

Tomorrow's Rodeo Champions

Rule Book

2017

General Rules for All Contestants

Tomorrow's Rodeo Champions (TRC) is following the rules from the National High School Rodeo Association. If there is any dispute over the rules listed here, we will refer back to the NHSRA Rule book for a final ruling. The rules have been adjusted to work for TRC and will be strictly enforced. Everyone must read and understand all of the rules before the start of the first rodeo.

1. All TRC contestants shall be members of Tomorrow's Rodeo Champions. New contestants will be allowed to compete at their first rodeo for a \$10.00 one-time permit fee (family or individual). This fee will be applied to membership dues when the family or person pays them. Points accumulated during this rodeo will NOT go towards year-end awards. This day will not count towards the attendance requirement for receipt of awards as listed in General Rule #16. After the first rodeo, the full membership fee must be paid in order to compete in future rodeos.
2. An office fee in the amount of \$2.00 will be added to each online weekly entry. An office fee in the amount of \$5.00 will be added to each weekly entry at the window.
3. All TRC contestants must be between the age of two years old and the 12th grade. They must have been in the 12th grade or lower on January first of the year they are competing.
4. All contestants/parents shall observe ground rules set by TRC.
5. Only contestants or parents accompanied by the contestant will be allowed to register complaints. Complaints must be placed through the Event Directors prior to the beginning of the next event.
6. The decision of any judge or flag person will be final. No protest by the contestants will be permitted, except through the Event Directors. Such protests shall be made before the end of the event in which the question arose. If the directors determine that the protest is based upon a possible misinterpretation of an event rule, the Event Director shall, at the first convenient opportunity, 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 the error is correctable, the judge shall modify the ruling accordingly. Otherwise, the decision shall stand.
7. No contestant, parent, or spectator may talk to a judge or timer or distract them in any way while an event is going on.
8. Questions may be addressed to the judge no sooner than at the end of the event for that performance.
9. Any contestant or contestant's parents violating this regulation will result in disqualification of the contestant by the judges or any Event Director.
10. All contestants and parents are required to read the rules carefully. Particularly

those relating to the events in which they enter.

11. Failure to understand the rules will not be accepted as an excuse.
12. The management assumes NO responsibility or liability for damage to the person, property, or stock of any owner, contestant, or assistant.
13. Event Directors will decide whether to continue the rodeo due to inclement weather or arena condition. The Event Directors will decide postponements.
14. NO alcoholic beverages shall be allowed on the grounds during any rodeo.
15. Entry fees must be paid by cash or check only. They must be paid prior to entries closing. Entries will close at 5:45 pm. A contestant may prepay for events for the following week.
16. To qualify for any year-end award, contestant must compete in a minimum of seven (7) of the ten rodeos, and sell a minimum of ten (10) raffle tickets prior to the final rodeo of the season.
17. For a contestant to qualify for year-end awards, the contestant's parents/family must volunteer to help at a minimum of four (4) rodeos; including at least one turn at the concessions stand. Signup sheets will be available at every rodeo. Volunteer time may be donated, no volunteer time can be donated after the final rodeo. Any disputes over volunteering will be heard by the board and the board's decision will be final.
18. No dogs, cats, or other small animals are allowed on the grounds. Pets must be left at home.
19. Only the horse being ridden by the contestant will be allowed into the arena. No other riders are allowed for any reason, except helping rider into the arena during the rodeo event.
20. Only contestants and rodeo officials will be allowed on horseback in the arena at any time.
21. The contestants must run the pattern/event on their own. For the beginner rider participating in ribbon events a parent/assistant will be permitted in the arena to coach or lead (on foot).
22. The contestant may not participate in the corresponding open event if participating in a ribbon event at the same rodeo performance. (i.e., if they are participating in the ribbon barrel race, they cannot participate in the open barrel race)
23. Each ribbon contestant will be allowed only one parent/assistant in the arena.
24. Rodeo judges or Event Directors may inspect any contestant's equipment before, during, or after a rodeo performance for safety and rule infractions.
25. Absolutely no horseplay allowed.
26. One horse per event per contestant.
27. When penalty in barrel racing or pole bending is given for knocking over a pole or barrel, the contestant will be placed at the bottom of the division they would have placed in. No points are awarded, nor is there a pay out to a contestant if a pole or barrel is knocked over.
28. General complaints must go to the Board, must be in writing, and must be signed.
29. Board will have the final say on year-end awards.
30. There will be only one all-around given for high point boy and high point girl.

31. Arena help must be 18 years of age or older.
32. All Board Members and Directors are exempt from the Volunteer requirements. Announcing will count the same as a Concessions volunteer credit.

DRESS CODE

1. Western shirt with wrist length sleeves. (No sweatshirts, T-shirts, or pullover sweaters allowed). Shirts are to be tucked in.
2. Cowboy hats or riding helmets ONLY. Helmets are strongly recommended for the 5-and-under age group. Hats must be worn at all times during the rodeo, and while competing in the arena. A five (5) second penalty will be assessed if a contestant enters the arena without a hat or helmet. Hat rule may be waived by the Event Director during windy conditions.
3. Jeans.
4. Cowboy boots. No sneaker type sport shoes. No heeled tennis shoes or Horseshoes. (Lace-up cowboy boots are not recommended, but can be worn.)
5. The Dress Code is to be followed by all contestants for the entire period they are at any TRC rodeo.

CONTESTANT DISQUALIFICATION

Judges and/or Event Directors can disqualify a contestant:

1. For not wearing proper western attire (as listed above).
2. For rolling shirtsleeves up. Shirtsleeves are to be worn down at all times. They cannot be rolled up for competition.
3. For not having their shirttail tucked in at start of their competition.
4. Any mistreatment of rodeo stock or contestant's horse.
5. Not being ready to compete when called upon. The contestant's name will be called 3 times. If the contestant is still not ready to compete, they will be disqualified from that event. This will be STRICTLY enforced. Exception: when the contestant is competing in the other arena, then they will be rolled down to the bottom of the list of contestants.
6. Contestant does not make an honest effort when competing in the arena.
7. Having any association with alcoholic beverages, narcotic or other non-medical drugs while in attendance at a TRC rodeo function.
8. Rowdiness, quarreling, swearing, or fighting in the actual domain of the arena or any place on the grounds during the rodeo.
9. Contestants will be disqualified for vandalism and will be financially responsible for any damages incurred.
10. Cheating or attempting to cheat.
11. If the horse falls (all four feet are off the ground) or the contestant leaves the horse, they will be disqualified in that event.
12. Any contestant or parent attempting to fix, threaten, bribe, influence, harass, or coerce the judges.
13. Contestants will be disqualified for being in a pen with the livestock at any time

- except when accompanied by the Event Director or judge.
14. Contestant will be notified as soon as possible by the person or persons disqualifying the contestant.
 15. Hitting the horse with the flag in the flag races.

STANDARDS FOR JUDGES, DIRECTORS, TIMERS AND SECRETARIES

Event Director:

1. Purpose of the Event Director is to assure that the rodeo is conducted in accordance with the TRC rulebook to the best interest of the contestants.
2. Any undesirable conditions will be ruled on by the Event Director.

Timers:

1. Timers must work from the same position in all performances of that go-round.
2. Management must position timers at a place that will facilitate good communication with the Event Director, judges, and announcers.
3. The timers who time the first performance of an event, must time that event for the duration of the go-round, except for sickness or injury.

Judges:

1. Judges must read and be knowledgeable of the TRC rulebook.
2. No barrier or field flag judge may be changed during the course of a go-round, except for sickness or injury.
3. The decision of the judge, flag person or timer is final, and no protest by contestant will be permitted, except through the Event Director. See General Rule #4.
4. A judge shall conduct himself/herself in a manner fitting and proper for one afforded the honor of officiating at any TRC contest.
5. Any misconduct on the part of the judge at any TRC rodeo, such as drinking, use of abusive language, favoritism to, or discrimination against, either an individual or horse performing in the contest, or any misconduct unbecoming to one in his/her position, will make him/her subject to a complete and impartial hearing of the cause of the complaint before the appropriate directors.
6. Judges and Event Directors must wear western attire, hat optional.

Events

Two timers will be used for each open event. One timer may be used for ribbon events. The timers will operate digital watches and record the average time, which is shown thereon. These two timers will operate from the flag person's signal. In the events that an electric timer may be used the following rules apply:

1. A complete electric eye timer, plus one extra timing clock or stop watch to be operated manually is used.
2. Read out box times must be read and recorded by official timer. One timer will record the times that appear on the electric eye controlled read out. Additional timer

will operate the backup manual clocks or stop watches and will record the time shown thereon. They will operate from the flag person's signals and record the times in 100's.

3. If the electric timer fails to work for more than one half of the contestants, the back up (manual) times will be the official times for all contestants.

DUMMY ROPING (Ribbon Event)

1. Disqualification: A roper's name will be called three (3) times. If after three (3) calls the roper is not on the barrier (foul) line and ready to rope, he/she will be disqualified from the competition.
2. Barrier (Foul) Line: The foul line will begin at the rear of the dummy steer. The line will move back one (1) foot each round.
3. Throws: Each contestant will be given two (2) throws the first round and one (1) throw for each following round. Contestants that make a legal catch will move on to the next round. Contestants that fail to make a legal catch will be eliminated.
4. Foul: Stepping over or on the barrier (foul) line before the try is completed, will be considered a missed try.
5. Legal catches: There will be only three (3) legal catches: around the horns, half head, and around the neck. "Fishing" is allowed; the roper has five (5) seconds from the time the rope is thrown to complete the catch or it will be considered a missed attempt. Fishing is defined as not immediately pulling the slack after the throw of the rope. The judge's decision will be final.
6. Illegal catches: A catch when the rope is not in contact with any part of the steer head is considered an illegal catch.
7. Winner: Rounds will continue, and the foul line will be moved back until all but the final contestant is eliminated. The final contestant will be the winner.

GOAT TAIL TYING (7 and under)

1. Time will start when the horse's nose crosses the starting line.
2. Contestant will provide his or her own string/ribbon to be used to tie on the goat's tail.
3. The contestant HAS to tie the knot once they get to the goat. They cannot start with a loop already made in the string and then just slip it over the tail. Contestant will be disqualified if the string is pre-tied.
4. Time will stop after completion of the tie and they have raised their arms.
5. Contestant must move back three (3) feet from the goat before the judge will start the three-second time limit on the tie.
6. The goat will be held for this event.
7. No rerun will be given due to faulty or broken equipment furnished by the contestant.
8. Contestants may not participate in the goat tail tying and open goat tying during the same rodeo performance.

GOAT TYING (OPEN)

1. There will be a one-minute time limit.
2. Male contestants must use a pigging string.
3. Female contestants must use a leather or nylon thong.
4. All boys will run together and all girls will be run together, alternating at each rodeo. A new goat will be used after the boys or girls have completed their runs.
5. Time will start when the horse's nose crosses the starting line.
6. The goat will not be held for the contestants. The goat is released when the horse crosses the starting line.
7. Judges, goat handlers, etc. must stand directly behind the goat in order to give the contestant dismounting from either right or left an equal opportunity.
8. The goat should be tied to a stake with a rope ten feet in length.
9. Stake should be completely under the ground so that no part of it is visible above ground.
10. The contestant must throw the goat by hand. If the goat is down when the contestant reaches it, the goat must be stood on at least three feet (goat must be elevated by contestant so that at least 3 feet must be dangling straight underneath goat, and the goat must be re-thrown) and then cross and tie any three legs together.
11. Legs must remain crossed and secure for 6 seconds after completion of the tie.
12. To qualify as a legal tie, there will be one or more wraps, and half hitch, hooey, or knot.
13. Time will stop when the contestant signals the completion of the tie by raising his/her hands up.
14. The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time limit on the tie.
15. No winding of goats! The contestant must not do anything that will knock the wind out of the goat. (i.e. throwing the goat to the ground with sufficient force to knock the wind out of the goat, etc.) Doing this will result in a disqualification.

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. The tie will be passed on by a field judge. If it is not secure for six seconds, the contestant will receive a no time.
4. Contestant will receive a no time for touching the goat or tie string after signaling he/she is finished. (The contestant must stand up without touching the goat.)
5. If the contestant's horse runs over the goat, or rope, there will be a 10 second penalty.
6. If the goat should break away because of the fault of the horse while the contestant is mounted, he/she will receive a no time. A contestant is still mounted until both feet are on the ground.

BREAKAWAY ROPING

1. A barrier will be used if it is available.
2. Rope must pass over the nose, then "catch as catch can."
3. The time stops when the rope breaks away from the saddle horn by the animal. The rope cannot be broken by the contestant. If the contestant breaks the rope, then he/she will receive a no time.
4. Contestant has to have a flag on their rope at the tie on point.
5. String will be provided at the chute. Rope must be tied to the horn with a string and may not be run through bridle, tie down, neck rope, or any other device.
6. Rope must be released from contestant's hand to be a legal catch.
7. Only one loop per run.
8. This event will be conducted with an open catch pen.
9. Only one run per contestant.
10. Contestants must run from the heading box due to facility restrictions.
11. In the event we rope horned cattle for breakaway roping, defer to team roping rules for a legal head catch.

BARREL RACING

1. Participation in the barrel race is open to both girls and boys.
2. The horse's nose will be timed as it crosses the starting line and finish line.
3. Cloverleaf pattern is the only approved pattern in this event.
4. Touching a barrel is permitted by horse or contestant.
5. The contestant may start on either the right or the left barrel.
6. The contestant/horse cannot make more than three (3) turns, or break their forward motion to retrace their tracks to finish the pattern and/or pass the plane of the barrel on the off side or they will receive a no time.
7. The contestants must run the pattern on their own. For the ribbon contestants, a coach will be permitted in the arena to coach and/or lead the contestant.
8. During a barrel racing event, the area around the barrel will be raked at regular intervals as Event Director deems necessary.

Scoring and Penalties

1. Timed event judge will not flag contestant out until time is recorded.
2. Knocking over a barrel is a five second penalty, per barrel.
3. Not following the cloverleaf pattern will receive a no time.
4. If a barrel is knocked down and comes back up, it is counted as a knocked down barrel, with a 5 second penalty. See general rule #27.
5. If a horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive a no time.
6. No rerun will be given due to faulty or broken equipment furnished by the contestant.

POLE BENDING

1. The horse's nose will be timed as it crosses the starting line and finish line.
2. Pole bending pattern is the only approved pattern in this event. It must be run around six (6) poles.
3. Touching a pole is permitted by horse or contestant.
4. The contestant may start on either the right or the left side of the poles and then run the pattern accordingly.
5. Poles must be in a straight line and be 21 feet apart.
6. The contestant/horse cannot break their forward motion to retrace their tracks to finish a pattern or pass the plane of a pole on the off side or it will be considered a broken pattern and they will receive a no time. 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. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.
7. During the pole bending, the area around the end poles will be raked at regular intervals as deemed necessary by the Event Director.

Scoring and Penalties

1. Timed event judge will not flag contestant until time is recorded.
2. Knocking over a pole is a five (5) second penalty per pole.
3. If a pole is knocked down and comes back up, it is counted as a knocked down pole, with a five (5) second penalty. See general rule #27.
4. Not following the pole-bending pattern will receive a no time.
5. If a horse re-crossed the starting line at any time before the pattern is completed, pattern will be considered broken and the run will receive a no time.
6. No rerun will be given due to faulty or broken equipment furnished by contestant.

TEAM ROPING

1. Header will start in box. The designated header must throw first loop at head. Animal belongs to contestant when he/she calls for him, regardless of what happens, except in cases of mechanical failure.
2. Each contestant will be allowed to carry one rope only. Roping steers without turning loose of the loop will be considered a no catch. Roper must dally to stop steer. Dropped loop will be considered thrown loop. No tied on ropes allowed.
3. Time will be taken when heeler catches and stops the steer, with the head in control.
4. Broken rope or dropped rope will be considered no time regardless of whether time has been taken or not. Flagger may ask ropers to hold dallies until catches are inspected. Any questions as to catches in this contest will be decided by the judges. Illegal catches may not be taken off by hand by either roper.
5. There will be only three legal head catches: head or both horns; half head; around the neck.

6. If hondo passes over one horn and the loop over the other, catch is illegal.
7. Any heel catch behind both shoulders is legal if rope goes up heels.
8. Catching one hind foot receives a five (5) second penalty
9. If loop crosses itself in a head catch, it is illegal (no figure 8). This does not include heel catches.
10. If a front leg is in the head catch at the time of the flag in the team roping, it is an automatic no time.
11. If horse or person appears to pose an unsafe situation to him or herself, or others, the judge may request the contestant cannot enter until the situation has been corrected.
12. Closed catch pen will be used.
13. Each contestant may earn points for one head run and one heel run. Points must be designated prior to entries closing. Each team roping run must contain at least one point earning participant or it will not be allowed.
14. Sixty (60) second closed catch pen excluding penalties.
15. Three (3) loops will be permitted.

RIBBON FLAG RACE

1. Both boys and girls may participate in the ribbon flag race.
2. The horse's nose will be timed as it crosses the starting line.
3. The contestant will start with a flag in hand, ride to the first barrel and place the flag in the bucket, then ride to the second barrel and retrieve the flag from the bucket and return to the starting line.
4. Contestant may use any pattern they want to go.
5. The horse's nose will be flagged as it crosses the starting line to stop time.

No time:

1. If the flag does not stick in the bucket.
2. If flag is dropped.
3. If barrel or bucket is knocked over.
4. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken.
5. Hitting the horse with the flag.

OPEN FLAG RACE

1. Both boys and girls may participate in the open flag race.
2. There will be two barrels placed 30 yards from the starting line, 25 feet apart, parallel to the starting line.
3. The contestant will start with a flag in hand, ride to the first barrel and place the flag in the bucket, then ride to the second barrel and retrieve the flag from the bucket and return to the starting line.
4. The contestant may start from either the right or left barrel, but must let the Event Director know so that the flag is placed in the proper bucket.
5. The contestant must travel in a continuous circle in the same direction throughout

the pattern.

6. The horse's nose will be flagged as it crosses the starting line to start the time.
7. The horse's nose will be flagged as it crosses the starting line to stop the time.

No time:

1. If the flag does not stick in the bucket.
2. If flag is dropped.
3. If barrel or bucket is knocked over.
4. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken.
5. Hitting the horse with the flag.
6. If the horse eats oats from the bucket.
7. If the contestant does not move in a continuous circle in the same direction as detailed in the diagram on page 13.

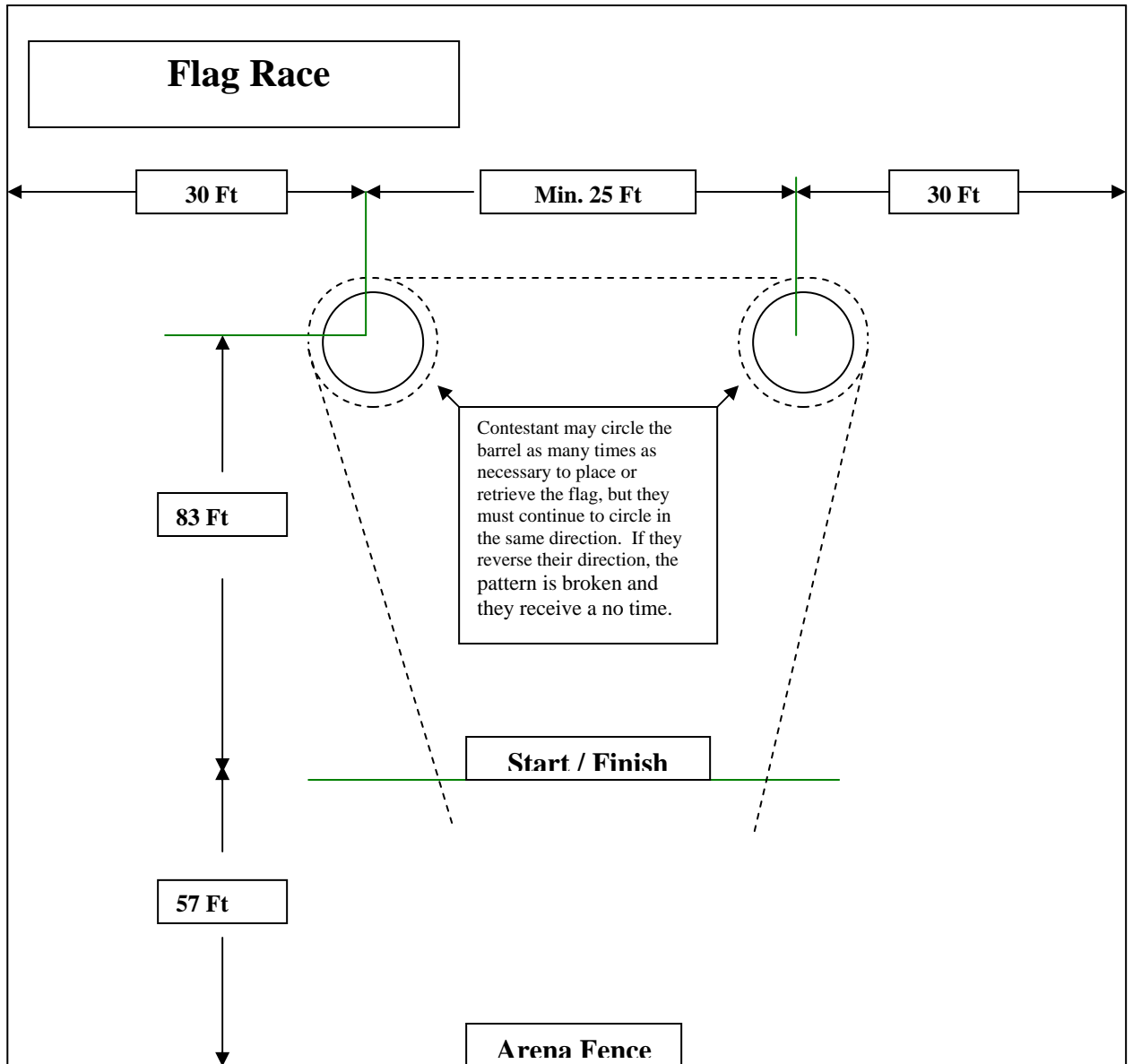
PAY OUT

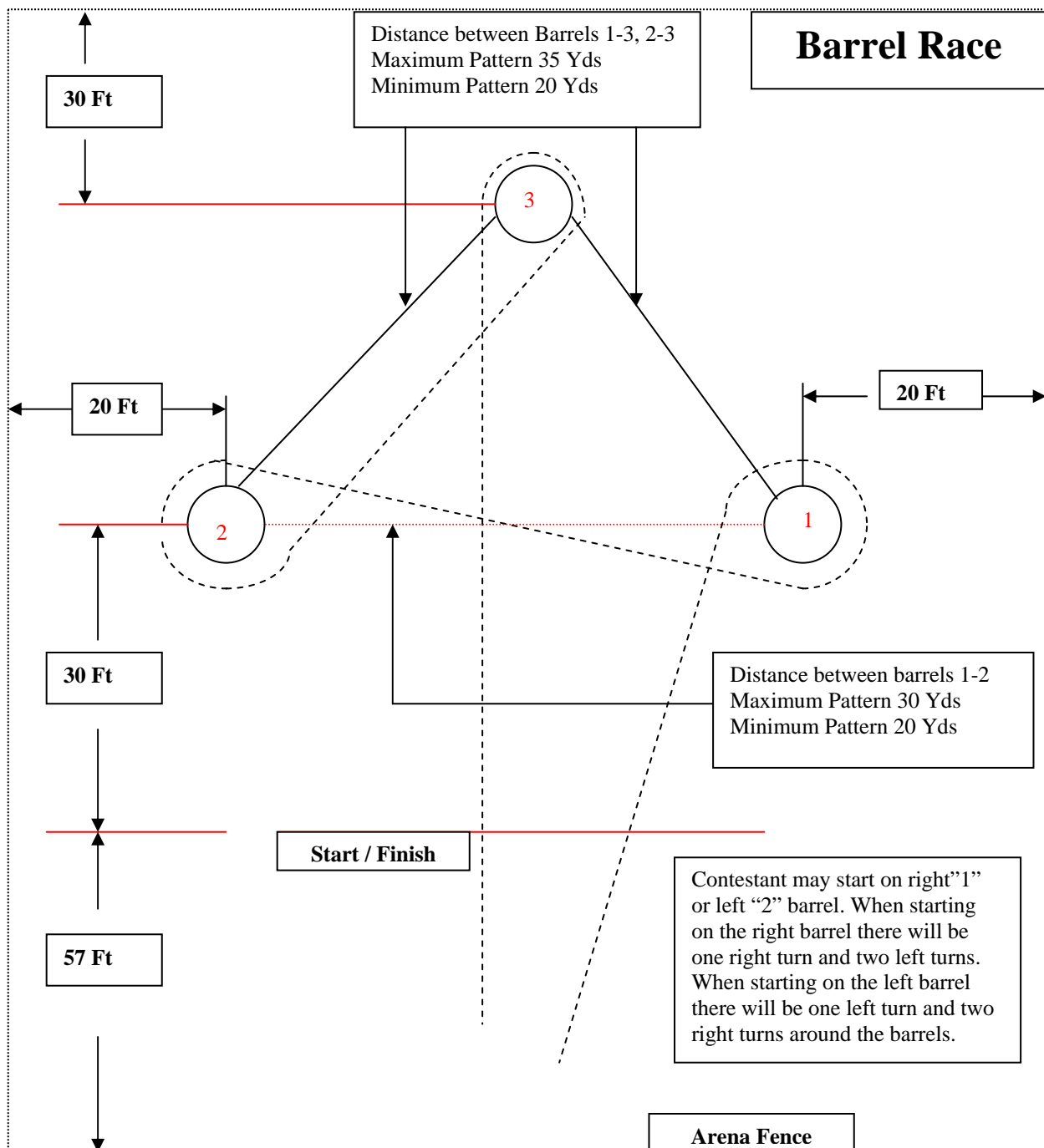
A modified 2D, 3D or 4D format will be used based on the number of participants in each event. The number of qualified times for the evening will be divided by two, three, or four. All no-times will be eliminated. Any odd numbers will be placed in upper brackets. The monies will also be divided by two, three, or four. The monies will then be paid out as follows.

<u>Pay out Schedule</u>		
Places paid	Entries	Pay out
1	2	100%
2	3-5	60/40
3	6-9	50/30/20
4	10-15	40/30/20/10
5	16-20	33/27/20/13/7
6	21-25	29/24/19/14/9/5
7	25-30	25/21/18/14/11/7/4
8	31-35	22/19/16/14/11/9/7/5
9	36-40	20/18/15/13/11/9/7/5/2
10	40++	19/17/15/13/11/9/7/5/3/1

Points will be given to the contestant that he/she has earned. There will be no rolled down points. Points from the goat tail tying event will not count toward the all around .

1 st place -----	5 points
2 nd place -----	4 points
3 rd place-----	3 points
4 th place -----	2 points
5 th place-----	1 point





Pole Bending Pattern

