

NMJRA

Rule Book



Rev 1/27/2012

ARTICLE I. NAME AND PURPOSES

1.Name: The name of the association is and shall be:

2.New Mexico Junior Rodeo Association.

3.Purposes: To organize all interested youth, Jr. Cowboys and Cowgirls into one central association that will enable them to have rodeos and other interesting activities for their mutual benefits. To establish an award system whereby champion cowboys and cowgirls may be named and awarded each year. To encourage and promote scholastic attainment among members and to discourage sacrificing school attendance and grades to participate in rodeos during the school year. To encourage high moral character and clean living among all members.

4.The NMJRA shall be a non profit organization in that no individual member shall receive any returns from it. Should the association be dissolved at any time, all funds of the association, after payment of all debts, shall be given to the New Mexico Boy's Ranch and no member would share in the funds.

5.The NMJRA is founded upon Christian principles and it is hoped that each individual member will exhibit characteristics in keeping with this foundation. It is also suggested that each rodeo begin its first performance with a prayer to further exhibit the principles of the NMJRA.

ARTICLE II. MEMBERSHIP AND DUES

1.Membership: Membership in the NMJRA is open to any boy or girl who is nineteen years of age or younger and not a school drop out under college level. No married person will be allowed membership, and any member getting married will be terminated as a member. The Association shall provide a membership application form to any prospective member who desires one. Members are required to furnish a copy of their birth certificate for the files along with membership application. If the association has birth certificate of file, it is not necessary to furnish another one.

2.Dues: The membership fees shall be established annually by the adult Board of Directors. Dues must be accompanied by a complete membership application and a notarized release form.

3.Only members in good standing shall vote and participate in the affairs of the NMJRA.

4.Each member must produce \$150.00 Sponsorship. Families with more than one child must bring in \$150.00 for the first child and \$100.00 for each child after that. This applies to immediate family only. Board of Directors will decide when this is due each year.

5.NMJRA will draw for parent help at each rodeo. You may pay a \$25.00 Non work fee if you do not want to help in the arena. This fee must be paid by the first rodeo. If you do not show up to work and did not pay the \$25.00 non work fee, you will be fined \$50.00, and your child or children will be ineligible to participate until the fine is paid.

6.Honorary Membership: Honorary membership may be granted to those who have done something extraordinary for the sport of rodeo. Recommendations for honorary membership must be made in writing by a member in good standing and must set forth in detail what the recommended person has done for the sport of rodeo. Honorary membership may be awarded only by the action of the Board of Directors at a regularly scheduled meeting.

ARTICLE III. OFFICERS

1.The affairs of the association shall be managed by its officers: President, Vice President, Secretary/Treasurer, and a supervisory adult Board of Directors.

2.Officers shall be members in good standing and shall be elected from the general membership of the association and shall hold office until the next annual meeting of the association.

3.Officers elected or appointed by the membership may be removed for good cause shown by a majority vote of the Board of Directors.

4.A vacancy in any office because of death, resignation, removal, disqualification, or otherwise shall be appointed by the adult Board of Directors for the remaining portion of the term of such office.

ARTICLE IV. MEETING OF MEMBERS

1. Annual Meeting: An annual meeting of the membership shall be held during the Finals Rodeo each year for the purpose of nomination of officers, and any additional other business as may come before the meeting.
2. First meeting of the Year: A majority of the adult Board of Directors must be present in order to have a quorum for all decisions/votes. Any votes must be passed by a ¾ majority vote.
3. Regular Meeting: In addition to the Annual Meeting of the Association, the Board of Directors shall meet during each rodeo, or if a special meeting is needed. When the boards of directors meet at a rodeo or any other time the ¾ majority vote is applicable.

ARTICLE V: BOOKS AND RECORDS

1. The association shall keep correct and complete records and books of accounting and shall also keep minutes of the proceedings of all meetings. Any member may inspect all books and records.
2. There will be an annual audit completed annually.

ARTICLE VI: FISCAL YEAR

1. The fiscal year of the association shall begin on January 1 and end December 31.

ARTICLE VII: MISCONDUCT

1. Misconduct by any individual member of the NMJRA shall be considered by the Board of Directors, and when deemed necessary the membership of the individual shall be suspended. Falsifications of name, age, or any other such acts will not be tolerated and such actions will bring immediate suspension.
2. No one is permitted with alcoholic beverages, narcotics, or any other non-medicinal drugs while in attendance at any NMJRA rodeo, at a motel, or rodeo grounds, traveling to or from a rodeo, or at any NMJRA function.

NMJRA GENERAL RULES

All approved rodeos must comply with the rules set forth by the NMJRA. All contestants are required to read the rules carefully, particularly those relating to events in which they enter. The management of any NMJRA rodeo assumes NO responsibility or liability for injury or damage to the person, property, or stock of any owner, contestant, or assistant. Each participant by the act of entering waives all rights of claims against the management for injuries he or his property may sustain.

The legislative or rules making power of the NMJRA shall be held by the Board of Directors. It shall have a general supervision over the business and affairs of the association; with the power to make, adopt, or amend the bylaws as herein after specified.

It may make all the rules that it considers necessary to carry out the purpose of the organization and any contracts incidental there to.

All officers shall assume office each year at the annual membership meeting held at state finals and shall hold office for a term of one year.

Should any contestant fail to meet any financial obligations to a member rodeo, the fact shall be reported to the secretary of the association, and the contestant shall be barred from participation in any member rodeo until the obligations are met.

ANY RETURNED CHECKS OF A MEMBER from either entry fees or lodging incurred in the town and during the time of the association approved rodeo will incur the following fines and penalties in cash or money order in addition to the amount of the check.

*FIRST OFFENSE \$25.00 fine.

*SECOND OFFENSE \$25.00 fine plus suspended check writing privileges for one year.

*THIRD OFFENSE \$25.00 fine plus indefinite suspended check writing privileges.

Any member, parent, or guardian will be fined, suspended, or both from the NMJRA for any of the following offenses.

1. Bad checks as specified
2. Failure to pay lodging bills.
3. Non-payment of entry fees
4. Fighting, quarreling, or using profane language in the arena or at any function sponsored by the NMJRA.
5. Attempting to fix, threaten, bribe, influence, or harass the judges at any time between the opening and closing dates of a rodeo, in or outside of the arena, or for talking with a judge or timekeeper while an event is in progress. Violators of this rule shall be reported to the Board of Directors by the judge/judges involved or by any arena director or stock contractor of the rodeo where the violation occurred.
6. Failure to abide by or disobedience of Articles, by-laws, and or rules of the NMJRA.

DRESS CODE

Western attire will be enforced. Contestants must wear western shirt (long sleeved, wrist length, with collar and cuffs, and buttoned down the front.) No sweatshirts, T-Shirts, or pullover sweaters will be allowed. Western boots and western trousers will be worn at all times while in the arena. Western hats are required. No caps or visors are allowed. Western Hat must be on the contestants head when the contestant's horse's nose crosses the plane of the gate that is used as the entrance of that event. In all roping events contestant's hat must be on their head when they nod for their animal. Violators of these rules may not compete and all fees will be forfeited. Judges, arena director or members of the Board of Directors may fine any member \$10.00 for improper dress or behavior. However, before being enforced, it will be brought before the Board of Directors consisting of no less than three directors for review. Failure to comply with any of the above rules will result in disqualification and forfeiture of all fees.

OFFICIAL RODEO RULES

1. All NMJRA rodeos will use the NMJRA entry secretary as the arena secretary.
2. The rodeo committee of each NMJRA approved rodeo shall be required to provide an ambulance and adequate first aid facilities for all performances and contesting incident thereto.
3. All rodeos are required to use watches in the tenth of a second, Electric timer will be used if at all possible. But in the event stop watches are used for one the performances and the other performance uses the electric eye, all times will be changed to the nearest tenth of a second.
4. Management must provide a place for official timekeepers and announcers to work without obstruction or interference.
5. Any rodeo with ground rules contradictory to or in addition to association rules must submit such rules to the association for approval.
6. No person shall be allowed in the arena during a rodeo performance unless competing or assisting the event director.
7. Contestants in the arena must conduct themselves in such a way as not to interfere with the work of a bona fide press and or professional photographers, or with the vision of spectators.
8. The association urges each member to ride in the grand entry.
9. The association shall advise rodeo sponsors to invite authorized representatives of the American Humane Association to be present to inspect all livestock, facilities, and the handling of animals. When an American Humane Association representative presents, to the committee or stock contractor of any rodeo, proper credentials necessary to admit such a person to any and all areas where animals are present.
10. Depending on financial solvency of the organization, the Board of Directors shall be permitted to hire whatever help might be necessary, for the secretary, judge, or timekeepers of rodeo events.
11. Each event must have 3 or more contestants entered to have that event. Contestant will have the option to pick another event.
12. If a rule is not covered in this rule book we will go to the current High school / Junior High School Rule Book.

POSTPONEMENTS AND CANCELLATIONS

1. The Board of Directors may vote to change the scheduled dates or location of a rodeo, if the board deems the change necessary for the safety of competitors. A rodeo performance may not be postponed or cancelled except in the case of disaster, strike or warfare; in which case the postponement would be agreed upon by the rodeo committee chairperson, the stock contractor, and an association official. (A spokesperson chosen from the Board of Directors to carry the vote of the board.) In the event no association official is present, an association spokesperson should represent the contestants.
2. No cancellation of a performance will be permitted, unless in the opinion of the rodeo committee, stock contractor, and association officials agree it is a physical impossibility to hold the performance.

SECRETARY AND RODEO OFFICE

1. All rodeo committees will use the NMJRA entry secretary as the arena secretary.
2. Entry fees must accompany entry forms, otherwise a late fee of \$15.00 per day/\$30 per weekend will be imposed. NO EXCEPTIONS WILL BE MADE. The late fees collected will go towards awards and operating expenses.
3. All entries must be postmarked 15 days prior to the rodeo otherwise entry will be considered late and late fee will be imposed.
4. Entries will be taken up until start of the rodeo but will be considered late.
5. The only time the late fee will not be enforced is for new members that are entering for the first time. All past members of the NMJRA must enter the membership rodeo with the 15-day deadline. Entering at the membership rodeo without the late fee is for new first time members only.
6. The rodeo secretary will be on the grounds 2 hours prior to performance.

DRAW OUTS

1. There will be no drawing out after stock/position is drawn for or after a rodeo has started unless contestant has a release from a doctor in the town in which the rodeo is being held.
2. A doctor's release from another rodeo will be honored if it is signed by both judges and the stock contractor of the rodeo at which member was injured. Secretary must be notified before the first time the contestant is scheduled to compete.
3. Arena secretary will be provided with a standard doctor's release form completed and signed. These will be the only releases accepted at the rodeo.
4. If a contestant is unable to compete at a rodeo due to sickness or injury away from the rodeo the entry fees may be refunded if approved by an association official, judges, and arena director. Refunding of any fees must be prior to event payoff. There is an \$8.00/day draw out fee.
5. No rodeo that completes its contract shall be responsible for the returning of a contestant's entry fee if they have contested in another event during the rodeo. If they entered in other events in which they are unable to contest, the entry fees for those events must be refunded.
6. If in the opinion of the judges a contestant is unable to compete in a particular event because of injury, they may withdraw, however this does not prevent them from competing in other events previously entered.
7. If a contestant fails to participate in an event entered in, for whatever reason, the contestant will not be given a rerun and the fees will not be refunded, but competition in remaining events previously entered in is allowed.

AT ALL RODEOS

- 1.No contestant will ride two head of stock in the same event during a performance, except in the case of re rides.
2. In timed events, positions will be drawn for in all go-rounds.
- 3.A go-round must be finished before the next go-round starts, except for re-rides.
- 4.After positions are drawn for timed events. A list must be posted.
- 5.In timed events, a complete go-round must be finished before any contestant may compete on next head of stock, except for stock that must be brought back.
- 6.All crippled livestock must be removed from the arena before continuing the rodeo.
- 7.A sixty-second time limit will apply in all timed events.
- 8.One Loop is permitted at all rodeos including finals in all roping events.
- 9.2 loops will be permitted in the team roping. (One head loop and one heel loop)

DRAWING STOCK

- 1.All rough stock in contest events must be drawn for. There must always be as many as four exact copies made of the draw. One to be posted, a copy for each judge, and one for the secretary's record. Receptacle, containing numbers to be drawn, must be held above the drawing judge's head and numbers shaken between each number drawn. Drawing must be conducted so that anyone may witness the draw. In all rough stock events, a complete go-round must be drawn at one time. Stock re re-rides must be drawn before the go-round and must be posted. Feature animals may be held out of this drawing and then returned to the draw for the go-round. No more than 2 feature animals are allowed for each performance of a go-round.
- 2.Any head of stock in the original draw that is turned out, automatically goes into the re-ride, if needed.
- 3.Any animal drawn for a re-ride, but not used in that go-round may be held out of the draw for re-rides in the following go-round along with the feature animals and then returned for the go-round draw.
- 4.In timed events, stock will be chute run unless the Board of Directors sees fit to draw for stock.
- 5.No contestant may compete on the same head of stock twice at any rodeo in the same event.
- 6.Contestants are responsible for ensuring the stock they are competing on is that stock that was drawn for them. A disqualification will occur if competition on wrong stock occurs.
- 7.Any rodeo with more than one round contestant will not be allowed to compete on the same animal twice.

PAY OFF

- 1.Contestants are to be paid any money won in a complete go-round.
- 2.A contestant must compete on every head of stock drawn for him in an event to take place in the average.
- 3.No Ground money will be paid in any event. If there are no catches or qualified rides the money rolls over to the next rodeo. If there are no catches or qualified rides after the finals money will go to NMJRA.
- 4.Average will be paid to high score or best time in an event only at Finals. Example: If a contestant qualifies on two head of stock with a score of 80 he wins average over a contestant who scores an 82 on one head of stock.
- 5.When paying average money: If two head of stock are drawn for (no contestant in the event ropes or rides two head) the contestant would average the zero in as a figure and pay average money.
- 6.PAYOFF SCHEDULE FOR REGULAR AND FINALS RODEO:

80% of the entry fee will go to payback, 20% to awards. 1 place will be paid for every 5 entries with a max of 4 places paid. Breakdown of places paid: 1-100%, 2-60%/40%, 3-50%/30%/20%, 4-40%/30%/20%/10%

With only one qualifying, winner takes all money. Only 1st place money/points will be applied towards standings.

FINALS

Finals will be 2 Rounds with entries being paid for each round and pay back and points will be awarded in each round.

Points only will be awarded in the average.

Average points will be figured on the fastest or highest score on 2 rounds, then back to the fastest or highest in the 1st round, then the fastest or highest in the 2nd round to fill the top ten.

RODEO EVENTS

1. Dummy Roping 6 and under.

2. Breakaway Roping: all ages boys & girls
3. Ribbon Roping: 7-9 , 10-12, 13-15, 16-19 boys and girls
4. Steer Stopping: 10-12, 13-15, 16-19 boys & girls
5. Calf Touching: 10-12, 16-19 boys & girls
6. Tie Down Roping: 13-15, 16-19 boys & girls
7. Team Roping: 13-15, 16-19 boys & girls
8. Barrel Race: 6& under, 7-9, 10-12 boys & girls. 13-15,16-19 girls only
9. Pole Bending: 6& under, 7-9, 10-12 boys & girls. 13-15,16-19 girls only
10. Goat Tying: 6 & under around the neck 7-9, 10-12, 13-15 boys & girls. 16-19 girls only
11. Flag Race: 6& under, 7-9 boys & girls
12. Bull Riding: 13-15, 16-19 boys & girls
13. Steer Riding 10-12 boys & girls
14. Calf Riding: 7-9 boy & girls
15. Steer Breakaway: 7-9 boys and girls
16. Parent/Child Team roping: 12 & under boys & girls

The Board of Directors will decide schedule of events.

A contestant may advance to the next age group. Once a contestant advances he or she cannot move back down for the year. Age is determined as of January 1st of the current year. The finals or championship rodeo shall be held each year at the end of the season.

A contestant may enter up to 5 events including rough stock to count for year end all around points. Events may be change form rodeo to rodeo. However the events you entered cannot be changed at the rodeo with the exception of a vet/ medical reasons.

The yearly awards shall be awarded to members who have the greatest amount of points at the end of this rodeo season (must attend finals rodeo qualify for awards. The year-end awards will be presented at an awards ceremony. The finals have at least two go-rounds. Points will be awarded 10-1 in all events offered regardless of gender. Boy and girl all around in each age group will be awarded at finals based on total points accumulated throughout year. Boy/Girl points are combined. The placing for all events will be awarded as follows.

1 st place	10 points
2 nd place	9 points
3 rd place	8 points
4 th place	7 points
5 th place	6 points
6 th place	5 points
7 th place	4 points
8 th place	3 points
9 th place	2 points
10 th place	1 point

FINALS ELIGIBIITY

To be eligible for year-end awards, a contestant must be a member in good standing and compete as a member at 75% of the rodeos (6-8), in a qualifying event during the current year. All points earned during the year will be taken to finals in each event and year-end all around. Finals do not count as part of the 6 rodeos. Any member in good standing may enter finals.

CONTESTANT DISQUALIFICATION

1. Contestant will be disqualified for any of the following offenses:
2. Being under the influence of liquor or drugs in the arena or within 100 yards of the arena.
3. Rowdiness or quarreling in the actual domain of the arena.
4. Mistreating of livestock.
5. Refusing to contest during a paid performance.
6. Cheating or attempting to cheat.
7. Any contestant who turns out stock with a doctor's release may be fined and also disqualified at the rodeo the following year if evidence is provided to the Association office that they contested at another rodeo the day after his release was turned in at the first rodeo.
8. A doctor's release to turn out stock must be signed by a doctor and both judges.
9. Such contestant will not be eligible for average money in the event in which they turned out stock.
10. Stock so turned out will not be brought back.
11. All members of the Association must make an honest effort when competing in the arena. If an honest effort is not made, the member is liable for disqualification that year and the next at that particular rodeo.
12. Contestants will be disqualified for being in a pen with livestock at any time except when accompanied by stock contractor, arena director or judge, or when assigned to work in those pens.
13. No contestants may be disqualified from a rodeo for a period to exceed one year without the express consent of the Board of Directors.
14. Contestant can be disqualified only by an agreement of the rodeo judges and the arena director.
15. Notice of contestant's failure to comply with these rules must be reported to the association office with the results of that particular rodeo or no action will be taken for rule infraction.
16. NO ADULTS EXCEPT DESIGNATED OFFICIALS WILL BE ALLOWED IN THE ARENA, with the exception that one parent or other adult may be allowed to assist each contestant but cannot cross the score line or help after that gate has been called for. No adults will be allowed to whip animals once inside the arena. Adults who ignore this rule will be asked to leave arena by arena director and if they refuse the committee in charge of enforcement will see that they are removed, and the children of these parents will be disqualified.
17. No protest, argument, interference or disturbances of any sort in or out of the arena by members or adults at any time between the opening and closing dates of a rodeo will be tolerated. NMJRA members guilty of an offense of this sort will be fined, suspended, or both. Adults who ignore this rule will cause their children or relative to be disqualified. Complaints will be submitted to the chairman in writing, duly documented and signed, immediately following the rodeo relating to the protest.

RULES TO INSURE HUMANE TREATMENT OF LIVESTOCK

1. No wooden paddles or straps are permissible.
2. A neck rope must be used and calf may not be busted. If a horse stops and calf busts himself, roper will not be responsible. Contestant must adjust rope and reins in such a manner that will prevent horse from dragging calf. Rope to be removed from calf's body as soon as possible after tie is completed.
3. Animals for all events will be inspected before the draw and no sore, lame, sick or injured animal with defective eyesight shall be permitted in the draw at any time. Should an animal become sick or be injured between the time it is drawn and the time it is scheduled to be used in competition that animal shall not be used in competition and another animal drawn for the contestant as provided in the PRCA rulebook.
4. No animal shall be beaten, mutilated, or cruelly prodded. Standard electric prods shall be used as little as possible.
5. A conveyance must be available to remove animals from the arena in case of injury.
6. No sharp or cutting objects in cinch, saddle, girths, or flank straps shall be permitted.
7. No stimulants or hypnotism to be used or given to any animal used for contest purposed.
8. Clowns are not to abuse stock in any fashion.
9. No small animal or pets allowed in arena where restraint is necessary or subject to injury or attack by another animal.
10. Use of fireworks to frighten animals is prohibited.
11. Contestant will be disqualified for any mistreating of the livestock.

ANNOUNCERS

1. It shall be a violation of the rules for an announcer to deliberately misrepresent any contest action.
2. If injury of stock is mentioned at all during the rodeo, announcer must tell the truth.
3. Times will be announced at all times in the timed events.
4. A three call will be announced in no more than 5 second intervals. Contestant's full name will be announced in all three calls. After a third call with no contestant in place, turn out and move on to next contestant. The livestock will remain in the chute for the next contestant.

GRAND ENTRY

1. Pivots will no longer be used in the grand entry.
2. No horse may be led through the grand entry.

STOCK CONTRACTORS

1. Stock contractors will come from an approved list.

JUDGES

Judges must be experienced. No judge may judge any two rodeos in succession. If only one judge can be obtained for two rodeos in succession, he or she must be approved by the Board of Directors.

1. Riding events: Rider and animal are to be marked separately.
2. If in the opinion of the judges, a rider is fouled at the gate; at the judges discretion a re-ride may be given.
3. Contestants may pull rope from either side in all riding events.
4. If an animal that is drawn in a riding event or is drawn in a pen in a timed event becomes crippled or sick before it is out that time, a judge must pass on the animal's inability to be used before it can be shipped or replaced in the draw.
5. Barrier or score line: A 10 foot tape must be on hand for the barrier judge. Barrier judge is responsible to change barrier string whenever it may have been weakened or on request of next contestant. Barrier judge shall keep a record of the length of the barrier trip rope each performance. Adjusting length of barrier trip will be accomplished only by tying knots in the rope on either end. A 10 second penalty will be added for breaking or beating the barrier. In all timed events, a barrier will not be broken unless ring drops within 10 feet of the post. Barrier equipment must be inspected by the judge before each timed event. If faulty, must be replaced. Should barrier break at any point other than designated breaking point, decision will be up to the judge. If contestant obviously beats, but the staple are pulled the barrier judge may assess a 10 second penalty. Otherwise this will not be considered a broken barrier.
6. If flag man barrier is used at the barrier, animal to be flagged when crossing starting, or deadline, in front of flagman. Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with same.
7. Once the score line has been set in timed events it will not be changed at that rodeo, nor can the length of the box be changed.
8. If automatic barrier does not work but time is recorded, the contestant will get their time without the 10 second penalty, if in the opinion of the barrier judge the contestant did not obviously break the barrier.
9. If automatic barrier fails to work and official time has not been started, contestant or team will get stock back if contestant or team has qualified in the field.
10. If barrier equipment hangs on animal, or if roper is fouled by barrier rope, contestant gets animal back if he/she pulls up and declares. If contestants' rope is hung on stationary equipment it is not considered a foul.
11. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
12. Field Flagger: In any event if an animal escapes from the arena, flag will be dropped and watched stopped. Contestant will get animal back with lap and tap start, and time used in qualifying. If time is not recorded, the decision of the flag judge shall be final. Field flagger is to flag all contestants thus stopping the clock, and then signal no time if run is illegal. In the case the field judge flagged a roper out that still legally has another loop coming; he may get the same calf back lap and tap.
13. The decision of any judge, flagman, or timers will be final.
14. No contestant may talk to judge or timer in any way while an event is going on. Questions may be addressed to the judge no sooner than at the end of the event for that performance. Any contestant violating this regulation will be reported to the association office by the judge or arena director or stock contactor of the rodeo where the violation occurs. Violators will be fined \$25.00.

15. If animal escapes at any performance from the chute or pens before it is called for by the contestants or if automatic barrier fails to work and stock is brought back, that animal will be returned by the originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may be re-penned by himself. Decision will be made by the arena director about where stock is re-penned.

16. Any judges failing to comply with these instructions will be declared ineligible.

17. Once a contestant has been flagged out they will receive not stock back.

BULL, STEER OR CALF RIDING

1. Animals to be furnished by the rodeo.

2. Riding to done with one hand and loose rope, with or without handhold, no knots or hitches to prevent rope from falling off bull or steer when rider leaves him.

3. Rope must have bell, no bell, no marking.

4. Bell must be under the belly of the animal.

5. Junior and Senior Bulls will be ridden for eight (8) seconds and calves and steers will be ridden six (6) seconds, time to start when animals inside shoulder breaks the plane of the gate.

6. Riders, who are knocked off at the chute or if the bull, steer or calf falls, will be entitled to a re-ride at the discretion of the judges.

7. Sharp spurs are not allowed.

8. If rider makes qualified ride with any part of rope in riding hand, he is to be marked.

9. Contestant will have the right to call judge to pass on whether or not bull is properly flanked to buck to best of its ability.

10. Only the stock contractor or person of his choice will flank rough stock events.

11. No more than two (2) men may be on chute to pull contestants rope.

12. Head fighting bulls or steers having horns must be tipped or kept out of the draw. No bull may be put in the draw until his horns have been tipped back a reasonable distance.

13. No hotshot will be used on an animal after rider has sat down, unless requested. A hotshot may be used when animal turns his head out of chute.

14. Rider will be disqualified for any of the following offenses: being bucked off, touching animal with free arm, using sharp spurs or placing spurs or chaps under rope when rope is being tightened.

15. Contestant must call for animal in a reasonable amount of time.

16. Judge may disqualify a bull rider who has been advised he is next to go if he is not above animal with his glove on when previous bull leaves the arena.

17. Boys & Girls may enter all rough stock events.

RE-RIDES

1. Re-rides may be given only when stock fails to break, falls, stops or fouls the rider. The Board of Directors has the right to declare any stock unsatisfactory, and any stock so declared will be taken from the draw.

2. If animal fails to break, stops or fouls, the rider may take same animal back, providing the stock contractor is willing, or he may have re-ride drawn. If rider takes same animal back, he must take that marking.

3. A making of one (1) on any bucking animal constitutes a re-ride. Any bucking animal marking of two (2) or more is not a re-ride except in case of stock that stops.

4. If an animal that runs off is already drawn for another contestant, that contestant must take that animal already drawn.

5. Judge shall inform contestant he is entitled to a re-ride. Contestant may refuse re-ride and take marking.

6. If that is the fourth consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the second contestant out of the re-ride.

7. If an animal that is drawn for a re-ride is already drawn for another contestant in the same go round the contestant with the animal drawn will take it before the man who draws the animal for re-ride.

8. If an animal that is drawn for a re-ride is already drawn for another contestant in a late go-round, the contestant with the re-ride in the prior go-round will take the animal first.

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

10. If a flank comes off, a re-ride must be given and must be taken on same head of stock provided rider has qualified until the flank comes off.

11. When a final head is to be ridden in riding events at least two additional head of stock will be available for re-rides.

12. After drawn re-rides and those animals that are turned out are used up for re-rides, all stock out that go-round except for feature animals and animals already doubled back will be put in the hat and additional re-ride for that go-round drawn. Stock out the last performance of a go-round may be held out of the draw for additional re-rides if it becomes necessary to draw back at all animals out in the go-round to get enough re-rides.

13. Re-rides in the Bull riding contest at all rodeos shall be drawn from all animals in the draw with no more than five feature animals excluded.

14. Feature animals equaling on half the number of final riders may be held out of the re-ride draw

15. No re-ride will be given if contestants own equipment breaks.

16. The matter of re-rides shall be decided by the judges, regardless of the performance.

17. If stock has been drawn it is the contestant's responsibility to make sure they are competing on the stock drawn for them. If they compete on the wrong stock they will be disqualified in that event.

ROPING EVENTS

1. LAP AND TAP: If a time has been recorded, the roper will get another animal back, lap and tap, recorded time plus new time. If no time is recorded a complete re run with the barrier will be awarded.

2. TIMERS: The timers must always record contestant's time. It can be changed to a no time if the judge flags the contestant out.

3. HAZERS: There will be no more than two (2) hazers unless Event Director/Judge feels more are necessary. All hazers will stand one side at the end of score line. If roper breaks barrier and pushes calf through hazers, no re-run will be given. If roper decides to qualify on calf, they will receive time on calf with no re-run.

4. Roping stock contractors must run calves and steers through the chute 4 times by 8:00 a.m. the morning of each rodeo. It is the stock contractor's responsibility to cut the stock if the animal is not matched up fairly with the contestant.

5. Length of score to be set by arena director, and will be the same as in other roping events

6. At indoor arenas, length of score can be no longer than the length of the roping box minus three feet, unless other arrangements are approved by the event director or the man of his choice.

7. There will be two or more timers, a field flag judge and a barrier judge.

8. Time will be taken between two flags.

9. One loop will be permitted at all rodeos and finals

10. Animal belongs to contestant when called for, regardless of what happens except cases of arena equipment failure as determined by judge.

DUMMY ROPING

1. Will be on a three-wire bale of hay and a calf head.

2. A line 2 feet behind the bale will be indicated, contestants must stay behind it.

3. Contestants will have 60 seconds to catch the dummy as many times as they can.

4. A helper may take the rope off the dummy and rebuild the loop. The helper may not swing the rope.

5. Contestant with the most catches in 60 seconds wins. Points will be split in the event of ties.

6. The time starts when the rope touches the Dummy.

TIE DOWN ROPING

1. Open to all 13-15 and 16-19 boys & girls.

2. Length of score to be set by arena director, and will be the same as in other roping events

3. At indoor arenas, length of score can be no longer than the length of the roping box minus three feet, unless other arrangements are approved by the event director or the man of his choice.

4. There will be two or more timers, a field flag judge and a barrier judge.

5. Time will be taken between two flags.

6. One loop will be permitted at all rodeos including the Finals.

7. Animals used for this event should be inspected and objectionable ones eliminated.

8. Rope must be tied hard and fast to saddle horn.

9. Rope must be released from contestants hand to be a legal catch.

10. Catch as catch can rules apply.

11. All contestants must have their rope through a neck rope.

12. Contestants must adjust rope and reins in a manner that will prevent horse from dragging calf. If horse drags calf, field judge may stop horse and any penalty for such offense can only be assessed by the flag judge. Roper will be disqualified for intentionally dragging a calf after he has remounted his horse.

13. Contestant must rope calf, dismount, go down rope and throw calf by hand, cross and tie any three feet.

14. To qualify as a legal tie there shall be one or more wraps and a half hitch.

15. If calf is down when roper reaches it, the calf must be let up to his feet and be thrown.
16. If the roper's hand is on the calf when calf falls, the calf is considered thrown by hand.
17. Three legs must remain crossed and tied for six seconds, as timed by the judge, from the time the horse takes his first step after roper has remounted, until approved by the judge.
18. Roper cannot touch calf after signaling that he is finished until the judge has completed his examination.
19. Rope must remain slack until field judge approves the tie. If tie comes loose or calf gets to his feet before the tie has been ruled a fair one, the roper will be marked a no time.
20. Animal belongs to contestant when he calls for him, regardless of what happens, except cases of mechanical failure.
21. Roping calves shall weigh no more than 220 pounds.
22. If, there must be a rerun of calves to complete go-round, all calves must be tied down before any stock is drawn. If after one go-round is completed, a fresh calf has to be used, the calf must be roped and tied before the drawing, but if extra calves have been tied at that rodeo they will not be considered fresh.
23. Automatic or electric barrier must be used at all rodeos for tie down roping.
24. If the judge sees he has made an error he must declare a rerun before the contestant leaves the arena. The calf must be a complete and clean rerun before he is used by another contestant.
25. There will be a 60 second time limit.

BREAKAWAY

1. Open to 7-9,10-12,13-15,& 16-19 boys and girls.
2. Length of score to be set by arena director, and will be the same as in other roping events
3. At indoor arenas, length of score can be no longer than the length of the roping box minus three feet, unless other arrangements are approved by the event director or the man of his choice.
4. There will be two or more timers, a field flag judge and a barrier judge.
5. Time will be taken between two flags.
6. One loop will be permitted at all rodeos including the Finals.
7. Contestants must use approved string and have it tied on at the end of their rope and attached to the horn in such a manner as to allow the rope to be released from the horn when the calf hits the end. This must be checked by the barrier judge before entering the roping box.
8. A colored cloth must be attached to the end of the rope at the saddle horn so the judge can tell when the rope breaks off. No tails will be allowed at end of contestants rope.
9. Catch as Catch can rule shall apply after the loop has passed over the calf's head.
10. If loop happens to dally around horn, contestant may ride up and undally the rope.
11. If rope is broken free from horn by contestant, contestant will receive a no time.
12. Rope must be tied to horn and may not be run through bridle, tie down, neck rope or any other device.
13. Rope must be released from contestants hand to be a legal catch.
14. Calves shall weigh no more than 300 pounds.
15. If the judge sees he has made an error he must declare a rerun before the contestant leaves the arena.
16. Flag judge will make final decision.

RIBBON ROPING

1. Open to boys and girls in the 7-9, 10-12, 13-15, and 16-19 age groups.
2. Length of score to be set by arena director, and will be the same as in other roping events
3. At indoor arenas, length of score can be no longer than the length of the roping box minus three feet, unless other arrangements are approved by the event director or the man of his choice.
4. There will be two or more timers, a field flag judge and a barrier judge.
5. Time will be taken between two flags.
6. Rope must be tied hard and fast to saddle horn.
7. Catch as catch can rules apply.
8. All contestants must have their rope through a neck rope.
9. The runner must remain in dress code (no tennis shoes).
10. There is no limit the amount of times a runner can run. Roper may enter only once.
11. The roper will rope the calf. The runner must be entered in the rodeo and must be the opposite sex and in the same age group or lower.
12. If there is no ribbon on the calf when the contestant reaches it the contestant will receive a re run provided the roper qualified in the field.
13. Roper must rope calf, dismount and be in contact with the calf when the Runner removes the ribbon or team will receive a no time.
14. Calf does not have to be on its feet. Ribbon must be attached to calf's tail when runner removes it.

15. Roping calves shall weigh no more than 220 pounds.
16. Roper will pay all entry fees and payback is to the roper.
17. One loop will be permitted at all rodeos including the Finals.
18. 60 second time limit applies to runner. If the runner crossed finish line after 60 seconds, team will receive a no time.
19. If runner is designated by the first rodeo and continues to run for the same roper, runner will be eligible for year end buckle.

7-9 RIBBON ROPING

See rules for all ribbon roping as listed above.

1. Roper must rope calf and must NOT dismount; runner must be entered in the rodeo, opposite sex, and from the same age group or lower. Mugger can be any parent or contestant entered in the rodeo. Only the roper receives points.
2. Rope must on Calf when ribbon is removed.

CALF TOUCHING

1. Open to 10-12, 16-19 boys and girls.
2. Length of score to be set by arena director, and will be the same as in other roping events
3. At indoor arenas, length of score can be no longer than the length of the roping box minus three feet, unless other arrangements are approved by the event director or the man of his choice.
4. There will be two or more timers, a field flag judge and a barrier judge.
5. Time will be taken between two flags.
6. Rope must be tied hard and fast to saddle horn.
7. Roper must rope calf, dismount horse, run down the rope and touch the calf. When the roper touches calf, flagman will signal time. Roper does not have to have hand on rope when touching the Calf.
8. Catch as catch can rules apply.
9. All contestants must have their rope through a neck rope.
10. One loop will be permitted at all rodeos including the Finals.
11. There will be a 60 second time limit.

STEP DOWN

1. Open to 7-9 boys and girls
2. Length of score to be set by arena director, and will be the same as in other roping events.
3. At indoor arenas, length of score can be no longer than the length of the roping box minus three feet, unless other arrangements are approved by the event director or the man of his choice.
4. There will be two or more timers, a field flag judge and a barrier judge.
5. Time will be taken between two flags.
6. Rope must be tied hard and fast to saddle horn.
7. Roper must rope calf and dismount, when the foot of the contestant hits the ground the flagman will signal time. Rope must stay on calf until roper's foot touched ground or it is a no time.
8. Catch as catch can rule apply.
9. All contestants must have their rope through a neck rope.
10. One loop will be permitted at all rodeos including the Finals.
11. There will be a 60 second time limit.

STEER BREAKAWAY

1. Open to 7-9 boys and girls.
2. Roper will come out of the header box and will start from behind the barrier. There will be ten (10) second penalty assessed for breaking barrier. Steer belongs to roper after he crosses score line regardless of what happens; with one exception: if steer gets out of arena, flag will be dropped and roper will get another steer, lap and tap plus time stopped when animal left arena.

LEGAL CATCHES

- Both horns
 - Half head
 - Neck catch
3. One loop will be permitted at all rodeos including Finals.
 4. There will be two or more timers, a field flag judge & a barrier judge.
 5. Time will be taken between two flags.
 6. There will be a 60 second time limit.

- 7.Length of score to be set by arena director, and will be the same as in other roping events.
- 8.At indoor arenas, length of score can be no longer than the length of the roping box minus three feet, unless other arrangements are approved by the event director or the man of his choice.
- 9.Contestants must use approved string and have it tied on at the end of their rope and attached to the horn in such a manner as to allow the rope to be released from the horn when the steer hits the end. This must be checked by the barrier judge before entering the roping box.
10. A colored cloth must be attached to the end of the rope at the saddle horn so the judge can tell when the rope breaks off. No tails will be allowed.
11. If rope is broken free from horn by contestant, contestant will receive a no time.
12. Rope must be tied to horn and may not be run through bridle, tie down, neck rope or any other device.
13. If roper ropes a front leg it is an automatic no time.

STEER STOPPING (DALLY ONLY)

- 1.Open to 10-12, 13-15, &16-19 boys and girls.
- 2.Roper will come out of the header box and will start from behind the barrier. There will be ten (10) second penalty assessed for breaking barrier. Steer belongs to roper after he crosses score line regardless of what happens; with one exception: if steer gets out of arena, flag will be dropped and roper will get another steer, lap and tap plus time stopped when animal left arena.
- 3.LEGAL CATCHES
 - Both horns
 - Half head
 - Neck catch
- 4.Roper must dally.
- 5.Time will be taken between two flags only after roper has faced and steer and horse are facing each other in straight line with rope dallied and tight and horse's front feet are on the ground.
- 6.One loop will be permitted at all rodeos including Finals.
- 7.There will be two or more timers, a field flag judge & a barrier judge.
- 8.Time will be taken between two flags.
9. There will be a 60 second time limit.
10. Length of score to be set by arena director, and will be the same as in other roping events.
11. At indoor arenas, length of score can be no longer than the length of the roping box minus three feet, unless other arrangements are approved by the event director or the man of his choice.
12. If contestant ropes a front leg it is an automatic no time.

12 & UNDER PARENT/CHILD TEAM ROPING

- 1.Open to 7-9 & 10-12 girls and boys.
- 2.Contestant may rope with their parent. In the case the roper does not have a parent to rope with; a parent will be drawn for you from the pool of parents who have a child entered in this event. An adult must have a child entered in the parent child team roping to be eligible to rope in this event.
- 3.This event can be designated as an all-around event where points will be earned in the contestant's age group. For example: An 12 year old wins first place in this event and earns 10 points. A 7 year old wins second place and earns 9 points.
- 4.Only the child contestant pays entry fee, can earn money and receive points.
- 5.Heelers will be permitted to tie on but must have a quick release mechanism on their saddle horn.
- 6.If header ropes a front leg it is an automatic no time.

TEAM ROPING (DALLY ONLY)

- 1.Open to contestants in the 13-15 & 16-19 age groups. Contestant may rope with a partner from their age group or lower
- 2.Contestant may only enter Team Roping one time. Points and money earned will only count for individual roper whose name is called.
- 3.This event can be designated as an all-around event where points will be earned in the contestant's age group.
- 4.Contestant is responsible for having a partner by the time the event starts.
- 5.Payoff and points are for the contestant entered. It is contestant's responsibility to pay entry.
- 6.Contestant will start behind a rope or electric barrier. There will be a ten (10) second penalty assessed for breaking the barrier.

7. Steer belongs to contestant when he calls for him regardless of what happens, except in cases of arena equipment failure, or if steer escapes from the arena. If steer gets out of the arena the flag will be dropped and the roper will get another steer, lap and tap plus time taken when animal escaped from arena.
8. Roper behind barrier must throw first loop at head.
9. Each contestant will be allowed to carry only one rope.
10. Contestants will not be allowed to tie on hard and fast- dally only.
11. Time will be taken when steer is roped, both horses facing steer in line with ropes dalled and tight with horses front feet on the ground.
12. Steer must be standing up when roped by heels.
13. All changes of lists of roping order, to split horses, etc. must be made before any stock for that event is loaded in the chute. After stock is loaded, ropers must rope in order of list.
14. Steer must not be handled roughly at any time, and ropers may be disqualified if the field judge feels they have intentionally done so.
15. Broken or dropped rope will be considered a no time, regardless of whether time has been taken or not.
16. If steer is roped by one (1) horn, roper is not allowed to ride up and put rope over other horn or head with hands.
17. If heeler ropes a front foot or feet in the heel loop, it is considered 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 heel loop by the time the field flag judge drops his flag, time will be counted.
18. There will be two or more timers, a field flag judge and a barrier judge.
19. Time will be taken between two flags.
20. Length of score to be set by arena director, and will be the same as in other roping events
21. At indoor arenas, length of score can be no longer than the length of the roping box minus three feet, unless other arrangements are approved by the event director or the man of his choice.
22. Any questions as to catches in this contest will be decided by the judges.
20. One loop will be permitted at all rodeos including the Finals.
21. If header ropes a front leg it is a automatic no time.

CHUTE DOGGING

1. Open to 13-15 boys.
2. The time/throw line will be in-line with the end of the chute gate. Time will start when the steer breaks the plane of the time/throw line.
3. Contestant cannot touch animal's right horn until the animal has broken the plane of the time/throw line. If a contestant touches the right horn before the time start, a 10-second penalty will be assessed (at the judges' discretion).
4. The steer must cross the plane of the time/throw line before being thrown.
5. A designated helper will assist in starting the steer, but they may not cross the time/throw line. No other contestants in the arena.
6. Steer will be considered thrown down only when it is laying flat on it's side, or on it's back with all four feet and head straight.
7. Contestants must have contact with the steer for the time to stop.
8. Weight limit on chute dogging steers will be 400 lbs or less. Steers horns must be tipped.
9. A 30-second time limit applies.

SPEED EVENTS

Goat Tying, Barrel Racing, Pole Bending and the Flag Race. There will be no intentional running through the gate for any of these events. The decision on intentional running will be up to the Director of that event or the person the Director has assigned to the gate. Event Directors will designate where the contestant can start run at the gate. No circling allowed in the Barrel Racing and Pole Bending. No two contestants in the same age group may ride the same horse in the Barrels, Poles or Flags.

SPEED EVENT FLAGGING AND TIMING

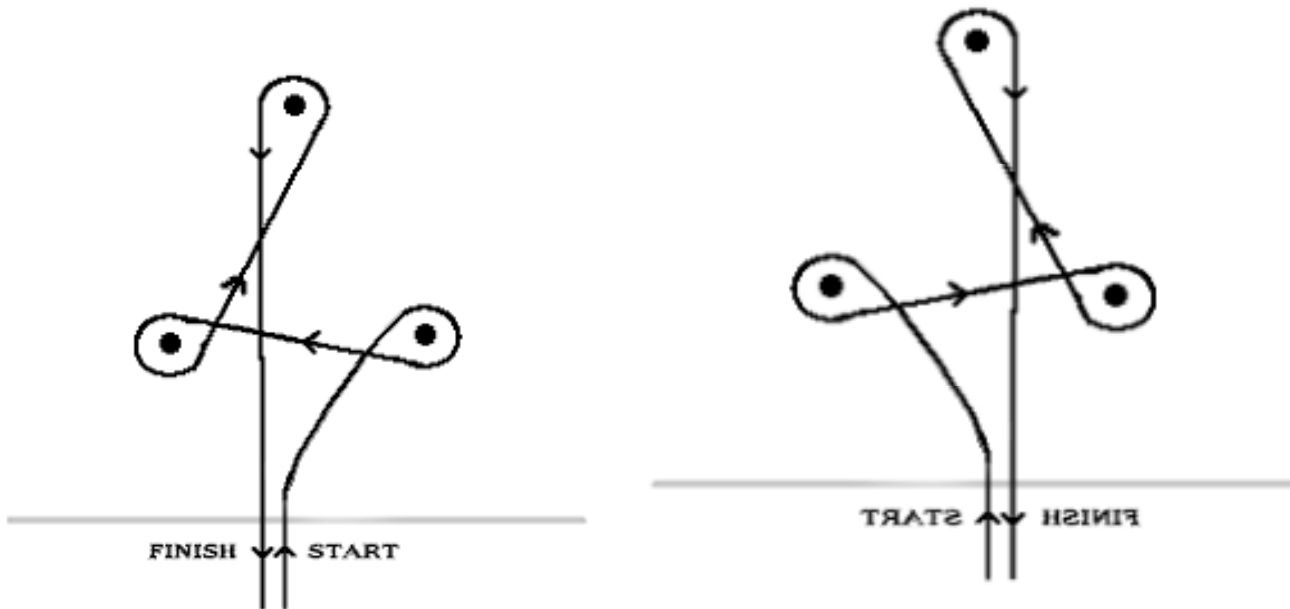
In all race events, including the barrel race the horse's nose must be flagged coming and going over the line. In the case of a serious malfunction of the electric timer, the decision will be left up to the NMJRA directors present at the rodeo if the back up times will be used on all the runs.

GOAT TYING

1. Open to boys and girls in the 6 & under, 7-9 10-12, 13-15, boys and girls 16-19 Girls only.
2. The starting line should be at least 15 yards from the chutes. It is suggested the starting line be the same as the barrel race starting line. There is no set distance from the starting line to the goat, but a minimum of 100 feet is desirable.
3. The goat should be tied to a stake with a rope of 10 feet in length. Stake should be pounded completely into the ground so that no part of it is visible.
4. Contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from the horse, throw the goat by hand and cross and tie any 3 feet together.
5. Girls can tie with a leather thong, pigging string or rope. Boys in the 7-9, 10-12, and 13-15 will tie with a pigging string only. Boys and girls do not compete against each other in goat tying for points or payback except in the 6 & under.
6. If the goat is down when contestant reaches it, goat must be given the chance to regain his feet by contestant. Legs must remain crossed and secure for 6 seconds after completion of tie.
7. The contestant must stand at least 3 feet from the goat before judge will start the 6 second time limit on the tie, and the goat's legs need to remain crossed and tied.
8. If contestant is tangled in the rope they may ask the judge for permission to stand still.
9. Contestant will be given a 10 second penalty if horse comes in contact with goat or rope while mounted. A contestant is still mounted until both feet touch the ground.
10. One or Two goats will be staked in the arena at the same time and the goats will be tied right, left, right, left, and all goats will be tied a maximum of 5 times before another run on the goats can begin.
11. There will be a 60 second time limit.
12. 6 & under is around the neck. Cannot have a knot tied in the string before run starts.

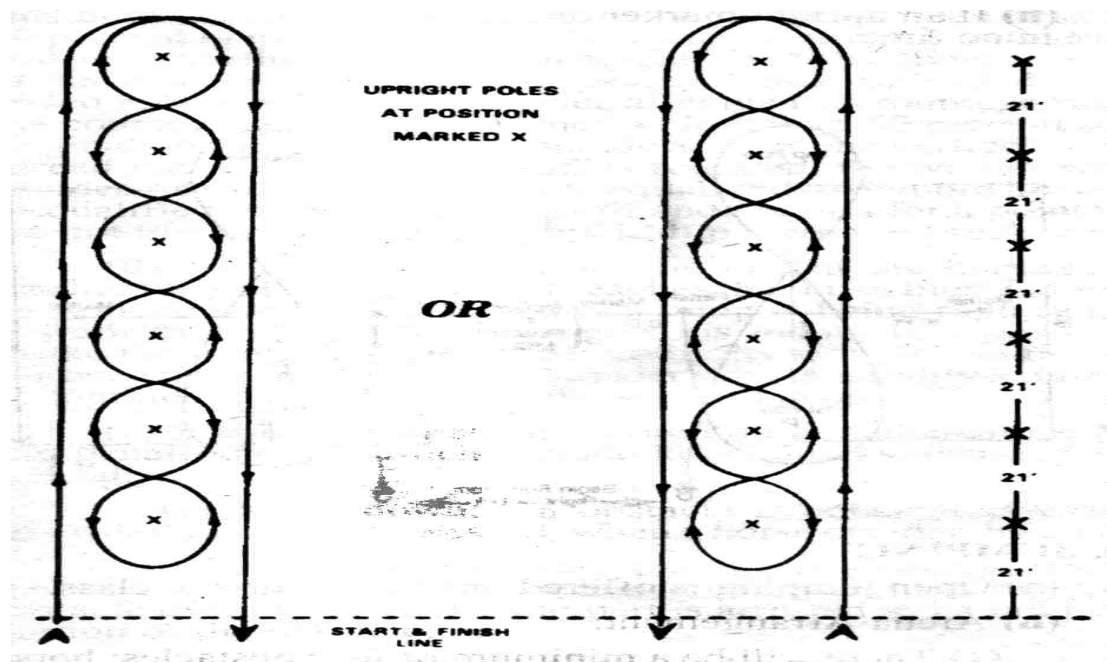
BARREL RACING

1. Open to 6 & under and 7-9, 10-12, boys and girls 13-15, 16-19 girls only.
2. The contestant may start from the either the right or left barrel, but when starting on the right barrel there will be one right turn and two left turns around the barrel. And when starting on the left barrel there will be one left turn and two right turns around the barrel only, when the rider makes a full turn before or after making the actual turn around the barrel the contestant will be considered to have broken the pattern and will receive a no time.
3. The barrels must be at least 15 feet from the fence and the starting and finishing line must be no less than 15 yards from the end of the arena. The first barrel must be 20 yards from the score line. The suggested distance is 30 yards between the first and second barrel and 35 yards between the second and third barrel. However, the distance should be set according to the size of the arena.
4. There will be a 5 second penalty for each barrel knocked over.
5. There will be a disqualification for not following the cloverleaf pattern. (See last page)
6. The starting line and all the barrels must be marked permanently for the entire show. The manner in which it is usually done is to take a short length of rope (three feet) and tie several knots in one end of it. Dig a hole, with the knotted end down put rope in hole and stomp dirt down around the rope and leave the excess rope sticking out above the ground.
7. The barrel marker shall be held upward and the barrel will be placed directly against the rope in the inside of the marker.
8. There will be a 60 second time limit.
9. There will be no lead in help allowed past the plane of the gate except in the 6 and under.



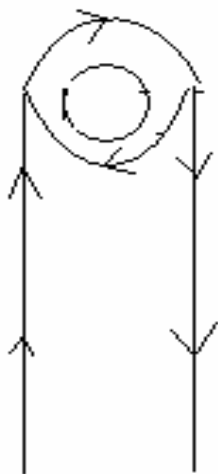
POLE BENDING

1. Open to 6 & under and 7-9, 10-12, boys and girls 13-15, 16-19 girls only..
2. For each pole that is knocked over there will be a five second penalty.
3. Contestant will be disqualified for not following the pattern.
4. A broken pattern will be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole knocked down and the contestant does not follow the weave of the pattern around the original base position of the fallen pole, it is considered a broken pattern. (See last page)
5. A contestant may use a standing start or a running start, right or left. Six poles are to be used and the distance from the line shall be 21 feet and spacing between shall be 21 feet.
6. The Association will haul its own poles and bases; this will be more of a standard for contestants as poles may vary.
7. There will be a 60 second time limit.
8. There will be no lead in help allowed past the plane of the gate except in the 6 and under.



FLAG RACE

1. Open to 6 & under and 7-9 boys and girls.
2. Bucket on barrel must be a three-pound coffee can, filled to the top with soil.
3. The flag is a ½ inch dowel, 20 inches long; attach an 8-inch by 8 inch square piece of red clothe to the top of the dowel. Put rodeo flag in the filled coffee can.
4. Flag must protrude a minimum of 5 inches above top of the bucket.
5. A minimum of six flags the same color and size should be available.
6. A horse may start either to the right or left of the barrel and then run down and around the barrel and return to the starting line.
7. Contestant may circle barrel but must return on opposite side of approach. Knocking over the barrel and bucket is a (10) second penalty. Knocking over the bucket only, is a (5) second penalty.
8. Not following the pattern will result in a no time.
9. There shall be a minimum of 75 feet allowed for stopping from the starting line back to arena fence.
10. Rider may not use the flag to whip the horse. Flag must be carried past finish line. Contestant will be disqualified for whipping horse with flag.
11. There will be no lead in help allowed past the plane of the gate except in the 6 and under.
12. Not following the pattern shown in the rule book with allowance for circling the barrel to pick up the flag, will be a no time.



FLAGE RACE

