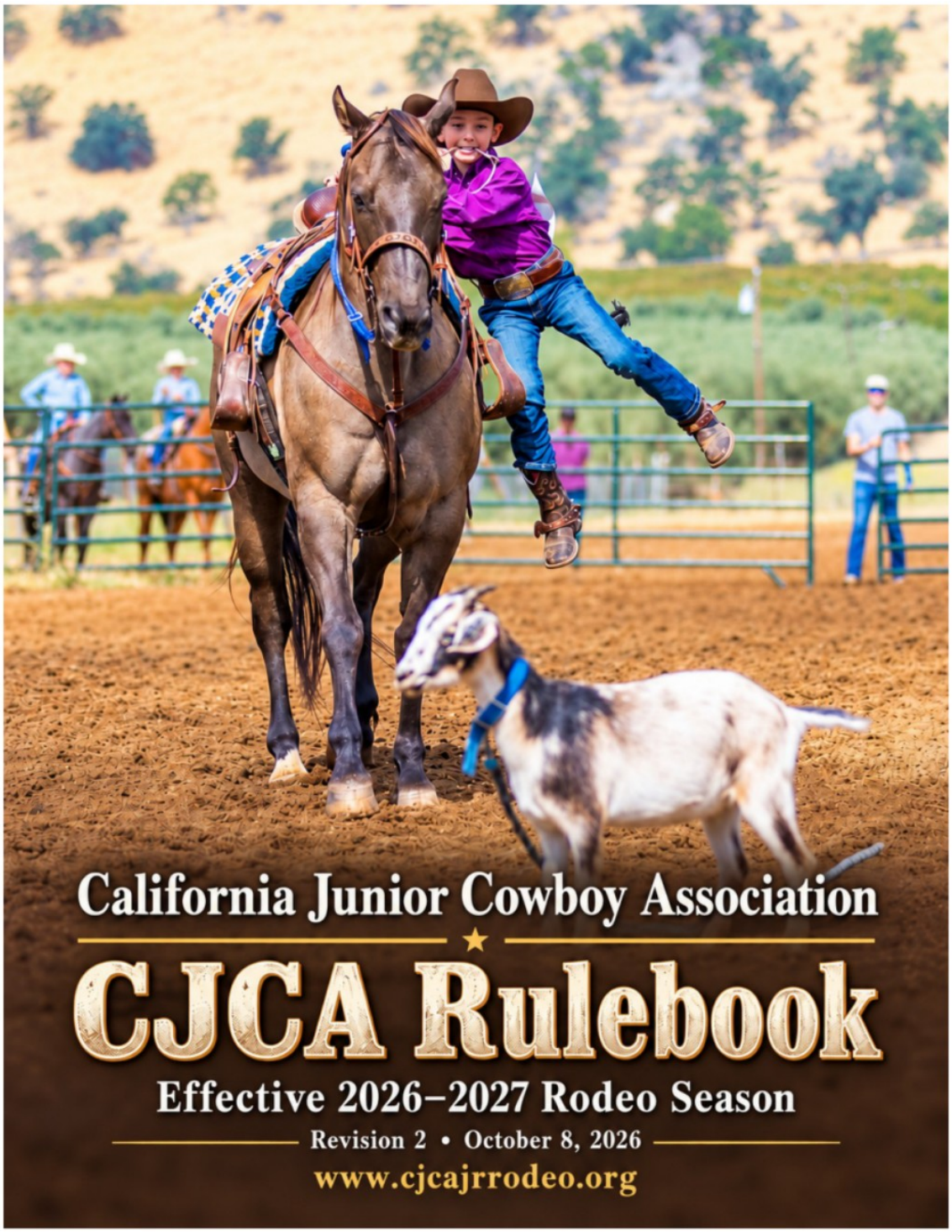

California Junior Cowboy Association
CJCA Rulebook
Effective 2026–2027 Rodeo Season
Revision 2 • October 8, 2026
www.cjcajrrodeo.org

Greetings from Your President



Welcome to the 2026–2027 CJCA rodeo season. On behalf of the Board, we are excited for another great year of competition, sportsmanship, family, and tradition.

Please take time to review this rulebook so everyone has a clear understanding of our policies, procedures, and event guidelines for the season.

We appreciate our contestants, families, volunteers, and sponsors, and we look forward to a great year ahead.

Cody Bogan
President

Contact the CJCA

California Junior Cowboys Association

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Adoption & Amendments

- The CJCA Rulebook may be reviewed and amended by the Board of Directors and/or designated Rulebook Review Committee before the start of the new membership year. The Rulebook Review Committee shall be appointed by the Board of Directors.
- By-law changes will be voted on by Membership at the annual membership meeting by a 2/3 vote of the Directors and Members present, at which a duly constituted quorum is present. The notice of proposed By-Law Amendment must be given in the notice of the annual meeting. Amendments to the By-Laws & Rules may be done during the season only if absolutely necessary.

California Junior Cowboys Association Rules and By-Laws Adopted on April 1, 2008.
- Douglas V. Cardoza, CJCA President
- Pete Holman, CJCA Vice President

Revised and Amended By-Laws and Rulebook Rules for 2010 season, effective January 5, 2010.
- Douglas V. Cardoza, CJCA President
- Pete Holman, CJCA Vice President

Revised and Amended By-Laws and Rulebook Rules for 2013 season, effective October 24, 2012
- Rocky Steagall, CJCA President
- Kelly Cecil, CJCA Vice President

Revised and Amended By-Laws and Rulebook Rules, effective 2018 season, effective November 27, 2017
- Mike Shaubschlager, CJCA President
- Justin Stephens, CJCA Vice President

Revised and Amended By-Laws and Rulebook Rules for 2019 season, effective January 8, 2019
- Mike Shaubschlager, CJCA President
- Matt Scoville, CJCA Vice President

Revised and Amended By-Laws and Rulebook Rules for 2023 season, effective November 15, 2022
- Joe Gamradt, President
- Brett Moody, Vice President

Revised and Amended By-Laws and Rulebook for 2024 season, effective January 1, 2024
- Joe Gamradt, President
- Brett Moody, Vice President

Revised and Amended By-Laws and Rulebook for 2025 season, effective November 2024
- Cody Bogan, President
- Lane Anderson, Vice President

Revised and Amended By-Laws and Rulebook for 2026 season, effective November 2025
- Cody Bogan, President
- John Fisher, Vice President

About the CJCA

Name of Association

The name of this association is the California Junior Cowboys Association.

Aim & Purpose

The aim and purpose of the California Junior Cowboys Association (CJCA or Association) is to provide educational and charitable opportunities for the youth of our communities through the sport of rodeo. We maintain high standards for citizenship, the development of healthy relationships, and we provide the necessary organization, and structure, to ensure rich learning opportunities for all of our members and their families. A high priority of the CJCA is to ensure humane treatment of animals at all times, and to develop and improve horsemanship skills and animal husbandry among our members.

To realize our purpose, CJCA has been organized around a goal to provide charitable and educational opportunities for children while promoting the highest level of conduct and sportsmanship through the sport of rodeo. We accomplish this while keeping the western heritage and the sport of rodeo alive in America.

- The Board establishes the rodeo season dates, number of rodeos and locations annually. The current schedule is published by CJCA. (Approved 10/6/26)

CJCA will conduct regular open board meetings throughout the year to review our purpose, evaluate our progress, and ensure that we continue to promote healthy relationships among the people interested in the sport of rodeo and the organizations that they represent. Funding is secured through membership dues, sponsorships, donations, and funds generated at each event. No part of the net earnings of the Association shall inure to the benefit or be distributed to its members, trustees, officers or other persons, except that the Association shall be authorized and empowered to pay reasonable compensation for services rendered and to make payments and distributions in furtherance of the purpose set forth.

As stated above, the California Junior Cowboys Association is organized exclusively for educational and charitable purposes under Section 501(c)(3) of the Internal Revenue Code.

Upon the dissolution of the organization, assets shall be distributed for one or more exempt purposes within the meaning of Section 501(c)(3) of the Internal Revenue Code, or corresponding section of any future federal tax code, or shall be distributed to the federal government, or to a state or local government for a public purpose. Any such assets not disposed of shall be disposed of by the Court of Common Pleas of the county in which the principal office of the organization is then located, exclusively for such purposes or to such organization or organizations, as said Court shall determine, which are organized and operated exclusively for such purposes.

Membership

- Membership is for one CJCA membership year/rodeo season and must be renewed annually. Annual membership fees to the California Junior Cowboys Association (CJCA or Association) are $120 per contestant (child) each membership year. (Approved 10/6/26)

In addition to annual dues, each member is required to collect $200 in sponsorships in order to be eligible to receive year-end awards. Sponsorships are due no later than March 1 of each year. Only contestants who have paid their membership dues AND fulfilled their sponsorship requirement by the March 1 deadline will be eligible to receive a sweatshirt as a membership gift. Sweatshirts will be distributed at the Rodeo Office during the second rodeo of each year. All sponsorship money will go into the General Fund and will be allocated for general operating expenses, equipment needed for the rodeos, and awards as approved by the Board of Directors.

1. Membership fees must be paid prior to entering the contestant's first rodeo of the season.
2. Day memberships may be purchased in order to compete at each rodeo. Day members WILL NOT accumulate points towards year-end awards, and are not eligible to enter the CJCA Finals Rodeo.

a. It is at the Board of Directors' discretion to NOT offer Day Memberships or allow non-members to compete during a rodeo season.

3. Members shall not be older than 19 years old by January 1 of the current rodeo season. The contestant's age on January 1 will determine their age group. A member can choose to move up in an older age group in all events but cannot change during the rodeo season. Contestants may not move down to a younger age group.
4. Members and/or their parent/guardian must volunteer a minimum of five (5) times for five different rodeo events or volunteer jobs during the rodeo season in order to be eligible for year-end awards. Failure to fulfill the volunteer requirement, such as not signing up, not completing the minimum number of volunteer times, not showing up, or leaving early will require members to regain their year-end awards eligibility by collecting garbage around the arena, stands and in the parking areas after a rodeo has concluded.



Termination of Membership

- The CJCA Board of Directors may terminate the current membership of any member or deny renewal of membership of any member for the year, or indefinitely based upon the following grounds:
  - Use of alcohol and/or drugs, fighting, harassing officials, non-payment of entry fees or bad checks.
- The CJCA Board of Directors shall cause notice of the Association's intention to terminate membership of the member and the grounds for termination, addressed to the member and to the parents/guardians of the member in writing by ordinary mail to their most recent mailing address on file with the CJCA. Within ten (10) days after mailing the Notice of Intention to Terminate Membership, the member or parents/guardians of the member, may reply to the CJCA to contest the action. If no reply is received by the CJCA Board of Directors within ten (10) days, a second and final notice of termination of membership or disqualification from participation in the following year shall be sent to said member or parents/ guardians.
  - If a reply to the CJCA Board of Directors' Notice of Intention to Terminate Membership is received by the Association within the ten (10) days contesting the termination, or putting any of the matters in the notice at issue, the CJCA Board President or Rodeo Secretary shall set a place and time for hearing of such contested issues which is not less than ten (10) days or more than thirty (30) days from receipt of the member's letter. The hearing shall be held before a hearing officer, appointed by the CJCA Board of Directors, who shall be notified in the hearing notice.
- If the charges are sustained, the Association Directors shall notify the contestant of the termination of membership. If charges are not sustained, the membership shall not be terminated.



Social Media Policy

The CJCA shall have the authority to require signature agreements to Social Media Policies for members and their parents/guardians as a membership requirement. The policy's purpose is to protect the membership association and its official representatives from inaccurate, detrimental, threatening, harassing and derogatory information, as well as from creating unauthorized websites and social media accounts utilizing the association name, whether directly or indirectly.

As a condition of membership in the CJCA, it will be required that members, parents and adult non-parent associates of members agree not to post online any comments about the California Junior Cowboys Association and/or its official representatives that are inaccurate, detrimental, threatening, harassing and/or derogatory, as well as to agree not to create unauthorized websites and social media accounts utilizing the CJCA name, whether directly or indirectly. Failure to abide by this agreement by either members, parent/guardian(s) or adult(s) associated with members will result in the immediate revocation of all memberships in the California Junior Cowboys Association, including any points awarded in the current rodeo season. This revocation of membership shall not, however, preclude the California Junior Cowboys Association from bringing a claim against an adult member associate, parent/guardian or a parent/guardian on behalf of their minor child(ren) who is a member(s), for appropriate damages caused by the actions of either the parent, adult non-parent or member.



Board of Directors

Election of CJCA Board of Directors

- Annual elections will be held before the conclusion of the rodeo season for the upcoming membership year.
- Adult and Youth Directors will be nominated and voted on using a closed ballot election. Each association member will have the opportunity to nominate and vote in board members, with the nomination period opening no less than thirty (30) days before the scheduled election. The election will take place during the Year-End Awards Banquet each year. If an election during the banquet is not feasible, the election may be held during the CJCA Finals Rodeo.

Board of Directors Positions & Terms

- Each Board of Director will be elected to serve a two (2)-year term.
- Voting Board Members will hold the following positions:
  - President
  - Vice President
  - Rodeo Secretary
  - Treasurer
  - Sponsorship Coordinator
  - Awards Coordinator
  - Volunteer/Vendor Coordinator
  - Arena Director
  - Event Directors:
  - Roughstock Director
  - Roping Director
  - Goat Tying Director
  - Barrel Racing Director
  - Pole Bending Director
  - 6 & Under Events Director
  - Dummy Roping Director

Board Vacancy

A vacancy by a Board Director because of death, resignation, removal, disqualification, or otherwise, may be filled by the Board of Directors for the unexpired portion of the term.

Termination of a Board Director

The CJCA Membership may terminate a Director on the Board or deny renewal of office of any Director for the ensuing year. Any Director on the Board elected or appointed by the CJCA membership may remove Association Directors whenever it is in the best interest of the Association.

- The CJCA Membership shall cause notice of the Association's intentions to terminate the Director and the grounds for termination, addressed to the Association Director in question in writing and mailed by ordinary mail to the most recent mailing address on file with the CJCA. Within ten (10) days after mailing the Notice of Intention to Terminate an Association Director, the Director may reply to the Association Membership in writing to contest the action of termination. If no reply is received by the Association Membership within ten (10) days, a second and final notice of termination shall be sent.
  - If the reply to the Association Membership's Notice of Intention to Terminate an Association Director is received by the Association Membership within the ten (10) days contesting the termination of said Director, or putting any of the matters in the notice at issue, the Association Membership shall set a place and time for a hearing of such contested issues, which is not less than ten (10) days or more than thirty (30) days from receipt of the Director's reply letter. The hearing shall be heard before a hearing officer appointed by the Association Membership, who shall be identified in the hearing notice.
  - At such a hearing, the Association Membership shall present evidence of the violations specified, and the Association Director under question, may present evidence of their own. The decision of the hearing officer shall be final.
- If charges are sustained, the Association Membership shall notify the Association Director in question, and they shall be terminated. If charges are not sustained, the Association Director in question shall not be terminated.

Conducting Rodeo Business

The CJCA Board of Directors may authorize any Board of Director or agents of the Association, so authorized by these Bylaws, to enter into any contract or execute and deliver any instrument in the name of and on the behalf of the CJCA, and such authority may be confined to a specific instance.

Methods of Payment

All checks, drafts or orders for payment, notes or other evidence of indebtedness issued in the name of the CJCA, shall be signed by such officers, agents of CJCA and in such manner as shall from time to time be determined by the Board of Directors. Such instruments shall be signed by the Treasurers or designated directors who are authorized as signers on the CJCA bank account.

Conflict of Interest Policy

Article I. Purpose

The purpose of the conflict-of-interest policy is to protect this tax-exempt organization's (Organization) interest when it is contemplating entering into a transaction or arrangement that might benefit the private interest of an officer or director of the Organization or might result in a possible excess benefit transaction. This policy is intended to supplement but not replace any applicable state and federal laws governing conflict of interest applicable to nonprofit and charitable organizations.

Article II. Definitions

1. Interested Person: Any director, principal officer, or member of a committee with governing board delegated powers, who has a direct or indirect financial interest, as defined below, is an interested person.
2. Financial Interest: A person has a financial interest if the person has, directly or indirectly, through business, investment, or family:

a. An ownership or investment interest in any entity with which the Organization has a transaction or arrangement,

b. A compensation arrangement with the Organization or with any entity or individual with which the Organization has a transaction or arrangement, or

c. A potential ownership or investment interest in, or compensation arrangement with, any entity or individual with which the Organization is negotiating a transaction or arrangement. Compensation includes direct and indirect remuneration as well as gifts or favors that are not insubstantial.

A financial interest is not necessarily a conflict of interest. Under Article III, Section 2, a person who has a financial interest may have a conflict of interest only if the appropriate governing board or committee decides that a conflict of interest exists.

Article III. Procedures

1. Duty to Disclose: In connection with any actual or possible conflict of interest, an interested person must disclose the existence of the financial interest and be given the opportunity to disclose all material facts to the directors and members of committees with governing board delegated powers considering the proposed transaction or arrangement.
2. Determining Whether a Conflict of Interest Exists: After disclosure of the financial interest and all material facts, and after any discussion with the interested person, he/she shall leave the governing board or committee meeting while the determination of a conflict of interest is discussed and voted upon. The remaining board or committee members shall decide if a conflict of interest exists.
3. Procedures for Addressing the Conflict of Interest

a. An interested person may make a presentation at the governing board or committee meeting, but after the presentation, he/she shall leave the meeting during the discussion of, and the vote on, the transaction or arrangement involving the possible conflict of interest.

b. The chairperson of the governing board or committee shall, if appropriate, appoint a disinterested person or committee to investigate alternatives to the proposed transaction or arrangement.

c. After exercising due diligence, the governing board or committee shall determine whether the Organization can obtain with reasonable efforts a more advantageous transaction or arrangement from a person or entity that would not give rise to a conflict of interest.

d. If a more advantageous transaction or arrangement is not reasonably possible under circumstances not producing a conflict of interest, the governing board or committee shall determine by a majority vote of the disinterested directors whether the transaction or arrangement is in the Organization's best interest, for its own benefit, and whether it is fair and reasonable. In conformity with the above determination, it shall make its decision as to whether to enter into the transaction or arrangement.

4. Violations of the Conflicts of Interest Policy

a. If the governing board or committee has reasonable cause to believe a member has failed to disclose actual or possible conflicts of interest, it shall inform the member of the basis for such belief and afford the member an opportunity to explain the alleged failure to disclose.

b. If, after hearing the member's response and after making further investigation as warranted by the circumstances, the governing board or committee determines the member has failed to disclose an actual or possible conflict of interest, it shall take appropriate disciplinary and corrective action.

Article IV. Records of Proceedings

The minutes of the governing Board of Directors and all committees with Board-delegated powers shall contain:

1. The names of the persons who disclosed or otherwise were found to have a financial interest in connection with an actual or possible conflict of interest, the nature of the financial interest, any action taken to determine whether a conflict of interest was present, and the governing board's or committee's decision as to whether a conflict of interest in fact existed.
2. The names of the persons who were present for discussions and votes relating to the transaction or arrangement, the content of the discussion, including any alternatives to the proposed transaction or arrangement, and a record of any votes taken in connection with the proceedings.

Article V. Compensation

1. A voting member of the governing board who receives compensation, directly or indirectly, from the CJCA for services is precluded from voting on matters pertaining to that member's compensation.
2. A voting member of any committee whose jurisdiction includes compensation matters and who receives compensation, directly or indirectly, from the CJCA for services is precluded from voting on matters pertaining to that member's compensation.

3. No voting member of the governing board or any committee whose jurisdiction includes compensation matters and who receives compensation, directly or indirectly, from the CJCA, either individually or collectively, is prohibited from providing information to any committee regarding compensation.

Article VI. Annual Statements

Each Board of Director and member of a committee with governing board delegated powers shall annually sign a statement which affirms such person:

1. Has received a copy of the Conflict-of-Interest Policy (Policy),
2. Has read and understands the Policy,
3. Has agreed to comply with the Policy, and
4. Understands the CJCA is charitable and to maintain its federal tax exemption, it must engage primarily in activities which accomplish one or more of its tax-exempt purposes.

Article VII. Periodic Reviews

To ensure the CJCA operates in a manner consistent with charitable purposes and does not engage in activities that could jeopardize its tax-exempt status, periodic reviews shall be conducted. The periodic reviews shall, at a minimum, include the following subjects:

1. Whether compensation arrangements and benefits are reasonable, based on competent survey information, and the result of arm’s length bargaining.
2. Whether partnerships, joint ventures, and arrangements with management organizations conform to the CJCA’s written policies, are properly recorded, reflect reasonable investment or payments for goods and services, further charitable purposes and do not result in inurement, impermissible private benefit or in an excess benefit transaction.

Article VIII. Use of Outside Experts

When conducting the periodic reviews as provided for in Article VII, the CJCA may, but need not, use outside advisors. If outside experts are used, their use shall not relieve the governing board of its responsibility for ensuring periodic reviews are conducted.

General Rodeo Rules

Age Groups & Events

Contestants may compete in the following age groups and events:

6 Years Old & Under

- Boys & Girls Events:
  - Goat Undecorating
  - Stick Horse Race
  - Dummy Roping
  - Stick Horse Barrel Racing
  - Mutton Busting

7 to 10 Years Old

- Boys & Girls Events:
  - Barrel Racing
  - Pole Bending
  - Goat Tying
  - Breakaway Roping
  - Dummy Roping
  - Calf Riding

11 to 14 Years Old

- Girls Events:
  - Barrel Racing
  - Breakaway Roping
  - Pole Bending
  - Goat Tying
- Boys Events:
  - Goat Tying
  - Tie-Down Roping
  - Breakaway Roping (Approved 8/26/25)
  - Chute Dogging
  - Junior Bull Riding

A boy in the 11 to 14 Year Old age group may only enter Goat Tying or Tie-Down Roping at a rodeo. He may not enter both events in the same rodeo.

- Girls & Boys Events:
  - Team Roping
  - Steer Stopping

15 to 19 Years Old

- Girls Events:
  - Barrel Racing
  - Breakaway Roping
  - Pole Bending
  - Goat Tying
- Boys Events:
  - Tie-Down Roping*
  - Steer Wrestling
  - Senior Bull Riding
  - Bareback Riding
  - Saddle Bronc Riding
- Boys & Girls Events:
  - Team Roping
  - Steer Stopping

Required Western Arena Attire

Contestants are required to wear western attire during a performance while working in or competing within the rodeo arena. Western attire includes:

- Long Sleeve, Button-Up/Snap Collared Shirts: Long sleeves must cover the entire arm except in the case of a rough stock rider. The rough stock rider may roll up the sleeve on the riding arm during his/her ride. Shirts must be long sleeve, collared style button-up or snapped shirt while contestants are competing. Shirts must be tucked in pants at the start of each event while competing.
- Back Numbers: If numbers are issued at a rodeo, the contestants must wear their number on the back of their shirt while competing.
- Cowboy Hats: Contestants must wear a western style cowboy hat with at least a 2-inch brim and the crown of hat must be enclosed. Contestants must enter the arena with a cowboy hat on their head while competing. Contestants may not intentionally remove their hat in the arena prior to making their competitive run. A 5-second penalty will be added to the contestant's time if their hat comes off before crossing the arena threshold.
  - Contestants may wear a helmet in lieu of a cowboy hat while competing.
- Boots: Contestants must wear western boots while competing. For safety reasons, closed-toed shoes are required in the arena for all contestants (when not competing) and arena help.
- Jeans: Contestants are required to wear jeans while competing in the arena, riding in the warm-up arena, and while volunteering in the arena.
- Western Attire for Volunteers and Rodeo Personnel: Western attire is required for all Board members and rodeo personnel, and strongly suggested for all arena volunteers while in the arena. Jeans and closed-toed shoes are required.

- Other Attire: Tank tops will not be allowed in the arena.
- Contestants are required to wear western attire at the CJCA Finals awards presentation/banquet.

Violators of these rules may be disqualified upon the discretion of the judges, Arena Director or Executive Board.

Failure to comply with the Required Western Arena Attire can result in disqualification of the contestant.

Contestant Disqualifications

Contestants can be disqualified by Judges, Executive Board or Arena Director for any offenses listed under this section. The person or persons disqualifying the contestant shall notify the contestant as soon as possible. A contestant may be disqualified from any or all events in which he/she is entered, for the following offenses:

Livestock

- Contestants may be disqualified for being in a pen with the livestock at any time except when accompanied by the Livestock Contractor, Judge or other official that has assigned them to work in the designated livestock pens.
- For the safety of all contestants and horses, contestants riding bareback and/or double at rodeo events may be disqualified.
- Mistreatment of rodeo stock or contestants' horses will not be tolerated and will be grounds for disqualification from the rodeo and possible termination of the individual's membership to CJCA. Mistreatment includes assisting persons whipping or hitting in an inappropriate manner in alley ways.
- Contestants refusing to compete on an animal drawn for them will be disqualified.
- Contestants who are not ready to compete when called upon will receive three (3) calls from the rodeo announcer to begin competition. If the contestant does not begin competition upon the third call he/she will be turned out.
    - If the contestant is up at the same time in the second arena, it is the contestant's responsibility to communicate with the Event Director of the event they will be late for prior to the event starting.

Conduct

Contestants will be disqualified from the rodeo for any of the following offenses:

- Contestants having any association with alcoholic beverages, narcotics or other non-medicinal drugs while in attendance of any CJCA rodeo or CJCA function, will be asked to leave the rodeo grounds and the contestant will be disqualified and entry fees will not be refunded.
- Disruptive behavior, foul language, harassment or fighting anywhere on the rodeo grounds or on social media at any time during the duration of the rodeo event will not be tolerated, including the evenings or nighttime events, or before each rodeo begins.

- Contestants will be disqualified for any vandalism to property at any and all CJCA-sanctioned events.
- Any contestants or parent/guardian(s) attempting to fix, threaten, bribe, influence, harass or coerce any rodeo official(s) at any time between the opening and the closing of a rodeo event will be disqualified.
- When a contestant is disqualified for any of these offenses, he or she will be disqualified from all rodeo events that he or she has entered.

Rodeo Personnel Roles & Responsibilities

Arena & Event Directors

- The purpose of the Arena Director and Event Director is to ensure that the rodeo is conducted in accordance with the CJCA & NHSRA Rulebooks, and in the best interest of the CJCA contestants. This includes communication, direction, and support for event directors and volunteer personnel overseeing an event during the rodeo.
- The stock contractor and host committees will abide by the Event Director's decisions. It shall be the Event Director's responsibility to see that contestants compete on the stock drawn for them.
- The Event Directors will inspect stock prior to the start of the rodeo for the event they are directing. The Event Director shall determine any undesirable conditions. An Event Director may declare particular animals unsatisfactory. Upon notification, either written or verbal, the Contractor shall eliminate such animals from the competition draw. If it is determined by the Event Director or CJCA Board, that the stock available presents an unusually dangerous or unsafe condition or risk to the contestants, and no other suitable stock is available, they may draw the contestants out of the event and will reimburse entry fees to the contestants.

Rodeo Secretary

- Only the Rodeo Secretary and official assistants may accept entries for a rodeo. The Rodeo Secretary will conduct a random draw for all positions prior to the start of the rodeo.
- KCI online entries open three (3) weeks before the rodeo. Regular entries close ten (10) days before the rodeo. Entries received after the regular-entry deadline are late entries and will be charged a $25 late fee. (Approved 10/6/26)
- Late entries are online only and close seven (7) days before the rodeo. At seven (7) days before the rodeo, entries are hard closed. No entries, including same-day entries, will be accepted after the hard-close deadline. See "Drawing of Positions" for protocol followed for draw-outs and medical/veterinary excuses.
- There will be no trading of positions by contestants in any event. The Rodeo Secretary will post the draw on the CJCA website no less than one hour before the start of a rodeo.
- Judge's score sheets will be turned in to the Rodeo Secretary and posted after each performance. Markings must be totaled by the Judges and checked by the Secretary before they are considered official. Scores will not be changed once turned in, except for obvious math errors. If an error has occurred, only the judges can make the changes. Master score sheets will not leave the Secretary's possession. Rodeo results must be audited two (2) days

after the rodeo to check for errors. No scores, positions or prizes will be changed after five (5) days from rodeo end.

Timers

- Timers must work from the same position in all performances of the rodeo. A good vantage point must be provided for timers that will facilitate good communication with the Arena Director, Judges, and Announcer.
- The Timer and Announcer must be provided a workplace free from obstructions or distractions.
- Timers may not be changed during a specific event performance, except for illness or injury or by the request of an official because of incompetence.
- The CJCA may pay a daily rate if a Timer has professional qualifications or experience.

Judges & Flaggers

- Judges and Flaggers for the CJCA rodeos shall be chosen with regard to their integrity, ability and availability. All Judges will meet with Event Directors before the rodeo begins to discuss any concerns or answer questions regarding their respective events and judging procedures. Judges must read and be knowledgeable of the CJCA & NHSRA rulebooks. Any problems or infractions not covered by the CJCA rulebook will be resolved using the current NHSRA rulebook and if not covered in the NHSRA rulebook then judges and officials will refer to the PRCA Rulebook. Once a judge including, barrier judge, field flag judge, or riding event judge officiates a particular event, they must complete the officiating of that specific event and can only be changed during the course of an event due to sickness, injury, or incompetence as to be determined by the board of directors.
- Judges must check all event equipment prior to the rodeo performance. Judges must be present and supervise the drawing of stock. The decision of any Judge, Flagman or Timer will be final and no protest by contestants will be permitted, except first through the Event Director. Such protest must be made before the end of the performance in which the question arose. If the Event Director determines that the protest is based upon a possible misinterpretation of an event rule, the Event Director, at the first convenient opportunity, will describe the protest and the interpretation of the rule upon which it is based to the Judge. If the Judge agrees that an erroneous ruling was made and that the error is correctable, then the Judge shall modify the ruling accordingly. Otherwise, the decision will stand as ruled. A Judge will conduct themselves in a manner fitting and proper to one afforded the honor of officiating at any CJCA approved rodeo.
- Any misconduct on the part of the Judge at any CJCA rodeo, such as drinking immediately prior to or during the rodeos, the use of abusive language, showing obvious favoritism, or discrimination against, either an individual or a horse performing in the contest, or any misconduct unbecoming to one in their position, will make them subject to a complete and impartial hearing of cause of the complaint before the committee.
- The CJCA may pay a daily rate if Judges and Flaggers have professional qualifications or experience.

Drawing of Positions

Timed Event Draws

Positions must be drawn in all events. Positions will be drawn from a receptacle containing numbers in a fashion so as not to disclose the numbers, and assigned to the list of contestants. All positions will be drawn by the Rodeo Secretary following the closing date of the entries and before the livestock draw, to allow time for the rodeo day sheets to be produced. There will be no placing of contestants and no trading of positions.

- Contestants will run stock as-loaded in the chute. There will be no stock draw, unless at the discretion of the Event Director.

Rough Stock Draws

All rough stock is to be numbered and drawn for by number. There will be four (4) copies made of the draw to be posted, including one for each Judge and one for the secretary(ies). A receptacle containing numbers shaken between each number drawn shall be used. In the case of stock becoming sick, crippled, or not fit for use in the event, a replacement will be drawn from re-ride animals. Stock will be drawn for all entered contestants unless he/she has been officially disqualified or drawn out of the event.

- Stock for re-rides must be drawn before the rodeo and must be posted.
- No contestant will ride two (2) head in the same event, on the same day except for re-rides. Any stock in the original draw that is turned out will be used as a re-ride. A re-ride animal may be drawn from the unused stock before the end of the event in which re-ride is given.
- An animal can be drawn as a re-ride only one (1) time in a rodeo.

Drawing Out of an Event

- There will be no drawing out after position or stock is drawn unless the contestant has a signed medical note from a doctor prior to the performance.
- In order to receive 100 percent refund of entry fees, contestants must draw out before stock is ordered. If a contestant draws out after the stock has been ordered, but within 48 hours of the rodeo, the contestant is still liable for the livestock fee and a $5 office fee.
- If a contestant is unable to compete at a rodeo because of sickness or injury that occurred away from any rodeo, their entry fees may be refunded if this action is approved by one (1) association official and a doctor’s note. Such a refund can be made only before awards have been paid out in said event. Stock fees are non-refundable.
- If a team roper draws out in accordance with the rules of the Rulebook or does not appear before the performance begins in which they are to compete, the person entered with them may draw out or get another partner from among the contestants entered in the rodeo. The partner not appearing for the rodeo will be fined the amount of entry fees, and it must be paid before the contestant is allowed to compete in any other events at that rodeo or future CJCA rodeos.

In the situation where an entered contestant’s partner must draw out due to a medical reason on the day of the rodeo, the entered partner will be eligible to draw out and receives entry fees

back, or may draw a partner from the eligible partners (anyone entered in the rodeo in that division). If the partner elects to still compete, the Rodeo Secretary will draw them a partner from the remaining names on the ghost partner list. They may not select their own replacement partner. If all team ropers are entered twice and no other contestant is able to enter with the contestant needing a partner due to the medical draw out of their partner, the contestant will draw from the ropers entered. The drawn partner will receive jackpot money only if it is a third run for that partner. No points will be awarded for a third run for any contestant.

Turn-Out Due to Medical or Veterinary Reasons

Any contestant who scratches from an event prior to the start of the rodeo in which they are scheduled to compete are still liable for the livestock fee and a $5 office fee. A contestant may turn out of any event due to injury to themselves or their horse. A doctor's note or veterinarian's note must be presented to the Rodeo Secretary to excuse the contestant from further competition.

A contestant with a visible injury or illness may turn out of an event at a rodeo without a doctor's written note provided notification of such turn out is authorized by a Judge or Director at that given rodeo. Any contestant who has been injured and has received medical care at a hospital or urgent care facility must have a doctor's release before the contestant is allowed to resume competition, including in future rodeos. If a contestant has presented a doctor's release to turn out of a rodeo, they must present a release to resume competition.

Scoring, Payout & Points

Scoring

- Judges are required to keep a record and mark all penalties including no times, and any change or working order of contestants in all events they are judging. These records include:
  - Broken Barriers
  - Single Legs
  - Knocked down Barrels
  - Knocked down Poles
  - Rope penalty in Goat Tying
  - Hat penalty
- After each performance, the Judge shall check their record with the Rodeo Secretary in the events they judged and make changes if an error occurred. Judges' score sheets shall be turned into the Rodeo Secretary. Markings must be totaled by the judges and checked by the Rodeo Secretary before scores/ times are finalized and placings are deemed final. Scoring will not be changed by anyone except the Judges.

Payout & Points

- The pay-back will be paid in the form of CJCA checks and are negotiable through the bank. With the exception of the 6 and under events, the purse for each event will be paid from a percentage of the entry fees, per contestant out of the entries collected in that event.

- The purse will be divided according to the approved payout table based on the number of contestants entered in that event. (Approved 10/6/26)
- All CJCA payout checks that remain uncashed by the day before the first rodeo of the following season will be voided. (Approved 10/6/26)

Approved Payout Table

# Entries	Payout %	Places Paid
1–4	100	1
5–9	60/40	2
10–19	50/30/20	3
20–29	40/30/20/10	4
30–39	35/25/20/13/7	5
40–55	34/23/15/12/9/7	6
56–69	30/22/15/10/8/6/5/4	8
70+	28/19/13/10/8/7/6/5/4	9

  - If there are any ties, the purse for those places will be added together and split evenly among the contestants tied.
- Should only one (1) contestant place, they shall win the entire purse. Should no contestant place in an event, the purse shall roll over to the next rodeo, but will be used for year-end awards if after the last rodeo there are no qualified scores or times.
- Points shall be accumulated for placing in events entered to determine the All-Around Cowboy and All-Around Cowgirl and the event champions using the following point scale:
  - 1st Place: 11 points
  - 2nd Place: 10 points
  - 3rd Place: 9 points
  - 4th Place: 8 points
  - 5th Place: 7 points
  - 6th Place: 6 points
  - 7th Place: 5 Points
  - 8th Place: 4 points
  - 9th Place: 3 points
  - 10th Place: 2 points
  - 11th Place through Last Place: 1 point
- All contestants will receive one (1) participation point for each event entered. Contestants placing 1st through 10th will receive an additional point for participation (i.e. 1st Place will receive a total of 11 points).
- If Year-End All-Around awards and day or two- day rodeo All-Around awards are to be presented, they will be awarded to the accumulated highest point cowboy and cowgirl in their respective age group, who has entered and competed in two (2) or more events at the CJCA rodeos.

- Points will be awarded in the team roping event per contestant, regardless of which end they compete. In the All-Around division, a contestant will receive only their highest placing points in each event.
- Year-end champion headers and heelers in each age division will be awarded individually at the finals, rather than by team.
- If during a two-day rodeo there is a tie for the combined high point on two goes, the tie will be broken by the contestant with the fastest combined time of the two-day rodeo (aggregate).
- At any buckle series rodeo held by CJCA, buckles will be awarded to the event champions based on aggregate results from that rodeo. Results will be determined by the aggregate of the contestant's time or score, NOT aggregate of points.

CJCA Finals Rodeo & Year-End Awards

There shall be a Finals Rodeo at the end of the current season. All CJCA members who have met the Membership dues requirement of $120, and collected $200 worth of sponsorships, (due by March 1 of each year), will qualify to enter the Finals Rodeo and compete for day awards/jackpot money. Each contestant entered in the Finals Rodeo shall have qualified for year-end awards in the following:

- Only CJCA members are allowed to compete at the Finals Rodeo.
- In addition, members MUST have met the Membership requirement of $120 and collected $200 worth of sponsorships (turned in by March 1 of the rodeo year).
- Contestants must compete at the Finals Rodeo in each event in which he or she is qualified to be eligible to earn year-end awards in that event. Also, a contestant must compete in each qualifying event a minimum of 50% plus one (1) of the rodeo season’s rodeos prior to the Finals Rodeo to qualify for year-end awards in that specific event.
- Contestants must also complete the Volunteer Requirement (detailed in the Membership section of this Rulebook) in order to be eligible for year- end awards.
- Contestants must be present at the Year-End Awards presentation to receive year-end awards. In the event that the contestant is not present, the awards will be given to the contestant placing next highest in the event or All-Around division. Exceptions may be made for special circumstances only with prior approval obtained from the Board of Directors.
- In the event there is a tie for the Year-End Buckle award, the buckle will go to the contestant who had the fastest time or highest score in that particular event at the Finals Rodeo. All other prizes associated with ties will be decided by a coin toss.
- In the event of a tie for placings under first place in the final Year-End standings, contestants will roll dice to determine who will receive the year-end awards.
- Contestants are required to wear western attire for the Year-End Awards Banquet and awards presentation.
- Members who have qualified for Finals Rodeo entry and year-end awards who are injured (signed medical note) or become visibly injured at the rodeo and are unable to compete in the Finals Rodeo, will be eligible to receive year-end awards.

Livestock

Animal Welfare

- No sharpened rowels may be used in any rough stock event.
- Rowels must have 5 or more points.
- In the Tie Down Roping event, a neck rope must be used on a horse. If a horse stops, and the calf hits the end of the rope in such a manner that the calf busts himself, the roper will not be responsible. Contestants must adjust rope and reins in such a manner that will prevent the horse from dragging the calf. The rope is to be removed from the calf as soon as the tie is completed.
- All chain, metal and wire tie-downs, nose bands and bosals must be completely covered when it comes in contact with horses' skin.
- The placing of fingers in the eyes, lips and nose of steers while chute dogging is forbidden.
- Animals for events will be inspected before the draw, and no sore, lame, sick or injured animals or animals with defective eyesight shall be permitted in the draw at any time. Should an animal become sick or 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 contestant as provided in the CJCA & NHSRA Rulebooks.
- No animal shall be beaten, mutilated or crudely prodded.
- No sharp or cutting objects, cinch, saddle girth or flank straps shall be permitted. Only sheepskin-lined flank straps shall be used on bucking horses, and shall be of the quick release type. Sheepskin-lined flank straps shall be placed on the animal so the sheepskin portion is over both flanks and the belly of the animal. No bull tails will be allowed under the flank.
- No loose ropes allowed in the Bareback Riding.
- Bullfighters or clowns are not to abuse stock in any fashion.
- Small animals or pets are not allowed in the arena.
- Livestock is to be removed from the arena after competing on.
- Contestants will be immediately disqualified for ANY mistreatment of livestock.
- Arena Director or Event Director can require a contestant to drop their bit at anytime. If equipment is deemed too severe or harmful, contestants can be asked to change bits/equipment, and will not be allowed to rodeo until the Director approves the change.

Livestock Bids

Stock bids will be taken at the beginning of the new season. All bids will be considered for hire. The Board of Directors shall review all bids. The decision of the directors will be made in the best interest of CJCA.

Livestock Inspection

- Stock provided by the stock contractors will be subject to inspection and any stock deemed unsatisfactory or unfit for competition will be removed from the draw at the request of the Arena Director. The number of livestock that will be provided for each event will be based on the number of contestants entered in the event.

- The Event Director will inspect the stock on arrival at the rodeo. An Event Director may inform the Arena Director as to any livestock that is unsatisfactory. Upon notice either written or verbal notification, the contractor shall remove animals identified to be unfit for use in the CJCA rodeo.
- CJCA will not assume responsibility for animals that are injured or killed during the normal operations of the rodeo.
- The stock contractor will assume all responsibility for animals that are injured or die. If the CJCA Board determines that an animal was injured or killed due to an intentional abusive act by a contestant or adults loading livestock, the CJCA Board will have the discretion to provide some financial relief to the contractor due to such an act. The CJCA Board of Directors will determine the dollar amount of the compensation.

Numbering of Stock

All roughstock must be numbered. If numbers are blurred, they must be redone so they are readable. Timed event cattle may be numbered with plastic ear tags.

Livestock Requirements

- Stock contractors shall be required to have enough stock for the rodeo in each event. The amount of stock to be based on the number of contestants entered in each event, plus 10%. The 10% being the cut to even up the stock. Animals used for the event should be inspected and objectionable ones eliminated.
- If after one go-round has been completed, and a fresh calf has to be used the new calf must be tied before the draw, but if extra calves have been tied at that rodeo they will not be considered fresh.
- During a timed cattle event, if an animal escapes the chutes or pens before being called for, or if an automatic barrier fails and a rerun is granted, the contestant will use the next available animal in chute order. Escaped livestock shall be returned to the pens by the Event Director and labor crew during or at the end of the performance. At least three (3) animals must be returned together; no animal may be re-penned alone. The Arena Director will determine when livestock are re-penned.

Bull Riding Bulls All horned bulls must have horns tipped to at least the size of a half-dollar cut back or they will be kept out of the draw. This is the responsibility of the Stock Contractor at the discretion of the Event Director & the Judges.

Tie-Down Roping Calves

- Calves must be uniform in weight, 180 lbs. to 250 lbs.
- Animals used should be inspected and questionable ones eliminated.
- If calves have horns, the horn may not exceed 2 inches.

Breakaway Roping Calves

- Calves must be uniform in weight, 300 lbs. to 600 lbs.
- Animals used should be inspected and questionable animals eliminated from the draw.
- If calves have horns, the horns may not exceed 2 inches.

Goat Tying Goats

- Goats shall be uniform in size with a weight limit not to exceed 40 lbs. Goats' weight should range from 25-40 lbs. with lighter goats being used for the younger divisions.

- Sharp horns shall be tipped.

Team Roping & Steer Stopping Cattle

- Steers shall be uniform in weight, with a weight limit of no more than 650 lbs.
- Animals used should be inspected and questionable ones eliminated.
- All steers shall have horns properly wrapped using horn wraps.
- If horned cattle are not available, cattle with plastic strap on horns may be used.
- Sharp horns shall be tipped.

Chute Dogging Cattle

- Steers shall be uniform in weight 350 lbs. to 500 lbs.
- If horned cattle are used, sharp horns shall be tipped.
- If horned cattle are not available, cattle with plastic strap on horns may be used.

Steer Wrestling Cattle

- Steers shall be uniform in weight 450 lbs. (minimum) to 550 lbs. (maximum)
- If horned cattle are used, sharp horns shall be tipped.

Filing a Grievance

- A grievance must be initiated with the appropriate Event Director no later than ten (10) minutes following the completion of the event in which the grievance applies. Parents, guardians or representatives may only file a grievance on behalf of contestants in the 6 & Under and 7-10 age groups. If further review is warranted, the grievance must be submitted in writing and brought before the President, Vice President and Arena Director for consideration. (10-minute deadline approved 8/18/26; procedure clarification approved 10/8/26)
- Contestants and their representatives are NOT permitted to enter the arena at any time.
- When filing a grievance, there is a $30 fee due immediately upon submission.
- Once the ruling has been established, the Judge and Event Director will be notified, and they will communicate the results of the ruling to the contestant and/or representative.
- The ruling will be final and if the protest is won, the $30 grievance fee will be refunded. If the grievance is not substantiated, the $30 will be retained for year-end awards.



Rodeo Event Rules

The following are the rodeo event rules to be followed at each CJCA rodeo. If there is a question or situation that arises that is not covered by the CJCA Rulebook, disputes will be referred to the National High School Rodeo Association (NHSRA) Rulebook.

Timed Events

Barrel Racing

Event Rules

- Western-type equipment must be used.
- Use of a hackamore or other types of bridles is the optional choice of the contestant, but equipment must be sufficient enough to control the horse (i.e. contestant can not ride in a halter). Judge, Event Director or Arena Director may prohibit the use of bits or equipment that they may consider severe.
- Necessary Equipment: Twin units of battery power electric eyes with one electric power digital clock and one battery power digital clock and two (2) handheld battery power digital watches in hundredths shall be used, with the time indicated by the electric eye timers, or, if necessary, the average of the watches used by the official timers to be the official time.
  - An electric timer must be backed up by a flagman. One timer will record the times that appear on the electric eye-controlled readout. Two timers will operate the digital watches and record the average time which is shown thereon. These two timers will operate from the flagman's signals.
  - Permanent markers should be put in the ground for the electric eyes. Electric eyes should be placed on the starting line no closer together than the width of the first two barrels and for the electric eyes to be centered on pattern for each performance. Position on the fence for flagmen should be well marked. These markers should be checked every performance along with the barrel markers and re-staked if pulled out. A record of these measurements shall be kept.
  - Set the timer beforehand in the same height and position and lock the legs. Barrels are not to be used as stands for the electric timer devices. Both ends of the barrels to be intact.
- A Cloverleaf pattern will be run, with either one right turn around the first barrel followed by two left turns around the second and third barrels; or one left turn around the first barrel followed by two right turns around the second and third barrels.
- Time Limit: Contestants will be allowed legitimate time from the time they enter arena gate until their time starts by Field Flagger or electric eye.
- Starting lines in cloverleaf barrel racing will be subject to ground rules. A clearly visible starting line shall be provided.
- There shall be a minimum of 75-foot allowed for stopping from the starting line in barrels back to the arena fence.
- The barrels and the starting line will be permanently marked for the entire go-round. The horse's nose will be timed as it crosses the starting line.
- During barrel racing events, the arena will be dragged at regular intervals, to be determined by the management.

- Turnouts and releases must be included in the count.
- Following barrel racing events, the pattern will be dragged or leveled.
- A contestant may enter the arena at the speed of her choice. Arena gate must be closed immediately after she enters the arena, and kept closed until pattern is completed and her horse is under control.
- Contestants may change horses in this event.
- Contestants may not share horses in this event, with the exception of children in the 7-10 age divisions. Horses in the 11-14 and 15-19 age divisions may only be run once per division.
- This event is open to girls-only except in the 7-10 age group.
- The barrels must be at least twenty (20) feet from the arena fence.
- The arena conditions will enable you to determine the distance that the barrels can be apart, provided they are at least 20 feet from the fence.
- Cloverleaf pattern is the only approved pattern in this event.
- Touching the barrel is permitted by horse or contestant, as long as the barrel remains standing.
- The front two barrels shall be twenty (20) yards (60 feet) from the starting line as required by arena conditions.
- The maximum distance between the two front barrels shall be thirty (30) yards (90 feet) arena conditions permitting. The maximum distance between the two front barrels and the back barrel shall be 35 yards (105 feet). Exceptions may be made depending on the arena conditions, but must be consistent throughout the event.
- Timed event judges will not flag contestants out until time is recorded. Judge is to flag time, then flag contestants out if run is not legal.
- Knocking over a barrel is a five (5) second penalty, per barrel.
  - Should the barrel be knocked over and it sets up on the opposite end, the five (5) second penalty will be assessed.
- Not following the clover-leaf pattern (going off pattern) will receive a no time.
  - A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the barrel on the off side. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.
- The judge will determine legitimate problems for pre-start time.
- If a horse re-crosses the starting line at any time before the pattern is completed, the pattern will be considered broken and run will receive no time.
- If the contestant's horse breaks the timer light, by backing through before starting the pattern, time will be considered started.
- A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.
- When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye-controlled times will remain unaltered.

- Assistants helping barrel racers in the 11-14 Years Age Group and 15-19 Years Age Group will not be allowed to go past the plane of the main arena gate when they are entering the arena or the contestant will be disqualified. This does not apply to the 7-10 Years Age Group.
- In the 11-14 and 15-19 age groups, the contestant is allowed a running start. If the gate is centrally located, contestants must keep forward motion toward the first barrel/pole. If a side or corner gate is used, a single spin or pivot is acceptable in either direction or by the Arena Director's approval. Failure to comply will be a no time.
- Contestants must be on their horse when entering the arena for their run. They MAY NOT lead their horse down the alley or through the gate, and then mount their horse in the arena. They can have an adult help lead their horse down the alley, but that person may not step through the gate into the arena, unless in the 7-10 age group.

Re-Runs

- No rerun will be given due to faulty or broken equipment furnished by contestants.
- The battery digital clock will be the first backup time and digital hand-held watches to be the second backup time. When both the digital clocks malfunction and no time was recorded from digital watches, contestants will be given a rerun at a time designated by the Judges and Arena Director, plus any penalties.
- Contestants will carry any penalties with them if they are granted a re-run.
- If the barrel racing is moved, postponed or rerun for safety reasons due to ground conditions, reruns will be penalty free.

Pole Bending

Event Rules

- Time Limit: Contestant will be allowed legitimate time from the time she enters arena gate until her time starts by Field Flagger or electric eye.
- Starting lines in pole bending will be subject to ground rules. A clearly visible starting line shall be provided.
- The horse's nose will be timed as it crosses the starting line.
- There shall be a minimum of 75 feet allowed for stopping, from the starting line to the arena fence.
- The poles and the starting line will be permanently marked for the entire go-round.
- During pole bending events, the arena will be dragged at regular intervals, to be determined by the management. Turnouts and releases must be included in the count.
- Following pole bending events, the pattern will be dragged or leveled.
- A contestant may enter the arena at the speed of her choice.
- Arena gate must be closed immediately after she enters the arena, and kept closed until pattern is completed and her horse is under control.
- Contestants may change horses in this event.
- Contestants may not share horses in this event, with the exception of children in the 7-10 age divisions. Horses in the 11-14 and 15-19 age divisions may only be run once per division.
- This event is open to girls only in the 11-14 and 15-19 age groups. Both boys and girls are allowed to enter pole bending in the 7-10 Years age group.

- The pole bending pattern is to be run around six poles.
- No flags to be used on poles.
- Two pole patterns may be set up. When a center gate is used with two sets of poles, while centrally located in the arena, the center gate should be treated as a corner gate for each set of poles. This will allow contestants in the 11-14 and 15-19 age divisions to perform a single spin or pivot before starting their run.
- Poles can be colored red, white and blue by six- inch strips as these are the colors of the National High School Rodeo Association, or plain white.
- The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be twenty-one (21) feet apart. The end pole must be twenty (20) feet, at least, from the fence.
- Poles shall be set on top of the ground, six (6) feet in height, and with no base larger than fourteen (14) or less than twelve (12) inches in diameter.
- Poles must be straight in line.
- Touching poles is permitted by horse or contestant.
- A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
- Timed event judges will not flag contestants out until time is recorded. Judge is to flag time, then flag contestants out if run is not legal. Knocking over a pole is a five (5) second penalty, per pole.
- Not following the pole bending pattern will receive no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side.
  - Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.
- The judge will determine legitimate problems for pre-start time.
- If a horse re-crosses the starting line at any time before the pattern is completed, the pattern will be considered broken and run will receive no time.
- If a contestant's horse breaks the timer light, by backing through before starting time, time will be considered started.
- A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.
- When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye-controlled times will remain unaltered.
- Assistants helping Pole Benders in the 11-14 and 15-19 age groups will not be allowed to go past the plane of the main arena gate when they are entering the arena or the contestant will be disqualified. This does not apply to the 7-10 year age group.
- In the 11-14 and 15-19 age groups, the contestant is allowed a running start. If the gate is centrally located, contestants must keep forward motion toward the first barrel/pole. If a side or corner gate is used, a single spin or pivot is acceptable in either direction or by the Arena Director’s approval. Failure to comply will be no time.

- Contestants must be on their horse when entering the arena for their run. They MAY NOT lead their horse down the alley or through the gate, and then mount their horse in the arena. They can have an adult help lead their horse down the alley, but that person may not step through the gate into the arena, unless in the 7-10 age group.

Re-Runs

- No rerun will be given due to faulty or broken equipment furnished by contestants.
- The battery digital clock will be the first backup time and digital hand-held watches to be second back up time. When both the digital clocks malfunction and no time was recorded from digital watches, contestants will be given a re-run at a time designated by the Judges and Arena Director, plus any penalties.
- Contestants will carry any penalties with them if they are granted a re-run.
- If the pole bending is moved, postponed or rerun for safety reasons due to ground conditions, reruns will be penalty free.

Breakaway Roping

Event Rules

- Time Limit: There will be a 1-minute limit.
- The judge will determine legitimate time allowed before the contestant calls for the animal.
- Contestants may change horses in Breakaway Roping.
- The roping box shall be part of the arena during roping events.
- Contestants must start from the Heeler’s Box.
- Once the score line has been set in timed events, it will not be changed in that go, nor can the length of the box be changed.
- Lap and Tap - No barrier to be used. If a barrier judge is used to flag the start, they shall flag the animal when the animal's nose crosses the starting line.
- The line judge must have a tape measure in their possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier, the Judge may still impose a beating-the-barrier penalty. Should the barrier break at any point other than designated breaking point, the decision is up to the Barrier Judge. If a contestant obviously beats the barrier, but the staples are pulled or the barrier rope is broken and string unbroken, the barrier judge may assess a 10-second penalty. Otherwise, this will not be considered a broken barrier.
- If the automatic barrier does not work, but time is recorded, contestants will get time, but there will be no penalty for broken barrier. If the automatic barrier fails to work and official time has not started, contestant will receive a rerun with the next available animal in chute order, provided the stock was qualified on in the field, without penalties. If an automatic barrier fails to work, and stock is brought back, contestants will use the next available animal in chute order during or immediately after the same performance.

- If barrier equipment hangs on the animal and the contestant tries the animal, she accepts the animal. If the contestant pulls up, they will receive the next available animal in chute order for the rerun.
- Calf belongs to contestant when they call for it, regardless of what happens, with the following exceptions:
  - In any timed event, if an animal escapes from the arena, the field judge will drop the flag and all watches will be stopped. Contestants will receive the next available animal in chute order with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
  - In case of mechanical failure.
  - If, in the opinion of the line judge, the contestant is fouled by a barrier, the contestant shall get their calf back, providing the contestant declares themself by pulling up.
- In breakaway, a horse must clear the box before a loop is thrown.
- Time to be taken between two flags.
- It shall be the Arena Director's responsibility to see that contestant competes on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
- All CJCA Breakaway age groups will use an open catch pen. (Approved 8/26/25)
- This event is open to girls and boys in the 7-10 and 11-14 age groups, and only girls in the 15-19 age group. Boys cannot enter both Breakaway and Goat Tying at the same rodeo in the 11-14 age group.
- One loop will be allowed only.
- Rope is to be tied to the saddle horn with nylon string. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A white flag that is visible to the flagman or judge must be attached at the knot end of the rope.
- Rope must be tied to the horn with a nylon string and may not be run through bridle, tie down, neck rope or any other device.
- String will be provided and will be inspected by designated officials before each contestant competes.
- No barrier, open catch pen, parent help in box and one loop only.
- A white cloth or brightly colored ribbon must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn. The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head.
- In 15-19 Breakaway Roping, only a bell-collar catch will be considered a qualified catch. The calf's head must pass through the loop. When the rope breaks, no leg or tail head may be inside the loop. (Approved 8/18/26)
- Rope must be released from the contestant's hand to be a legal catch.
- In case the Field Flag Judge flags out a roper that still legally has their one loop coming, the judge may give the same calf back lap and tap, plus time already lapsed and any barrier penalty. If time was not recorded, the contestant will receive a 10-second penalty for any loop used.
- Ropers must be mounted when time is taken.

- In order for time to be considered official, the barrier flag must operate.
- Timed event judges will not flag contestants out until time is recorded. Judge is to flag time, then flag contestants out if run is not legal.
- There will be a 10-second penalty assessed for breaking the barrier.
- Roping the calf without releasing the loop from hand will disqualify catch.
- Contestants will be disqualified for any abusive treatment of the calf or his/her horse.
- The contestant will receive no time should they break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop their horse to make the rope break away.
- It is up to the contestant to supply their own pusher if they deem it necessary. If any part of the pusher breaks the plane of the chute gate before the calf releases the barrier, the contestant receives no time.
- No rattling of chute. A timed event contestant may not have someone rattle the chute for her. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.

Re-Runs

- In any timed event, if an animal escapes from the arena, the flag will be dropped and watches stopped. Contestants will get the next available animal in chute order with lap-and-tap start, and time already spent will be added to time used in qualifying run plus barrier penalties, if any.
- During any performance, if an animal escapes the chutes or pens before it is called for by the contestant, or an automatic barrier fails and a rerun is warranted, the contestant will use the next available animal in chute order. The Roping Director will determine when the rerun occurs and address other rerun decisions under the event rules.
- No re-run will be given due to faulty or broken equipment furnished by contestants. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
- When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestants will be given a rerun at a time designated by the Judges and the Roping Director, plus any barrier penalties. If barrier penalties were incurred, then lap and tap start.
- In Breakaway Roping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the breakaway roper remains behind the plane of the barrier for approximately 10-seconds, that animal should be considered a sulking animal and replaced using the misdraw procedure.

Officials

- There shall be two or more timers, a Field Flag Judge, and a Barrier Judge. A third official may be used to help determine legal catches or any infractions of the rules. This official need not be mounted.
- The Flag Judge will make the final decision.

- Barrier Judge is responsible to change barrier string whenever it may have been weakened, or on request of the next contestant.
- Barrier Judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced. Barrier Judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with the same. The height of the barrier in timed events shall be from 32 to 36 inches measured at the center of the box.

Tie-Down Roping

Event Rules

- There will be a one (1) minute time limit. This is limited to boys in the 15-19 Years Age Group.
- Contestants may change horses in Tie-Down Roping and may share horses.
- The roping box will be considered part of the arena during Tie-Down Roping events.
- Contestants MUST start from the Heeler's Box.
- Once the score line has been set in the timed events, it will not be changed in that go, nor may the length of the box be changed.
- Lap and Tap - No barriers to be used.
- If Barrier Judge is used to flag the start, he shall flag the animal when the animal's nose crosses the starting line. It is always the decision of the Barrier Judge whether the barrier is broken. Should the barrier break at any point other than the designated breaking point, the decision is up to the barrier Judge. If a contestant obviously beats the barrier, but the staples are pulled or the barrier rope is broken and the string is unbroken, the Barrier Judge may assess a 10-second penalty. Otherwise, this will not be considered a broken barrier.
- If the automatic barrier fails to work, but time is recorded, contestants will get a time and there will be no penalty for a broken barrier. If the automatic barrier fails to work and official time has not started, contestants will get a rerun on the next available animal in chute order, if stock is qualified on in the field, without penalties.
- If the automatic barrier fails and a rerun is required, the contestant will run the next available animal in chute order at the end of the go.
- If barrier equipment hangs on animal and contestant attempts on the animal, they accept the animal. If the contestant pulls up, they will receive the next available animal in chute order for the rerun.
- Calf belongs to the contestant when they call for it, regardless of what happens, with the following exceptions:
  - In any timed event, if an animal escapes from the arena, the Field Flagger will drop the flag, all watches will be stopped, and the contestant will receive the next available animal in chute order, with Lap & Tap to start. Time already accumulated will be added to the time to complete the qualifying run. If time is not recorded, the contestant will receive a penalty for any loop thrown.
  - Mechanical Failure - If in the opinion of the Line Judge, the contestant is fouled by the barrier, the contestant shall get calf back, if the contestant declares himself by pulling up.

  - Jerk-Down Rule: If Field Judge determines that a contestant intentionally lays his rope slack so as to jerk the calf over in an inhumane manner, Field Judge may automatically disqualify the contestant. Switching direction of the calf to the left or right is preferred.
  - The horse must clear the box before a loop is thrown. Time is to be taken between two (2) flags. There will be a closed catch pen during Tie-Down Roping.
- A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
- Calves may be pushed out by the contestant's assistant, providing they are ready. If not, the calves may be tailed by the chute help, but it is not required. The contestant is responsible to find an assistant if they want their calf pushed.
- Contestants may only use one loop.
- Any catch is legal, catch as catch can.
- Contestants must rope the calf, dismount and flank the calf by hand. If the calf is down when roper reaches it, the calf must be let up on at least three legs or the calf must be elevated high enough that it has the opportunity to regain its feet, then the calf must be re- flanked. If a roper's hand is on the calf when it falls, it is considered thrown by hand. Rope must hold the calf until roper gets a hand on the calf.
- After flanking, contestants must then cross and tie at least three legs with a pigging string. To be a legal tie, there will be 1 or more wraps, a half hitch or hooey. Calf is to remain tied for 6 seconds, time to start when roper re-mounts his horse and has taken one step forward. If rope comes off the calf as the contestant starts to work the tie, the 6 second time will start when the rope clears the calf.
- If the calf kicks free, the contestant will receive a “No Time.”
- In order for time to be considered official, the barrier flag must operate.
- Timed Event Judges will not flag out riders until a time is recorded.
- Judge is to flag time, then flag out contestants if run is not legal. There will be a 10-second penalty for breaking the barrier.
- Roping the calf without releasing the loop from hand will disqualify catch.
- Contestants shall be disqualified for any abusive treatment to the calf or their horse.
- Intentional dragging of the calf regardless of distance will result in a no-time. Intentional dragging shall be defined as caused by the contestant.
- Excessive dragging of the calf will receive a no-time. Excessive dragging will be defined as dragging a calf 6 feet or more after the contestant has called for time. If in the opinion of the Judge, the dragging was caused by something outside of the control of the contestant, the Judge may give the contestant his time. Dragging the calf while the contestant is tying will not be considered excessive dragging.
- Roper will be flagged a no-time for touching the calf, or string, or by touching the rope to train his horse, after giving a finish signal of hands in the air.
- It is up to the contestant to supply their own pusher if they deem it necessary. If any part of the pusher breaks the plane of the chute gate, calf release, or the barrier, the contestant will receive a no-time.
- No rattling of the chute. A contestant may not have someone rattle the chute for them. The contestant or the person rattling the chute shall be disqualified.
- The time shall be taken with two (2) timers at all rodeos.

Re-Runs

- In any timed event, if an animal escapes from the arena, the flag will be dropped and watches stopped. Contestants will get the next available animal in chute order with lap-and-tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
- During any performance, if an animal escapes the chutes or pens before it is called for by the contestant, or an automatic barrier fails and a rerun is warranted, the contestant will use the next available animal in chute order. The Roping Director will determine when the rerun occurs and address other rerun decisions under the event rules.
- No re-run will be given due to faulty or broken equipment furnished by contestants. If the judge sees he has made an error in flagging, he must declare a re-run before the contestant leaves the arena.
- When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestants will be given a rerun at a time designated by the Judges and the Roping Director, plus any barrier penalties incurred.

Officials

- There shall be two (2) or more timers, a Field Flagger, and a Barrier Judge. A third official may be used to determine legal catches or any infractions of the rules, this official needs not to be mounted.
- The Flag Judge will make the final decision. A Field Flag Judge must ask contestants if they want a second loop, once a contestant has been flagged out, they will receive no stock back.
- Barrier Judge is responsible to change barrier string whenever it may have become weakened, or on the request of the contestant.
- Barrier Judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for each contestant. Barrier equipment must be inspected by the Judge before each timed event. If equipment is faulty, it must be replaced. The Barrier Judge shall be sure that nobody can stand close enough to the barrier or barrier equipment to tamper with it. The height of the barrier in timed events shall be from 32 to 36 inches measured at the center of the box.
- Judge will start 6 second time when roper remounts his horse and has taken one step forward.
- If rope comes off as the roper starts to work tie, the 6 second time starts when the roper clears the calf.
- Rope will not be removed and rope must remain slack until the Judge has passed the tie.
- If a horse excessively drags the calf after roper dismounts, Field Flagger may stop the horse.
- If the calf kicks free, the judge will stop the clock and check the time to see if it is a legal time or not.

Steer Stopping

Event Rules

- There will be a 1-minute time limit.
- The judge will determine legitimate time allowed before the contestant calls for the animal.
- Contestants may change horses in Steer Stopping.

- Roping Box shall be part of the arena during roping events.
- Once the score line has been set in timed events, it will not be changed in that go, nor can the length of the box be changed.
- Lap and Tap - No barrier to be used. If a barrier judge is used to flag the start, he shall flag the animal when the animal's nose crosses the starting line.
- The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier.
- However, if the contestant has obviously broken the barrier you may still impose a beating-the- barrier penalty.
- Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If a contestant obviously beats the barrier, but the staples are pulled or the barrier rope is broken and the string unbroken, the barrier judge may assess a ten-second fine. Otherwise, this will not be considered a broken barrier.
- If the automatic barrier does not work, but time is recorded, contestants will get time, but there will be no penalty for broken barrier.
- If the automatic barrier fails to work and official time has not started, contestant will receive a rerun with the next available animal in chute order, if stock is qualified on in the field, without penalties.
- If an automatic barrier fails to work, and stock is brought back, contestants will use the next available animal in chute order during or immediately after the same performance.
- If barrier equipment hangs on the animal and contestant tries the animal, he/she accepts the animal. If a contestant pulls up, he/she will receive the next available animal in chute order for the rerun.
- Steer belongs to contestant when he/she calls for it, regardless of what happens, with the following exceptions:
  - In any timed event, if an animal escapes from the arena, the field judge will drop the flag and all watches will be stopped. Contestants will receive the next available animal in chute order with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10- second penalty for any loop used.
  - In case of mechanical failure.
  - If, in the opinion of the line judge, the contestant is fouled by a barrier, the contestant shall receive the next available steer in chute order for the rerun, providing the contestant declares herself by pulling up.
- In Steer Stopping, a horse must clear the box before a loop is thrown.
- Time to be taken between two flags.
- It shall be the arena director’s responsibility to see that contestant competes on the stock drawn for her. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
- This event shall not be conducted with an open catch pen gate at any rodeo.

- This event is open to girls and boys in the 11- 14 and 15-19 divisions. Only one Loop will be allowed.
- The roper must dally to stop the steer. The word “dally” means one complete turn around the saddle horn.
- Roper must be mounted when time is taken.
- No foul catches can be removed by hand. If a steer is roped by one horn, the roper is not allowed to ride up and put the rope over the other horn or head with his hands. There will be only three legal catches: 1) Both Horns 2) Half Head 3) Around the neck.
- If a hondo passes over one horn, then loops over the other, catch is illegal. If the loop crosses over itself in the head catch, the catch is illegal. Steer must not be handled roughly at any time, and roper may be disqualified if, in the opinion of the field judge, they have intentionally done so. Broken rope or dropped rope will be considered a no time. Contestants must stop steer straight, and not turn off to stop steer. Horse and Steer must be facing each other, with rope tight, and horse’s feet must be on the ground before time is called.
- Rope must be released from the contestant's hand to be a legal catch.
- In order for time to be considered official, the barrier flag must operate. Timed event judges will not flag contestants out until time is recorded. Judge is to flag time, then flag contestants out if run is not legal.
- There will be a ten- second penalty assessed for breaking the barrier.
- If any part of the pusher breaks the plane of the chute gate before the calf releases the barrier, the contestant receives no time. No rattling of chute. A timed event contestant may not have someone rattle the chute for him/her. This applies in both the performance and the slack. The contestant and/or person rattling the chute may be disqualified to be determined by the barrier judge.

Re-Runs

- In any timed event, if an animal escapes from the arena, the flag will be dropped and watches stopped. Contestants will get the next available animal in chute order with lap-and-tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
- During any performance, if an animal escapes the chutes or pens before it is called for by the contestant, or an automatic barrier fails and a rerun is warranted, the contestant will use the next available animal in chute order. The Arena Director will determine when the rerun occurs and address other rerun decisions under the event rules.
- No re-run will be given due to faulty or broken equipment furnished by contestants.
- If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
- When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestants will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties incurred.
- In Steer Stopping, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the steer roper remains behind the plane of the barrier for approximately 10-seconds that animal should be considered a sulking animal and replaced using the mis-draw procedure.

Officials

- There shall be two or more timers, a field flag judge, and a barrier judge.
- A third official may be used to help determine legal catches or any infractions of the rules. This official need not be mounted. The flag judge will make the final decision.
- Once a contestant has been flagged out, she will receive no stock back.
- The barrier judge is responsible to change the barrier string whenever it may have been weakened, or on request of the next contestant.
- Barrier judges shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
- Barrier equipment must be inspected by the judge before each event. If equipment is faulty, it must be replaced.
- Barrier Judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with the same.
- The height of the barrier in timed events shall be from 32 to 36 inches measured at the center of the box.

Goat Tying

Event Rules

- Time Limit: There will be a one-minute time limit.
- Goats shall be appropriately divided for age divisions and numbered, and will be run in numerical sequence.
- Starting lines in Goat Tying will be subject to ground rules. A clearly visible starting line shall be provided.
- The stake and the starting line will be permanently marked for the entire go-round.
- A contestant may change horses in this event.
- A contestant may enter the arena at the speed of their choice.
- Horses do not need to be completely stopped before the rider dismounts.
- Arena permitting, the gate will be in the center between the two goats allowing each contestant the same length run at the goat. Arena gate must be closed immediately after the contestant enters the arena and kept closed.
- Time is to be taken between two flags.
- Time will start when the horse’s nose crosses the starting line.
- All goats must be tied three (3) times before the rodeo.
- Collars must be the same and snug, and ropes the same length.
- Goats should be the same size and weight.
- Flaggers stand in identical places each performance.
- Goats to be tied right, left, right and left.
- If there is a no show, or turnout during the event, the goat should be tied down and the right to left draw should remain as posted at the start of the rodeo. (This will be posted on the stock draw).
- All goats used in the draw are to be tied a maximum of six (6) runs before goats are switched.

- During Goat Tying, the arena may be dragged at regular intervals, to be determined by the Goat Tying Director.
- Goat handlers must stand directly behind the goat. Judges and directors will position themselves so they are able to have a clear view of the goat rope and horse.
- This event is open to girls only in the 15-19 age groups. Boys may compete in the goat tying in the 7-10 and 11-14 age groups. Boys in the 11-14 age group may not enter both the Goat Tying and Tie- Down Roping in the same rodeo.
- There should be at least a 15-yard starting line, and at least 100 feet from stake.
- The goat should be tied to a stake with a rope 10 feet in length.
- Stake should be completely underground so that no part of it is visible or above ground.
- The contestant must be mounted on a horse when entering the arena and must ride from the starting line to the goat, dismount from their horse, throw the goat by hand, cross, wrap and tie by hand, at least three (3) feet together with a pigging string. No wire is to be used in the goat string.
- If the goat is down when the contestant reaches it, goat must be elevated high enough that it has the opportunity to regain its feet and then stand clear of the goat when the tie is finished.
- Legs must remain crossed and secure for 6 seconds after completion of tie. While the judge is performing the 6-second procedure, the contestant will make no gestures, motions or noises to distract the goat. This will be considered trying to take an unfair advantage and will result in a disqualification.
- To qualify as a legal tie, there will be at least one complete wrap around at least three legs, and a half hitch, hooey or knot. The contestant must tie the goat by hand with no pre-made wraps, coils, knots, hooeys or half hitch.
- Boys in the 7-10 and 11-14 age groups must use a calf tying type of pigging string.
- Time will stop when the contestant signals the completion of the tie.
- The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time limit on the tie - for the goat's legs to remain crossed and tied.
- If a contestant gets a rope that is holding a goat wrapped around her leg, she may ask the judge if she can remove it. After getting permission from the judge, removing rope and moving back three (3) feet her six (6) second time limit will start.
- Qualified persons other than goat tying contestants will be used as goat holders.
- Timed event judge will not flag contestants out until time is recorded.
- Judge is to flag time, then flag contestants out if run is not legal.
- The tie will be passed on by a Field Judge and if it is not secure for six seconds, the contestant will receive no time.
- Contestants will receive no time for touching the goat or tie string after signaling she is finished.
- If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes into contact with the goat or rope prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
- If the goat should break away because of the fault of the horse, the contestant will receive a "no time" between flags.

- A five (5) second penalty will be assessed if the contestant enters the arena without her hat on her head.

Re-Runs

- No run will be given due to faulty or broken equipment furnished by contestants in any event.
- If the goat should break away, it will be left to the judges' discretion whether the contestant will get a re-run.
- When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestants will be given a rerun at a time designated by the Judges and the Goat Tying Director, plus any penalties.
- If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

Team Roping

Event Rules

- This event is for girls and boys in both 11-14 and 15-19 Age Groups.
- There will be a one (1) minute time limit.
- Contestants may change horses, and may share horses.
- The roping box will be considered part of the arena during Team Roping events.
- Once the score line has been set in the timed events, it will not be changed in that go, nor may the length of the box be changed.
- If no barrier is to be used it will be Lap and Tap.
- If Barrier Judge is used to flag the start, he shall flag the animal when the animal's nose crosses the starting line. It is always the decision of the Barrier Judge to determine if the barrier is broken when a barrier is used. Should the barrier break at any point other than the designated breaking point, the decision is up to the Barrier Judge. If a contestant obviously beats the barrier, but the staples are pulled or the barrier rope is broken and the string is unbroken, the Barrier Judge may assess a 10-second penalty. Otherwise this will not be considered a broken barrier.
- If the automatic barrier fails to work, but time is recorded, contestants will get a time and there will be no penalty for a broken barrier. If the automatic barrier fails to work and official time has not started, contestants will receive a rerun with the next available animal in chute order, if stock is qualified on in the field, without penalties.
- If the automatic barrier fails and a rerun is required, contestants will take the next available animal in chute order at the end of that go.
- If barrier equipment hangs on animal and contestant attempts on the animal, they accept the animal. If the contestant pulls up, they will receive the next available animal in chute order for the rerun.
- Steer belongs to the contestant when they call for it, regardless of what happens, with the following exceptions:
  - In any timed event, if an animal escapes from the arena, the field flagger will drop the flag and all watches will be stopped. Contestants will receive the next available animal in chute order with Lap & Tap to start. Time already accumulated will be added to the time to

complete the qualifying run. If time is NOT recorded, the contestant will receive a penalty for any loop used.
  - In case of mechanical failure, if in the opinion of the Line Judge, the contestant is fouled by the barrier, contestants shall receive the next available steer in chute order for the rerun, provided the contestant declares themselves by pulling up.
- In Team Roping, a horse MUST clear the box before a loop is thrown. Time is taken between two flags.
- It shall be the Team Roping Director's responsibility to see that contestant competes on the stock that is drawn for them.
- All Age Groups will have a closed catch pen.

Event Specifications and Rules

- After stock is loaded, ropers must rope in the order listed.
- Each roper will only be able to carry one (1) rope.
- Each team will be allowed three (3) loops.
- Time will be taken when the steer is roped, both horses facing steer in line with ropes dallied and tight. Horses' front feet must be on the ground.
- Roping steers without letting go of the rope will be considered a no catch. Roper must dally to stop steer or change directions. No tied-on ropes will be allowed. The word dally means one (1) complete turn around the saddle horn.
- Contestants in both the 11-14 and 15-19 age groups may enter the Team Roping twice for a total of two entries per rodeo, but must switch ends for the second run. Contestants may enter with the same partner or with separate partners as long as they are entered as a Header for one run and Heeler for one run. Both runs will count towards All-Around points.
- Contestants in the 11-14 and 15-19 age groups must rope with a partner in their same designated age group.
- Ghost Partner fee is 50% of the Team Roping entry fee, currently $15. (Approved 8/18/26)
- Team ropers who send in entries but do not have a partner listed at the time the Rodeo Secretary is ready to draw positions or the partner listed has not sent in an entry form, will be drawn a partner from the ropers entered who have volunteered to make a star run. The drawn partner may enter the rodeo if it is a second run for points and jackpot money. The drawn partner will receive jackpot money only, if it is a third run for that partner. No points will be awarded for a third run for any contestant.
- Roper must be mounted when time is taken.
- The steer must be standing up when roped by the head or heels.
- No illegal catches may be removed by hand. If the steer is roped by one horn, the roper is not allowed to ride up and put rope over the horn or head with their hands.
  - If the heeler ropes the front foot in the heel loop, this is a foul catch. Neither roper may remove the front foot or feet by hand.
  - However, should the foot or feet come out of the heel loop by the time the flagger drops his flag, it will be counted. In case the Field Flag Judge flags out a team before they face, that still legally has one or more loops coming, the Judge may award a rerun using the next available steer in chute order, Lap & Tap, plus any time already lapsed and any barrier penalty.

- In order for time to be considered official, the barrier flag must operate.
- Timed Event Judges will not flag out riders until a time is recorded. Judge is to flag time and then flag out contestants if run is not legal.
- There will be a 10-second penalty for breaking the barrier.
- Roping the steer without releasing the loop from hand will disqualify catch. Contestants shall be disqualified for any abusive treatment to steers or their horse.
- There will be three (3) legal head catches:
  - Both Horns
  - Half a Head
  - Around the Neck
- If hondo passes over one horn, and loops over the other, the catch is illegal. If loop crosses itself in the head catch (i.e. Figure 8), it is illegal.
- A crossed rope is legal on a heel catch. Any heel catch behind the shoulder is legal if rope goes up the heels.
- Only catching one (1) hind foot receives a five (5) second penalty.
- The steer's entire body must be turned and moving forward in tow before the heel loop can be thrown. However, if the steer stops it must only be in tow for the heel loop to be legal. Any heel loop thrown in the switch is considered a crossfire and is illegal and receives a no-time.
- Steers must not be handled roughly at any time, and ropers may be disqualified if in the opinion of the Field Judge, they have intentionally done so. In the event a Team Roper is disqualified or injured, that team will be eliminated from the event.
- If header accidentally jerks steer off its feet or steer trips, header must not drag steer over 8 feet before steer regains his feet or team will receive a no-time.
- If any part of the pusher breaks the plane of the chute gate before the steer releases the barrier, the contestant will receive a no-time.
- A broken rope or dropped rope will be considered a no-time.
- Time will be taken with two (2) timers at all rodeos.

Re-Runs

- In any timed event, if an animal escapes from the arena, the flag will be dropped and watches stopped. Contestants will get the next available animal in chute order with Lap & Tap start, and time already spent will be added to time used in qualifying run plus barrier penalties, if any.
- During any performance, if an animal escapes the chutes or pens before it is called for by the contestants, or an automatic barrier fails and a rerun is warranted, the contestants will use the next available animal in chute order. The Roping Director will determine when the rerun occurs and address other rerun decisions under the event rules.
- No re-run will be given due to faulty or broken equipment furnished by contestants.
- If the judge sees he has made an error in flagging, he must declare a re-run before the contestant leaves the arena.
- When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestants will be given a re-run at a time designated by the Judges and the Roping Director, plus any barrier penalties incurred.

Officials

- There shall be two or more timers, a Field Flagger, and a Barrier Judge.
- A third official may be used to determine legal catches or any infractions of the rules, this official needs not to be mounted.
- The Flag Judge will make the final decision.
- A Field Flag Judge must ask contestants if they want a second loop, once a contestant has been flagged out, they will receive no stock back. Barrier Judge is responsible to change barrier string whenever it may have become weakened, or on the request of the contestant.
- Barrier Judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for each contestant.
- Barrier equipment must be inspected by the Barrier Judge before each timed event. If equipment is faulty, it must be replaced.
- The Barrier Judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with it.
- The height of the barrier in timed events shall be from 32 to 36 inches measured at the center of the box.
- Any questions as to catches in this event will be decided by the Judges.



Chute Dogging

- Chute Dogging contestants will be boys between the ages of 11 and 14.
- There will be a one (1) minute time limit. Contestants have a thirty (30) second time limit to move steer from the chute to cross the designated starting line.
- If a modified straight load chute that allows the steer to be released head first at the timed event end of the arena is available it will be used. Otherwise steer will be released from the bucking chutes.
- Time starts when the inside-shoulder of the steer crosses the designated line. At this time is when the steer is legal to be thrown. Contestants will be disqualified if steer, when thrown has not crossed the score line. The contestant must keep the right hand behind the point of the right shoulder of the steer until the nose of the steer crosses the start line. If a hand is moved in front of the shoulder before the steer's nose crosses the score line, there will be a 10-second penalty added to the official time. The score line shall be marked using gyp or flour. The score line for chute dogging will be 3 feet beyond the chute gate opened at 90 degrees. The contestant will be disqualified if free hand does not remain behind the steers shoulder until the flag is dropped. The judge shall say "go" as he drops the flag. Cattle shall be numbered and drawn. The animal belongs to the contestant when he calls for it regardless of what happens except in the case of mechanical failure. The contestant is considered working with steer when steer leaves the chute. Contestants must shape the steer and twist it down, if the steer throws itself, it must be allowed back to its feet and must be re-thrown. The judge will determine and notify the contestant if the animal throws itself. The placing of fingers in the eyes, lips or nose of steer while wrestling will result in disqualification.
- Steer will be considered thrown only when it is lying flat on its side, or on its back with all 4 feet and head straight. Contestants must have hand on steer when it is flagged. The fairness of catch and throw will be left up to the Judge and their decision will be final. If contestant loses steer, Judge must ask contestant if he wants steer, contestant must reply at once. Flagger is required to watch contestants and steer until steer is turned loose. There shall be 2 or more Timers. Time will be taken between 2 flags.
- A weight limit shall be placed on Chute Dogging cattle of 350 lbs-500lbs.

Chute Dogging Livestock Requirements

- Cattle used for Chute Dogging, shall not be used for Team Roping. Animals used for this event should be inspected and questionable ones removed. Fresh cattle must have been thrown down prior to the rodeo. Contestants will not be required to compete on a crippled steer or a steer with a broken horn.
- During any go, if an animal escapes the chute or pens before it is called for by the contestant and a rerun is warranted, the contestant will use the next available animal in chute order. Escaped livestock will be returned to the pens by the Event Director and labor crew during or at the end of the performance, together with at least three (3) animals. No animal may be re-penned alone. The Arena Director will decide when stock is re-penned.

Steer Wrestling

Event Rules

Age & Time Limits

- Steer Wrestling contestants will be boys between the ages of 15 and 19.
- There will be a thirty (30) second time limit with optional one (1) minute time limit. The judge will determine legitimate time allowed before the contestant calls for the animal.
- Contestants may change horses between Go's in Steer Wrestling.
- Dogging Box - shall be part of the arena during dogging events.
- Once the score line has been set in timed events it will not be changed in that go, nor can the length of the box be changed.
- Lap and Tap - No barrier to be used. If a barrier judge is used to flag the start, he shall flag the animal when the animal's nose crosses the starting line.
- The pigtail of the barrier should not exceed 10 inches in length.
- Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If a contestant obviously beats the barrier, but the staples are pulled or the barrier rope is broken and string unbroken, the barrier judge may assess a 10-second fine. Otherwise this will not be considered a broken barrier.
- If the automatic barrier does not work but time is recorded, contestants will get time, but there will be no penalty for broken barrier.
- If the automatic barrier fails to work and official time has not started, contestant will receive a rerun with the next available animal in chute order, if stock is qualified on in the field, without penalties.
- If an automatic barrier fails to work and stock is brought back, contestants will use the next available animal in chute order during or immediately after the same go.
- If barrier equipment hangs on the animal and the contestant tries the animal, he accepts the animal. If the contestant pulls up, he will receive the next available animal in chute order for the rerun.
- Steer belongs to the contestant when he calls for it, regardless of what happens, with the following exceptions: a. In any timed event, if an animal escapes from the arena, the field judge will drop the flag and all watches will be stopped. Contestants will receive the next available animal in chute order with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used. b. In cases of mechanical failure. c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall receive the next available steer in chute order, provided he declares himself by pulling up.
- Time to be taken between two flags.
- It shall be the judge's responsibility to see that contestants compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
- This event shall not be conducted with an open catch pen gate at any rodeo.
- This event should not follow the girl's pole bending event or barrel racing in the same arena. If so, the arena must be dragged before the steer wrestling event.

- Contestants must furnish their own hazer and horse.
- Anyone jumping from the off side in the steer wrestling must notify the Rodeo Secretary when entering, and if possible, the barrier should be arranged on the off side for such contestants.
- Hazer must be a CJCA member or adult. They are subject to contestant rules if acting as a hazer, a violation of rule by hazer will disqualify the contestant they are helping.
- The contestant is considered working with steer when steer leaves the box.
- Steer must be caught from horse.
- If the contestant jumps at steer, he accepts him as sound.
- If the steer gets loose, the dogger may take no more than one step to catch the steer.
- After catching the steer, the wrestler must bring it to a stop or change its direction and twist it down.
- If a steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by a wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
- Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.
- Wrestlers must have hand on steer when flagged.
- Contestants and hazers must use the same horse they leave chute with.
- Hazer will be allowed to catch the dogger's horse.
- Dogger is entitled to only one jump in the thirty (30) second/one minute time limit. A jump will be considered to have taken place if the steer wrestler has dismounted his horse.
- The contestant is required to turn the steer's head so that he can get up.
- A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.
- In case the field judge flags out a wrestler that still legally has one jump coming, the judge may award a rerun using the next available steer in chute order, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the contestant will receive a 10-second penalty for any jump used. Contestant to only get to use the remaining jump.
- In order for time to be considered official, the barrier flag must operate.
- Timed event judges will not flag contestants out until time is recorded.
- Judge is to flag time, then flag contestants out if run is not legal.
- There will be a ten second penalty assessed for breaking the barrier.
- Contestants will be disqualified for any abusive treatment of the steer or his horse.
- Any violation of any rule by hazer will disqualify the contestant they are helping.
- Hazer must not render any assistance to the contestant while the contestant is working with steer. Failure to observe this rule will receive no time.
- If hazer bats steer, or contestant's horses, contestants will receive no time.
- A 10-second penalty will be assessed in any case in which a barrier judge rules that the dogger's feet touch the ground before the flag line is crossed.
- If any part of the pusher breaks the plane of the chute gate before the steer releases the barrier, the contestant receives no time.

- No rattling of chute. A timed event contestant may not have someone rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
- When the contestant calls for the steer, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the steer. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestants will receive no time.
- The contestant will be disqualified if he attempts in any way to tamper with steers or chute.
- Time should be taken with the average of two (2) times at all rodeos.

Reruns:

- In any timed event if an animal escapes from the arena, flags will be dropped and watches stopped. Contestants will get the next available animal in chute order with lap-and-tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
- No rerun will be given due to faulty or broken equipment furnished by contestants.
- If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
- For an approved rerun, the contestant will use the next available steer in chute order. Fresh steers may be added to the herd after they have been bulldogged from horseback and thrown down. It is the responsibility of the steer wrestlers to throw the cattle, at a time mutually agreed upon with the stock contractor.
- If fresh steers are missed in the steer wrestling, any steer missed in competition must be thrown down immediately following the section in which the steer was drawn. Such steer shall be thrown down by a person appointed by the Steer Wrestling Event Director. Each steer missed in competition is to be thrown no more than one time.
- When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestants will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.
- In steer wrestling, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the steer wrestler and hazer remain behind the plane of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure, at judge’s discretion.

Equipment:

- Cattle neck ropes on steers must be tied with string, or rubber bands.
- No metal snaps or hardware shall be used on cattle neck ropes in the steer wrestling event.
- Adjustable slide shall be used on all cattle neck ropes in steer wrestling event.
- The steer wrestling chute must have at least 30 inches clearance inside the chute and at the gate when in an open position.
- In steer wrestling the score may be no longer than the length of the steer wrestling box, minus six feet, unless other arrangements are approved by the arena director.
- Length of box to be measured from center of back end of box to center of barrier.
- A mechanical barrier must be used and there must be at least a 12-foot box

Steer Wrestling Livestock Requirements

- Cattle used for steer roping, team roping or other events shall not be used for steer wrestling.
- Animals used for this event should be inspected and objectionable ones eliminated.
- Fresh steers added to bunch that have not been used must be bulldogged from horseback and thrown down. It is the responsibility of steer wrestlers to throw the cattle at a time mutually agreed upon with the stock contractor.
- When fresh cattle are used, any fresh steer not thrown down during competition will be thrown down after completion of go-round.
- Contestants will be responsible to throw down such steers under the supervision of the arena director.
- Contestants will not be required to compete on a crippled steer or steer with broken horn.
- During any steer wrestling section, if a steer escapes the chutes or pens before it is called for by the contestant, or an automatic barrier fails and a rerun is warranted, the contestant will use the next available steer in chute order. The escaped steer will be returned to the pens by the Arena Director and labor crew during or at the end of the performance, together with other animals. No animal may be re-penned alone.
- Decisions will be made by the arena director about when stock is re-penned.

Officials:

- There shall be two or more timers, a field flag judge, and a barrier judge.
- A field flag judge must ask the contestant if he wants a second jump.
- Once a contestant has been flagged out, he will receive no stock back.
- The barrier judge is responsible to change the barrier string whenever it may have been weakened, or on request of the next contestant.
- Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each go.
- Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
- Barrier judge shall be sure that nobody can stand close enough to barrier or barrier equipment to tamper with the same.
- The height of the barrier in timed events shall be from 32” to 36” measured at the center of the box.
- The fairness of catch and throw will be left to the judges, and their decision will be final.
- A field flagger is required to watch contestants and steer until the animal is turned loose.

Roughstock Events

Calf Riding, Junior Bull Riding and Senior Bull Riding

Event Rules

Age & Time Limits

- Mutton Busting: Contestants must be 6 yrs & under. Sheep will be ridden for 6 seconds. Contestants will weigh a maximum of 60 lbs. and may be weighed before riding.

- Calf Riding: 7 yrs. to 10 yrs. Calf must be ridden for 6 seconds.
- Jr. Bull Riding: 11 yrs to 14 yrs. Steers must be ridden for 8 seconds.
- Senior Bull Riding: 15 yrs to 19 yrs. Bulls must be ridden for 8 seconds.
- Time starts when the animals inside front shoulder passes the plane of the chute.
- Contestants will not use sharp rowels.
- No part of the spur may have sharp edges including rowels and wire locks.
- No contestant will ride two (2) head in the same event during a rodeo, except for re-rides.
- Contestants may pull the bull rope from either side.
- Contestants must compete on stock drawn for them.
- All rough stock contestants are required to use a mouthpiece, and a helmet, Protective Vests must be worn by all rough stock riders. Failure to wear the protective equipment will result in disqualification. The Bell MUST be under the belly of the animal.
- Riding is to be done with one (1) hand and a loose rope, with or without a handhold.
  - Sheep riders may use two (2) hands and can only be ridden facing forward.
  - Calf riders may ride with only one (1) hand.
- No finger wraps, no knots or hitches to keep rope from falling off after the ride.
- No more than two (2) men may be on the chute to pull the contestant's rope.
- The Judge on the latch side of the chute gate shall serve as a back-up timer in the rough stock events.
  - The Judge’s stopwatch reading shall be used as a means of verification when the length of a qualified ride is in question. The judge will stop his watch when, in his opinion the contestant has been disqualified for any reason or when he hears the horn sound, whichever comes first. In either instance, the Judge will refer to his watch for time verification on each ride. In any instance where the time is 8 seconds or more on the Judges watch, the contestant will be entitled to a marking without penalty. In the instance the horn is sounded before 8 seconds, the judges must go with the horn.
- Rider and the animal are to be marked separately.
- Each judge shall use a scoring range of 1-25 for the rider and 1-25 for the animal, based on how well the rider performs and how well the stock performs. Each judge’s totals will be added together to give a total score for each qualified ride. All scores announced will be unofficial until the judges and secretary confirm the results and check for accuracy.
- All bull ropes including ropes used on sheep must have a bell. If no bell is attached when the animal leaves the chute, the rider will be disqualified.
- If a contestant makes a qualified ride with any part of his rope in his riding hand, he/she shall be marked.
- Contestant will receive no score for any of the following offenses:
  - Touching animal, equipment or person with free hand.
  - Using sharpened spurs (rowels).
  - Placing spurs or chaps under rope when rope is being tightened.
  - Being bucked off before the 6 or 8 second horn
- Judges may disqualify a contestant who has been advised they are next to go if they are not above the animal with glove on when the previous animal leaves the arena, or they are taking too much time getting out of the chute.

Re-Rides

- The judges will decide if a re-ride is to be given. Contestants should not influence the judges by asking for a re-ride. If a re-ride is given, the Judge shall inform the rider immediately of his mark and the option of a re-ride. The contestant may refuse his re- ride and take the score. The contestant must make their decision immediately.
- No re-ride will be given due to faulty or broken equipment of the rider.
- If an animal drawn for re-ride is already drawn for another contestant in a later rodeo, the rider with the re-ride will take the animal first. If the re-ride animal is already drawn for another rider in the same rodeo, the rider with the animal drawn will take the animal first.
- Re-ride may be given only when stock fails to perform, stops, or fouls the rider.
- If in the opinion of the Judges, if the animal is fighting in the chute, and a rider makes three (3) honest efforts to get out on the animal and is unable to do so, they may award a re-ride.
- Riders who are fouled at the chute and declare the foul will be entitled to a re-ride at the Judges' discretion.
- If the animal falls down out of the chute, a re-ride may be given at the Judges' discretion.
- If the animal falls down out of the chute, stops, or fouls the rider, the rider may take the same animal back provided the contractor is willing, or they may have a re-ride drawn. If the same animal is taken, and doesn't perform the second time, no re-ride will be given to the contestant following the second attempt on the same animal.
- The rider may be given a re-ride if the flank comes off or breaks, providing the rider has made a qualified ride.
- If a pickup man or horse, or clown comes in contact, or should interfere with the ride before a qualified ride, a re-ride will be given on the same animal.



Bareback Riding

Event Rules

- The event is for boys in the 15-19 Years Age Group.
- Time to start when the horse's inside front shoulder passes the plane of the chute.
- Horse must be ridden for eight (8) seconds.
- No sharp spurs or rowels allowed.
- Animal Falling to the Ground - If any part of the animal contacts the ground it will be the Judge’s discretion if the animal has fallen.
- No contestant will ride two head in the same event during a performance except for re-rides.
- Contestants may pull riggings from either side. Rigging must lie flat on the horse's back while rigging is being cinched. The Stock Contractor may call on the Judge to pass on whether rigging is being set or cinched in a manner that might hurt the horse. The judge may require the contestant to take his hand out of rigging after a horse is cinched. If the handhold is too tight, rigging will be declared illegal. The Stock Contractor may also request such action.
- Contestants must compete on stock drawn for them. In the event of a mistake, stock drawn must be run during that performance.
- Mark-Out Rule: To qualify, the rider must have spurs at the point of shoulders and touching horse when horse’s front feet hit the ground on the first jump out of the chute. One arm must remain free during the ride.
- The Judge on the latch side of the chute gate shall serve as a backup timer in the roughstock events. The Judges stopwatch reading shall be used as a means of verification when the length of a qualified ride is in question.
- The judge will stop his watch when, in his opinion, the contestant has been disqualified for any reason or when he hears the horn sound, whichever comes first. In either instance, the Judge will refer to his watch for time verification on each ride. In any instance where the time is 8 seconds or more on the Judge’s watch, the contestant will be entitled to a marking without penalty. In the instance the horn is sounded before 8 seconds, the judges must go with the horn.
- Ride and animal to be marked separately. Each Judge will mark the ride accordingly to how much the contestant spurs the horse and how the horse performs. Figures used in marking the riding events shall range from 1-25 for the rider and 1-25 for the horse.
- If bucking horse stalls coming out of the chute, either Judge may tell the rider to take his feet out of the neck and the mark-out rule will be waived. Contestants shall receive a no score for not following judges’ instructions to take his feet out of the horse’s neck, which is stalled in the chute.
- If rigging comes off horse, touching with the free hand, or if contestant is bucked off, contestant will receive no score.
- If in the opinion of the judges, a contestant is riding with sharp rowels or locked rowels, the rider will receive no score.
- Judges may disqualify a contestant who has been advised he is next to go if he is not above the animal with glove on when the previous animal leaves the arena, or they are taking too much time getting out of the chute.

Saddle Bronc Riding

Event Rules

- Event is for boys in the 15-19 Years Age Group.
- Time starts when the horse's inside front shoulder passes the plane of the chute. Horse must be ridden for eight (8) seconds.
- Sharp spurs or rowels are not allowed.
- Animal Falls to Ground - If any part of the animal contacts the ground it will be the judges' discretion if the animal has fallen.
- No contestant will ride two head in the same event during a performance except for re-rides.
- Contestants may pull riggings from either side. Horses are to be saddled in the chute. Saddles shall not be set too far ahead on horses' withers. The middle flank belongs to the rider, but the contractor may have the rider put back cinch.
- Contestants must compete on stock drawn for them. In the event of a mistake, stock drawn must be run during that performance.
- Mark-Out Rule: To qualify, the rider must have spurs at the point of shoulders and touching horse when horse's front feet hit the ground on the first jump out of the chute. Riding rein and hand must be on the same side.
- One arm must remain free during the ride, with the other hand on the bronc rein.
- The Judge on the latch side of the chute gate shall serve as a backup timer in the roughstock events. The Judge's stopwatch reading shall be used as a means of verification when the length of a qualified ride is in question. The Judge will stop his watch when, in his opinion, the contestant has been disqualified for any reason or when he hears the horn sound, whichever comes first. In either instance, the Judge will refer to his watch for time verification on each ride. In any instance where the time is 8 seconds or more on the Judge's watch, the contestant will be entitled to a score without penalty. In the instance the horn is sounded before the 8 seconds, the judges must go with the horn.
- Ride and animal will be scored separately. The rider will be scored on how much they spur the horse, and the horse will be scored on how it performs. Figures used in scoring the riding events shall range from 1-25 on both bucking horse and rider.
- If bucking horse stalls coming out of the chute, either Judge may tell the rider to take his feet out of the neck and the mark-out rule will be waived. Contestants shall receive a no score for not following Judges' instructions to take his feet out of the horse's neck, which is stalled in the chute.
- If rigging comes off the horse, the contestant touches the horse with the free hand, or if contestant is bucked off, contestant will receive a no score.
- If in the opinion of the judges, a contestant is riding with sharp rowels or locked rowels, rider will receive no score.
- A rider will be given a no score for any of the following reasons:
  - Being bucked off
  - Changing hands on the rein
  - Wrapping rein around hand
  - Losing a stirrup

- Touching self, animal, saddle, rein, etc. with free hand
- Riding with locked rowels.

- Judges may disqualify a rider who has been advised he is next to go if he is not above the animal and ready to go when the previous horse leaves the arena.
- Anyone using any foreign substance other than dry rosin on chaps, or saddle, shall be disqualified. The judges will examine clothing, saddle, rein and spurs.
- No exception will be made if local rules make it necessary to cover rowels.

Saddle Bronc and Bareback Re-Rides

- The Judges will decide if a re-ride is to be given.
- Contestants should not attempt to influence the judges by asking for a re- ride.
- If a re-ride is given, the Judge shall inform the rider immediately of his score and the option of a re-ride. The contestant may refuse his re-ride and take his score as-is. The contestant must make his decision immediately.
- No re-ride will be given due to faulty or broken equipment of the rider.
- If an animal drawn for re-ride is already drawn for another contestant in a later rodeo, the rider with the re-ride will take the animal first. If the re-ride animal is already drawn for another rider in the same rodeo, the rider with the animal drawn will take the animal first.
- Re-rides may only be given when stock fails to perform, stops or fouls the rider.
- If in the opinion of the judges, a rider makes three honest efforts to get out on an animal fighting in the chute and is unable to do so, the rider may receive a re-ride.
- Riders who are fouled at the chute will be entitled to a re-ride at the Judges' discretion.
- If the animal falls down coming out of the chute, a re-ride may be given at the Judges' discretion.
- If an animal stalls or fouls the rider, the rider may take the same animal back provided the contractor is willing, or they may have a re-ride drawn. If the same animal is taken, and doesn't perform again, no re- ride will be given.
- Rider may be given a re-ride if the flank comes off or breaks, providing the rider has made a qualified ride.
- If a pickup man or horse, or barrelman comes in contact, or should interfere with the ride before a qualified ride, a re-ride will be given on the same animal. The only exception to this rule is if it is the last day of the rodeo. The last rider of the rodeo may have the same animal back, but if the Stock Contractor is unwilling, a re-ride will be drawn.
- If the bronc halter comes off, the rider must have a re- ride providing the rider has a qualified ride up to the time the halter came off. The rider must take a re-ride or no score for that ride.

Dummy Roping - 7 to 10 years

- Once the contestant enters the designated area, it will be considered "across the score line."
- Each contestant will receive three (3) loops. Two loops will be thrown from the first line setting of 6 feet from the back of the horns. The third loop will be thrown from the second line setting of 8 feet from the back of the horns.
- All first place ties will be roped off with a fourth loop at a third line setting of 10 feet, measured from the back of the horns. Additional ties will continue to be roped off with the line continuing to move back 1-foot each round until all places are determined.

- Roper’s loop must leave the hand. Roping the dummy without turning loose of the loop will not be considered a qualified catch.
- The loop must go over the horns before touching the ground to be a legal catch.
- Fishing is legal. There will be a twenty (20) second time limit on fishing.
- Points are as follows (listed are the legal catches):
  - Around the Horns: 3 points
  - Neck Catch: 2 points
  - Half Head: 1 point



6 & Under Events

Mutton Busting - 6 and Under

- Mutton Busting contestants may be both girls and boys, ages 6 years old or under.
- Sheep will be ridden for 6 seconds.
- There will be a 60 lb. weight limit for the contestants. Contestants may be weighed prior to being allowed to ride.
- Contestants must ride facing forward with two hands, with or without a loose rope. If rope is used, it may not be tied on. Being tied on will result in a disqualification.
- Protective helmets are required to compete. Protective vests are recommended, but not required. Refer to the rules of Calf/Junior Bulls/ Bull Riding for other rules.
- No penalty will be assessed for not riding in a cowboy hat.

Dummy Roping - 6 and Under

- This event is for girls and boys age 6 or under.
- The hind legs of the dummy will be placed on the score line. The score line will be marked using rope, gyp or flour. There shall be six (6) feet between starting line and score line. Contestants shall not step on line or over line to throw a loop, this will be considered a no catch.
- Each contestant will be given three (3) throws. Legal catches will be scored as follows:
  - Around the Horns: 3 points
  - Neck Catch: 2 points
  - Half Head: 1 point
- No other catches will be awarded points. Loop must leave hand. There will be no time limit.
- No penalty will be assessed for losing a cowboy hat, but a cowboy hat must be worn at the start of the go.

Goat Undecorating

- This event is for girls and boys age 6 or under.
- Goats shall be tied to a stake with a rope 10 feet in length. Stake should be completely under the ground so that no part of stake is visible.
- The starting line will be 30 feet from the stake.
- Time will start when the contestant crosses over the starting line and time will end when contestant declares completion with upwards motion of both hands.
- The contestant must run down to the goat and pull the ribbon off the goat's tail.
- Ribbon shall be attached to the goat's tail by a rubber band.
- No penalty will be assessed for losing a cowboy hat, but a cowboy hat must be worn at the start of the go.

Stick Horse Race

- This event is for girls and boys age 6 or under.
- The pole will be placed approximately 30 feet from the starting line.
- Contestants are allowed to use appropriate personal equipment or can use equipment provided by the CJCA.
- Time will start when the contestant crosses over the starting line and time will end when the contestant crosses the starting line again for completion.
- Contestants will run with a stick horse between legs at all times down and around the pole, and return and cross the starting line to end the run.
- No penalty will be assessed for losing a cowboy hat, but a cowboy hat must be worn at the start of the go.

Stick Horse Barrel Race

- This event is for girls and boys age 6 or under.
- Barrels to be placed in a small Cloverleaf pattern.
- Contestants will run with a stick horse between legs through the standard Cloverleaf Barrel pattern following the rules for pattern stated in the Barrel Racing section of this Rulebook.
- Contestants are allowed to use appropriate personal equipment or can use equipment provided by the CJCA.
- Time will start when the contestant crosses over the starting line and time will end when the contestant crosses the starting line again for completion.
- Contestants will ride stick horses down and around barrels and return and cross the starting line to end the run.
- No penalty assessed for losing a cowboy hat, but the hat must be worn at the start of go.

