well. The person directly after the above three (3) persons will receive 4th place points and money.

PAYOUT SCALE:

| NUMBER OF CONTESTANTS | PLACES | %PAYOUT |
|-----------------------|--------|----------------|
| 1 – 5 | 1 | 100% |
| 6 – 10 | 2 | 60/40% |
| 11 – 19 | 3 | 50/30/20% |
| 20 – 29 | 4 | 40/30/20/10% |
| 30+ | 5 | 34/27/20/13/6% |

DRESS CODE:

1. Strictly western attire in the arena at all times.
2. Shirts must have a collar and button or snap. Shirts must be long sleeved and cuffed and be worn with sleeves down and cuffs buttoned or snapped with no rolled-up sleeves, with the exception of Bull, Steer, and calf riders who may roll up riding sleeve only.
3. Shirts must be tucked in pants at the beginning of run or ride.
4. Western style hat or helmet must be worn while in arena.
5. Western boots must be worn in all events, by all competitors.
6. **Contestant must begin their contesting (crossing timer) with a western style hat on their head unless the hat rule has been waived. Failing to start with a western style hat will result in a \$25.00 fee. If contestant makes habit of knocking their hat they will be warned and then will receive a no time.**
7. The rodeo judges and/or the Board of Directors may change or suspend these rules at any time. Violation of dress code will result in disqualification.

RE-RUNS:

1. Re-runs are at the discretion of the judges. If a re-run is given, the judge will determine if the run will be immediately or last in the event in their age group.

SCORE LINE:

1. Stock belongs to contestant when asked for.
2. Starting flag must be in the most visible place for timekeepers.
3. Stock must cross score line in front of Judge after leaving chute. If stock does not cross score line of the line Judge, stock will be brought back and re-run.

EVENT: SHEEP RIDING (MUTTON BUSTIN)

Contestants: Boys and Girls 7 and Under and weigh 60lbs are less compete or non-compete

1. Sheep must be ridden for six (6) seconds and Contestant must be on sheep when the sheep leaves the chute.
2. Contestant must wear a helmet and protective vest to ride.
3. Any contestant that receives help staying on the animal will result in a no time. (Compete Classes)

EVENT: CALF RIDING

Contestants: 10 and Under

1. Calf must be ridden six (6) seconds; time to start when the animal leaves chute.
2. The judge will have a stopwatch to double check buzzer/whistle time. Judges are to sign all score sheets.
3. Riding to be done with one hand and loose rope, with or without handhold; no knots or hitches to prevent rope from falling off steer when rider leaves him.
4. If rider makes a qualified ride with any part of rope in riding hand, he is to be marked.
5. Rider's free hand must remain free for six (6) seconds.
6. Contestant must wear helmet and protective vest.
7. Flank to be used at discretion of rider.

EVENT: JR & SR BULL RIDING

Contestants: 14 & Under (JR) 19 & Under (SR)

1. Bull must be ridden eight (8) seconds; time to start when the animal leaves chute.
2. The judge will have a stopwatch to double check buzzer/whistle time. Judges are to sign all score sheets.
3. Riding to be done with one hand and loose rope, with or without handhold; no knots or hitches to prevent rope from falling off steer when rider leaves him.
4. If rider makes a qualified ride with any part of rope in riding hand, he is to be marked.
5. Rider's free hand must remain free for eight (8) seconds.
6. Contestant must wear helmet and protective vest.
7. Flank strap is required.
8. Qualified rides will receive a score. ONLY qualified rides will receive placing/points.

Disqualifications and No Score:

1. Committing any offense listed in the rules
2. If, after being advised he is next to go, contestant is not ready to compete.
3. No bell
4. Being bucked off
5. Touching animal with free hand.
6. Using sharp spurs or placing spurs or chaps under the rope when rope is being tightened.
7. If contestant's free hand does not remain free for seconds stated.

EVENT: JR & SR BRONC RIDING

Contestants: 14 & Under (JR) 19 & Under (SR)

1. Contestant can ride with a bareback rigging or a western saddle.
2. Contestant can ride with one free arm or can ride with both hands touching rigging or saddle but will be scored accordingly.
3. Flanks are required
4. Rider will ride for eight (8) seconds. Qualified rides will receive a score. ONLY qualified rides will receive placing/points.
5. Rider must wear protective vest and helmet.
6. Judge(s) will decide all re-rides and Judge(s) decisions are final.

Disqualifications and No Score:

1. Committing any offense listed in the rules
2. If, after being advised he is next to go, contestant is not ready to compete.
3. Using whips, quirts, or ropes, etc.
4. If any part of the contestant touches the ground.

EVENT: JR & SR CHUTE DOGGIN'

Contestants: 14 & Under (JR) 19 & Under (SR)

1. When the chute opens, contestant must bring the steer to a line ten (10) feet from the chute and wrestle (or "dog") the steer to the ground.
2. In order to count as a legal fall, all four feet of the steer must be in the air when the steer is on the ground. Other falls are called "dog falls," and the competitor must try to let the steer get up and try to get all four legs in the air.
3. The competitor can be disqualified for losing contact with the steer or tripping the steer.
4. It is a timed event, with the time starting the moment the chute dogger crosses the ten (10) foot line. The steer must be wrestled within ninety (90) seconds.

Disqualifications and No Time:

1. Committing any offense listed in the rules
2. Contestant will receive a no time if they go to the nose prior to the score line/second chalk line.

EVENT: PEWEE GOAT RIBBON PULL

Contestants: 7 & Under Compete and Non-compete

1. Contestants entering the Goat Ribbon Pull event must be 7 years or under. Non-compete class, no day money, compete classes day money and points awarded.
2. There will be a 60 second time limit.
3. The goat will be tied to a stake with a rope 10 feet in length.
4. Time lines (start and stop) will be measured 20 feet from ground stake.
5. Contestant will start from designated starting line on foot (no horse) with time starting as contestant crosses line and will catch goat and pull ribbon from tail and run to designated finish line when time will stop.

EVENT: PEEWEE DUMMY ROPING

Contestants: 7 & Under Compete and Non-Compete (cowboy hat is not required for this event)

1. The barrier line is set two (2) feet from the dummy and the starting line is ten (10) feet behind the barrier line.
2. The time will start when the contestant crosses the starting line and the time will stop when the rope comes tight around the calf's neck.
3. Must be a bell collar catch.
4. A top notch is considered a miss.
5. The contestant must swing the rope and throw the rope in an attempt to catch the dummy. If the contestant should miss on the first attempt the contestant may rebuild his/her loop one time (parent/guardian may assist with rebuilding loop).
6. If the contestant steps on or crosses the barrier line, they will be penalized ten (10) seconds.
7. If the contestant places the rope on the dummy or if the contestant misses both tries it will result a NO TIME.
8. There will be sixty (60) second time limit.

EVENT: GOAT TYING PEEWEE COMPETE:

Contestants: 7 and under Boys and Girls

1. The goat will be tied to a stake with a rope ten (10) feet in length.
2. The stake will be pounded completely into the ground so that no part of it is visible.
3. Contestant will start from a designated starting line on foot (no horse) with time starting as contestant crosses line, throws the goat and tie any three (3) legs together with a leather string or pigging string, then stand back three (3) feet from the goat after signaling for time before Judge starts time for goat to stay tied. If contestant is tangled in rope when backing up after the tie, it is in the judge's discretion when to begin time for the sake of safety to the contestant.
4. If the goat is down when contestant reaches it, the goat must be let up to its feet or may be helped up with at least three (3) legs dangling and thrown by hand.
5. Tie will be timed by the Judge, and if it is not secure for six (6) seconds, the contestant will receive a no time.
6. Time will stop when Judge signals the completion of the tie.
7. There will be a ninety (90) second time limit.
8. The goat will be held straight back from the stake until contestant crosses the starting line. When the contestant crosses the starting line, the goat will be released.
9. Contestant will receive a no-time for going back to tie after they have signaled for the completion time.
10. Goats will be changed according to draw.

Disqualifications and No Time:

1. Committing any offense listed in the rules
2. Goat does not stay tied for six (6) seconds.
3. Contestant will receive a no time if they go longer than the allowed time.

EVENT: GOAT TYING SUB. JR, JR

Contestants: 10 & Under (SUB JR) 14 & Under (JR)

1. The goat will be tied to a stake with a rope ten (10) feet in length.
2. The stake will be pounded completely into the ground so that no part of it is visible.
3. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from their horse, throw the goat and tie any three (3) legs together with a leather string or pigging string, then stand back three (3) feet from the goat after signaling for time before Judge starts time for goat to stay tied. If contestant is tangled in rope when backing up after the tie, it is in the judge's discretion when to begin time for the sake of safety to the contestant.
4. If the goat is down when contestant reaches it, the goat must be let up to its feet or may be helped up with at least three (3) legs dangling and thrown by hand.
5. Tie will be timed by the Judge, and if it is not secure for six (6) seconds, the contestant will receive a no time.
6. Time will stop when Judge signals the completion of the tie.
7. **There will be a ninety (90) second time limit.**
8. Should the horse run over or touch the rope, with or without contact to the goat, the contestant will receive a 10 second penalty. If the violation occurs after flagman has signaled for a time there will be no penalty. If a horse/rope violation is declared but timer fails to get time and a re-run is awarded, a ten (10) second penalty will be assessed in the re-run.
9. The goat will be held straight back from the stake when the contestant enters the arena. When the contestant crosses the starting line, the goat will be released.
10. Contestant will receive a no-time for going back to tie after they have signaled for the completion time.
11. Goats will be changed according to draw.

12. Boys in the Sub. Jr. AND Junior Goat Tying must tie with a pigging string like a calf.

Disqualifications and No Time:

1. Committing any offense listed in the rules
2. Goat does not stay tied for six (6) seconds.
3. Contestant will receive a no time if they go longer than the allowed time.

EVENT: DUMMY SLED ROPING

Contestants: 10 & Under

1. The time will start when the contestant crosses the starting line and the time will stop when the rope comes tight around the calf's neck.
- 2. Must be a bell collar catch.**
3. A top notch is considered a miss.
4. The contestant must swing the rope and throw the rope in an attempt to catch the dummy.
5. Contestant will receive a no-time for roping calf without throwing loop.
- 6. A dropped loop will count as a thrown loop.**
7. One loop will be permitted.
- 8. Sixty (60) second time limit flag to flag.**
9. Time will be started and stopped between two flags. One at the barrier, whether mechanical or manual, will start the time and one at the field Judge to stop the time.
10. The flagman or the field Judge shall be mounted and in position to accurately judge the contestant.
11. Judge's decision is final.

Disqualifications and No Time:

1. Committing any offense listed in the rules.
2. Failure to rope dummy.
3. Illegal catch.
4. Contestant will receive a no time if they go longer than the allowed time.

EVENT: BREAKAWAY ROPING SUB JR, JR & SR

Contestants: 10 & Under (SUB JR) 14 & Under (JR) 19 & Under (SR)

- 1. Must be bell collar catch. The calf must break the rope from the saddle horn.**
2. Contestant must use string approved by Judge.
3. Rope shall be tied onto the saddle horn at the knot not the tail. There will be no tail. The flag shall be tied behind string on rope. It shall be the contestant's responsibility to use highly visible flag. **Flag required – any colored bandana.** The specifications will be left up to the barrier Judge. (Event Director will also be responsible)
- 4. A dropped loop will count as a thrown loop.**
5. Contestant dismounting for any reason before a legal catch is made or the field Judge stops the time will receive a no-time. Ropers must be mounted when the time is taken.
6. A hotshot will be used only if requested by the contestant.
7. One loop will be permitted.
- 8. Forty-five (45) second time limit flag to flag.**
9. Gate will be closed during break-a-way roping event.
10. Time will be started and stopped between two flags. One at the barrier, whether mechanical or manual, will start the time and one at the field Judge to stop the time.

11. The flagman or the field Judge shall be mounted and in position to accurately judge the contestant.
12. Judge's decision is final.

Disqualifications and No Time:

1. Committing any offense listed in the rules.
2. Failure to rope calf.
3. Contestant will receive a no-time for roping calf without throwing loop.
4. Contestant will receive a no-time for breaking rope from saddle horn during throw or pulling slack, however, if the rope should dally around the horn, the contestant may ride forward, unduly the rope and then stop the horse to make the rope break away.
5. Illegal catch.
6. Contestant will receive a no time if they go longer than the allowed time.

EVENT: TEAM ROING SUB JR, JR & SR

Contestants: 10 & Under (SUB JR) 14 & Under (JR) 19 & Under (SR)

1. A team will be composed of two persons (member or non-member). One or both contestants may be a boy or a girl.
2. A dally team roper can enter as many times as desired by switching ends or partners. Only one run per rodeo will count towards point standings. Best qualified time will qualify for points.
3. Each team will be allowed to carry only one rope. **Each team is allowed 3 loops.** Roping steers without release loop will be considered a no catch. Both contestants must dally.
4. Animal belongs to contestant when he or she calls for it, regardless of what happens, except in cases of mechanical failure.
5. Time will be taken when steer is roped. Both horses must be facing steer at a ninety (90)-Degree angle or more with dallied and tight. Steer must be standing up when roped by head or heels.
6. Team ropers are required to dally. Team ropers cannot be tied on for any reason.
7. Steer must not be handled roughly at any time. Ropers may receive a no-time if in the opinion of the field Judge that they have intentionally done so.
8. No foul catches can be removed by hand.
9. If steer is roped by the horn, the roper is not allowed to ride up and put rope over the other horn or head with his or her hand.
10. If the heeler ropes a front foot or feet in the heel loop, this is considered a foul catch.
11. Neither contestant may remove the front foot or feet from the loop by hand, however; should the front foot or feet come out of the heel loop by the time the field Judge drops the flag, time will be given.
12. The Judge can eliminate objectionable animals from this event.
13. The Judges will decide any questions as to catches in this event.
14. There will be only 3 legal head catches.
 - a. Both horns
 - b. Half a head
 - c. Around the neck
15. If hondo passes over one horn and the loop over the other, the catch is illegal.
16. Any heel catch behind both shoulders is legal if rope goes to the heel.
17. Catching of one hind foot receives a 5-second penalty.
18. If loop crosses itself in a head catch it is illegal.
- 19. There will be a 90-second time limit, flag to flag.**
20. Cross firing is illegal. (Cross Fire-Steers entire body must be turned in tow with one hop before heel loop can be thrown) If the steer stops, it must be in tow for the heel loop to be legal.

21. If automatic barrier fails and time is recorded, contestant will receive a time with no penalty.
22. Gate will be closed during all team roping events.
23. Team roping points are split and will be kept separated between heading and heeling. Header must head and heeler must heel.
24. Teams must remain dallied until field Judge passes that dallies are legal. Failure to do so will result in a no-time.
25. Team ropers are not to remove head rope off steer's head until it has left the arena (so judge can determine it is a legal catch).
26. Judge's decision is final.

Disqualifications and No Time:

1. Committing any offense listed in the rules.
2. Broken rope or dropped rope will be considered a no time.
3. Failure to catch animal on the head and heel side.

EVENT: PEEWEE POLES

Contestants: 7 & Under Compete and Non-Compete

- 1. Non-competes will not receive day money. Competes will receive day money and points for year end prizes.**
2. Rider can perform patterns alone or with assistance from someone on foot or led by someone on another horse for non-competes.
- 3. All compete contestants are not allowed any assistance or lead line.**
4. Knocked down pole is a plus 5

EVENT: POLES SUB JR, JR, SR

Contestants: 10 & Under (SUB JR) 14 & Under (JR) 19 & Under (SR)

1. Pole bending is a timed event and the pole pattern is to be run with 6 poles, each pole is to be 21 feet apart and the first pole is to be 21 feet from the starting line. Poles shall be set on top of the ground, 6 feet high and with no base more than 14 inches in diameter. Poles must be straight in line for each contestant. No flags, metal poles or bases shall be used.
2. A horse may start either on the right or the left of the first pole and then run the remainder of the pattern accordingly.
3. Electric timer or at least 2 digital watches shall be used with the time indicated by the electric timer. If electric timer malfunctions on 2 consecutive runs, watches used by the officials will be the official time.
4. The horse's nose will be flagged as horse crosses the starting line to start the time and flagged again as his nose crosses the same line to stop the time.
5. The starting gate or gates must remain the same throughout the entire event. A contestant may request that the gate be closed after they enter the arena. If an arena has more than one gate at the end where riders enter the arena, riders may be given a choice of starting gates as long as the choice is extended to all riders.
6. The start/finish line and the pole positions should be permanently marked and must remain the same throughout the entire event.
7. Drag will be determined by ground conditions prior to class.
8. Any time a contestant crosses the starting line, time will begin.
9. A contestant will be given a "no time" for breaking the pattern or crossing the starting line prior to completing the pole pattern. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the 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.

10. A contestant will be given a "plus 5 seconds" for knocking a pole to the ground. A "plus 5 seconds" will also be given if a pole is knocked to the ground and it sets up again. Touching a pole, including to keep it from falling, is permitted without penalty.
11. A contestant will be given a no time if the horse or rider falls during the run in such a manner as to break the pattern, or if the rider falls off the horse.
12. Contestants may ride any horse, regardless of ownership. However, a horse may not be ridden by more than one person in this event, unless the following conditions are met:
 - a. Both contestants are members of the same immediate family (brothers, sisters, step-brothers, step-sisters).
 - b. In no case will the same horse be run more than twice in this event during the rodeo regardless of division.
 - c. In the event of injury to contestant's horse at the rodeo, upon approval of Judging Director, the rule may be waived.
13. If a pole is moved off its marker during competition, the pole must be reset prior to the next competitor's run.
14. Western type equipment must be used. The Judging Directors may prohibit the use of bits or equipment that he may consider severe.
15. The contestant will not be allowed to practice on the official pattern before the rodeo or between performances.
16. Only one horse may be in the arena at any time during competition.
17. Reruns shall be granted if the timer fails to work properly or if the poles are not placed properly on their markers. No prior penalty will apply to the rerun.
18. Class is equal payout.

Disqualifications and No Time:

1. Committing any offense listed in the rules.
2. Contestant will be called 3 times, if contestant has not entered arena after 3 calls they will receive a no-time.
3. A contestant will receive a no-time for running out of turn. It is the contestant's responsibility to know his/her draw position.

EVENT: PEEWEE BARRELS

Contestants: 7 & Under Compete and Non-compete

- 1. Non-compete will not receive day money. Compete will receive day money and points for year end prizes.**
2. Rider can perform patterns alone or with assistance from someone on foot or led by someone on another horse for non-compete.
- 3. All compete contestants are not allowed any assistance or lead line.**
4. Knocked down barrel is a plus 5

EVENT: BARRELS SUB JR, JR, SR

Contestants: 10 & Under (SUB JR) 14 & Under (JR) 19 & Under (SR)

1. Barrel race is a timed event using three identical barrels set in a cloverleaf pattern using 55-gallon empty barrels with closed ends. Barrels must not have any weights in them that will make it less likely for them to be knocked over.
2. The contestant may start on either the right or left barrel. When starting on the right barrel, there will be 1 right turn and 2 left turns around the barrels. When starting on the left barrel, there will be 1 left turn and 2 right turns. No variations.
3. Electric timer or at least 2 digital watches shall be used with the time indicated by the electric

timer. If electric timer malfunctions on 2 consecutive runs, watches used by the officials will be the official time.

4. The horse's nose will be flagged as horse crosses the starting line to start the time and flagged again as his nose crosses the same line to stop the time.
5. The starting gate or gates must remain the same throughout the entire event. A contestant may request that the gate be closed after they enter the arena. If an arena has more than one gate at the end where riders enter the arena, riders may be given a choice of starting gates as long as the choice is extended to all riders
6. The start/finish line and the barrel positions should be permanently marked and must remain the same throughout the entire event.
7. **Drag will occur every Ten (10) runs on the ground, not based on draw position.**
8. If a contestant is a draw out or a skip occurs the next contestant moves up.
9. Any time a contestant crosses the starting line, time will begin.
10. A contestant will be given a "no time" for breaking the pattern or crossing the starting line prior to completing the cloverleaf pattern. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the 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.
11. A contestant will receive a no-time for running out of turn. It is the contestant's responsibility to know his/her draw position.
12. A contestant will be given a plus five (5) for knocking a barrel to the ground. A plus five (5) will also be given if a barrel is knocked to the ground and it sets up again on either end. Touching a barrel, including to keep it from falling, is permitted without penalty.
13. A contestant will be given a no time if the horse or rider falls during the run in such a manner as to break the pattern, or if the rider falls off the horse.
14. If a barrel is moved off its marker during competition, the barrel must be reset prior to the next competitor's run.
15. Contestants may ride any horse, regardless of ownership. However, a horse may not be ridden by more than one person in this event, unless the following conditions are met:
 - a. Both contestants are members of the same immediate family (brothers, sisters, step-brothers, step-sisters).
 - b. In no case will the same horse be run more than twice in this event during the rodeo regardless of division.
 - c. **Contestants may enter more than 1 horse , but no more than 3. Points will only count for fastest time.**
 - d. In the event of injury to contestant's horse at the rodeo, upon approval of Judging Director, the rule may be waived.
16. Western type equipment must be used. The Judging Directors may prohibit the use of bits or equipment that he may consider severe.
17. The contestant will not be allowed to practice on the official pattern before the rodeo or between performances.
18. Only one horse may be in the arena at any time during competition.
19. Reruns shall be granted if the timer fails to work properly or if the barrels are not placed properly on their markers. If timer fails and a rerun is given and first run is penalty free, rerun will be penalty free. If the timer fails to work on a run with a penalty, a rerun will be given and penalty will carry over. If a rerun is granted due to barrels not being properly on stakes, no penalty shall apply. If contestant is asked to hold up once time has started and contestant makes an honest effort to pull up and hits a barrel, no penalty will be assessed. Honest effort will be determined by judge and/or event director.
20. Payout is equal pay.

Disqualifications and No Time:

1. Committing any offense listed in the rules.
2. Contestant will be called 3 times, if contestant has not entered arena after 3 calls they will receive a no-time.
3. A contestant will receive a no-time for running out of turn. It is the contestant's responsibility to know his/her draw position.