

The Christian Family Rodeo Association

Mission Statement

The Christian Family Rodeo Association is a growing association comprised of talented and experienced participants. It is committed to promoting the sport of rodeo, sportsmanship and family togetherness. In partnership with working personnel, contestants and contractors it shall continue to improve the quality of rodeos to meet or exceed its members' expectations. With teamwork and the persistence to achieve these ideals, all members will share in its success.

Membership

1. 2010 Membership dues are \$25.00 per individual and \$40.00 per family.
2. Any person becoming a member of the association shall comply with all of its rules and decisions, and shall be bound by them.
3. Memberships can be sold at rodeos at the option of the secretary.

General Rules

ALL CONTESTANTS SHALL OBSERVE THE GENERAL RULES SET BY THE CFRA THAT ARE PRINTED IN THIS RULE BOOK

All entries must be called in to the rodeo secretary the Monday before the rodeo 9:00 am – 5:00 pm. No late entries will be accepted. Team ropers must list their partners when they call in – No Open Entries!

All contestants must be members of the CFRA in order to compete. All waivers and memberships must be paid and signed before you are allowed to compete. All age brackets are as of April 1st, 2010. All entries are to be cash and cash only! No checks! Anyone not showing up and paying their entry fees will not be allowed to enter the next rodeo until their previous fees are paid in full. Any draw-outs must be made Thursday 9:00am – 5:00pm before the rodeo. All positions in the rodeo will be drawn prior to the rodeo.

All roping stock will be chute run.

Chute Doggin will be chute run.

Goats will be rotated every 3 runs – unless 4 runs closes the event. Example: 4 Contestants in 1 age group will run the same goat.

All riding stock will be drawn and taken as they enter the chutes. If an animal is drawn twice, the first drawn position will be the first to attempt the animal.

1. The **Point System** will be as follows:
 - a. All entries in any event will be awarded 1 point.
 - b. Highest points awarded are based on the number of entries in an event, with a cap of 10 points per event. No event will award more than 10 points for first place. For example, 5 contestants in an event, First place is awarded 5 points, Second place gets 4 points, Third place gets 3 points. Every entry gets 1 point if the event is no score, no time for all contestants.
 - c. In the Team Roping, only the highest placing points will be awarded for the all-around standings. For example, if the same roper wins first and second place, only their points for the first place will be tallied in the all-around standings, but both sets of points will be counted in the team roping standings.
 - i. Mixed Team Roping points will count in their respective age or gender group.

- ii. Any youth can enter an open event, but those points will not count in the Youth All Around, they will count in the Open Standings.
- iii. To qualify for All- Around the contestant must enter at least three events in their age bracket.

d. Finals Qualifications are as follows:

- i. In order to compete in the Finals a contestant must have competed in at least 3 rodeos in the events entered in the finals.
- ii. The Finals is a two go-around and average rodeo. Not competing in both performances is grounds for disqualification unless under release of a medical doctor.
- iii. Each go-around will be one rodeo points and the average will be one rodeo points. So the finals will count as three rodeos.

- 2. **Pay back** will be determined by the number of contestants, all added money must be advertised by event.

Payback Scale: Payback is 50% of Total Entry Fees:

No. of Contestants:	Places Paid	Percent
1-3 Entries	1 st Place	100 %
4-7 Entries	1 st Place	60 %
	2 nd Place	40 %
8-11 Entries	1 st Place	50 %
	2 nd Place	35 %
	3 rd Place	15 %
12 or More Entries	1 st Place	40 %
	2 nd Place	30 %
	3 rd Place	20 %
	4 th Place	10 %

- 3. Married youth are allowed to participate as long as they are within the CFRA age limits.
- 4. If a junior contestant wishes to participate in a senior event, he/she must give the rodeo secretary or points tabulator a waiver from his or her parents prior to completion in that rodeo and must meet the approval of the CFRA. This decision cannot be reversed. If the decision is made during the rodeo year, all junior points will be forfeited. If the decision is made to participate in that senior event, he or she will not be able to participate in that junior event. The same rule applies for pee-wee and youth participants wishing to participate in a higher division. No contestant may participate in two (2) different age groups in the same event.
- 5. If a CFRA member, member's parent, member's legal guardian or any other participant has had intoxication beverages and illegal drugs at any time prior to, during or after the performance, on the rodeo grounds, the member will not be allowed to participate in or receive points for that rodeo and will be asked to leave the rodeo grounds. In addition, their membership may be terminated subject to the CFRA's discretion.
- 6. All CFRA rodeo contestants, parents, and helpers must follow **dress code**: long-sleeved, button up, western shirt with a collar, tucked in with sleeves rolled down (girls may also wear the slinky type western shirts); cowboy hat or protective headgear; and western boots or lace-up boots in the arena (arena to be specified as the area within the arena fence including the bucking chutes and the alleyway to the arena gate) during the

performance. Dress code is in effect (30) minutes prior to the performance, and through the end of slack. Failure to comply will result in a fine or disqualification from that rodeo at the discretion of the official rodeo judge. The only exception will be rough stock riding, where the contestant may roll up his sleeve on his riding arm not to exceed the elbow, when he is competing or be fined or disqualified from that rodeo at the discretion of the official rodeo judge.

7. Protective headgear may be worn by any contestant in any event while competing.
8. If in the opinion of the official rodeo judge, a contestant, parent, and/or legal guardian is harassing the judges or rodeo personnel at any rodeo, he/she will not be permitted to complete in the remainder of that particular rodeo nor receive points or prize money. Entry fees and stock chargers will not be refunded when a contestant is not allowed to compete, due to an infraction of this rule.
9. Only contestants will be allowed to register complaints or disputes with the judges before the end of the performances. Any dispute during an event must be presented to the arena director whom will present it to the judge. Any dispute must be brought up at the performance at which occurs and may be settled no later than immediately following the performance. Formal written grievances (grievance specified as a rule infraction and not a judge's call) must be signed by at least three (3) people, reference the rule number and page number in the CFRA rule book and mailed to the CFRA secretary within seven (7) days of the grievance or no action will be taken.
The CFRA will respond within (30) days of receipt of the grievance.
10. At CFRA sanctioned rodeos, in which all CFRA events are included, emergency medical facilities and transportation will be readily available at the start of each CFRA rodeo performance through the end of all rough stock events including slack performances. All CFRA rules, regulations, and contracts must be upheld at all CFRA sanctioned rodeos.
11. No re-run will be awarded due to faulty or broken equipment furnished by contestant in any event.
 - a. No action by the helper or contestant will constitute a re-ride or re-run.
12. No contestant or spectators will be allowed in the arena during a performance except when competing in their events with the exception of one (1) designated helper, arena director and rodeo officials or be fined or disqualified from that rodeo at the discretion of the official rodeo judge.
13. Contestants are allowed one helper only. The helper may consist of one person on horseback or on foot. If helper is on horseback, he/she may not proceed any farther inside the gate than one (1) horse's length. A mounted helper must then exit the arena. All others must remain off of the chutes and out from in front of the chutes. No stock may be loaded into the chutes during barrel racing or pole bending.
14. No contestant shall be allowed to tamper with the rodeo livestock prior to and/or during any rodeo performance. Contestants will be disqualified for being in a pen with livestock at any time except when accompanied by a stock contractor, arena director, judge or when assigned to work in those pens.
15. If a contestant who fails to show up at a CFRA rodeo he/she is entered in without notifying the rodeo secretary, the entire entry will be assessed for each event by the CFRA. These fees will be due and payable to the CFRA. The CFRA will forward the stock fees to the stock contractors and remainder of the fees will be put into a general fund. A contestant with a visible injury or illness may turn out of any event at a rodeo without a doctor's written excuse provided notification of such turn out is authorized by a judge and

- the stock contractor at that rodeo. A contestant may also turn out with no fine assessed with a judge's approval due to injury or illness occurring at that given rodeo. Once the rodeo begins and stock is drawn, if the contestant turns out, fees and stock charges will not be refunded.
- a. A doctor's release and a vet release may only be used twice each during a rodeo season.
 - b. All delinquent fees must be paid before the contestant can compete in the next CFRA sanctioned rodeo.
 - c. Any member who does not call in will not be allowed to enter at rodeo. If a member in good standing calls in they cannot be turned down for any rodeo.
16. Score Tabulators: Person present in the arena during rough stock events for purpose of receiving and totaling judges' scores. Judges are to remain apart and not discuss scores.
 17. In all rough stock events, one (1) judge will carry a stopwatch to be used to time all rides from start to the time that, in the judge's opinion, the ride disqualifies himself in any manner. In the case of the dispute between the sound of the timer's signal and the judge's watch as to whether or not the contestant successfully completed the six (6) or eight (8) second ride, the judge's watch shall be the official time. The watch used must go down to one hundredth of a second. A contestant will not be penalized, however, if an infraction occurs after the horn sounds.
 18. All brands of ear tags must be clearly readable on all stock prior to rodeo.
 19. All roping and timed event stock will be run through prior to the first performance at each rodeo.
 20. Contestant cannot be fouled by a non-moveable obstacle.
 21. Judges must turn in a diagram to the rodeo secretary of all stakes placed in the arena in a two (2) performance rodeo.
 22. Any member receiving an overpayment of prize money must re-pay the amount of overpayment within (14) fourteen days following notification or they will pay a \$25.00 fine plus the amount of overpayment and shall be ineligible to compete in a CFRA rodeo or any other CFRA event until the amount of the overpayment and said fine is paid in full. Members will be notified by certified letter. Persons not paid will appear on suspended list.
 23. No electrical device may be used by any contestant on his or her horse.
 24. Rodeo judges and/or arena directors may inspect any contestant's equipment before, during or after a rodeo performance for safety and rule infractions.
 25. Any contestant may review the records of all contestants in any event in which he or she participates in at the end of each go round at a reasonable time so the secretary and/or judge may be present.
 26. Scores will not be changed once they are turned in, except for an obvious mathematical error. Markings must be totaled and checked by the rodeo secretary.
 27. No barrier judge, field flag judge, riding judge or timer may be changed during the course of a go round, except in the case of sickness or injury.
 28. Judges must remain available to the rodeo office until the rodeo secretary has made a final check of the rodeo books.

29. Contestants may be fined or disqualified from a particular event or rodeo for any of the following infractions listed below.
- a. Having any association with alcoholic beverages, narcotic or other non-medical drugs while in attendance at any approved CFRA sanctioned event.
 - b. Rowdiness, quarreling or any unsportsmanlike conduct.
 - c. Mistreatment of any rodeo livestock or contestant's horse, including excessive whipping.
 - d. Not being ready to compete when called upon after the third and final call.
 - e. Attempting to cheat, fix, threaten, bribe, influence, harass or coerce the judges at any time between opening and closing of the rodeo, by contestants or parents.
 - f. Tampering with the chutes or livestock in any way.
 - g. Vandalism on the rodeo grounds.
 - h. Contestants may be disqualified by the judges for any listed offense in the rule book.
 - i. Contestant shall be notified as soon as possible by the person or persons disqualifying them.
30. No contestant or stock contractor may participate in the finals if any fines that are owed to the CFRA are not paid in full two (2) weeks prior to the finals. This also includes contestants parent or contestant's legal guardian. Fines also include, but are not limited, insufficient funds checks or violation fines for any rule printed in this book. If the fines are not paid by the start of the next rodeo season, that contestant may not join. No contestant may compete on the same head of stock twice in any rodeo in the same event except for re-rides or re-runs.

Fines

1. Any member appearing on a suspended list will not be allowed to compete at any rodeo until suspension is cleared and will forfeit points accumulated to that time.
2. Any member receiving notice from 'Association Secretary' will abide by the notice. This applies to a rodeo whether it is CFRA first or second-sanctioned event.

General Rough Stock Rules

1. The CFRA has the right to disallow any stock they feel are undesirable for youth.
2. No stock contractor or his employees will be allowed to push the contestants through or verbally abuse them. In all rough stock events, the gate will not be opened until the contestant gives the go-ahead, except in a case of emergency.
3. CFRA strongly suggests the use of protective vests, mouthpieces by all youth rough stock contestants in every youth rough stock event. CFRA will not provide any protective vests for the contestants' use.
4. Judges must be asked for a re-ride before the contestant leaves the arena. Re-rides may be awarded for the following reasons:
 - a. Failure to get out of the chute on a chute-fighting animal after two honest attempts.

- b. Stock is marked twelve (12) or less by both judges.
 - c. Rider is fouled on the chute. (Judges' discretion)
 - d. Stock falling on its side.
 - e. Stock stopping.
 - f. Flank coming off or breaking provided the contestant has a qualified ride.
5. Re-rides are never given because of broken equipment furnished by the contestant.
 6. Re-rides: If an animal drawn for a re-ride is already drawn for another contestant in the same go, the contestant with the animal drawn will take his turn before the contestant's re-ride.

Jr. Boys & Open Bull Riding
Ages 15 to 19 Jr. Boys, Open: All Ages

1. Contestants are required to ride eight (8) seconds to receive a score.
2. Contestants are required to ride with one (1) hand and loose rope with or without handhold. No knots or hitches are allowed to prevent the rope from falling off the animal when the contestant leaves him. Ropes must have a bell. The bell must be under the belly of the bull ONLY. No bell – no marking.
3. Time starts when the animal's inside shoulder passes the plane of the chute. Contestants who are fouled in the chutes or when the animal falls coming out of the chute, judges will declare.
4. Judges will decide on re-rides. Hooks, rings or posts will not be used on bull ropes. No hot shots will be used on an animal while the contestant is attempting to mount or is mounted, except when the animal turns his head out of the chute.
5. The contestant will be disqualified when any of the following occur:
 - a. The contestant is bucked off before the time limit.
 - b. Contestant's rowels are too sharp.
 - c. The contestant touches the animal, self, or equipment with free hand.
 - d. Placing spurs or chaps under the rope while the rope is being tightened.
 - e. Intentionally placing spurs/spurs in knots in rope.
6. All bulls horns must be tipped to 50 cent piece size.
7. Contestants are allowed to wrap.

Calf Riding & Pee Wee Bulls
Calves: 9 & Under, Bulls: 11 to 14

1. Calf riding: Contestants are required to ride for five (5) seconds to receive a score. Steer Riding: Contestants are required to ride for six (6) seconds to receive a score.
2. Contestants are required to ride with one (1) hand and calf riders with no wrap (anything that goes under the hand considered a wrap) with or without handhold. No knots or hitches are allowed to prevent rope from falling off the animal when the rider leaves him. The rope must have a bell. The bell must be placed under the belly of the animal.
3. Time starts when the animal's inside shoulder passes the plane of the chute. Contestants who are fouled in the chutes or when the animal falls coming out of the chutes, must

declare themselves immediately by double grabbing or getting off in order to receive a re-ride. The contestant must be given the option of a re-ride if the flank strap comes off or breaks, provided the contestant completes a qualified ride.

4. Scoring:
 - a. Ride and animal are to be marked separately.
 - b. Scoring is to be 1-25 on the animal and 1-25 on the contestant.

5. Re-Rides:
 - a. Re-rides will be at the judges' discretion.
 - b. If the animal falls down, stops, or fouls contestant, the contestant will be entitled to a re-ride at the judges' discretion.

6. Contestant will be disqualified when any of the following occur:
 - a. The contestant is bucked off before the time limit.
 - b. Contestant's rowels are too sharp.
 - c. The contestant touches the animal, self or equipment with free hand.
 - d. Placing spurs or chaps under the rope while the rope is being tightened.
 - e. Intentionally placing spurs/spurs in knots in rope.
 - f. Take a wrap or tying on hard and fast.
 - g. Contestant's helper not being in dress code.

7. All steer horns must be tipped to the size of a dime.

8. Judge may inspect handhold for no wraps. Under hand is considered a wrap. Steer riders are allowed to wrap, calf riders cannot.

Mutton Busting

Ages: 6 & Under Boys & Girls

1. Time Limit:
 - a. Contestants are required to ride for five (5) seconds to receive a score.
 - b. Time will start when animal's inside front shoulder passes the plane of the chute.

2. Event Rules:
 - a. No ropes will be tied hard and fast around sheep. No contestant will be tied on the sheep. Only ropes similar to bull and steer riding may be used. Wrap may be disapproved by judge.
 - b. Riding is to be done with one (1) hand and loose rope.
 - c. Riding with two (2) hands will be considered exhibition and no score will be given.
 - d. If the contestant makes a qualified ride with any part of the rope in riding hand, rider is to be marked.
 - e. Mutton Busting is a rough stock event, therefore a protective vest must be worn while competing. Headgear is optional.
 - f. Sheep must weigh at least 195 lbs.

3. Scoring:
 - a. Ride and animal are to be marked separately.
 - b. Scoring is to be 1-25 in animal and 1-25 on contestant.

4. Re-Rides:
 - a. Re-rides will be at the judges' discretion.
 - b. If the animal falls down, stops, or fouls the rider, the contestant will be entitled for a re-ride at the judges' discretion.

5. Penalties:
 - a. The contestant is bucked off before the time limit.
 - b. Contestant's rowels are too sharp.
 - c. The contestant touches the animal, self or equipment with free hand.
 - d. Placing spurs or chaps under the rope while the rope is being tightened.
 - e. Take a wrap or tying on hard and fast.
 - f. Contestant's helper not being in dress code.
6. Judges must inspect every handhold for no wraps. Under hand is considered a wrap.

Barrel Racing

Ages: 9 & Under Boys & Girls, 10-14 Boys & Girls, 15-19 Girls, Open: All Ages Women

1. Prior to first performance of all CFRA approved rodeos, measurements shall be made with a tape measure only, written down, given to each judge and to the rodeo secretary for reference. Barrels must be staked. If stakes are not visible after the first performance, they must be re-measured according to first performance measurements.
2. Judges are responsible for marking off barrels before the beginning of the first performance of the rodeo and re-checked prior to the beginning of each rodeo performance thereafter using a tape measure.
 - a. Judges are responsible for placing barrels to the inside of the stakes prior to the event.
3. No obstacles may be set up to run through for the starting line.
4. The flagman's starting line must be a visibly marked place. Once a section has begun, the flagman cannot move from set position.
5. No horse may be ridden twice in the same age division or open division.
6. Score line shall be at least forty-five (45) feet or more from fence when possible.
7. The barrels used in any approved barrel race must be metal, closed-ended, and of a fifty-five (55) gallon size. It is required that barrels be painted or covered with a visible and uniform color.
8. Contestants may start on either the right or left barrel. When starting on the right barrel, there will be one (1) right turn and two (2) left turns. When starting on the left barrel, there will be two (2) right turns and one (1) left turn.
9. No lead-ins can be taken past the timer or the contestant will be disqualified.
10. Time shall begin when horse's nose reaches the starting line and shall end when the horse's nose reaches the finish line. There will be a sixty (60) second time limit. "Time" will be called when the sixty (60) second time limit has elapsed.
11. Contestants who are entered in the rodeo shall not time at the same rodeo.
12. Barrels are to be placed in a cloverleaf pattern, not staggered.
13. Contestants will not be disqualified or penalized for touching a barrel.
14. There shall not be tires placed on barrels.

15. In case of two (2) or more go-rounds, positions will be drawn for each go.
16. It is the contestant's responsibility to know their position and notify the judge if they have been called out of order.
17. If the electronic timer fails on one-third (1/3) or more contestants, back up times will be used for all contestants. Anything less than the one-third (1/3) will receive back-up times while the remaining contestants receive timer times.
18. Electric timers must be used at all rodeos and at the finals rodeo.
 - a. Electric timers will be staked inside the arena and the judge will stand directly behind the timer.
19. The contestant must be inside the arena gate within thirty (30) seconds after the final call or be disqualified. The contestant then has fifteen (15) seconds to get their horse set and start the pattern by crossing the time line or the contestant may be assessed a five (5) second penalty by the judges. If center gate is used, contestant must maintain forward motion or contestant will be disqualified. **This rule shall not be enforced if there is not a center gate.**
20. Contestants will not be permitted to work their horses around the stakes or barrel closer than ten (10) feet from the stakes used in a CFRA competition. Noncompliance of this rule will result in disqualification.
21. If a contestant knocks a barrel over, there will be a five (5) second penalty for each barrel knocked over. If a barrel is knocked over and it stands up again on its end, this will be considered as knocked over and the five (5) second penalty charged.
22. Arena will be raked after every age division and after every fifteen (15) contestants. In slack, the arena will be after every fifteen (15) contestants and after every age division.
23. Contestant will be disqualified after crossing the line and being flagged at the beginning of the run if they re-cross the score line before the completion of a true cloverleaf pattern. The pattern will be considered broken if the plane or the third barrel is broken or if the horse turns the wrong direction.
24. Failure to observe dress code as stated will result in disqualification.
25. Contestant must make an honest attempt to keep hat on. Disqualification will result from the contestant failing to enter the arena and begin run with hat on.
26. Re-runs: A re-run can be granted if the timer or flagman fouls the contestant. Contestants will make re-runs during or after the performance of the rodeo, at a time decided upon by both the judge and the contestant.
27. If for any reason a re-run is needed, any penalty given during the first run will be dropped.
28. If whole section is a re-run, all penalties will be dropped.
29. Contestants are allowed one helper only. The helper may consist of one (1) person on horseback or on foot. If the helper is on horseback, he/she may not proceed any farther inside the gate than one (1) horse's length. A mounted helper must then exit the arena. All others must remain off of the chutes and out from in front of the chutes. No stock loaded into the chutes during barrel racing and pole bending.

Pole Bending

Ages: 9 & Under Boys & Girls, 10 To 14 Boys & Girls, 15-19 Girls, Open: All Ages Women

1. The start and finish line and position for poles must be staked permanently for the entire rodeo. The start and finish line is the same line.
2. The contestant may be allowed a running start. The arena gate must be closed immediately after the contestant enters the arena and kept closed until the pattern is completed and the contestant's horse is under control.
3. Time begins when the horse's nose reaches the start line and stops when the horse's nose reaches the finish line. There is a sixty (60) second time limit except in 9 and Under which has a time limit of 120 seconds. "Time" will be called when the time limit has elapsed.
4. The pattern is to be run around six (6) poles. Each pole is to be twenty-one (21) feet apart and the first pole is twenty-one (21) feet from the starting line. Poles will set on top of ground in a straight line. Poles will be six (6) feet in height with a base no more than fourteen inches (14") in diameter (twenty-one feet from the starting line) when arena conditions allow.
5. Contestant may start to the right or the left of poles. Contestants are to run beside the poles to the last pole, then weave back to the first pole, round the first pole, weave back to the last pole and home. A contestant will be disqualified for not following pattern and crossing the time line before pattern is finished. A five (5) second penalty will be given for each pole knocked over (top touching the ground) even if the pole stands back up. While one horse is running, no other horses will be allowed in the arena. Touching a pole is permitted by horse and rider.
6. If the electric timer fails on one-third (1/3) or more of the pole benders, back up times will be used for all contestants. Anything less than one-third (1/3) of the contestants will receive back up times while the rest of the contestants receive timer times. Electric timers must be used at all rodeos and finals.
7. If all youth and open pole bending divisions are run consecutively, the poles will be reset at the judges' discretion. The ground will be raked around the end poles after every fifteen (15) contestants and after each age division.
8. The contestants must be inside the arena gate within thirty (30) seconds after the final call or be disqualified. The contestant then has fifteen (15) seconds to get their horse set and start the pattern by crossing the timer, or the contestant will be assessed a five (5) second penalty.
9. Contestant must make an honest attempt to keep hat on. Disqualification will result if the contestant fails to enter the arena and begin the run with hat on.
10. No horse may be ridden twice in the same age division or open division.
11. Contestants are allowed one (1) helper only. The helper may consist of one (1) person on horseback or on foot. If helper is on horseback, he/she may not proceed any farther inside the gate than one (1) horse's length. A mounted helper must then exit the arena. All others must remain off the chutes and out from in front of the chutes. No stock may be loaded into the chutes during barrel racing and pole bending.

Breakaway Roping

Ages: 9 & Under Boys & Girls, 10-14 Girls, 15-19 Girls, Open: All Ages Women

1. Breakaway requires a regulation loop. The contestant's rope must be tied to the saddle horn with 150 lb. Nylon string, to be provided by the contestant. 9 and Under contestants may use cotton string.
2. The barrier judge will inspect the tie to the horn, the flag and the rope. All flags must be a twelve-inch (12") by twelve inch (12") white/red flag. Flag must be tied at the knot at the end of the rope with no tail.
3. Each contestant will be allowed one (1) loop. Open gate rule will apply. Should the calf go into the catch pen or if time should elapse, the contestant must retire from the arena and will receive a "no time."
4. The contestant must make a clean catch; that is the loop must pass completely over the animal's head; then, catch-as-catch-can. The flag judge will signal for time to stop when the rope breaks from the saddle horn by the motion of the calf or horse.
5. The contestant will receive a "no time" if 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 then stop the horse to make the rope break away from the saddle horn.
6. The horse must break the plane of the barrier box before the contestant may rope.
7. Roping the calf without releasing the loop from the hand is not permitted. The calf will not be tied.
8. If the calf escapes the arena, the flagman will stop the time. The contestant will begin in the roping box, lap and tap, with the same animal, adding the first time to the additional time required to rope the calf. The contestant will only be allowed their remaining unused loop. No barrier will be used on lap and tap. The judge will signal time to begin when the calf's head clears the gate.
9. There will be a sixty (60) second time limit. "Time" will be signaled when the sixty (60) second time limit has elapsed. Catch pen to remain open.
10. A ten (10) second penalty will be added for breaking the barrier.
11. If the barrier is broken at any place other than the designated place, the barrier will not be considered broken. The barrier will not be considered broken unless the ring falls within ten feet (10') of the post.
12. If the barrier equipment fouls the horse, rider, or equipment, the contestant must declare himself/herself immediately by pulling up. The contestant will receive a re-run.
13. The score line will be six (6') to ten (10') feet, at the discretion of the judge. Two (2) hazers will be allowed one (1) on score line and the other may not stand beyond 25 feet (25') from the front of the box.
14. The calves must be uniform in size. Calves should not exceed 350 lbs. Calves' horns should not exceed (2") in length.
15. The roping box will be considered part of the rodeo arena.

16. Any non-moveable obstacle cannot foul the contestant.
17. The contestant must enter the arena gate and go directly into the roping box if the calf is ready. The contestant may be disqualified for loping the horse around the arena when a calf is loaded and ready.
18. If the calf breaks the plane of the out gate or time has elapsed before the string breaks, the contestant will receive a "no time."
19. Judges and arena director will set all score lengths, stakes and barriers. Once set they will not be changed for that performance or rodeo. Arena conditions, size of arena, length of roping boxes, cattle to be used at the event should be considered and included in all roping events.

Calf Roping:

Ages: 19 & Under Boys, Open: All Ages

1. The contestant shall ride from behind a barrier. A ten (10) second penalty will be imposed for beating or breaking the barrier.
2. The contestant must enter the arena gate and go directly into the roping box if the calf is ready. The contestant may be disqualified for loping horse around the arena when the calf is loaded and ready.
3. If the barrier is broken at any place other than the designated place, the barrier will not be considered broken. The barrier will not be considered broken unless the ring falls within ten (10') of the post.
4. If the barrier equipment fouls the horse, rider, or equipment, the contestant must declare himself/herself immediately by pulling up. The contestant will receive a re-run. If the barrier equipment stops the calf or turns calf back, the calf will be brought back and a decision will be made by the judge to determine if calf is re-run.
5. The contestant shall have neck rope or equivalent equipment adjusted in a manner that will keep the horse from dragging the calf. If the horse excessively drags the calf ten feet (10') or more after roped, tied, and time taken, contestant will be disqualified.
6. At a regular rodeo contestants can carry only one (1) loop. The contestant will be given the option of using two (2) loops. If the contestant intends to use two (2) loops, they must carry two (2) ropes. Loops cannot be rebuilt while riding. If the second loop or coils fall from the saddle and touch the ground, the loop may not be used. Should the contestant miss with both loops, they must retire from the arena and receive a "no time."
7. The contestant cannot be fouled by any non-moveable obstacle.
8. The roping box will be considered part of the rodeo arena.
9. There will be a sixty (60) second time limit. "Time" will be signaled when the sixty (60) second time limit has elapsed.
10. Contestants must rope calf, dismount, go down rope, throw calf by hands, and cross and tie any three (3) feet. The time will stop when both of the contestant's hands are clear of calf. If calf is down when the contestant reaches it, the calf must be daylighted (calf must be stood on at least three (3) feet. Contestant may help calf, but at

least three (3) feet must be dangling straight under calf and calf must be rethrown.) If contestant's hand is on calf when it falls, calf is considered thrown by hand. Rope must hold until contestant gets his hand on calf. The contestant must remount, ride forward and allow slack in rope. The field judge will examine tie. Calf's feet must remain crossed and tied for five (5) seconds after remounting and riding forward.

11. If the tie comes loose or the calf gets to his feet before the tie has been ruled a fair one, the contestant will be given a "no time." The contestant will be disqualified for removing the rope from the calf before the tie has been passed on by the field judge. The untie man must not approach the calf until the judge signals that a time has been given.
12. The field judge will use a stopwatch to assure equal timing for all contestants. A contestant has the right to see the stopwatch. If the judge clears the clock before a disqualified contestant views it, then the contestant receives that time.
13. At the contestant's discretion, they will be allowed two (2) hazers, one on score line and one (1) not over twenty-five (25') feet from the front of the box. Hazer must not come in contact with the contestant or throw objects at the calf or the contestant will be disqualified.
14. Judges and arena director will set all score lengths, stakes and barriers. Once set they will not be changed for that performance or rodeo. Arena conditions, size of arena, length of roping boxes, cattle to be used at the event should be considered and included in all roping events.
15. Contestants cannot touch the rope, string, or calf after the flag has been dropped signaling time.

Team Roping

Ages: 19 & Under Girls & Boys, Open: All Ages

1. The contestant may enter twice by changing ends or partners. The header will start behind the barrier from the left side of the chute. A ten (10) second penalty will be assessed for breaking the barrier. The steer belongs to the team after it crosses the score line or breaks the barrier regardless of what happens, with only two exceptions:
 - a. If the steer gets out of the arena (roping box to be considered part of the arena), the flag will be dropped and the contestants get the steer back, lap on tap, with the time added to the first time. The team will only be allowed the remaining unused loops. No barrier will be used on lap and tap. The judge will signal the time to start when the animal's head clears the gate.
 - b. Mechanical failure.
2. Each contestant is allowed to carry only one (1) rope. Each team is allowed two (2) loops at a regular rodeo. No ropes tied to the saddle horn are allowed in the 19 & Under division; however, in the Open division any heeler age 55 or older and all ladies may tie on. Under no circumstances will any header be permitted to tie on.
3. Any non-moveable obstacle cannot foul the contestant.
4. If the barrier is broken at any place other than the designated place, the barrier will not be considered broken. The barrier will not be considered broken unless the ring falls within ten feet (10') of the post.
5. If the barrier equipment fouls the horse, rider, or equipment, the contestant must declare himself/herself immediately by pulling up. The contestant will receive a re-run.

6. Time will be taken when steer is stopped; both horses' front feet are on the ground and facing steer in a straight line with ropes dallied and tight. The steer must be standing up when roped by head or heels.
7. A broken rope or dropped rope will be considered a "no time." No foul catches can be removed by hand. If either contestant dismounts his horse before the flag is dropped, the team will receive a "no time."
8. If the steer is roped by one (1) horn, the contestant is not allowed to ride up and put the rope over the other horn or head with their hands. If the heeler ropes a front foot or feet in the heel loop, this is an illegal catch. Neither contestant may remove the front foot or feet from the loop by hand. However, should the front foot or feet come out of the heel loop by the time the field judge drops his flag, time will be counted.
9. If a field judge flags out a team that still legally has one (1) or more loops coming, the judge will give the steer back, lap and tap, plus time already lapsed and any barrier penalty.
10. There will be two (2) timers, a barrier judge and a field judge. Times are to be taken between two (2) flags. Arena conditions will determine the score line. The judges set the length of the score line. The judges will decide upon any questionable catches.
11. There will be only three (3) legal catches: Head and both horns, half of the head, or around the neck. Any other catch results in disqualification. A front leg catch is illegal.
12. If the hondo passes over one (1) horn and the loop over the other, the catch is illegal. Any heel catch behind both shoulders is legal if the rope goes up the heels. One (1) hind foot receives a five (5) second penalty. If the loop crosses itself on the head catch, it is illegal (this is called a "figure eight"). This does not include heel catches.
13. Throwing a heel loop, the steer's body must change directions and be in tow one jump before heel loop can be thrown. If the steer stops, it must only be moving forward for the heel loop to be legal. Any heel loop thrown in the switch will be considered a crossfire and a "no time" will be recorded.
14. The steer must not be handled roughly nor beaten, whipped, kicked or run over by the contestant or horse at any time. It will be to the judge's discretion to disqualify a contestant that they feel has intentionally done so. The director must approve horn wraps.
15. There will be a sixty (60)-second time limit. "Time will be signaled when the sixty (60) second time limit has elapsed.
16. The contestants must enter the arena gate and go directly into the roping box if the steer is ready. The contestants may be disqualified for loping around the arena when the steer is loaded and ready.
17. Championship points will be allowed to each individual for all placings in go-around and average in each CFRA sanctioned event. All-around standings will count only the highest markings per go-around and average at each CFRA sanctioned event.
18. Judges and arena director will set all score lengths, stakes and barriers. Once set they will not be changed for that performance or rodeo. Arena conditions, size of arena, length of roping boxes, cattle to be used at the event should be considered and included in All roping events.

Steer Stopping

Ages: 15 - 19 Yrs. Boys, Open: All Ages

1. The roper will start behind the barrier from the left side of the chute. A ten (10) second penalty will be assessed for breaking the barrier. The steer belongs to the roper after it crosses the score line or breaks the barrier regardless of what happens, with 2 exceptions:
 - a. If the steer gets out of the arena, the flag will be dropped and the steer will be brought back lap and tap, with the time added to the first time. No barrier will be used and the judge will flag the start when the animal's head clears the chute.
 - b. Mechanical failure.
2. The roper will be allowed 1 loop. No topes will be allowed to be tied on.
3. Any non-moveable obstacle cannot foul the contestant.
4. If the barrier is broken at any place other than the designated place the barrier will not be considered broken. The barrier will not be considered broken unless the ring falls within 10 feet of the post.
5. If the barrier equipment fouls the horse, rider, or equipment the contestant must declare immediately by pulling up. The contestant will receive a rerun.
6. Time will be taken when the steer is roped, horse stopped with steer momentarily stopped, facing horse. Horse must be standing on 4 feet in order for time to be taken. The rope must be dallied around the saddle horn and held until the flag is dropped. Roper must on their horse.
7. A broken rope or dropped rope is considered a no-time. There are 3 legal head catches: around both horns, around the neck, or half a head. Figure 8's or a rope in the mouth will be a no-time. A hondo over the horn is also a no-time.
8. Barrier judge, flagman, barrier, horn wraps or anything not covered in this section shall be covered in the team roping rules.

Chute Dogging

Ages: 19 & Under, Open: All Ages

1. With the gate open on the bucking chute to ninety (90) degrees, at that point, chalk a line parallel to the bucking chute three (3) feet beyond the end of the open chute gate.
2. With the steers loaded in the chutes, the contestant gets beside the steer, places left hand on the horn, and places right hand behind the right front shoulder. When the contestant is ready, the chute gate will be opened. The contestant must keep right hand behind the steer's shoulder until the steer's nose crosses the white chalk line. Failure to do so will result in a ten (10) second penalty. At this point, the time starts and the contestant can move their right hand to the horn and throw the steer. There will be a sixty (60) second time limit.
3. Any deviation in the rules will constitute disqualification. This will be at the judges' discretion.
4. There will be two (2) judges, one line judge to start the time and to enforce the arm rule, and one flag judge to stop the time.

5. There will be no tailing out of steers from the chute. Steer must cross score line to receive a time.
6. Only the contestant will be allowed in the chute with the steer.
7. The contestant must stop or switch the steer's direction and twist the steer down. If the steer gets loose, the contestant can take only one (1) step to catch the steer.
8. The steer will be considered down when it is lying flat on its side with all four (4) feet and head straight. The contestant must have one (1) hand on the steer when flagged. If the steer gets loose from the contestant, they may take no more than one (1) step to catch the steer.

Goat Tying

Ages: 9 & Under Boys & Girls, 10-14 Boys & Girls, 15-19 Girls, Open: All Ages Women

1. The goat will be staked at the end of a ten-foot (10") tether at a permanent location and marked for the entire rodeo. The stake shall be level with the surface of the ground.
2. The goat will be held by the collar in a vertical position behind the stake until the time begins. Contestants cross the starting line and ride toward the goat. The contestant dismounts, throws the goat, and crosses and ties any three (3) feet. The contestant may go down the rope. If the goat is down, it must be elevated so that at least three (3) feet are straight underneath the goat, and the goat must be re-thrown.
3. No foreign materials, such as wire, will be used for tying materials. A thong, piggin string or rope will be used.
4. A contestant may enter the arena at the speed of their choice. The arena gate will be closed after the contestant enters and will be kept closed.
5. When the tie is completed, the contestant signals the judge by throwing both hands in the air. The tie must hold for five (5) seconds after completion. A legal tie consists of one (1) or more wraps with a half hitch, hooey or knot.
6. Time will start when the horse's nose crosses the starting line. Goat's feet must remain crossed and tied for five (5) seconds after the contestant has signaled for time to stop and has stepped three (3') feet away from the goat. The judge will not flag the contestant out until the time is recorded. The judge is to flag time, then flag contestant out if the tie is not legal. A field judge will pass on the tie, and if it is not secure for five (5) seconds, the contestant will receive a "no time." The contestant will receive a "no time" for touching the goat or tie string after signaling that they are finished.
7. If the goat should break away, it will be left to the judges' discretion whether or not they will get a re-run.
8. The judge and goat handler must stand directly behind the goat in order to give both the right and left handed contestants the same advantage.
9. No more than three (3) consecutive runs on one (1) goat will be allowed, unless 4 runs ends the class.
10. Unnecessary roughness of the goat by the contestant will be left to the judges' discretion and may result in the contestant's disqualification.

11. There will be a sixty (60) second time limit. "Time" will be called when the sixty (60) second time limit has elapsed.
12. If contestant's horse comes in contact with the tether or the goat while contestant is mounted or dismounted, the contestant will receive a "no time."
13. All boys 9 and Under and 10-14 must tie goats like a calf, stringing front leg with one (1) or two (2) wraps, a half hitch and a hooey.

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