RULE BOOK

A.1.0 ONLINE ENTRY, SECRETARY, AND RODEO OFFICE

Entries will be done online only. All entries will open Sunday at 7:00am MST, the week of the rodeo, and close on Tuesday at 7:00pm MST. All entries will be paid online. Release of Liability, Medical Consent and Image Release must be signed on valleyviewrodeo.com before you are allowed to compete.

Limits on performance entries are as follows:

- Ranch Bronc – 8 to 10
- Bareback – 10
- Saddle Bronc – 10
- Bull Riding – 10
- Team Roping – 10 to 12
- Barrel Racing – 10 to 12
- Breakaway Roping – 10 to 12
- Rookie Bull Riding – 8
- Rookie Bareback – 8
- Rookie Saddle Bronc – 8
- Jr Barrel – 6
- Jr Steer Riding – 8

A.1.1 NO SLACK LIMIT. There will be no limit to how many contestants enter slack. Slack will consist of Barrels, Jr. Barrels, Breakaway and Team Roping. ONCE PERFORMANCE IS FULL, OVERFLOW WILL COMPETE IN SLACK BEFORE PERFORMANCE.

A contestant turning out or a no show in any event without a vet release or medical release will NOT be refunded their entry fee. This entry fee will go into the finals added money.

If you have been drawn for performance and would like a slack position instead or if you have drawn a slack position and would like a performance position instead, you may work directly with the contestant you would like to swap with to come to an agreement. However, you both must contact a Valley View Rodeo secretary at 406-285-4411 ext. 109. Your position swap will not be honored if both contestants haven't spoken to a Valley View Rodeo secretary to confirm the position swap. Swaps must be completed by the day before the rodeo.

If you have any questions, please contact Valley View Rodeo secretaries at 406-285-4411 ext. 109.

A.1.1 CALL BACKS AND TURN OUT FEES. Call backs are on Wednesday's 7:00am to 12:00pm. You must call the Valley View Rodeo secretary at 406-285-4411 ext. 109. There will be a $50 turn out fee to any competitor who fails to withdraw from the rodeo by noon on Wednesday. Fees must be paid before you can compete at another Valley View Rodeo.

A.2.0 POINT AWARDS AND PAYOUT, PRIZE LINE QUALIFICATIONS, NRA DATES

A.2.1 Valley View Rodeo will be using a point system. The point award system has been established for the purposed of determining the champion cowboy/cowgirl at the end of the rodeo season, and the most points accumulated in any one or more events will determine the two Top Point Earner Champions at the end of the rodeo season.

A.2.2 The point system will run as follows: No times and No score will not receive any points.

A.2.3 Valley View Rodeo Point System:

1st Place = 10pts

2nd Place = 9pts

3rd Place = 8pts

4th Place = 7pts

5th Place = 6pts

6th Place = 5pts

7th Place = 4pts

8th Place = 3pts

9th Place = 2pts

10th Place = 1pt

11th Place and below/No score/No time = 0pts

A.2.4 Valley View Rodeo will co-host one, two-day rodeo with the Northern Rodeo Association in the 2026 series, June 25-26. To compete in the following events during NRA sanctioned rodeos: Bareback, Saddle Bronc, Bulls, Team Roping, Breakaway, Barrel Racing, Steer Wrestling, Tie Down Roping and Junior Breakaway – competitors must abide by all NRA regulations and will enter above mentioned rodeo with the Northern Rodeo Association, not Valley View Rodeo. Please visit www.northernrodeo.com for contestant entry details, added money and regulations. Locals within 50 miles of Bozeman may enter a NRA rodeo one time before having to purchase a NRA permit or card to compete.

A.2.5 Rookie Bareback, Rookie Saddle Bronc, Rookie Bulls, Ranch Bronc and Jr Steer Riding will be handled "in house" during the NRA rodeo on June 25-26 and contestants must sign up with Valley View Rodeo at www.valleyviewrodeo.com or by calling our rodeo secretary at 406-285-4411 during the entry timeframe. Contestants competing in Rookie Bareback, Rookie Saddle Bronc, Rookie Bulls, Ranch Bronc and Jr Steer on June 25-26 DO NOT need an NRA permit or card as those events will be governed by Valley View Rodeo and not the Northern Rodeo Association.

A.2.6 All points earned at NRA rodeos will NOT BE transferred to Valley View Open Series standings. Those competing in NRA events and/or the "in house" events on June 25-26 will not accrue points toward the open series standings.

A.2.7 Payouts will be a 75/25 split after an office fee of $15 ($10 office and $5 arena/stock) is deducted from the entry fee.

A.2.8 OPEN FINALS – AUGUST 27th, 2026: The 2026 series finals will be an open rodeo, NOT a short go, and all are welcome to compete.

A.2.9 PRIZE LINE QUALIFICATIONS: To qualify for the series prize line which will be awarded after the Finals on August 27th, you must compete in at least three (3) Valley View Rodeos. The NRA rodeo held on June 25th and June 26th DO NOT count toward your attendance qualification. *The top cowboy point earner and the top cowgirl point earner will win the Top Point Earner prize saddles.* ~~Junior and rookie events do not qualify for the top point earner saddles.~~ *Amended 8/26/26*

A.3.0 TIE BREAKER: In the event of a tie the buckle goes to the competitor who rode in the most number of Valley View Rodeos. In the event of a further tie the buckle goes to the highest average score. In the event of a further tie the longest ride/fastest timed event score of the event wins.

B.1.0 RULES OF COMPETITION

The following is a list of offenses that will result in disqualification.

- Refusing to contest on an animal drawn for contestant.
- Not being ready to compete when called upon.
- Cheating or attempting to cheat.
- Changing or attempting to change a position in the rodeo without approval and action of the Valley View Rodeo secretaries.
- Each contestant must wear a western hat, western boots, long sleeve collared shirt, and jeans.

B.1.2 There will be NO warming up horses in the main rodeo arena. Contestants are welcome to use either of the two designated warm up arenas located on the north side of the arena, behind the chutes and pens.

B.1.3 Absolutely NO foul language or gestures towards stock, judges or Valley View employees will be tolerated. Contestant will receive a warning for first offense. Second offense will result in a $100 fine. Third offense will result in contestant not being able to compete in Valley View Rodeo's.

B.1.4 Absolutely NO abuse towards any animal, including but not limited to rodeo stock, personal horses, etc. will be tolerated. First offense, the guilty party will receive a fine of $250 and will no longer be able to compete in Valley View Rodeos.

C.1.0 GENERAL RIDING EVENT RULES

C.1.1 Rider and animal are marked separately with the ride marked according to how much the rider spurs the animal. Figures used in marking the riding events shall range from one (1) to twenty-five (25) on both bucking animal and rider on each side, and use the full spread. In riding events judges will stay with the foot or side he starts with until the end of the go-around, then they must switch sides for each go-around.

C.1.2 To qualify, when a horse makes his initial move out of the chute gate, rider must have spurs over the break of the shoulders and touching the horse when the horse's front feet hits the ground out of the chute. When a horse backs out of a chute, the starting rule shall be waived.

C.1.3 Time on bucking stock starts when animal's inside shoulder breaks the plane of the chute and shall be timed for eight (8) seconds.

C.1.4 If a horse stalls coming out of the chute, either judge shall tell rider to take his feet out of the horse's neck and first jump qualifications will then be waived. Rider shall be disqualified for not following judge's 58 instructions to take feet from neck of horse stalled in the chute.

C.1.5 If a rider makes a qualified ride with any part of his buck rein, bareback rigging or bull rope in his riding hand, he is to be marked.

C.1.6 One arm must be free of animal and equipment at all times, but contestant may use his free hand against any foreign objects (pickup men, fences, etc.) that obstruct his ride.

C.1.7 Judges may disqualify contestant who has been advised he is next to go if he is not above the animal with his glove on, if used, when previous animal leaves the arena.

C.1.8 Contestants will have the right to call judges to pass on whether or not animal is properly flanked and cinched.

C.1.9 Contestants may pull riggings, bull ropes, and cinch saddles from either side in all riding events, middle flank belonging to bronc rider.

C.1.10 Judges are to carry a bright colored flag to indicate disqualification in the rough stock events at all NRA approved rodeos.

C.1.11 In the rough stock events at all rodeos, one judge will carry a stop watch to verify the length of the qualified ride.

C.1.12 A contestant is responsible for his own equipment, If saddle, halter, rein, rigging, or bull rope comes off or breaks during ride, rider shall not be given a re-ride. Borrowed equipment is considered as contestant's own.

C.1.13 Standard electric prods shall not be used until animal turns his head out of the chute unless requested by contestant.

C.2.0 RE-RIDES

C.2.1 Re-rides may be given only when stock fails to break, STOPS, or fouls the rider, or at the judges' discretion if the stock backs out of the chute or if the flank breaks or comes off. Contestants shall not influence the judges by asking for a re-ride at any time. Contestants must immediately accept or decline re-ride option.

C.2.2 If animal fails to break, stops or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have re-ride drawn. If rider takes same animal back he must take that marking unless he is fouled. If animal stops, contestant must only qualify up to the point of stop to receive a re-ride.

C.2.3 If, in the opinion of the judges, a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, he may have a re-ride drawn for him.

C.2.4 Riders who are knocked off at chute or when animal falls out of chute, or the rider is fouled, the rider will be entitled to a re-ride at the discretion of the judge.

C.2.5 If flank comes off, a re-ride may be given at the discretion of the judges and on the same animal at the discretion of the stock contractor, provided contestant has made a qualified ride up to the point of the flank coming off.

C.2.6 If bucking horse or bull comes in contact with the pickup men or any horse in the arena during his competition, the rider shall have the option of a re-ride, if qualified ride is made up until the infraction.

C.2.7 If, in the opinion of the judges, an animal deliberately throws himself, the rider may have that animal again or he may have an animal drawn for him from the re-rides at the discretion of the stock contractor. He must take the marking if he takes the same animal again.

C.2.8 If, in the opinion of the judges, a rider is fouled at the gate, at the judge's discretion a re-ride may be given or the spurring out rule may be waived, providing the contestant declares himself.

C.2.9 Judges must offer re-ride before the next contestant competes. Contestant must immediately accept or decline re-ride option.

C.2.10 If animal backs out of the chute, mark out rule will be waived with option of re-ride at judges' discretion provided contestant has made a qualified ride.

C.2.11 If bull hips himself which causes a change in direction or causes bull rider to buck off or slap bull reride may be given at judges' discretion, however, if bull rider continues on no re-ride will be given.

C.3.0 BAREBACK BRONC RIDING RULES

C.3.1 Riding is to be done with one-hand rigging. Riders may use their own rigging if rigging is not over ten inches in width at hand hold and not over six-inch "D" ring, or not a freak. Judges to decide on all riggings.

C.3.2 Stock contractors will have the right to have judges pass on whether riggings are objectionable.

C.3.3 Bareback riding shall be timed for eight (8) seconds, which time shall start when the animal's inside shoulder breaks the plane of the chute.

C.3.4 Any of the following offenses will disqualify a rider: a. Riding with locked rowels or rowels too sharp in the opinion of the judges. b. Being bucked off. c. Touching animal with free hand. d. Being unable to free his hand from the rigging at any point after a disqualification or expiration of the ride, upon judges' discretion.

C.3.5 There will be no tape or any other adhesive material or substance other than dry resin used on rigging or on rider's glove, which will be a plain glove with no flaps, rolls, wedges, welds or gimmicks. Rider may not take any kind of finger tuck or finger wrap. Violator shall be disqualified and subject to fine. A palm piece will be allowed but must extend from the base of the fingers up the palm at least 2 inches. Benzoid on the glove is allowed. Judge may require rider to take his hand out of the rigging after the horse is cinched.

C.3.6 Rigging must lie flat on horse's back while rigging is being cinched. Stock contractor may call judge to pass on whether rigging is being set and/or cinched in a way that might hurt horse's back. No rigging may have metal, fiberglass or other objectionable material protruding underneath rigging.

C.3.7 Pads used under riggings shall be covered on both sides. If they are hair pads they must be at least 1 inch thick, and if a foam pad, at least 1-1/4 inches thick. Pads will extend from front of rig to at least 2 inches behind rigging and must be at least 14 inches wide.

C.3.8 Cinches on bareback riggings shall be made of Mohair and shall be at least five inches wide

C.4.0 SADDLE BRONC RIDING RULES

C.4.1 Riding is to be done with plain halter, one rope rein and committee saddle. Contestants are permitted to use own committee saddles if they follow specifications listed below.

C.4.2 Standard halter must be used unless agreement is made by both contestant and stock contractor. R.7.3 Stock contractors may furnish their own halters 63 and contestants must use them, subject to

approval of judges on fitness of halters. Contestant halters may be used subject to the approval of the judges.

C.4.3 Riding rein and hand must be on same side. Rein may be place anywhere on halter on that same side. Saddles shall not be set too far ahead on horse's withers. Either stock contractor or contestant has the right to call the judges to pass on whether or not horse is properly saddled and flanked to buck its best. Middle flank belongs to rider but contractor may have rider put flank behind curve of horse's belly. R.7.5 Saddle Bronc Riding shall be timed for eight (8) seconds which time shall start when the animal's inside shoulder breaks the plane of the chute.

C.4.4 Any of the following offenses shall disqualify a rider: a. Being bucked off. b. Changing hand on a rein. c. Wrapping rein around hand. d. Pulling leather. e. Losing stirrup. f. Touching animal or saddle or rein with free hand. g. Riding with lock rowels, or rowels that will lock on spurs. h. Dry resin may be used on chaps and saddle. Anyone using any foreign substance shall be disqualified and also be subject to fine. (Judges will examine clothing, saddle, rein and spurs).

C.4.5 THE FOLLOWING ARE CONTEST SADDLE SPECIFICATIONS a) Rigging: 3/4 double-front edge of dee ring must pull not further back than directly below center of point of swell. Standard E-Z or ring type saddle dee must be used and cannot exceed 5-3/4 inches outside width measurement. b) Swell undercut: Not more than two inches - one inch on each side. c) Gullet: not less than four inches wide at center of fork of covered saddle. 64 d) Tree: saddles must be built on standard tree. Specifications: Fork - 14" wide Height - 9" maximum Gullet - 5-3/4 wide Cantle - 5" maximum height, 14" maximum width. e) Stirrup leathers must be hung over bars. f) Saddle should conform to the above measurements with a reasonable added thickness for leather covering. g) No freaks allowed. h) Cinches for bronc saddles shall be made of Mohair and shall be at least five inches wide.

C.5.0 BULL RIDING RULES

C.5.1 Riding is to be done with one hand and loose rope, with or without handhold, no knots or hitches. Rope must have bell.

C.5.2 A bull ride shall be timed for eight (8) seconds, which time shall start when the animal's inside shoulder breaks the plane of the chute.

C.5.3 Contestant will have the right to call judges to pass on whether or not animal is properly flanked and cinched. Bell must be under belly of animal.

C.5.4 No more than two men shall be on chute to pull contestant's rope. 65 R.8.5 Hooks, rings or posts shall not be used on bull ropes. R.8.6 Head fighting animals, having bad horns must be dehorned or kept out of the draw.

C.5.5 No animal may be put in the draw until his horns have been cut back a reasonable distance.

C.5.6 Rider will be disqualified for any of the following offenses: a. Being bucked off. b. Touching animal with free hand. c. Using sharp spurs or placing spurs or chaps under the rope when rope is being tightened.

C.6.0 RANCH BRONC RULES

C.6.1 Using a standard stock saddle, slick-fork saddle, or slick-fork saddle with bucking rolls. Stirrup leathers must be standard leathers. Saddle blankets or pads should not be used. Saddles should have full or 7/8 double rigging, no centering or 5/8 or 3/4 rigging allowed.

C.6.2 Saddles will be inspected before unsaddling in the stripping chute. Violations will result in immediate disqualification in the ranch bronc riding.

- Bucking rolls, sack or saddle blanket rolled up and tied across the fork is allowed. Riders can hold horn, cantle, night latch (rope or safety strap tied through saddle gullet to help the rider hold on), or rope strap.
- No spur-out required and loss of stirrup is allowed.
- No hobbling of stirrups (tying stirrups together under the belly of the horse) or binds on stirrup leathers (tying stirrup leathers to cinch and off-side billet).
- No “chapping” a horse at the gate (throwing or slapping a pair of chaps or raincoat at the horse).

C.7.0 STEER RIDING

C.7.1 Age limit for this event is 14 years and under as of January 1st of the contesting year.

C.7.2 For safety, they use protective vests and helmets with a face mask that resemble those worn by hockey goalies. Valley View Rodeo will not provide safety equipment.

C.7.3 Events are usually broken down by age brackets. Parental permission is required for their children to compete, and they must sign a liability waiver. It is possible for competitors to be seriously injured in the event.

C.7.4 Rider can ride in a western saddle, bronc saddle, bareback rigging, and bull rope. Valley View Rodeo is not responsible for providing ropes but riders may use Valley View Rodeo ropes if they are available.

D.1.0 TIMED EVENT RULES

D.2.0 ELECTRIC EYE BARRIERS, ROPE BARRIERS AND SCORELINE

D.2.1 The arena director is responsible to change electric eye batteries or barrier string whenever it may have been weakened, or on request of next contestant. A 10-second penalty will be added for breaking or beating the barrier. Broken barriers will be recorded by arena judge and turned in with his books to the rodeo secretary.

D.2.2 If, in the judge's opinion, the barrier fails to work properly (malfunction), the judges will make the decision on breaking the barrier or getting out. Judges' decision to be made immediately and decision final.

D.2.3 If the barrier starts or breaks early and the contestant declares without pursuit, the contestant will receive animal back.

D.2.4 If barrier flag man is used, animal is to be flagged when crossing starting, or deadline, in front of flag with same. Slide will be used on automatic barrier neck ropes.

D.2.5 There will be a 30-second time limit in the tie-down roping, steer wrestling and team roping. R.9.2 If time has been called for and catch or run is considered illegal, it will be considered a No Time.

D.2.6 All changes in lists or roping order to split horses, etc., must be made before any stock for that event is loaded in chutes. After stock is loaded, ropers must rope in order listed.

D.2.7 In any timed event if an animal escapes from the arena, flag will be dropped and watches stopped. Contestants will get animal back with lap and tap start, 67 and time already spent will be added to time used in qualifying. If time is not recorded, the decision of the flag judge shall be final.

D.2.8 The decisions of any judges, flagmen or timers will be final and no protests by contestants will be permitted.

D.2.9 No contestant may talk to a judge or timer in any way while an event is going on. Questions may be addressed to the judge no sooner that at the end of the event for that performance.

D.2.10 Cattle may be lined only to the scoreline.

D 2.11 There shall be two or more timers, a field flag judge and barrier judge. Time to be taken between the two flags.

D 2.12 Field Flagger: Judges flagging an event must position themselves whenever possible:

- In Team Roping: On the headers side of the arena
- In Breakaway roping: Three fourths of the way down the arena from the right-hand side of the arena as viewed from the box.

D 2.13 A barrier judge is allowed to compete in the timed events if he finds some responsible member to watch the line in that event he/she is competing in.

D.3.0 BARRIER

D.3.1 Scoreline will be set as follows Team Roping - Breakaway Roping - Governed by type of cattle roped. Scoreline will be set according to arena and box length and conditions.

D.3.2 Barrier equipment must be inspected by the Arena Director before rodeo. If equipment is faulty, it must be replaced. Should barrier break at any point other than the designated breaking point, contestant must take stock over. If contestant obviously beats the barrier, or barrier rope is broken and string unbroken, barrier judge may assess a 10 second penalty.

D.3.3 In all timed events where neck rope is used, string shall be the only material used to tie neck rope.

D.3.4 In order for time to be official, barrier flag must operate. The barrier flag should be on a pole or barrier instead of the neck rope of timed event cattle.

D.3.5 If neck rope fails to work, but time is recorded, contestant or team will get time. Barrier penalty with be waived unless obviously beaten by contestant.

D.3.6 If in the opinion of the line judge a contestant is fouled by barrier and or neck rope. The contestant shall get another calf or steer providing the contestant declares him or herself immediately.

E.1.0 DRAWING ALL EVENT STOCK

E.1.1 All timed events, all rookie events and Ranch Bronc will be a chute draw. Bareback, Saddle Bronc and Bull Riding will be a draw done by the stock contractor and a team member of Valley View Rodeo.

F.1.0 DALLY TEAM ROPING RULES

F.1.1 Header will start from behind a barrier. There will be a ten second penalty assessed for breaking the barrier. If steer gets out of the arena, flag will be dropped and the roper gets the steer back lap and tap with the time added which was taken when the steer left the arena. Team roper behind barrier must throw first loop at head. Animal belongs to contestant when he calls for him regardless of what happens, except in cases of mechanical failure.

F.1.2 Each contestant will be allowed to carry one rope. Each team is allowed two throws in all. Roping steers without turning loose the loop will be considered no catch. Roper must dally to stop steer. Dropped loop will be considered thrown loop. No tied ropes allowed, except a heeler may tie on if he/she is over 50 years of age.

F.1.3 Time will be taken when steer is roped, both horses facing steer in line with ropes dallied and tight. 76 Steer must be standing up when roped by head or heels. Both horses must be standing with feet on ground and contestants mounted on horses when time is taken.

F.1.4 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 question as to catches in this contest will be decided by the judges. Illegal catches may not be taken off by hand by either roper.

F.1.5 If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his hands.

F.1.6 If the heeler ropes a front foot of feet in the heel loop, this is a foul catch. 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 flag judge drops his flag, time will be counted.

F.1.7 In case the field flag judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back lap and tap and five second penalty will be assessed for each loop already thrown.

F.1.8 Legal catches: there will be only three legal head catches: head or both horns; half a head; around the neck.

F.1.9 If hondo passes over one horn and the loop over the other, catch is illegal.

F.1.10 Any heel catch behind both shoulders is legal if rope goes up heels.

F.1.11 Catching one hind foot receives five-second penalty.

F.1.12 If loop crosses itself in a head catch it is illegal. This does not include heel catches.

F.1.13 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.

F.1.14 Crossfire or “shotgunning” is illegal. Steer’s body must be changed and moving forward in tow before the heel loop can be thrown. However, if the steer stops he must only be in forward tow for the heel loop to be legal. Any heel loop thrown in the switch will be 77 considered a crossfire. A crossfire is illegal.

F.1.15 Contestants can enter team roping only once per rodeo.

F.1.16 If a team roper’s partner doesn’t show up at the rodeo, the contestant may obtain a partner that is or isn’t already entered. Said new partner may pay an entry fee and sign the liability waiver, medical consent and image release at the rodeo office. If partner is already entered with another team that person will not receive points as the substitute. He/she can however collect a payout check for placing as a substitute.

F.1.17 During event, the Team that is up, the header will enter through the back of the box, while the heeler will come in through the arena. Only the team on deck are allowed in the arena, so as to keep the congestion down in the arena.

F.2.0 BREAKAWAY ROPING RULES

F.2.1 There will be a 20 second time limit with the gate closed.

F.2.2 There will be no reruns unless there is a barrier malfunction or flagging error.

F.2.3 Contestants will rope uniform muley cattle. Weight limit on muley cattle is a maximum of 400lbs

F.2.4 When roping muley cattle, the rope must pass over the animal's head and come tight on the legal area, which is a bell collar catch. Catching legs or a tail in the loop will be considered an illegal catch.

F.2.5 Ropes must be tied to the saddle horn with nylon string to be supplied by contestants or Valley View. Ropes must have a colorful cloth attached to them, no more than 6 inches from the horn. String must be broken by the animal or a No Time is assessed.

F.2.6 The judge will flag the contestant when the rope breaks away from the horn and time will be taken.

F.2.7 The contestant will receive a no time should she break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, un-dally the rope, and then stop her horse to make the rope break away.

F.2.8 All contestants are to follow their calf after receiving a time or no time and help get them out of the arena.

G.1.0 LADIES BARREL RACING RULES

G.1.1 The starting and finish line and the position for the barrels must be marked permanently for the entire rodeo. The contestant is allowed a running start. Time shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose reaches the finish line. The starting and finish line are the same. Brightly colored 55-gallon drums shall be used with both ends intact.

G.1.2 At a signal from the flag judge, the contestant will run to barrel number 1, pass to the left of it and complete an approximately 360 degree turn around it; then go to barrel number 2, pass to the right of it, and complete a slightly more than 360 degree turn around it; then go to barrel 3, pass to the right of it, and do another approximately 360 degree turn around it; and then sprint to the finish line between barrels 1 and 2. The barrel course may also be run to the left.

G.1.3 Contestants will be assessed a 5 second penalty for knocking over a barrel.

G.1.4 Contestants will be disqualified for not following the pattern or not being ready to contest when name is called. Name will be called once, if no show the contestants name will be called 2 more times and if no show, contestant will be disqualified. Touching the barrel is permitted.

G.1.5 Should barrel be knocked over and it sets up on opposite end, the 5 second penalty will be assessed, and barrel must be set back on mark.

G.1.6 If horse falls or similar incident occurs, the contestant cannot have a re-run.

G.1.7 Two or more contestants are allowed to ride the same hose in the same go round.

G.1.8 Contestants are only allowed to enter once per event per rodeo.

G.1.9 A re-run is permitted if someone or some animal interferes with the run. Re-runs to be approved by the director and flag judge.

G.1.10 All contestants shall enter the arena through one gate designated by the judge prior to the race. Any contestant entering the arena from any other gate will be disqualified.

G.1.11 In slack and Perf, ground throughout the barrel pattern must be worked, ground throughout the barrel pattern must be tractor raked at 5 or 6, conditions permitting. Immediately before and after the barrel race and after the equivalent number of contestants drawn for the largest performance. If Conditions are not ideal to get the tractor into the arena, then hand raking will commence.

G.1.12 All notified turnouts and releases received prior to the notified turn out deadline will be removed from the draw and the remaining contestants will move up. The secretary will post at the rodeo office the dew dragging positions with the notified turnouts and releases removed from the draw. In the performance if the committee drags half the number of contestants a rodeo is set up for (No more than 10 to 12 contestants) all notified turnouts received prior to the deadline will be removed from the draw and the remaining contestants will move up. The secretary will post at the rodeo office the dragging positions with the notified turnouts removed from the draw.

G.1.13 If the electric eye malfunctions and the rodeo is paid off in hand times, times used for payoff to be tenths.

G.1.14 All contestants shall run with a closed gate.

G.1.15 There will be no circling the horses in the arena. One spin or pivot in either direction is acceptable if gate is not centered with pattern.

G.1.16 There is to be only one contestant in the arena during the race. If you have another horse or person on foot accompanying you to the arena, they may not enter the arena with you.

G.1.17 No one is allowed to warm up in the main arena. There are 2 warm up arenas that can be used.

G.2.0 METHOD FOR MARKING BARRELS

G.2.1 Dig a hole around 1.5 ft deep, depending on type of ground. Place the end of the rope that has knots tied in the end or spike fastened to the end of it in the hole. Tamp the dirt in securely around it, leaving about one foot of rope out of the ground. The barrels will be set on the inside edge of the pattern on the stakes.

G.2.2 Prior to each performance the barrier judge is responsible for checking barrel markings and scoreline. Should for any reason the barrels not be placed on the marks or flagman not be in the correct place, things must be put in correct order and all contestants who ran incorrect course must rerun with no penalty.

G.2.3 Should a marker be gone and a tape measure be used to set up the barrel pattern, that is sufficient, and no rerun will be permitted.

G.2.4 Standard course shall be used wherever possible. The standard distances are as follows:

a. 90 feet between barrel one and two

b. 105 feet between barrel 1 and 3 and barrel 2 and 3.

c. 60 feet from barrels 1 and 2 to scoreline. Scoreline should be between 30 to 45 feet away from the fence.

G.3.0. ELECTRIC EYE TIMER FOR BARRELS

G.3.1 Equipment necessary: complete electric eye timer plus two stop watches to be operated manually. The electric eye timer must be backed by a judge with a flag, who will stand directly behind the timer post. Timers will record times that appear on the electric eye recording the times in hundredths. Timers will also record the hand times from stopwatch.

G.3.2 If the electric eye malfunctions for 50% of any one go round, then the flag times with stopwatches will be used for entire go round.

H.1.0 JUNIOR EVENTS

H.1.1 All contestants must be 14 years old and under by January 1st of the contesting year to compete in these events: Junior Barrel Racing and Junior Steer Riding.

H.2.0 JUNIOR BARREL RACING RULES

H.2.1 The starting and finish line and the position for the barrels must be marked permanently for the entire rodeo. The contestant is allowed a running start. Time shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose reaches the finish line. The starting and finish line are the same. Brightly colored 55-gallon drums shall be used with both ends intact.

H.2.2 This barrel course may also be run to the left. For example, the contestant will start to barrel number 2, turning to the left around this barrel, then to barrel number 1, turning to the right, and then to barrel number 3, turning again to the right, followed by the final sprint to the finish line between barrels 1 and 2.

H.2.3 Contestants will be assessed a five-second penalty for knocking over a barrel.

H.2.4 Contestants will be disqualified for not following the pattern, or not being ready to contest when name is called. Touching the barrel is permitted.

H.2.5 Should barrel be knocked over and it sets up on the opposite end, the five-second penalty will be assessed. Barrel must be set back on the mark.

H.2.6 If horse falls or similar incident occurs, the contestant cannot have a rerun.

H.2.7 A rerun is permitted if someone or some animal interferes with the run. Re-runs to be approved by the arena director.

H.2.8 All contestants shall enter the arena through one gate designated by the judge prior to the barrel race. Any contestant entering the arena through any other gate other than the one designated by the judge will be disqualified.

H.2.9 In slack, ground throughout the barrel pattern must be tractor raked at 3, conditions permitting. Immediately before and after the barrel race and after the equivalent number of contestants drawn for the largest performance. If conditions do not allow the tractor to enter the arena, then hand raking will commence.

H.2.10 In a performance ground throughout the barrel pattern must be tractor raked at 3, conditions permitting. Immediately before and after the barrel race and after the equivalent number of contestants drawn for the largest performance. If conditions do not allow the tractor to enter the arena, then hand raking will commence. In the performance if a committee drags half the number of contestants a rodeo is set up for (Not to be more than 6 contestants) all notified turnouts received prior to the deadline will be removed from the draw and the remaining contestants will move up. The secretary will post at the rodeo office the new dragging positions with notified turnouts removed from the draw.

H.2.11 If the electric eye malfunctions and the rodeo is paid off in hand times, times used for payoff to be tenths.

H.2.12 Standard courses should be used whenever possible. The standard distances for Junior Barrel Race are: a. 90 feet between barrel 1 and 2. b. 105 feet between barrel 1 and 3 and between 2 and 3. c. 60 feet from barrels 1 and 2 to scoreline. Scoreline should be 30 to 45 feet away from the fence.

H.2.13 The following shall be used in smaller arenas: a. The scoreline should be 30 to 45 feet away from the fence. b. Barrels 1 & 2 must be 18 feet from the sides of the arena. c. Barrel 3 must be 30 feet from the back of the arena but may not be over 105 feet between barrel 1 and 3, or 2 and 3. Ninety feet between barrels 1 and 2 is the farthest they may be apart.

H.2.14 All contestants should run with a closed gate.

H.2.15 There will be no circling horses in the arena. One spin or pivot in either direction is acceptable if gate is not centered with pattern.

H.2.16 All notified turnouts and releases received prior to the notified turn out deadline will be removed from the draw and the remaining contestants will move up. The secretary will post at the rodeo office the the new dragging positions with the notified turnouts and releases removed from draw.

I.1.0 ELECTRIC EYE TIMER

I.1.1 Equipment necessary: Complete electric eye timer plus two stop watches to be operated manually. Complete electric timer must be backed up by a flag judge who will stand directly behind one timer post in the arena. Timers will record the times that appear on the electric eye-controlled readout disregarding the thousandth and recording the times in hundredths. Timers will also record the average time from the hand-held stopwatches in hundredths, in the place so designated on the timers' sheet. Timers will also record the times from the stopwatches.

I.1.2 The timer posts in the arena will be placed on the permanently marked spots on the scoreline, a maximum distance of 140 (one hundred forty) feet apart. At no time will the electric eye be set inside the pattern of the first two barrels.

I.1.3 The hand time will be used in the event the electric eye malfunctions

I.1.4 When the electric eye is used, both flag times and electric eye times will be kept in crow's nest, secretary's book, and timers' sheet.

J.1.0 ROOKIE EVENTS

J.1.1. You may compete in rookie bareback, rookie saddle bronc, or rookie bull riding if you are 15 years of age or older by January 1st of the competing year. There is no age cap to compete in rookie events. It is at the discretion of the rodeo committee to move a competitor from rookie events to the open events. You may choose to compete in both rookie and open events. JI.1.2. Any rookie points earned by a competitor during the season will not transfer to the open event standings if the committee moves you up to open events during the season. Rookie points do not count toward the Top Point Earner points to qualify for the Top Point Earner saddles.