

# Southern Tennessee All Star Rodeo Association



## Rule Book

*Revised January 2023*

# **SOUTHERN TENNESSEE ALL-STAR RODEO**

## **RULES & BYLAWS**

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**All contestants are required to read, or have parent/guardian read rules carefully, particularly those relating to the events in which they enter. Failure to understand rules will not be accepted as an excuse. Any event director or officer will be glad to get clarification on a particular rule if need be.**

## **I. PURPOSE OF ORGANIZATION**

This organization shall be known as The Southern Tennessee All-Star Rodeo Association. The Southern Tennessee All-Star Rodeo Association may herein be referred to as STAR. The purpose of STAR is to develop sportsmanship, horsemanship, build character 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. STAR is organized for educational purposes to teach its members to compete in a variety of rodeo events. All rules herein will be written in favor of contestants to encourage them to participate in a quality rodeo event.

The STAR Association, Board of Directors, Tory Creek Ag Center, nor any other facility STAR occupies assumes no responsibility for injury or damage to person, property or stock of any owner, contestant, volunteer, or assistant. Please also refer to the Tennessee Equine Law.

## **II. BOARD OF DIRECTORS**

The STAR membership elects the Board of Directors at the last general membership meeting of the year to serve as the governing directors for the following rodeo season. The officers consist of President, Vice President, Secretary/Treasurer, and Event Directors. The Board of Directors shall include individuals that are interested in the positive promotion of youth and rodeo. Event Directors may be one person, or it may be divided up among multiple people at the discretion of the Board of Directors. Financial reports will be provided regularly to the board. A new director's position may be added as the board feels it is needed. No officer or director position will be a paid position.

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. General membership meetings will be held throughout the rodeo season as needed. An event or rule change request can be submitted to the Board of Directors prior to the winter meeting for director review.

## **III. MEMBERSHIP**

1. The STAR membership fee is \$40 per contestant. Membership runs from January to December.
2. Membership forms can be submitted and paid on the [www.allstarrodeo.com](http://www.allstarrodeo.com) website or printed and turned in the day of the rodeo. Release waivers can also be found on the website.
3. All members must provide a signed and notarized release form at the beginning of each year. No contestant will be allowed to compete without presenting a signed and notarized release. Unless a parent or legal guardian is present to sign release onsite with a notary present.
4. 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.

5. A day permit can be purchased for \$20 (cash only) 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 toward year-end awards.
6. A copy of the contestant's birth certificate or other acceptable proof of age will be required at time of membership fee payment or by the second rodeo contestant attends in the series or no points will be awarded.
7. There will be five age groups: 1-5, 6-8, 9-12, 13-15, 16-18. Age will be determined as of January 1<sup>st</sup> of the current year.
8. 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.
9. A Contestant must be 18 years old or younger as of January 1<sup>st</sup> of the current year. Age category is determined by the age of the contestant as of the first day of the current year. For example, if a contestant is 8 years old on January 1<sup>st</sup> but has a birthday before the first rodeo in March. That contestant will compete as an 8-year-old even though he/she will turn 9 before or during the season.
10. Any contestant who knowingly is competing for points in the wrong age group will be disqualified, and not allowed to compete in any other STAR rodeos in the current series. All monies and points will be forfeited.

## IV. ORDER OF EVENTS

Ground events will run at will starting with dummy roping. Once you are finished with one event you may move on to the next event. This includes dummy roping, stick horse, ribbon pulling, and unmounted goat tying.

1. Dummy Roping	All age groups run at the same time
2. Stick Horse Race	
3. Ribbon Pull	
4. Unmounted Goat Tying	All age groups run at the same time
5. Chute Dogging	Ran oldest age group to youngest
6. Flank and Tie	Ran oldest age group to youngest
7. Pole Bending	Ran youngest age group to oldest
8. Barrel Racing	Ran youngest age group to oldest
9. Mounted Goat Tying	Ran youngest age group to oldest
10. Breakaway	Ran oldest age group to youngest
11. Calf Roping	Ran oldest age group to youngest
12. Steer Stopping	Ran oldest age group to youngest
13. Team Roping	All ages run together

## V. ENTRIES

STAR rodeo entries will be taken online through the STAR website ([allstarrodeo.com](http://allstarrodeo.com)). Entries will open 14 days prior to the rodeo and will remain open for 10 days. Entries will close at midnight on the Monday prior to the rodeo. Please see entry forms by age division to determine what events a member is eligible to compete in. A rodeo draw sheet will then be posted on the website and STAR Facebook

page by noon on Thursday. Please take a moment to check that draw sheet for any errors or corrections and communicate those prior to the rodeo.

Contestants must have a paid membership in good standing or a day permit to enter the rodeo. Points will only be awarded for members in good standing that have paid an entry fee.

Each contestant will pay a \$10.00 arena charge at each rodeo. Fees can be paid online when entering or at the rodeo. All entry fees will be CASH ONLY on rodeo day. The entry table will be open from 8:00am-9:00am the day of the rodeo. All exhibitions must be entered and paid for prior to the rodeo start. Exhibition runs will not be eligible for any prize money or points.

Starting in 2023, Entries will be pre-enter only. We will continue to help members adjust to this change. There will be a \$30 late fee per contestant not pre-entered. An exception will be given first time a contestant fails to pre-enter.

## **VI. POINTS**

Points will be awarded at STAR rodeo events throughout the year to determine year-end awards. Rodeo dates will be posted on the STAR website and Facebook page. Year-end awards will be based on the following point system. All contestants in an event will be awarded one participation point for showing up and making their best effort to compete in that event. Just entering and paying an entry fee does not constitute active participation. The contestant must physically enter the arena and participate in the event. Participation points will be added to the points received from placing in an event.

Points for placing in an event are awarded as follows in the table below:

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

In the event of a tie for any placing the point distribution will be handled as follows:

Example: Three contestants are tied for first place. The points for first, second and third place will be added together for a total of 27 points. Those 27 points will be divided by three (the number of contestants involved) and each of the tie holders will receive equal points (9 points each). This

calculation process applies for all ties for the 1<sup>st</sup> through 10<sup>th</sup> place. In the event of a tie for 10<sup>th</sup> place both/all contestants will receive 1 point.

## **VII. PAYOUT**

### **In all events in age brackets under age 8**

1-4 entries pay 2 monies, 60% - 40%

5-8 entries pay 4 monies, 40% - 30% - 20% - 10%

9-12 entries pay 6 monies, 29% - 24% - 20% - 14% - 9% - 4%

13-19 entries pay 8 monies, 23% - 20% - 17% - 14% - 11% - 8% - 5% - 2%

20 or more entries pays 10 monies, 19% - 17% - 15% - 13% - 11% - 9% - 7% - 5% - 3% - 1%

### **In all events in age brackets over age 9**

1-4 entries pay 1 money, 100%

5-8 entries pay 2 monies, 60% - 40%

9-12 entries pay 3 monies, 50% - 30% - 20%

13-19 entries pay 4 monies, 40% - 30% - 20% - 10%

20-25 entries pay 5 monies, 32% - 26% - 20% - 14% - 8%

25 or more entries pay 6 monies, 29% - 24% - 20% - 14% - 9% - 4%

Money will not be paid if there are no qualifiers. In case of a tie, monies will be added together, then divided by number of contestants tied.

## **VIII. DRESS CODE**

All Contestants must follow the dress code while in the arena or competing in an event. 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 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, T-shirts and Sweatshirts will NOT be allowed.
6. Exceptions to the dress code can only be made by the directors. If there is 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. There will be two rodeos that will allow for STAR t-shirts to be worn. Those rodeos will be scheduled and announced on the website and Facebook page. For **T-SHIRT Rodeos** only the current year's T-shirt may be worn.
9. Contestant's hat must be on their head when entering the arena or when leaving the roping box. Also see Dummy Roping hat rule.

10. All decisions relating to "Dress Code or proper attire" will be the sole and exclusive domain of the Judges in the arena. Any code violation shall be immediately brought to the attention of the Contestant.
11. Any questions regarding dress code should be directed to the arena judge or event director prior to competing.

## **IX. FINALS**

To QUALIFY for finals and awards:

1. Contestant must be a member in good standing. See membership for requirements.
2. Members will be required to compete in at least three (3) rodeos, not including the finals.
3. Members must submit a ½ page ad for the finals program.
4. Members must sell a minimum of 12 raffle tickets by the raffle ticket deadline.
5. Members must have a parent work a minimum of 2 rodeos and complete work form.

Finals will require pre-entry by the announced deadline. FINALS entries will NOT be taken on the day of the rodeo. Only at the finals you are allowed to enter and pay your fees without being present to compete. Year-end awards will be announced after the finals at the designated Awards Ceremony. All contestants MUST be in dress code to receive awards. Finals qualifiers will receive a qualifier award for their participation. Additional year-end awards will be determined by the amount of funds made available through the fundraising efforts of the association and its members. Anyone not in attendance at the awards ceremony will be responsible for making arrangements and cost of getting their awards.

A Contestant is eligible for All-Around points if entered in two or more events. All-Around divisions will be 1-5, 6-8, 9-12, 13-15, 16-18. All-Around awards will be split into boy and girl categories in each age division.

## **X. CODE OF CONDUCT**

All Contestants and Contestant's parents/guardians must abide by the rules of the STAR Association. STAR is founded upon Christian principles, and it is expected that each individual member will exhibit characteristics and morals in keeping with this foundation. Each rodeo performance will begin with a prayer and the National Anthem.

STAR believes that the young people of our Association are the future of rodeo and the future of our country. It is important that the parents and guardians of the Contestants realize how much the kids learn from watching the example set by the adults who attend our rodeos. It is understood that we, the adults who support our children in their rodeo endeavors, all want the best outcome for our children and for the children of our friends and our communities. It is also understood that certain things will come up during the rodeo season, just as in the rest of our lives that we will disagree with. A questionable call by a judge, the fact our kids might not have been one of the winners that day, an honest mistake made figuring a score or a time, are just a few things that come to mind. How we choose to deal with those things can have a far-reaching impact on our children and our organization. Those impacts can be either positive or negative and we have control over that outcome. We will strive to show the kids of our Association that it is possible to disagree with something and to register that disagreement in such a manner so as not to create a negative experience, environment, or memory for our children who are always watching us. We understand that we are the teachers of **ALL** the children who are within the sound of our voices and in sight of our actions. We will make a promise to think before we act and to show our children that we respect the sport of rodeo and the people of the Southern Tennessee All-Star Rodeo Association. We do this to set a good example for the young minds and hearts that look to us every day for guidance, strength, support and understanding.

Members, parents, and spectators are asked to abide by the following rules:

1. NO Foul Language, such language in the arena may lead to disqualification.
2. Excessive rowdiness, quarreling, fighting with the Judges or Officials by Contestant will be a disqualification.
3. Attempting to fix, threaten, bribe, influence, harass or coerce the judges or officers will result in disqualification.
4. Mistreatment of rodeo stock, including excessive dragging, or mistreatment of contestants' mount can result in disqualification.
5. Fighting among contestants, parents and guardians will not be permitted under any circumstance.
6. If at any time, the judge, or any official feels that a contestant, horse, or livestock are in danger of injury they may step in and assist in whatever manner the situation calls for.
7. The building and grounds should be left as they were when we arrive. 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.
8. Only adults or children that are 13 years or older are allowed to assist in the arena area for safety reasons. Please do not allow any younger kids to help in the arena. We really need adults or older youth to help with the rodeo.

Permanent Expulsion may be imposed after a board meeting by the directors. Written notice to the provided member, parent, or guardian after Board vote. A member, parent, or guardian shall be permanently expelled if the member has been found guilty of misbehaving in such a manner of fraud, dishonesty, collusion, concealment, patronizing or misrepresentation of facts involving judges, contestants, events, volunteers, or our association. The STAR Association reserves the right to reject the entry of any Contestant who has violated the rules of the association.

## **XI. 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. The Event Director and/or Arena Director will discuss the complaint with the Judge or Flagger, before the end of the event that has been called into question, or as promptly as time, the nature of the complaint, or other circumstances, dictate. The decision of any Judge/Flagger will be final. However, if after presentation of a complaint in the manner, if the Judge/Flagger agrees that an erroneous ruling was made, and that the error is determined correctable, then the Judge/Flagger shall modify the call accordingly. Parent/guardian may passively observe, but any abusive, persistent, loud, or profane remarks toward judges, flagger or any other person by parent/guardian or contestant will result in disciplinary action by the association and possible expulsion from the association. Should expulsion occur, there will not be a refund of any membership, sponsorship, or entry monies.

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:

- a. The call stands as made, the issue is closed, and the rodeo will continue, or
- b. The complaint is valid and take corrective action.

**The Judges' decision will be final.**

## **XII. GENERAL RULES**

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 receive a no time, unless arrangements have been made with the Event Director.
3. Times and places announced during the rodeo are unofficial. The official times and places are posted at the entry table. After the secretary has time to finalize the placings and points. If you have a disagreement, it must be brought to the attention of the secretary or event director.
4. All times will be posted after each performance. Contestants, parents, and guardians are to give adequate time for the rodeo office to tally times and places effectively and thoroughly.
5. Judges will disqualify any Contestant under the influence of alcohol or drugs during a rodeo. Any STAR Contestant drinking alcohol, or using illegal drugs while on the rodeo grounds, or at any facility in which a STAR sponsored event is taking place will face a Board of review. The review Board will consist of STAR Directors, the Judges of that rodeo, the parents and /or guardians of the Contestant. Contestant may be subject to any, or all the following/but not limited to, loss of points, disqualification, or expulsion from the STAR Association.

## **XIII. QUEENS CONTEST**

The STAR Royalty pageant is held annually to select two young ladies who will represent the Southern Tennessee All Star Rodeo Association throughout the year. Please see the Miss STAR Rodeo Rulebook located on the website or entry table at any rodeo for official rules, how to contact the royalty committee, and entry forms.

## **XIV. EVENT RULES**

### **1. 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 the 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 back-up Timers start their stopwatch currently. 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. The back-up times will be recorded in increments of hundredths (1/100) of a second.

4. 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 will remain unaltered.
5. 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.
6. Hat must stay on across threshold of the gate. If hat falls before threshold, contestant will receive a 5 second penalty.
7. No two contestants may ride the same horse in the same age division in Barrel racing and Pole Bending.
8. 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.
9. Contestant must be mounted before entering the arena.
10. 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 the Pole Bending and the Barrel Race before the next event can begin.
11. The Arena gate must be closed immediately after the Contestant enters the arena and kept closed until pattern is completed and Contestant has horse under control.
12. There will be no re-runs given due to the failure of equipment furnished by the Contestant, or if a horse falls.
13. Horse must maintain forward motion. No circling on entering the arena.
14. **The Judges' decision will be final.**

## **2. General Roping Rules**

### **JUDGES DECISION WILL BE FINAL**

1. In the roping events, chute dogging, and flank & ty time will be taken by stopwatches. There will be a main timer and a backup timer. The time will be recorded in increments of hundredths (1/100) of a second. Time will be taken between two flags.
2. Penalties will not count in the time limit.
3. Events will have two (2) judges. A field judge/flagger and a barrier/line judge.
4. Arena conditions will determine length of score. The length of score will be set by judges, stock contractors and Board of Directors.
5. If a jerk line, which pulls barrier, fouls roper, he will be entitled to a rerun if he declares himself before throwing his rope.
6. If roper breaks the barrier, a ten (10) second penalty will be added to time.
7. In the case of a barrier malfunction the call will be made by the line judge. If a contestant pulls up and calls a foul, it must be approved by the line judge in order to get a new run. If it's called and the contestant continues to rope, they will not get a re-run.
8. Barrier equipment will be inspected by the judge before each roper competes. Barrier pigtail will be more than 6 inches.
9. Cattle may be drawn or chute run. If the wrong calf/ steer is roped the contestant will receive a rerun with the proper calf or steer

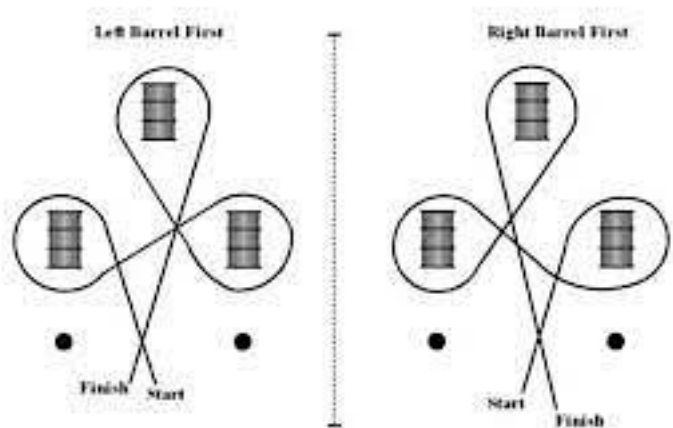
10. Contestant will be disqualified for not coming to the gate after their name being called three (3) times. If the event director is notified of a problem, contestants will be dropped to the end of the age group to make their run.
11. Contestant must use string, approved by STAR, to tie on breakaway rope.
12. Cattle 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. The contestant will receive the original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run.
  - b. In case of mechanical failure.
  - c. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his calf back, providing contestant declares himself by pulling up before throwing his rope.
13. Tailing or pushing of animals is contestants' preference. If no helper is ready, the Event Director may appoint a pusher for the Contestant.
14. If neck rope remains on cattle after it leaves the chute, an automatic rerun will be awarded. The Field Judge will alert contestant to this fact when it happens. Contestant(s) may pull up and declare themselves but doing so is not mandatory to receive a rerun.
15. The judge is to flag time, then flag contestant out if run is not legal, or signal any penalties.
16. Roper must be mounted when time is taken in Breakaway, Steer Stopping and Team Roping.
17. Roping without releasing a loop from hand will be a disqualified catch.
18. Contestant will be disqualified for any abusive treatment of horse or other livestock.
19. Only Western Saddles are to be used.

### a. Barrel Racing

Age groups:

- |       |                |
|-------|----------------|
| 1-5   | Boys and girls |
| 6-8   | Boys and girls |
| 9-12  | Girls only     |
| 13-15 | Girls only     |
| 16-18 | Girls only     |

**\*See Also: General Pattern Rules**



1. Properties: Three (3) 55-gallon barrels.
2. Contestant may go around either right or left barrel first but must make the first turn to the right and two turns to the left or first turn to the left and two turns to the right.
3. Knocking over a barrel is a five (5) second penalty, per barrel.
4. Judges will set barrels according to arena conditions.
5. Should a barrel fall after contestant crossed the finish line, time will hold and run considered qualified. The judge will determine if a run is qualified.
6. Touching barrels is permitted by either horse or rider.
7. Ages 1-5 and 6-8: Parent may accompany through the gate but not past the timer and must stay in forward motion (no stopping or circling before running).

## **b. Breakaway**

Age groups:

- 6-8 Boys and girls
- 9-12 Boys and girls
- 13-15 Girls only
- 16-18 Girls only

### **\*See Also: General Roping Rule**

1. Thirty (30) second time limit.
2. Catch pen should remain closed during the run.
3. The horse must clear the box before the loop is thrown.
4. Rope must be released from Contestant's hand to be a legal catch.
5. There will be a ten (10) second penalty for a broken barrier.
6. Ropes are to be tied to the saddle horn with a string supplied by STAR. A knot must be tied at the end of the rope with the string tied at the knot. There will be no tail.
7. A flag that is visible to the flagman or judge must be attached at the knot end of the rope.
8. Rope must go over the calf's head and it must draw up on any part of the calf's body behind the head.
9. No flag on rope will be a no time.
10. Contestants will receive no time should they break rope from the saddle horn by hand or by touching rope or string after catch is complete. However, if rope should dally around the horn, the contestant may ride forward, un-dally the rope, and then stop horse to make rope break away.

## **a. Calf Roping**

Age groups:

- 9-12 Boys only
- 13-15 Boys only
- 16-18 Boys only

### **\*See Also: General Roping Rules**

1. Time limit is thirty (30) seconds in 13-15 and 16-19.
2. Time limit is forty-five (45) seconds in the 9-12 age group.
3. One (1) loop will be allowed. May not rebuild.
4. Rope must be tied hard and fast.
5. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
6. Contestant must rope calf, dismount, go down the rope and throw calf by hand and cross and tie any three (3) feet with a piggin string. There shall be one or more wraps and a half-hitch or hooey. (A hooey is a half hitch with a loop, tail of the sting may be partly, or all the way pulled through.)
7. Any catch is legal. "Catch as catch can" rule. Rope must hold calf until roper gets his hands on calf.
8. If the calf is down when roper gets to 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 must be re-thrown. If the calf is up when roper touches him, then falls, the calf will be considered thrown by hand.
9. If calf is down when roper gets to it, and he chooses not to get calf up he will receive a ten (10) second penalty. If he tries to get him up and then chooses to go ahead and tie, he will still receive a ten (10) second penalty.

10. Tie must hold for six (6) seconds and three legs must remain crossed after roper has remounted and ridden up and given slack in rope. Slack must remain until the judge examines and approves the run. If the tie does not hold, roper will receive a no time. If rope comes off calf as roper starts to work the tie, the six (6) second time will start when roper clears the calf. Rope will not be removed, and the rope must remain slack until field judge has passed on tie.
11. The Judge will watch the animal during the six (6) second period and will stop the watch in the event the animal gets free, using the time on the watch to determine if it was tied for the required length of time. The judge must show his watch if Contestant requests it.
12. There will be a ten (10) second penalty for a broken barrier.
13. Calf belongs to roper when he calls for it, regardless of what happens, except in case of mechanical failure. Judge will rule.
14. Excessive dragging will be grounds for disqualification.
15. Roper will be given a "no time" for touching calf or string after giving finish signal.
16. Roper may only touch rope once remounted.

## **b. Chute Dogging**

Age groups:

- 9-12 Boys only
- 13-15 Boys only
- 16-19 Boys only

1. Time limit of thirty (30) seconds. Time to be taken between two flags.
2. Steers will be loaded in the bucking chute, dogger gets beside the steer, left hand top of the steers neck, right hand in front of or behind the right shoulder. All kids will use the same chute.
3. Start line for the chute dogging time to begin will be as follows:
  1. **Ages 16-19:** 18 ft from front of the chute.
  2. **Ages 13-15:** 15 ft from the front of the chute.
  3. **Ages 9-12:** 12 ft from the front of the chute.
- A line will be marked before each age group.**
4. Time starts when the steer's nose breaks the plane of the "start line" after leaving the opened chute. One of the judges will drop a flag to indicate when this has happened.
5. Contestant cannot "lock up" steer or move into throwing position until the plane of the "start line" has been broken and the judge has dropped his flag. The judge dropping the flag to start the time will verbally cue the dogger when he is clear to lock up the steer.
6. Contestant is free to throw the steer any time after flag. If dogger moves into throwing position before steer's nose crosses the "start line" there will be a ten (10) second penalty added to time. This will be referred to as breaking the barrier. If a steer is thrown before crossing the start line the dogger will be disqualified.
7. After crossing the start line, dogger must change direction of steer and twist it down.
8. 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. The judge in the field will drop his flag to stop the time when this point has been reached by the Contestant.
9. No dog falls or hoola-hans (end over end) allowed.
10. If the steer gets loose from Contestant, they have one step to regain contact with steer.

11. If a steer falls in the opposite direction the dogger is attempting to throw him (dog fall) the contestant may turn the steers head to correspond with the leg position to make this a legal fall.
12. Contestant must have one hand on steer when flagged.
13. If steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown. Steer may not be in forward motion when it falls>
14. Contestant cannot touch right horn until nose of steer crosses starting line.
15. If steer falls or stumbles, a rerun will be decided by the Judge.
16. One (1) person on ground, no other contestants beyond start line.
17. Contestants 16-18; 13-15 receive no help until 15 seconds without penalty. If they request a tail out of chute they will get a 10 second penalty; 9-12 always get tail unless they request no tail with no penalty.
18. Contestant must not hold steers back or hinder movement until steer crosses the start line. This will be a disqualification.
19. There shall be two judges. A field flag judge and a barrier judge. The fairness of the catch and throw will be left to the Judges, and their decision will be final.
20. The field judge is required to watch Contestant and steer until animal is turned loose.
21. The barrier judge will stand on the start line on right side of the steer and flag when the animal's nose crosses the line indicating the start of the run.
22. Field judge will flag when the animal is legally thrown indicating the end of the run. The same judge can be used to flag the start and the finish.

### **c. DUMMY ROPING**

Age groups:

- |      |                |
|------|----------------|
| 1-5  | Boys and girls |
| 6-8  | Boys and girls |
| 9-12 | Boys and girls |

#### **\*Dummy roping contestants are not allowed to enter mounted roping events**

1. Ropers will rope a roping dummy supplied by the STAR Association.
2. Contestants must rope with hat on. If a hat is knocked off during a swing, no penalty will be assessed. Hat must be back on head before next attempt.
3. Event Directors will appoint judges for this event and provide clipboard and judges sheet.
4. Judge will line up contestants in order of go, each contestant will get a practice throw and then competition will begin. All contestants must be present and ready when event starts.
5. The winner of this event is the Contestant who successfully qualifies with a legal catch from the longest distance. If the last two Contestants go out in the same round, they will rope from that distance until one misses or catches.
6. The rope must be swung at least 2 or more times overhead before it can be spent or delivered.
7. The Contestant may receive assistance from a helper in building their loops.
8. A Contestant who has started their swing but has not delivered their rope may stop their swing and readjust their loop size, spoke, etc. and then continue.
9. The Judges will be provided with score sheets for this event. The scoring sheets will be posted along with results and points.
10. All Contestants must rope from behind a line provided by STAR and set by Event Directors.
11. Each contestant will throw three (3) loops at the dummy in the 1st round. If the Contestant misses all three tries, they are out of the roping. Contestants who have caught all three will advance to the

next round. After the 1<sup>st</sup> round there is (1) loop per round. This will continue until there is one remaining contestant.

12. Contestants who only caught one or two are out of the roping but will be placed according to how many they caught.
13. The roping dummy will be moved forward approximately one (1) foot for each round starting with the 4<sup>th</sup> round. If an advanced Contestant misses, he is out of the roping and will be placed accordingly. Each contestant that catches will advance to the next round and the dummy will be moved forward approximately one (1) foot at the beginning of each round.
14. A contestant or guardian who does not exhibit good sportsmanship during this contest can be disqualified at any time by the Judge.
15. The Contestant roping is to be given as much room as they need to swing and deliver their rope. If during a throw, a Contestant is accidentally fouled by virtue of their rope hitting a spectator or another Contestant, the Contestant who was fouled will be allowed another try. This will be the call of the designated Judge(s).
16. No part of the Contestants body may touch the ground on or past the line. This will be considered a no catch.
17. Contestant must pull their slack tight around the dummy. Contestant must not remove their rope from the dummy until given the OK to do so by the Judge.
18. The starting line should be measured from the head of the dummy. The calf dummy and steer dummy will be the same distance from the line.
19. The contest goes until all Contestants have been eliminated. The winner is the Individual that qualifies from the greatest distance. Any ties that exist after the application of distance shall remain as a tie and be treated the same way as any other tie in any other event.
20. A Contestant cannot enter the dummy roping if they are entered in a Mounted Roping Event for that rodeo, but they may go back to dummy roping at the next rodeo if they choose.
21. 1-5 age group will rope a calf dummy.
22. 6-8 and 9-12 Dummy Roping contestants have the option of roping either the calf roping dummy or steer roping dummy but is not allowed to change dummies in the middle of the dummy roping (they can change the next rodeo).
23. Legal head catches: Calf dummy is bell collar catch. Steer dummy is slick horns, half head and neck.

#### **d. Flank and Ty**

Age groups:

- |       |           |
|-------|-----------|
| 6-8   | Boys only |
| 9-12  | Boys only |
| 13-15 | Boys only |
| 16-19 | Boys only |

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. 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.
5. Contestant must run from the post and throw calf by hand and cross and tie any three (3) feet with a piggin string. There shall be **two full wraps** 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.)
6. Calf may be thrown by flanking, mugging, or legging.

7. 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.
8. The Judge will watch the animal during the six (6) second period and will stop the watch in the event the animal gets free, using the time on the watch to determine if it was tied for the required length of time. Judge must show his watch if contestant requests it.
9. A calf roping piggin string must be used.
10. The decision to switch calves will be left up to the Judge and Event Director after all entries are in.
11. 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.
12. 6-8 age group: Calf is to be held down for the Contestant. Neither flanking, mugging, nor legging the calf to the ground is required. Event Director will appoint someone to hold calf on the ground while Contestant completes his run. The holder will release the calf after Contestant completes his run to give the calf an opportunity to kick free.

### **e. Goat Tying**

Un Mounted Age groups:

- 6-8 Boys and girls
- 9-12 Girls only

Mounted Age groups:

- 6-8 Boys and girls
- 9-12 Boys and girls
- 13-15 Girls only
- 16-19 Girls only

1. Sixty (60) second time limit.
2. The time will be taken between two flags.
3. Time will start when the horse's nose crosses the starting line. Goat must be held facing starting line, at furthest point away from contestant and must be released as starting flag drops. Field Judge stops time when Contestant signals the completion of the tie, and the Field Judge has dropped his flag. The Contestants' hands must be clear of the string with arms raised to give clear indication to Field Judge they have completed tie.
4. Time will be taken by the timer and back-up timer with the use of stopwatches.
5. Goat will be staked on 10 feet of rope at least 100 feet from starting line, if possible. Stake to be completely in the ground so that no part of it is visible.
6. Goat handlers must be an adult, or a Contestant not in the event or age group of the Contestant making the run.
7. 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 any three (3) legs with goat string (girls must use goat string) or pigging string (boys must use pigging string), with one or more wraps and a half hitch, hooey, or knot.
8. 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. If Contestant has a hand on goat before it falls, it is considered thrown.
9. Goat must stay tied for six (6) seconds after contestant steps back at least three (3) feet away from goat. 6 second time starts after stepping back three (3) feet. If Contestant gets goat tether rope wrapped around his/her leg, he/she may ask the Judge for permission to remove it. After getting permission from the Judge, removing the rope and moving back three (3) feet the six-second time limit will start.



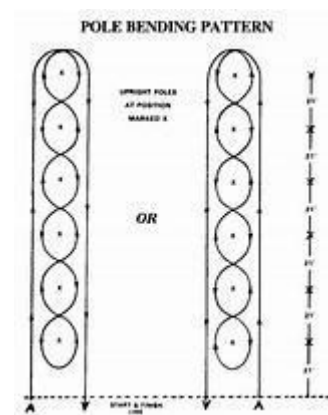
10. If tie comes loose or if goat gets to its feet before time has been ruled fair, contestant will be marked no time.
11. Contestant will receive a "no time" for touching goat or tie after once signaling a completion of tie.
12. If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
13. If the goat should break away, it will be left to the judges' discretion whether she will get a receive a rerun. If the goat should break away because of the fault of the horse, the contestant will receive no time between flags.
14. If at any time during the current year rodeo season the Contestant decides to move from the Un-Mounted Goat Tying to the Mounted Goat Tying, points will not carry over.

## f. Poles

Age groups:

- |       |                |
|-------|----------------|
| 1-5   | Boys and girls |
| 6-8   | Boys and girls |
| 9-12  | Girls only     |
| 13-15 | Girls only     |
| 16-19 | Girls only     |

### \*See Also: General Pattern Rules



1. Properties: 6 Poles each 6-7 feet tall, not constructed in a manner that may cause injury to rider or animal.
2. Contestant may run from left or right.
3. Contestant starts to right or left of the poles, runs down the length of all six poles, makes a left or right hand turn around the last pole, makes a weaving pattern through the six poles, makes a right or left hand turn around the first pole, resumes the weaving pattern and makes another left or right hand turn around the end pole and then runs straight back across the finish line.
4. The distance from the starting line to the first pole shall be twenty-one (21) feet and spacing between poles shall be twenty-one (21) feet apart.
5. There will be a five (5) second penalty for each pole knocked down.
6. Touching the poles is permitted by either horse or rider.
7. Ages 1-5 and 6-8: Parent may accompany through the gate but not past the timer and must stay in forward motion.
8. Leadline poles 1-5 will only use 4 poles. Each end pole will be removed, and pattern will be the same.

## g. Ribbon Pulling

Age groups:

- |     |                |
|-----|----------------|
| 1-5 | Boys and girls |
|-----|----------------|

1. Time will start when Contestant crosses the line marked on the ground. Time will stop when Flagger drops the flag. There will be a main timer and a backup timer for this event.
2. Flagger will drop the flag when Contestant removes the ribbon from the goat's collar.
3. Goat is to be held at the end of a staked rope facing the start line. Holder is hold goat so that rope remains tight. The goat handler must be an adult or Contestant over 13 years old.
4. Contestants must run with a cowboy hat on. If hat comes off, no penalty will be assessed.

5. Contestant does not have to run down rope but must touch tape before pulling ribbon off the collar. Failure to touch tape will be a ten (10) second penalty added to time.
6. Helpers may assist the Contestant in approaching the goat. No penalty will be assessed for assistance given by the helper to the Contestant. Contestant will not receive a time unless they are the one to remove the ribbon.

## **h. Steer Stopping**

Age Groups:

6-8	Boys and girls
9-12	Boys and girls
13-15	Boys and girls
16-19	Boys and girls

### **\*See Also: General Roping Rules**

1. Thirty (30) second time limit.
2. One loop only.
3. Three legal head catches: both horns, half head, or around the neck.
4. Roper must dally to stop steer or change steers direction. Dally means one complete turn around the horn. No tied ropes allowed.
5. Time stops when steer and horse face each other with 8 feet on the ground.
6. Steer must be standing when roped.
7. Roping steer without turning loose of the loop will be considered no catch.
8. Closed catch pen.
9. A dropped rope will count as a rope thrown.
10. If steer is roped by horn or any foul catch, roper is not allowed to ride up and put rope over horn or head with his hands.
11. The judge will decide any questions regarding catches.
12. If horse ducks to the left contestant will be disqualified unless corrected. See rule 5.
13. In 6-8 only- Contestant is to rope the steer with a legal head catch and drop the rope. Time stops when horse stops straight. (We suggest ropes are cut off for safety.)

## **i. Stick Horse**

Age Groups:

1-5	Boys and girls
-----	----------------

1. Time is to be taken between two flags. Start line is to be marked with line or rope. Time starts when Contestant crosses the start line and stops when Contestant crosses back over the line.
2. Contestants must run with hat on. If hat comes off during run, no penalty will be assessed.
3. Stick must be between Contestants legs when they cross the start line at the beginning and end of race. If the stick comes out from between legs while running, Contestant must remount stick horse. The contestant does not have to stop to remount but must make an honest attempt to get the stick back between legs.
4. If the stick is not between Contestant's legs when Contestant crosses the finish line a 10-second penalty will be added.
5. Contestants will not be disqualified for any reason. Breaking the pattern or knocking over a barrel will be a 10 second penalty.

6. Contestants will run a small version of the three (3) barrel pattern. Assistance and direction may be given by an adult to ensure pattern is completed correctly.

**\*See Barrels for a diagram of the pattern.**

## **j. Team Roping**

Age Groups:

9-19 Will run as one age division. Both boys and girls can enter.

### **\*See Also: General Roping Rules**

1. A thirty (30) second time limit.
2. Ropers can only carry one loop. A dropped rope will count as a rope thrown.
3. Closed catch pen.
4. Contestants are allowed to enter twice. They can enter once as a Header and once as a Heeler, or they can enter twice as a Header or twice as a Heeler.
5. Heading and Heeling are two separate events and points for the year-end awards will be kept separate. All points will go towards All Around in Contestants age division.
6. There will be a ten (10) second penalty for a broken barrier.
7. Time will be taken when the steer is roped and both horses facing steer in line, with ropes dallied and tight, horse's front feet must be on the ground.
8. If a roper does not have a partner but wishes to enter with the request that a partner be drawn from for them, they may do so. The Draw Box is defined as the list of names of Contestants, both Headers and Heelers, who entered the rodeo and requested their partner be drawn. One will be drawn for them out of the ropers listed in the Draw Box. If your name is drawn, you **do not** have to pay an additional entry fee to rope with the partner you are drawn with. The run **will not** count for points for the contestant whose name came out of the Draw Box. Their points will only count on their original entered run(s). You must enter at least one time for your name to be eligible to go in the Draw Box. The run will be eligible for prize money.
9. Roping steer without turning loose of the loop will be considered no catch.
10. If either roper does not dally or drops rope, the team will be flagged out.
11. If the steer is roped by one horn, roper is not allowed to ride up and put rope over horn or head with his hands.
12. Three legal head catches: slick horns, half head, or around the neck. Legal heel catches: any heel catch behind front shoulder is legal if rope goes up heels.
13. If only one hind foot is caught, contestants will receive a five (5) second penalty.
14. Crossfire rule will apply. This means that the Header must dally and change directions of the steer before the Heeler can throw his/her loop.
15. Steer must be standing up when roped by head and heels.
16. Contestants can be disqualified if in the Judge's opinion the animal is handled with excessive roughness.
17. Determining whether a catch is legal will be decided by the Judge. Judge's decision is final.