



2026- 2027 RULES AND BY-LAWS

I. Purpose

The organization shall be known as The Georgia Junior Rodeo Association. The Georgia Junior Rodeo Association may herein be referred to as GJRA. The purpose of GJRA is to develop sportsmanship, horsemanship, and life skills in the youth of our organization. It is our mission to bring together youth and adults to promote a family atmosphere among people interested in rodeo while promoting the positive image of the sport of rodeo and preserving the western heritage. The GJRA, Board of Directors, Murray County Saddle Club, and/ or any other facility GJRA occupies assumes no responsibility for injury or damage to person, property or stock of any owner, contestant, volunteer, or assistant. Georgia Equine Law will also apply.

II. Board of Directors

The main role of the Board of Directors is to teach, educate, and help prepare the members for the sport of rodeo by determining that rules are correctly followed, and that respect is given to all contestants, adults, livestock, and facilities. The Board of Directors reserves the right to change or add rules for the good of the contestants and the organization. The Board of Directors also has the right to revoke the membership of anyone that is not acting within the code of conduct set within the organization.

III. Membership

1. The GJRA membership fee is \$75 per contestant. Membership fees can be paid online or prior to competing.
2. Membership must be purchased before the contestant enters any rodeo event. Points will not be counted until the membership fee has been paid and all documentation has been received. A day permit can be purchased for \$20 and is only good for the day of that rodeo. If a day permit is bought, points WILL NOT be carried over from that day to a membership if purchased later. You must buy a membership before entering for that day's points to count towards year-end awards.
3. Each participant, by the act of paying membership dues or entry fees, waive all claims against management, stock contractors, arena owner, and the association for injuries he or she or their property may sustain at the rodeo or on the road to and from the rodeo.
4. We offer the following divisions:

- a. Buckaroo: Kindergarten and under (No payback or points)
 - i. No points are awarded in this division; however, after they compete in their event, they can pick out a prize from the “treasure box” (1 prize per event competing in).
 - ii. This division is reserved for those who are not quite ready to be on their own and need assistance, thus why no points are awarded. A contestant may choose to compete in the Rookie division if they wish to earn points.
 - iii. Contestants will qualify for year end awards if they meet all required qualifications for Finals.
- b. Rookie: Second Grade and under
- c. Wrangler: Third thru Fifth Grade
- d. Junior High: Sixth thru Eighth Grade
- e. High School: Ninth thru Twelfth Grade

IV. Entries

All GJRA rodeo entries will be taken online through the GJRA website (georgiajuniorrodeo.com). Entries will open a minimum of 13 days prior to the rodeo. Entries will close at midnight on Sunday, 6 days before the Saturday rodeo. Points will only be awarded to members in good standing that have paid an entry fee. Each contestant will pay a \$20.00 arena charge at each rodeo, with the exception that Buckaroos will pay a \$15.00 arena fee. Fees can be paid online when entering or at the rodeo before 8:45am. All entry fees will be CASH ONLY on rodeo day. The entry window will open at 7:45am on the day of the rodeo. All exhibitions must be entered online and paid for prior to the start of the rodeo. Exhibition runs will not be eligible for any prize money or points. Call Out Policy: Any withdrawals must be made before call in closes; If you need to withdraw after call in closes, a doctor's note or vet note is required. If you are a no show, you will be expected to pay your entry fees for that rodeo before competing at another rodeo. You will not be able to compete until your balance is cleared.

V. Dress Code

All Contestants must follow the dress code while in, around, or competing in the arena. Western Attire Dress Code will be defined as:

1. Western Hat commonly known as a “cowboy hat.”
2. Wrist length “long sleeve” shirt with a collar and buttons or snaps. Sleeves must be rolled down. Contestant's shirts must be buttoned and shirt tail tucked in at the start of their event.
3. Long pants: Length from waist to ankles.
4. Western Boots. Lace up boots will be allowed. Other slip-on type footwear will not be allowed.
5. Ball caps and T-shirts will NOT be allowed.
6. Exceptions to the dress code can only be made by the directors. If there is a circumstance that would require a change, a letter from a doctor stating the cause is to be provided.
7. Protective helmets or head wear are always an exception to the rule when riding. We want to encourage everyone to be safe!
8. Contestant's hat must be on their head when entering the arena or when leaving the roping box.

9. All decisions relating to “Dress Code or proper attire” will be the sole and exclusive domain of the Judge, event directions, or board members in and around the arena. Any code violation shall be immediately brought to the attention of the contestant.
10. Any questions regarding dress code should be directed to the arena judge, event director, or board member prior to competing.

VI. Points

Points for placing in an event are awarded as follows:

1st Place	10 Points
2nd Place	9 Points
3rd Place	8 Points
4th Place	7 Points
5th Place	6 Points
6th Place	5 Points
7th Place	4 Points
8th Place	3 Points
9th Place	2 Points
10th Place	1 Point

****In the event of a tie, the points for the positions in the tie will be added up and divided by the number of contestants in the tie. ***

To qualify for All-Around, contestants must have points in at least two events,

Rookie mutton busting points do not go towards all-around.

Wrangler Dummy Roping points do not go towards all-around.

VII. Finals

To QUALIFY for finals and awards:

1. Contestant must be a member in good standing.
2. Member must compete in at least 6 of the 10 regular season rodeos (one more than half).
3. Member must sell \$100 in ads.
4. Member must turn in completed volunteer card or pay \$250 Non-Volunteer Fee.
5. Member must complete all fundraisers. (Back Number Fundraiser, Square Sheet Fundraiser)

All contestants **MUST** be in dress code to receive awards. Anyone not in attendance at the awards ceremony will be responsible for the arrangements to receive their awards afterwards.

VIII. Code Of Conduct

All Contestants and Contestant's parents/guardians must abide by the rules of the Georgia Junior Rodeo Association. Each rodeo performance will begin with a prayer and the National Anthem. Members, parents, and spectators are asked to abide by the following rules:

1. NO Foul Language, yelling, shouting, or disruptive behavior in a negative manner is not permitted and may result in immediate dismissal from the premises.
2. Mistreatment of rodeo stock, including excessive dragging, or mistreatment of contestants' mount can result in disqualification. All animals must be treated with care and respect at all times. Any intentional harm, abuse, or neglect towards animals is strictly prohibited.
3. Fighting among contestants, parents and guardians will not be permitted under any circumstance.
4. The building and grounds should be left as they were when we arrived. All contestants and families are responsible for cleaning up their area around trailers and in the bleachers. All trash both inside and outside should be picked up each day.
5. Any incidents of suspected animal abuse or neglect must be reported immediately to event officials.
6. By participating or attending in any rodeo event, all individuals agree to uphold the standards outlined in this Code of Conduct.

IX. Complaints

Contestants, parents, and spectators are not to confront the judges. Confronting the judges will not be tolerated. If a problem arises or you have a question, please see the Event Director as promptly as possible. (In any event, a complaint must be received before the end of the event in which the question occurs.) **TIME IS OF THE ESSENCE IN REGISTERING A COMPLAINT. COMPLAINTS RECEIVED AFTER THE ABOVE NOTED TIME FRAME WILL NOT BE ALLOWED.**

If a Contestant and/or Contestant's parent/guardian believes the Judge(s) have made an erroneous call, the process for registering that specific belief and initiating a review by the Judge(s) is as follows:

1. The contestant must register the complaint before the next event begins with the event director.
2. The event director will approach the Judges asking for clarification.
3. The Judges will decide either:
 - a. The call stands as made, the issue is closed, and the rodeo will continue
 - b. The complaint is valid and corrective action is taken.

The Judges' decision will be final.

X. General Rules

These rules and bylaws are consolidated from the NHSRA rules. Please read over and know the rules and bylaws of your event especially. For full rules and bylaws, please visit <https://nhsra.com/RuleBook>.

1. If the Judge or any official feels that a Contestant, horse, or livestock are in danger of injury they may, at any time, step in and assist in whatever manner the situation calls for.

2. If a Contestant is called three times and is not ready to enter the arena, they will receive a no time, unless arrangements have been made with the Event Director.
3. Times and places announced during the rodeo are unofficial.
4. The decision of any judges, flagmen, or timers will be FINAL. Any questions on decisions must be handled with respect.
5. All re-rides and re-runs will be at the judge's discretion based on NHSRA rules.
6. 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.
7. Time limits for High School and Junior High are set at 30 seconds; Wrangler is set at 45 seconds; and Rookie does not have a time limit.
8. Junior High steer riding is set at 8 seconds, and all other rough stock events are set at 6 seconds.
9. Events with 30 second/one minute time limit may have penalties which exceed the time limit.
10. Contestant will be disqualified for any mistreatment of stock.
11. Timed event judge will not flag contestant out until time is recorded.
12. Judge is to flag time, then flag contestant out if run is not legal.
13. All stock must be prepared the same prior to start of rodeo.

XI. Event Rules

Buckaroo Division

1. Dummy Roping
 - a. Contestants will be lined up in accordance with the day sheet/running order
 - b. Each roper will be given two attempts at roping the dummy.
 - c. Fishing is allowed. In the event there is not a clean catch, the contestant may have 1 attempt to fish their loop on.
2. Goat Tail Untying
 - a. Unmounted (no horse)
 - b. Time will start once the contestant crosses the "start/stop" line and will end when the contestant crosses back over the same line.
 - c. Contestant will run down staked rope, remove ribbon from goat's tail, and run back to "start/stop" line
3. Barrel Racing
 - a. The pattern will be set inside the staked barrel pattern to make it smaller for our youngest group of cowboys and cowgirls
 - b. Parents are allowed to lead their contestant through the pattern
 - c. Contestants will be timed and those times will be called out. No places shall be awarded.
4. Mutton Busting
 - a. Upon Call-in you will have to select "lead line" or "turn loose"
 - i. "Lead line" will be lead by an adult
 - ii. "Turn loose" will be just like the rookie division

General Roping Rules

1. Roping box – shall be part of the arena during roping events.

2. Time to be taken between two flags.
3. Cattle belongs to the contestant when he/she calls for it
4. The contestant is allowed a helper in the box to assist in settling the horse and keeping the horse in the corner of the box. When the contestant calls for the animal (nods their head), the animal is theirs and no further assistance can take place after that. The helper may have his hands on the horse at such time that the contestant calls for the animal but if the helper starts the horse or holds the horse in any way that affects the contestant's scoring process, the contestant will receive a no time.
5. Roping events shall not be conducted with an open catch pen gate.
6. If called animal escapes from the arena, the flag will be dropped, and watches stopped. The contestant will get the animal back with lap and tap start, and time already spent will be added to timed used in qualifying plus barrier penalties, if any.
7. No barrier will be used in any roping events, a barrier judge will flag the start, he shall flag the animal when the animal's nose crosses the starting line. The horse must be halfway inside box before start.
8. Once score line has been set in timed events, it will not be changed in that go, nor can length of box be changed.
9. Calves may be pushed out by contestant's assistant providing they are ready.
10. One loop will be permitted.
11. A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
12. Contestant cannot receive any assistance after crossing starting line.
13. If a lap and tap is conducted and the rope is on animal when the time stopped, contestant will get animal lap and tap with rope on it in chute.

Dummy Roping (Rookie and Wrangler)

1. Fishing is allowed. In the event there is not a clean catch, the contestant may have 1 attempt to fish their loop on. After the 1 attempt, it will be marked as a miss.
2. The starting line will be at the back of the dummy for the first round and then moved back 2 feet each round.
 - a. If contestant steps on the line- then it will be considered a no catch
3. Only 3 legal head catches: (a) both horns/slick, (b) half a head, (c) around the neck.
4. The contestant will compete until he/she misses
5. Contestants that miss will need to stay around until all contestants in the respective division are done roping to break any ties between contestants. The contestants that have a tie will start at the marked line in which they are tied at.
 - a. After three attempts at a tie breaker, if the tie is unable to be broken, the tie will stand

Wrangler Division

Contestants **CANNOT** compete in dummy roping if they compete in breakaway roping. This event is for those learning how to rope and do not know how to rope off a horse.

Due to this, points in Wrangler dummy roping do not count towards all-around.

Tie- Down Roping (Junior High and High School)

1. Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Must cross and tie at least three (3) legs.

2. If calf is down when contestant reaches it, calf must be stood on at least three feet (calf must be elevated high enough that it has the opportunity to regain its feet) and calf must be re-thrown.
3. If contestant's hand is on calf when calf falls, calf is considered thrown by hand.
4. Rope must hold calf until contestant gets hand on calf.
5. To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, and a half hitch or hooley (A hooley is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).
6. Six (6) second time will start when roper has remounted, and his horse has taken one step forward. The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the judge.
 - a. If roper's rope comes off calf as roper starts to work with tie, the six (6) second time, will start when roper clears the calf. Rope will not be removed and rope must remain slack until field judge has passed on tie.
7. Roping calf without releasing loop from hand will disqualify catch.
8. Roper will be flagged no time for touching calf, or string or by touching rope to train his horse after giving finish signal or by dragging calf after he remounts horse.

Junior High Division (Boys)

****Contestant may **NOT** compete in both breakaway and tie-down at same rodeo. If contestant is entered in the tie-down roping at any rodeo, the contestant may not be allowed to enter the breakaway at any rodeo. If the contestant is entered in the breakaway roping at any rodeo, the contestant may enter the tie-down roping at the next rodeo but **CANNOT** return to breakaway roping****

Flank and Tie

1. Thirty (30) second time limit
2. The rope must be the same length between the post and calf's neck for every Contestant.
3. Calf must be tailed.
4. A calf roping piggin string must be used.
5. Time is to be taken between two flags. The Judge drops the flag when the Contestant's hand leaves the post. The Judge stops the time when the Contestant signals their tie is complete.
6. Contestant must run from the post and throw calf by hand and cross and tie any three (3) feet (three bone cross) with a piggin string. There shall be at least one full wrap and a half-hitch or hooley. (A hooley is a half hitch with a loop, tail of the sting may be partly, or all the way pulled through.)
7. Calf may be thrown by flanking, mugging, or legging.
8. Tie must hold for six (6) seconds, and three legs must remain crossed. Time will start when Contestant has stepped three (3) feet from the animal. Calf must remain tied until judge examines and approves tie. If the tie does not hold, roper will receive a no time.
9. The decision to switch calves will be left up to the Judge and Event Director after all entries are in.
10. If the calf should break away because of equipment failure such as a knot coming undone and it is not the fault of the Contestant, a rerun will be given.

Breakaway Roping (HS Girls, JH Boys and Girls, Wrangler Boys and Girls)

1. Ropes are to be tied to the saddle horn with nylon string and may not be run through bridle, tie down, neck rope or any other device. A knot must be at the end of the rope with the string tied at the knot.
2. A flag that is white, must be attached at the knot end of the rope.
3. String will be provided and will be inspected by designated official before each contestant competes.
4. 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, this includes passing over the nose and both ears.
5. Roping a calf without releasing the loop from hand will disqualify catch.
6. Ropers must be mounted when time is taken.
7. The contestant will be disqualified should contestant 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.

Ribbon Roping

1. The point system in the ribbon roping will follow the same criteria as the team roping.
2. This is a mixed event, one boy and one girl. Either can be the roper or runner.
3. For this event, all participants must call in with a pre-determined partner. There will be **NO** drawn partners done in this event.
4. Each person gets ONE (1) run at any rodeo.
5. In the ribbon roping a horse must clear the box before a loop is thrown. The finish line will be marked 30 feet in front of the roping box. Flag judge stands on this line.
6. Time is to be taken between two flags.
7. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
8. Catch as catch can. Any catch that holds the calf is legal.
9. Rope must be tied on.
10. Runner can stand anywhere they choose in the arena.
11. Roper must rope calf, dismount and be in contact with the calf when the Runner removes the ribbon or team will receive a no time. Calf does not need to be flanked.
12. The ribbon itself must be fastened to the top of the tail with a rubber band.
13. The runner removes the ribbon and runs across the finish line in either direction for time.
14. Ribbon must be removed by runner. Any part of the ribbon is legal.
15. Flag judge will flag time when runner crosses finish line with ribbon in hand and give to judge or team will receive a no time.
16. If the contestant has legally roped the calf and there is no ribbon on the calf when the runner reaches the calf the team will get a re-run.

Team Roping

1. A contestant may enter the team roping two times but must be with different designated partners or a drawn partner.
2. Each contestant will be allowed to carry only one rope.
3. Roping steer without turning loose of the loop will be considered a no catch.

4. Junior High and High School: Team Ropers must enter and call in as a team. The points and money will be awarded by the placing of the individual ropers.
5. Draw partners do not receive points or payout.
6. Roper must dally to stop steer or change steer's direction. The word "dally" means one complete wrap around the horn.
7. Only 3 legal head catches: (a) both horns/slick, (b) half a head, (c) around the neck.
8. If the loop crosses itself in the head catch, it is illegal.
9. One hind foot receives a five-second penalty.
10. The direction of the steer's body must be changed before the heel loop can be thrown. Any loop thrown before the completion of the initial switch will be considered a crossfire and no time will be recorded.
11. Steer must not be handled roughly at any time, and ropers may be disqualified → If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight feet before steer regains his feet or team will receive no score.
12. Broken rope or dropped rope will be considered no time.

Wrangler Division Team Roping

Wrangler division team ropers will enter with an adult based on which end they enter, head or heel. The points and money will be awarded by the placing of the individual contestant. This adult may be a parent, non-contestant or contestant, or designated roper by the association. A parent, non-contestant or contestant may rope the opposite end of a team roping run with a contestant.

In the team roping event, the judge shall flag a run on a dally and attempt to get tight, this shall be at the judge's discretion and is for the safety of the roper.

General Pattern Rules

1. On patterned events, the official time will be taken from the electronic eye.
2. Electronic eye timing systems are used to mark the times in patterned events. Both timers back this electronic system up with stopwatches in case the electronic system fails.
3. The Timers will run stopwatches using the Line Judge's flag as the cue to start and stop their watches. The line judge stands behind one of the electric eye units and sights across the arena to the second electric eye to establish the plane of the start/finish line. When the nose of the Contestant's horse breaks the plane of the starting line, the Judge drops the flag, and the backup Timers start their stopwatch. The Judge drops his flag again when the Contestant returns across the start/stop line after completing their run. The Back-up Timers stop their watches when the Judge drops his flag.
4. Any contestant crossing the finish line before the pattern is complete or breaking the 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 riding past the plane of a pole or barrel.
5. Hat must stay on across threshold of the gate. If hat falls before threshold, contestant will receive a 5 second penalty.
6. No two contestants may ride the same horse in the same age division in Barrel racing and Pole Bending.
7. A clearly visible starting line shall be provided.
 - a. A contestant may enter the arena at the speed of their choice.

8. The horse must walk into the gate before the run. The contestant cannot start their run from the parking lot or before the gate.
9. A contestant will be disqualified for not coming to the gate after their name being called three (3) times. If the event director is notified of a problem, contestants will be dropped to the end of the age group to make their run.
10. Contestant must be mounted before entering the arena.
11. During timed events, the arena will be dragged at regular intervals, to be determined by the Event Director. Turnouts will be included in the count. The arena must be worked following each age division in the Barrel Racing and Pole Bending
12. The Arena gate must be closed immediately after the Contestant enters the arena and kept closed until the pattern is completed and the Contestant has their horse under control.
13. There will be no re-runs given due to the failure of equipment furnished by the Contestant, or if a horse falls.

Pole Bending

1. The pole bending pattern is to be run around six poles.
2. Poles must be straight in line.
3. Touching poles is permitted by horse or contestant.
4. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
5. Any age division contestant that is led through pattern will be a no time. Exhibitions may be led through but not receive points or payback.
6. Knocking over a pole is a five (5) second penalty, per pole.
7. Not following the pole bending 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 pole on the off side.
8. If a horse recrosses the starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
9. If a contestant's horse breaks the timer light, by backing through before starting time, time will be considered started.

Barrel Racing

1. Touching the barrel is permitted by horse or contestant.
2. The contestant may start on either the right or left barrel. When starting on the right barrel there will be one right and two left turns. When starting on the left barrel there will be one left turn and two right turns.
3. Any age division contestant that is led through a pattern will be ruled a no time.
4. Knocking over a barrel is a (5) second penalty, per barrel. Should the barrel be knocked over and it sets up on the opposite end, the (5) second penalty will be assessed.
5. Not following the clover-leaf 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.
6. If a horse recrosses the starting line at any time before the pattern is completed, pattern will be considered broken and run will receive a no time.
7. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.

Exhibitions

1. Exhibitions will be run at the end of the barrel racing and pole bending. (No exhibitions will be run during Finals Rodeo).
2. Exhibitions are \$15 and must be on a different horse.
3. There will be no payouts, placements, or points awarded for exhibition runs.
4. There will be no exhibitions outside of the competitors' normal, age-group events.
5. There will be no exhibitions in the Buckaroo events
6. There is a limit of (3) exhibitions allowed per rodeo per event.

Goat Tying General Rules

1. A contestant may enter the arena at the speed of their choice.
2. The gate will be in the center between the two goats allowing each contestant the same length run at the goat.
3. The arena gate must be closed immediately after entering the arena and kept closed.
4. A clearly visible starting line shall be provided.
5. The stake and the starting line will be permanently marked for the entire go-round.
6. Time to be taken between two flags.
7. Time will start when the horse's nose crosses the starting line.
8. Goats to be tied: right, left, right, left.
9. Goat handlers must stand directly behind goat. Judges and directors will position themselves, so they are able to have a clear view of the goat rope and horse.
10. The starting line will be 100 feet from stake. The goat should be tied to a stake with a rope ten feet in length.
11. The contestant must be mounted on a horse when entering the arena and must ride from the starting line to the goat, dismount from his\her horse, throw the goat by hand, cross, wrap and tie by hand, at least three (3) feet together with a goat string or pigging string. No wire is to be used in the goat string.
12. 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 clear of the goat when the tie is finished.
13. Legs must remain crossed and secure for 6 seconds after completion of tie. While the judge is performing the 6-seconds 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.
14. 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.
15. The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time limits on the tie – for the goat's legs to remain crossed and tied.

16. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a (10) second penalty will be assessed.
17. If the goat should break away because of the fault of the horse, the contestant will receive a no time between flags.

Boys Goat Tying

Contestants must string the front leg and then cross and tie any three legs with a piggin' string.

***There must be at least one wrap around all three legs and finished with a half hitch or hooley. A hooley is a half hitch with a loop, the tail of the string may be partly or all the way pulled through.**

Rookie Goat Tying

1. The contestant will cross the starting line, race to the goat, flank the goat, cross and tie any three legs.
2. Contestant cannot touch the goat once they have signaled the end of the run and the judge has flagged the end of the run. This will result in a NO TIME.
3. If the tie comes loose or the goat gets to its feet before 6 seconds has elapsed, it will be ruled a no time.
4. Any unnecessary misuse of the goat will be deemed a no time or disqualification at judge's discretion.
5. Boys are not required to use a piggin string

Chute Dogging

1. Once the score line has been set it will not be changed in that go.
2. Score line will be parallel to bucking chutes. It will be set at ten (10) feet in front of bucking chute. The measurement will be made with chute gate in the closed position.
3. The line (barrier) judge will flag the start when the animals' nose crosses the score line.
4. If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up.
5. All 4 feet must remain on the ground until the nose of the animal crosses the score line. Dogger must keep right hand on top of neck and left hand on bottom of neck until any part of the steer crosses the score line. If dogger moves into throwing position or touches either horn before steer crosses score line, there will be a ten (10) second penalty added to time.
6. This event shall not be conducted with an open catch pen gate at any rodeo.
7. Time shall be taken between two flags.
8. Chute dogging will be done at the roping end of the arena when using a dogging box.
9. With steer loaded in chute, dogger gets beside steer with hand and arm in front of shoulder of steer, or behind shoulder if dogger desires, and can wrap under neck. When dogger calls for steer the chute gate will be opened.
 - a. Dogger must maintain his arm and hand position without impending forward progress of steer.
 - b. If forward progress is impeded by choking or any other means, dogger will receive a no-time.

- c. Should dogger grab horn or ear, a 10- second penalty will be assessed. Steer must cross score line before being thrown or starting to slow the steer's forward progress to start throwing process.
 - d. If steer is thrown before crossing line, it will result in a disqualification since time has not started. Dogger cannot do anything to start throwing process until time has started in the field
10. If steer is thrown before crossing the score line, the dogger will receive be disqualified.
 11. Chute Dogger must allow steer to maintain forward motion to the score line.
 12. Chute Dogger may not choke steer.
 13. If steer gets loose, dogger may take no more than one step to catch steer. After crossing the start line, wrestler must bring it to a stop or change its direction and twist it down.
 14. 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.

Mutton Busting (Buckaroo and Rookie)

1. Contestants in the Rookie division must ride for 6 seconds to receive a score.
2. Points in this event do not count towards the All Around.
3. The time will start when the animal crosses the plane of the chute gate. A re-ride may be awarded at the judge's discretion if the contestant is fouled at the chute or the animal falls (not pulled over).
4. Contestants may **NOT** use spurs in this event.
5. Rider weight is not to exceed 70 lbs. Each rider will be weighed in at check-in for the first 6 rodeos they enter; during those first 6 rodeos if the weight of 70 lbs. is exceeded – they will not be able to enter starting with that rodeo. Once 6 rodeos are reached with a weight less than 70 lbs., they may enter the remainder of the season without weigh-in and will qualify for the Finals.
6. Scoring of ride: • If a rider holds on by laying forward and hugging the sheep with both arms, the rider can score up to 60 points. • If a rider sits up and holds on with two hands just holding onto the animal's hide then the rider can score up to 70 points. • If a rider sits up and holds on with one hand with the free arm never touching the animal or him/herself or any equipment the rider can score up to 80 points. • Ride points are awarded by the judges for form, difficulty, speed, and quality of the ride within the parameters set above.
7. **HELMET, MOUTHPIECE AND VEST REQUIRED!**

Calf / Steer Riding

1. Contestant is not to use sharp spurs.
2. Contestants must ride for 6 seconds to receive a score for Wrangler and 8 seconds to receive a score for Jr. High
3. Contestants may pull ropes from either side.
4. Time to start when the animal's inside front shoulder passes the plane of the chute.
5. Riders may use dry rosin and glycerin only on glove and rope.
6. Riding is to be done with one hand in rope and one hand held up.
7. No knots or hitches to prevent rope from falling off animal when rider leaves it.
8. No more than two men may be on the chute to pull contestant's rope.

9. Figures used in marking the riding events shall range from 1-25 on stock and 1-25 on contestant and use the full spread per judge.
10. **HELMET, MOUTHPIECE AND VEST REQUIRED**

We look forward to a great year. Thank you!

Levi Worley- President

Dustin Smith- Vice President

Kassandra Wilbanks- Secretary

Kesia Westbrook- Treasurer

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Marshall Worley

Dustin Garlin

Caleb Carlson

David Haslerig

2026-2027 Event Directors

Levi Worley- Chute Dogging

Dustin Smith- Rough Stock

Kesia Westbrook- Goat Tying

Dustin Garlin- Roping Events

Emma Haslerig- Barrel Racing/Pole Bending, Queen Director