

Luzarrow Rodeo Productions

"Say When" Rodeo Series 2026

RULES



GENERAL STATEMENTS

1. The Luzarrow Rodeo Production company provides its own rules for rodeo contestants. The CPRA and NIRA rulebook will be consulted for circumstances not covered within these rules.
2. All contestants shall read and know the rules and by-laws for this rodeo series. Failure to know the rules will not be accepted as an excuse.
3. Discrimination of any kind against other contestants will not be permitted.
4. Honesty and Integrity IS the COWBOY WAY.

UNAPPROVED CONDUCT

Any contestant guilty of any of the below offenses will be subject to dismissal from the rodeo upon notification from staff of Luzarrow Rodeo Production company. We reserve the right to refuse entry to anyone for previous violations to these rules. Unapproved conduct includes:

1. Failure to abide by or disobedience to this rulebook.
2. Quarreling, fighting, or any unprofessional conduct in the arena, behind the gate, at the roping box or anywhere on the rodeo grounds property will receive a warning for the 1st offense and upon 2nd offense will result in disqualification and expulsion from the rodeo.
3. Attempting to fix, threaten, bribe, influence, or harass a judge, official secretary, rodeo staff member, contract labor, or facility staff will receive a warning for the 1st offense and upon 2nd offense will result in disqualification and expulsion from the rodeo.

HUMANE TREATMENT OF LIVESTOCK

1. No animal shall be beaten, mutilated, or cruelly prodded. Standard electric prods will be used as little as possible. The animal will only be touched with an electric prod on the hip or shoulder area. Animals for all events will be inspected before the draw. No sore, lame, sick, injured animals or animals with defective eyesight will be permitted in the draw at any time. Should an animal become sick or injured between the time it is drawn and the time of scheduled use in the competition, that animal will not be used in competition. Another animal will be drawn for that contestant as provided in the rulebook.

GRIEVANCE PROCEDURE

1. All complaints must be presented and are required to be handled through the proper channels

2. Judgment calls during competition may be addressed to the judge, but only immediately following the run in question and ONLY BY THE COMPETITOR. After contestant has left the arena, without addressing the judge/s, contestants automatically accept the call of the judge on that run.

3. NO PARENT OR ACCOMPANYING PARTY to competitor may start a grievance on behalf of a competitor. If this does happen, one warning will be given, then on second occurrence, subject may be asked to leave premises and could potentially disqualify competitor from said event.

4. Any grievance that is rodeo related can be turned into the rodeo secretary on the day of incident and it will be reviewed by judges, secretary and Luzarrow Rodeo Production staff with a final decision made by the end of that day. ALL DECISIONS WILL BE FINAL.

REQUIRED WESTERN ATTIRE

1. Western style, collared, button or snap down shirts with long sleeves with the sleeves rolled down. The shirt is required to be tucked in and buttoned up to the 2nd button from the top.
2. Western boots, long pants, and a western saddle are required. No tennis shoe style boots allowed. Sweatshirts and jackets may be worn over a shirt that is tucked in; cuffs and collars must be visible when sweatshirts or jackets are worn.
3. Western style hats or safety type helmets are to be worn when entering the arena. For Barrel Racing, the alley is considered to be part of the arena. Intentional discarding of a hat will result in disqualification. Not wearing the described attire will result in disqualification from the event.

“Say When” Rodeo Series 2026

ENTRY RULES

THE 1-HORSE / 1-RIDER ALL-AROUND HIGH-POINT RULES

"True All-Around Grit. One Horse, One Rider, All the Glory."

To crown a true all-around champion, our high-point tracking celebrates the ultimate bond and versatility of a single horse and rider.

1. Contestant and their partner horse MUST compete in 2 of the 4 rodeos in order to qualify for all-around hi-point tracking and compete in ALL 3 EVENTS. Points will be tallied from all 4 rodeos and the highest earning 1 horse/1 rider combos will take home the Champion, Reserve and Runner-Up prizes.
2. POINT SYSTEM:

<u>PLACING</u>	<u>POINTS RECEIVED</u>	<u>PLACING</u>	<u>POINTS RECEIVED</u>
1 st	20	6 th	15
2 nd	19	7 th	14
3 rd	18	8 th	13
4 th	17	9 th	12
5 th	16	10 th	11

3. The Combination: Points accumulate strictly by the specific horse and rider combination.
4. No Multi-Horse Stacking: A rider may enter multiple horses in the same or different events, but points cannot be combined across different horses. Each horse/rider pair is tracked as its own independent team.
5. No Rider Swapping: A horse cannot earn points toward a specific team's high-point total with a substitute rider.

INJURY & SUBSTITUTION POLICY

We know horses are livestock and injuries happen. To keep the year-end or series-end race fair for everyone, the following policy applies and a substitution MAY be allowed for Points, only if the proper steps are taken.

If your declared high-point horse is injured, you may substitute a different horse so you can still compete for individual event payouts according the following rules:

1. Substitutions can be made in the case of a horse's death, illness or chronic lameness. A veterinarian or farrier's certificate must be reviewed/received by the producer prior to the next rodeo, proving horses' injury and therefore allowing **ONE (1) substitution horse**.
2. If the rider has self-declared that their horse has become unrideable on the day of the rodeo, with no veterinarian on site to properly determine rideability, and is unable to complete their respective events, we will have the judge, a producer rep, and rodeo secretary evaluate and determine if a horse substitution should be made that day. This must be voted on and shown in favor of substitution with 2/3 vote.
3. Medical Releases: If a vet-certified injury forces a team to withdraw from a pre-paid event entirely, entry fees may be refunded/credited per standard arena policy, but points from previous events remain locked to the original horse.

RODEO ENTRIES

1. Entries will open and close at a designated time and date before the rodeo. This will be communicated thru Luzarrow Rodeo Productions website, Facebook and Instagram. Entries may be accepted online and payment for entries MUST accompany entry in order to secure spot for that rodeo.
2. NO CHECKS will be accepted for entry fees. ONLY CASH, CREDIT/DEBIT CARDS or other ONLINE PAYMENT methods shown on entry forms will be accepted.
3. When entering the contestant must have:
 - a. Full Name, Email address and Phone number of all contestants on the entry. Entries will not be considered complete without this information fully filled out on entry form.
 - b. Events for all contestants on the entry.
 - c. Contestants will be given a confirmation number and must have this number for callbacks or to make changes on an entry. The confirmation number is necessary for any entry or competition discrepancy.

4. LATE Entries – If max number of entries have not been met and it is past the entry deadline and you failed to enter the rodeo by the scheduled entry date; you will be assessed a late entry fee of \$15 by the secretary's office in addition to the regular entry fees to enter the rodeo.
5. Draw-Out after 5pm the day prior to the entered rodeo will be considered to be a turnout and penalties related to turnouts will apply. To avoid rodeo entry charges, you must draw-out prior to 5pm the day before the rodeo by contacting us at our website www.LuzarrowRodeoProductions.com or phone 720 - 415-1883. Any action after that is considered a turnout.
6. All team ropers must have partners set up when entering. Luzarrow Rodeo Productions will not set up teams. A team is considered two (2) people, one header and one heeler.
7. Contestants are responsible for keeping entry confirmation numbers for any entry or competition discrepancy.
8. Luzarrow Rodeo Productions staff will not take abuse from any contestant on the telephone. This will result in the contestant's entry being deleted and the contestant may be refused entry on future rodeos.
9. Maximum of 25 contestants will be allowed to enter in each event/division at each rodeo.

RODEO RULES - GENERAL

1. Nonpayment of entry fees and related fees:
 - a. All entry fees MUST be paid to the secretary by 5:00 PM the day prior to rodeo.
 - b. If rodeo is only accepting cash entries, entries must be paid on the day of the rodeo, prior to running in event, with the rodeo secretary.
2. Contestants Age:
 - a) Age will be determined by January 1 of the current year. Any minor aged contestant entered into an age division bracket will need to provide copy of birth certificate to verify age of minor, if requested by rodeo secretary. If a minor aged contestant wishes to compete in a division higher than their own, they may do so as long as they abide by the division rules of time limits/loop limits.
 - b) NO CONTESTANT may enter down in age groups.
 - c) 6U LEAD LINE: A contestant competing in 6U Lead Line division WILL ONLY be allowed to have their horse led by a **person on the ground** NOT by another horse, to complete the pattern.
 - d) 8U WALK/TROT: Rider must be able to ride and steer their mount on their own and be regularly completing the pattern at a walk or trot only. NO LOPING for more than 50% of the pattern. This division is meant to be developmental for those graduating from the lead line level. We understand that by the end of a series, we may have more contestants loping longer as they gain confidence. Please use discretion if you believe your child is above this level by placing them in the 12U group.
3. Standard event order is as follows:
 - 1) Roping Events-Ground Dummy, Live Calves, Sled Tracking
 - 2) Barrel Race

3) Pole Bending

4. No stock in any event may be taken before that event is scheduled. All animals drawn for that event must be run as scheduled. Likewise, no stock may be held beyond the end of the draw in that event.
5. The original number of cattle will determine the designated end of the run. No contestant will be held beyond the designated end of the run.
6. Announced times are subject to verification by rodeo secretary.
7. **3-CALL RULE WILL** be used during ALL rodeos. The 3-CALL RULE is utilized to help speed up the rodeo. A contestant will get 3-CALLS by the announcer to be ready and at the gate/roping box when called or be flagged out. A contestant should not be flagged out if the delay is beyond his/her control and this is communicated with either the judge, rodeo secretary or a member of Luzarrow Rodeo Production staff. Once a head of stock is turned out because contestant is late, that contestant is considered to have turned out and under no circumstances will the stock be brought back.

TIMED EVENT STOCK:

1. Luzarrow Rodeo Productions staff will be responsible for selecting the cattle used in all of their events.
2. Luzarrow Rodeo Productions will provide the proper amount of desirable and useable animals.
 - a. A pen of livestock designated "useable" and "extras" will be cut prior to the first performance and designated by Luzarrow Rodeo Production staff which extra animals will be cut.
 - b. These extras will become "designated extras" to be used in order drawn, to replace any sick or injured animals from the original pen.
3. Stock draw will be posted 1 hour before rodeo begins.

TURN-OUTS

1. Turnouts and Holding of Stock - Once a head of stock is turned out because a contestant is late, that contestant is considered to have turned-out, and under no circumstances will the stock be brought back. If contestant gets hurt at the beginning of the rodeo, contestant may be moved to the end of the section or go-around.
2. To facilitate turnouts and medical emergencies please call/text the rodeo secretary at least three (3) hours before the performance in which you are entered. This advance notice will save you the cost of full entry fee. In the event of a release, you will be refunded your full entry fee but there is no refund on stock fees and office/arena charges.
3. Notified Turnout means the contestant has called/texted rodeo secretary at least three (3) hours before the beginning of the performance in which he/she is entered. The contestant will be refunded only 50% of entry fees. There will be no refund of stock fees and office/arena charges.
4. Non-Notified Turnout means the contestant did not call/text rodeo secretary. The contestant is liable for the FULL AMOUNT of entry fees. There will be no refund provided on entry fee, stock fee or office/arena charges.

DRAWING STOCK

1. All stock in the contest events will be drawn by number. The judge and rodeo secretary will draw stock.

2. There will always be as many as four exact copies made of the draw, one to be posted, one copy for each judge, one or more copies for the secretary's records.
3. Stock numbers will be drawn from receptacle held above the judge's head, and numbers shaken between each number drawn.
4. In all events, stock will not be drawn for a contestant if he/she has notified that he/she is turning out in that performance/slack.
5. No contestant may compete on the same head of stock twice at any one rodeo in the same event in the case of a stock draw. If chute draw occurs, contestant may receive same stock by chance.
6. Same stock must be used in all draws at same rodeos. If there is a turnout or medical release and the stock is already drawn for that contestant, the animal must be turned-out and no re draw takes place.
7. CHUTE DRAW - In the event that the arena or facility is unable to accommodate a stock draw, roping events will be run on chute draw, by the order of go posted on day of rodeo.

PAY-OUTS

1. Entry fees vary, based on division and include the following fees:
 - a. Roping Events include - \$60 stock fee (live calves only) + \$10 office/arena fee + \$7 NBRA Fee
 - b. Barrel Race includes - \$10 office/arena fee
 - c. Pole Bending included - \$10 office/arena fee

2. Pay-Out Chart:

# OF CONTESTANTS	PLACES PAID	PERCENTAGE
1-3	One	100
4-6	Two	60-40
7-11	Three	50-30-20
12-17	Four	40-30-20-10
18-25	Five	34-27-20-13-6

3. Should there be added money from sponsors, these added funds will be spread out and applied to the payouts in each event/division. The number of places to be paid will be determined after added money is included.
4. In the events of Barrels and Poles, the producer reserves the right to run "D" races in the event there are enough entries. In order to be run as a "2D" race, there needs to be a minimum of 12 entries. In order to be run as a "3D" race, there needs to be a minimum of 18 entries. "D" races will only be considered for the 12U, 13-18, 19-49, and 50+ divisions.
5. GROUND MONEY: If no qualified scores are made in a division during one rodeo, "ground money" will be paid out as: 70% of your entry fee for that event. Office/arena fees, stock fees and fees retained by producer will not be refundable.

JUDGING GENERAL

1. **Judge's Decision IS Final:** With respect to matters of authority which has been specifically delegated to the judges by these rules or the by-laws, decisions of the judges will be final and may not subsequently be overturned by action of Luzarrow Rodeo Production staff, rodeo secretary or any other party.
2. **Contestant Talking to Judge:** No contestant may talk to a judge or timer in any way while the event is going on except to notify judge or timer that there is a question about the run so the official may choose to elect a re-run if they deem required. All re-runs will be worked out at this time, if the decision requires such. Any contestant violating this regulation will be reported to the Luzarrow Rodeo Production staff by the judges, the rodeo secretary, or the stock contractor of the rodeo where the violation occurred. For the first offense, contestant will receive a verbal warning as to misconduct taking place. The second offense, contestant may be DQ'd from event/rodeo and dismissed from remaining events.
3. **Authority to Have Interfering Individual Removed:** A judge shall have the authority to request that any person be removed from the arena if that person, in the judge's opinion, is interfering with the contest event.
4. **Barrel Pattern:** Judges will be required to mark the barrel pattern, set-up the electric eye, and flag the barrel race. Prior to each performance or section of slack, judges will check barrel markings and score line to see that they are of the same measurements as when the rodeo started. Judges will be responsible to see that barrels are placed correctly with the markers.
5. **Barrier Judge, if separate:** Barrier Judge is responsible for checking barrier eye whenever it may have been bumped or moved, or on request of next contestant. The judge before each timed event must inspect barrier equipment. If equipment is faulty, it must be replaced. Barrier judge shall ensure that no person can stand close enough to barrier or barrier equipment to tamper with it.
6. **Flag Judge:** Flag judge will position himself for roping events, mounted on a horse, in the arena, allowing him to move toward the roper, in a position that will allow him a clear view of the catch.
7. **Barrier Judge May Assist Flag Judge:** Barrier judge is allowed to assist the field flag judge in making a call in the field.

EVENT RULES AND JUDGING GUIDELINES

BREAKAWAY ROPING RULES

Entry Rules:

1. **Entry Fee:** Entry fee posted on flyer is per contestant and may vary based on division.
2. **Divisions:**
 - a. The First Loop – 6U Lead Line ONLY
 - b. Ground Dummy - 8U Walk/Trot ONLY
 - c. Sled Tracking Dummy – 12U, 13-18, 19-49, 50+ Men and Women
 - d. #2 Straight, Live Calves – 12U, 13-18, 19-49, 50+ Men and Women
 - e. #3 Straight, Live Calves – 12U, 13-18, 19-49, 50+ Men and Women
 - f. #4 Down, Live Calves – 12U, 13-18, 19-49, 50+ Men and Women
3. **Stock Draw:** Calves will be assigned by random draw or chute draw.

4. Numbering Classifications:

#1 Sled / Dummy Roping Only	Reserved for dummy and sled roping only. Contestants in this classification are not yet competing on live cattle.
#2 Beginner Live Cattle Roper	All live cattle competition begins at #2. <i>Typically, a total beginner on live cattle, not consistently catching under 5 sec/run, not consistently catching 2 in row. No HS or College rodeo experience.</i>
#3 Intermediate Roper	Developing roper with some competitive success on live cattle but not yet a dominant competitor. <i>Typically, earnings under \$1k cash/prizes.</i>
#4 Competitive Amateur	Regularly competing with consistent success on live cattle. May have qualified for a year end final. <i>Typically, earnings between \$1k - \$5k cash/prizes.</i>
#5 Advanced Amateur	High-level amateur competitor. May have placed Top 3 at a finals or won multiple events. <i>Typically, earnings between \$5k - \$10K cash/prizes.</i>

****Honesty and Integrity IS the COWBOY WAY****

****IMPORTANT**** We have provided this numbering schedule with intentions to protect those beginner level ropers so that **ALL** contestants have a chance to compete and feel success. Please choose the level of roper you believe you are, based on the chart above when entering our roping events.

Competition Rules:

1. Barrier and Start:

- LIVE CALVES:** An electric eye barrier will be used. Breaking the barrier adds a ten-second penalty to the run. The score line will be based on arena conditions.
- THE FIRST LOOP 6U LEAD LINE:** There is no barrier for this event. All contestants will start behind a line designated prior to event.
- GROUND DUMMY 8U WALK/TROT:** There is no barrier for this event. All contestants will start behind a line designated prior to event. SEE GROUND DUMMY section below for specific rules.
- SLED TRACKING DUMMY:** There is no barrier for this event. All contestants will start inside the mock roping box designated prior to event. SEE SLED TRACKING DUMMY section below for specific rules.

2. Catch Requirements:

- A legal catch is a “bell collar” catch around the calf's neck.
- No legs, no front-leg catches, and no figure-eight catches allowed — neck only

3. Breakaway Rope and String:

- The rope must be tied to the saddle horn with a string (provided by producer or approved beforehand).
- A flag must be attached to the rope near the saddle horn for visibility by the flagger.

4. Time Limit:

- a. Contestant will have a maximum of 30 seconds to complete their run unless otherwise stated in these rules.
- 5. Time Stops:
 - a. Time stops when the calf pulls the rope tight enough to break the string from the saddle horn.
 - b. If the string does not break, or if the rope falls off without breaking the string, it is a no time.
- 6. Handicap Ropings:
 - b. If a roping is listed as “# Straight”, only contestants holding that roper number or lower, will be allowed to enter. *(Example... #3 Straight Roping - Only ropers who are numbered at a #3 or #2, are allowed to rope in it. There will be no time off per run if lower roper number.)*
 - c. If a roping is listed as “#4 Down”, any contestant holding a roper number of #4, #3, #2 may enter. Each roping will offer time off of each run for numbers that fall below the highest number. *(Example 1... #4 Down Roping .3 sec/# – A #3 roper enters and will receive .3 seconds off each run. Example 2... #2 roper enters and will receive .6 seconds off of each run. The time off may vary for different rodeos, please see rodeo flyers for details)*
- 1. Misses and Re-runs:
 - a. If a roper misses, after second loop (see loop rules below), it is a no time.
 - b. If a calf is found to be lame or unfit during a run, the judge may call for a re-run (at producer’s discretion).
 - c. If barrier equipment or chute hangs up on animal, and the contestant tries the animal, he accepts the animal. If contestant pulls up, he will receive a re-run.
- 2. Rope Handling:
 - a. No intentional dallying is allowed — the rope must be tied with string only.
 - b. Rope must not be tied hard to the horn in any way other than the approved breakaway setup.
- 3. 6U Lead Line “The First Loop” - GROUND DUMMY:
 - a. Each contestant gets 1 loop
 - b. Score line will be established prior to event starting.
 - c. This is a timed event, where contestant starts on the ground behind the score line with the provided loop in hand. Timer will start when contestant starts towards rope dummy and places loop over the rope dummy head, then runs back to score line where timer stops.
- 4. GROUND DUMMY 8U WALK/TROT:
 - a. Each contestant gets 3 loops to begin
 - b. Scoring is as follows
 - i. Slick Horns 3 points
 - ii. Half head 2 points
 - iii. Neck 1 point
 - c. If a tie exists after 3 loops, tied contestants point levels will be combined and split evenly.
 - d. Fishing or stepping over any designated line will result in a no score for that attempt. (Judge’s discretion)
 - e. Rope must leave contestants hand before making contact with the dummy.

5. SLED TRACKING DUMMY (MOVING SLED): Moving calf sled event will work similar to a live calf breakaway roping and will require same size/type of rope as used for live calves and be affixed to the saddle horn using the provided Rubber Bands:
 - a. Each contestant will get 2 runs.
 - b. Each contestant will get one loop in each of the two runs.
 - c. Start and Barrier: There is no barrier for this event. All contestants will start inside the mock roping box designated prior to event.
 - d. Barrel Roping: Two barrels will be placed across the roping lane, creating an invisible threshold, approx. 30' in front of the mock roping box. Contestants may not rope the sled until the sled calf head reaches the threshold of the barrel line. Once the sled calf head crosses that barrel threshold, only then may the contestant throw their loop.
 - e. Time: Contestant will start inside the mock roping box and nod their head to call for the dummy to start moving. Time will start once the sled calf head crosses the mock chute threshold and will end once the rubber band tied rope breaks free from saddle horn and judges' flag is dropped.
 - f. Legal catch: Catch as catch can. Rope must leave contestants hand before making contact with the dummy and pass over the nose of the sled calf dummy head. The rope may come tight and break off at any point AFTER it passes the sled calf nose for a legal "catch" and time.
 - g. If the rope does not come around the sled calf head and catches on the "ski" of the sled, this will be considered a miss and will result in a "no time".
 - h. TIME LIMIT: There will be a strict 20 second time limit on completing this event.

Breakaway Loop Rules (Live Calves): *Applies to #2, #3, #4 Ropings*

1. Number of Loops:
 - a. Contestant may throw two loops per run; however, contestant must carry a second rope tied on in order to throw two loops. Time limit in effect.
 - b. Excessively large loops, "trap loops," or anything considered unsafe or unfairly advantageous may be disqualified at the judge's discretion.

General:

1. Ropers must compete in the order drawn unless excused by a judge.
2. Roper must nod for calf or sled calf and be ready in their designated roping box.
3. Judges' calls are final.
4. No abusive treatment of cattle will be tolerated; subject to immediate disqualification.
5. Breakout declare rule in effect.

BARREL RACING RULES

Entry Rules:

1. Entry Fee: Entry fee posted on flyer is per contestant and may vary based on division.
2. Divisions:
 - a. 6U Lead Line
 - b. 8U Walk/Trot
 - c. 12 and Under
 - d. 13-18 Men and Women
 - e. 19-49 Men and Women
 - f. 50+ Men and Women
3. 6U LEAD LINE: A contestant competing in 6U Lead Line division WILL ONLY be allowed to have their horse led by a **person on the ground** NOT by another horse, to complete the pattern.
4. 8U WALK/TROT: Rider must be able to ride and steer their mount on their own and be regularly completing the pattern at a walk or trot only. NO LOPING for more than 50% of the pattern. This division is meant to be developmental for those graduating from the lead line level. We understand that by the end of a series, we may have more contestants loping longer as they gain confidence. Please use discretion if you believe your child is above this level by placing them in the 12U group.
5. There will also be a 45 second time LIMIT placed on this division to ensure the rodeo continues to move smoothly.
6. A contestant competing in any age division other than described above, WILL NOT be allowed to have their horse be led by a person on the ground or by another horse to complete the pattern. Rider must be able to ride and steer their mount on their own and be regularly completing the pattern in the allowable time as shown under each events set time limit.
7. Order of Go: Contestants must run in the drawn order unless excused by a judge.

Competition Rules:

1. Course Layout:
 - a. Standard cloverleaf pattern.
 - b. Producer may adjust distances if arena space is limited but pattern must remain proportionate.
 - c. MODIFIED PATTERN: A modified pattern will set up for both **6U Lead Line and 8U Walk/Trot** contestants and consist of 3 barrels set a smaller pattern size, TBD determined by judge.
2. Pattern Requirements:
 - a. Contestant may choose to start to the right or left barrel, but must complete a full cloverleaf pattern:
 - b. One right turn and two left turns, or one left turn and two right turns.
 - c. Failure to complete the pattern correctly (e.g., turning the wrong direction around a barrel) results in a no time.
3. Timing:
 - a. Electronic timers will be used; if malfunction occurs, a flagger will be used with judge's backup stopwatch. Time will be calculated to the tenths (.00) only.
 - b. Time starts when the contestant crosses the start line and stops when they cross it again after completing the pattern.

- c. Each division will have a time limit of 30 seconds to complete the pattern, unless otherwise stated in these rules.
- 4. Penalties:
 - a. Knocking over a barrel results in a 5-second penalty per barrel. IF race is being run as a “D” race, then knocking a barrel down will result in a “no-time”.
 - b. Missing a barrel or incorrect pattern results in a no time.
 - c. If the electric eye is in any way moved or knocked over by contestant, it will result in a disqualification.
- 5. Re-runs:
 - a. Only if both timers have a malfunction will a re-run be granted, at the producer and judges’ discretion.
- 6. Horse Equipment:
 - a. No restrictions on tack unless stated otherwise. Over and unders and crops are allowed.
 - b. Humane equipment only — no abusive or illegal tack.
 - c. No intentional hitting of horse around the head, ears, or eyes — subject to disqualification.
 - d. For the safety of contestants, NO STRAPPING INTO SADDLE will be allowed unless it is medically necessary and there is written evidence from medical professional stating such. This is excluding the use of rubber bands on the stirrups.
- 7. Raking of Arena: Raking of arena will be determined by number of contestants in that division but will be no more than 7 contestants between rakes.
- 8. General Rules:
 - a. Contestant must be ready when called; failure to do so may result in disqualification.
 - b. When contestant enters the arena, they must be ready to go directly into the pattern to complete the event. There will be no circling around inside the arena before crossing the timer eye.
 - c. Contestants will be allowed to have another mounted contestant assist them to the gate but MAY NOT CROSS THE GATE OPENING. If a person is leading the horse from the ground, they may not enter the gate opening of the arena.
 - d. All judge and timer decisions are final.
 - e. Unsportsmanlike conduct, unsafe behavior, or abuse of animals will not be tolerated and will result in disqualification.

POLE BENDING RULES

Entry Rules:

- 1. Entry Fee: Entry fee posted on flyer is per contestant and may vary based on division.
- 2. Divisions:
 - a. 6U Lead Line
 - b. 8U Walk/Trot
 - c. 12 and Under
 - d. 13-18 Men and Women

- e. 19-49 Men and Women
- f. 50+ Men and Women
- 3. 6U LEAD LINE: A contestant competing in 6U Lead Line division WILL ONLY be allowed to have their horse led by **a person on the ground** NOT by another horse, to complete the pattern.
- 4. 8U WALK/TROT: Rider must be able to ride and steer their mount on their own and be regularly completing the pattern at a walk or trot only. NO LOPING for more than 50% of the pattern. This division is meant to be developmental for those graduating from the lead line level. We understand that by the end of a series, we may have more contestants loping longer as they gain confidence. Please use discretion if you believe your child is above this level by placing them in the 12U group.
- 5. There will also be a 60 second time LIMIT placed on this division to ensure the rodeo continues to move smoothly.
- 6. A contestant competing in any age division other than described above, WILL NOT be allowed to have their horse be led by a person on the ground or by another horse to complete the pattern. Rider must be able to ride and steer their mount on their own and be regularly completing the pattern in the allowable time as shown under each events set time limit.
- 7. Order of Go: Contestants must run in the drawn order unless excused by the judge.

Competition Rules:

- 1. Course Layout:
 - a. Six poles are set in a straight line, 21 feet apart.
 - b. The first pole is placed 21 feet from the starting line.
 - c. Poles must be 6 feet tall and mounted on bases no larger than 14 inches wide.
 - d. MODIFIED PATTERN: A modified pattern will set up for both **6U Lead Line and 8U Walk/Trot** contestants and consist of only 4 poles with same spacing as above.
- 2. Pattern Requirements:
 - a. Contestant crosses the start line, runs to the far end of the poles, turns around the last pole, weaves through the poles, turns around the first pole, and weaves back to the last pole before returning straight home.
 - b. A missed pole or broken pattern results in a no time.
- 3. Timing:
 - a. Electronic timers will be used; if malfunction occurs, a flagger will be used with judge's backup stopwatch. Time will be calculated to the tenths (.00) only.
 - b. Time starts when the contestant crosses the start line and stops when they cross it again after completing the pattern.
 - c. Each division will have a time limit of 45 seconds to complete the pattern, unless otherwise stated in these rules.
- 4. Penalties:
 - a. Knocking over a pole results in a 5-second penalty per pole.
 - b. Breaking the pattern (not completing the weave correctly) results in a no time.
- 5. Re-runs:

- a. Only if both timers have a malfunction will a re-run be granted, at the producer/judges' discretion.
6. Horse Equipment:
 - a. No restrictions on tack unless stated otherwise. Over and unders and crops are allowed.
 - b. Humane equipment only — no abusive or illegal tack.
 - c. No intentional hitting of horse around the head, ears, or eyes — subject to disqualification.
 - d. For the safety of contestants, NO STRAPPING INTO SADDLE will be allowed unless it is medically necessary and there is written evidence from medical professional stating such. This is excluding the use of rubber bands on the stirrups.
7. Raking of Arena: Raking of Arena: Raking of arena will be determined by number of contestants in that division but will be no more than 7 contestants between rakes. A rake in Poles will be considered removing both end poles and raking the ends thoroughly, not in between each pole.

General Rules:

1. Contestant must be ready when called; failure to be ready results in disqualification.
2. When contestant enters the arena, they must be ready to go directly into the pattern to complete the event. There will be no circling around inside the arena before crossing the timer eye.
3. Contestants will be allowed to have another mounted contestant assist them to the gate but MAY NOT CROSS THE GATE OPENING. If a person is leading the horse from the ground, they may not enter the gate opening of the arena.
4. All judges' decisions are final.
5. Unsportsmanlike conduct or animal abuse will not be tolerated and will result in immediate disqualification without refund.