

BASIN BUCKAROOS RODEO ASSOCIATION 2011 RULE BOOK For Family Rodeos

This booklet is intended as a guide for contestants, arena personnel, judges and others involved in the Basin Buckaroos Rodeo Association family rodeos. A resource used to create this booklet includes the National High School Rodeo Association Rulebook. We have adjusted some rules to better fit the format of BBRA rodeos. We hope contestants will become familiar with these rules before competing. Please consult the rulebook before questioning a judge, club officer or other rodeo volunteers about a possible infraction.

Compiled in 2011 and approved by board of directors on April 24th, 2011.

GENERAL RULES AND GUIDELINES

1. Rodeos will start on time. **Advance entries are required. Call in is only on the Wednesday before the rodeo from 5:30 p.m. until 10:00 p.m. There will be a late fee of \$20 if you miss the call in deadline and need to call on Thursday between 5:30 p.m. and 9:00 p.m. Any entries received after that time are subject to a \$40 late fee. Fees must be paid at check in the morning of the rodeo between 8:30 a.m. and 9:30 a.m. No refunds will be made thereafter except in cases of illness or injury to horse or rider.**
2. All contestants must sign an annual Waiver of Liability before competing. If the contestant is under 18 years of age, a parent or legal guardian must sign the waiver.
3. Long sleeved collared shirts and boots are required for all events. Hats must be worn and kept on during speed events. A \$1 fee for hats that fall off during the contestants run will be put into a kitty to be used at the Association's discretion. All events involving a contestant mounted on a horse require the use of a western stock saddle unless otherwise specified. Contestants in any rough stock event such as calf and bull riding or bareback riding must wear protective helmets, mouth guard and vests that have been approved by the Chute Director(s).
4. Please discipline your horse at home. Animals shall not be beaten, mutilated, or cruelly prodded. This is a family-oriented organization and children are watching at all times. Such behavior, as determined by the judge, will result in disqualification, from the rodeo from the time of the infraction through the remainder of the day's events.
5. If your horse kicks, tie a ribbon on its tail to alert others.
6. This organization encourages safety, good horsemanship, good sportsmanship and fun. No inappropriate language, profanity, or gestures will be tolerated.
7. A contestant may enter the arena gate at the speed of his or her choice.
8. Sixty Second Rule: Refusal to enter arena gate in a timely manner. Contestants will be called 3 times with a 60-second time limit from the moment the contestant's name is called the first time. If entry is not made into the arena at the expiration of the 60 seconds, the contestant is disqualified from the event.
9. Points shall be awarded to the top ten in each class with 1st place being worth 100 points and 10th place being worth 10 points.
10. All-around and other overall awards at a rodeo shall be presented to the contestant(s) within each age category with the most total points within that age category (open events included). In order to qualify for the overall awards, contestant must have competed in at least two events. Contestants must be members of the BBRA to be eligible for overall awards. Like entries and event fees, membership dues must be paid by between 8:30 a.m. and 9:30 a.m. on the event day for eligibility to apply.
11. Divisions are based on contestant age as of January 1. Participants must compete

within the appropriate age division. The only exception is if the event is not offered for the Little Buckaroo division, in which case a Little Buckaroo contestant may compete in a Junior event. Points remain in the age division in which they are earned.

12. Contestants may enter an event only once. Multiple contestants may compete on the same horse in the same event.

13. Stock will be drawn. Contestants will be required to take stock drawn for them before the rodeo.

14. Exhibition runs are not allowed.

15. The judge's or flagging person's ruling is final. The judge may at his or her discretion consider the sightings of arena personnel in issuing a ruling. PLEASE RESPECT THE JUDGE'S DECISION.

16. In the event of an unresolved dispute, any complaints should be immediately brought to the attention of the president, who in turn will call a meeting of the grievance committee to discuss the particular issue at hand. The grievance committee -- chaired by the BBRA president and comprised of the vice president, secretary/treasurer, chute director(s) and arena director -- will issue a final decision in consultation with the judge. Any grievance must be presented to the committee before the presentation of awards for that rodeo. No grievances will be considered after winners are announced and awards are presented.

DUMMY ROPING ?

No horses are involved in the beginner's dummy roping event.

Hats are optional.

Contestants must provide their own ropes and shall rope with only the length of their lariat.

No strings or other extensions may be attached. Contestants shall rope a dummy calf head.

To qualify as a legal catch, the rope must be around the dummy calf's neck. Any figure-eight catch is not legal. Any full body catch (the equivalent of a calf running through the rope) also is not legal.

Contestants crossing the score line shall forego that throw.

Three rounds of competition shall be held at distances of 6, 8 and 10 feet. A contestant qualifying with a legal catch in either of two chances shall advance through successive rounds of competition, backing up the score line 2 feet each round, until finalists are determined. The score line in each round shall be clearly marked with a board on the ground. Contestants not successful on their first throw shall have a second chance. Contestants who do not catch in either of 2 attempts will be eliminated from advancing further in the competition.

Finalists will then compete in two rounds of timed competition. Time will begin when contestant crosses a line marked with a rope on the ground 20 feet from the dummy head.

Contestants shall stand no closer than a score line marked with a board 6 feet from the head of the dummy when throwing their loop. Time will stop when the contestant pulls the slack from the rope.

Timed rounds of competition shall be flagged by two officials.

Placing will be determined according to the total time on 2 runs. Qualified times on 2 runs shall place before a qualified time on only 1 run.

BARREL RACING

Event Rules:

1. All barrels must be 20 yards or further apart.
2. The cloverleaf pattern is the only approved pattern in this event.
3. The barrels must be 20 feet, at least, from the arena fence.
4. Touching a barrel is permitted by horse or contestant.
5. The front two barrels shall be 20 yards from the starting line.
 - A. The maximum distance between the two front barrels shall be 30 yards (90 ft) arena conditions permitting. The maximum distance between the 2 front barrels and the third barrel shall be 35 yards (105 ft) arena conditions permitting.
 - B. The contestant may start on either the right or left barrel.
 - I. When starting on the right barrel there will be one right turn and two left around the barrels.
 - II. When starting on the left barrel, there will be one left and two right turns around the barrels.

Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a barrel is a 5 second penalty.
4. Not following the clover leaf pattern will receive a no time.
 - A. Going by the barrel on the wrong side as far as the Point of the Shoulder.
 - B. Extra loops in the pattern other than those called for.
5. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
6. If contestant's horse breaks timer light, by backing through before starting pattern, time will be considered started.

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7. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.

8. Sixty Second Rule: Refusal to enter arena gate within 60 seconds. Contestants will be called 3 times with a 60-second time limit from the moment the contestant's name is called the first time. If entry is not made into the arena, at the expiration of the 60 seconds, the contestant is disqualified from the event.

9. A contestant may enter the arena at the speed of his or her choice. The gate will be closed after the contestant enters the arena and will remain closed until the pattern is completed and the contestant has complete control over his/her mount.

10. The judge may disqualify a contestant for excessive use of crop, whip, bat or rope.

POLE BENDING

Event Rules:

1. The pole bending pattern is to be run around 6 poles.
2. The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be 21 feet apart. End pole must be 20 feet, at least, from fence.
3. Poles shall be set on top of ground, 6 feet in height, and with no bases larger than 14 inches or less than 12 inches in diameter.
4. Poles must be straight in line.
5. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly. Touching a pole is permitted by horse or contestant.

Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a pole is a five (5) second penalty, per pole.
4. Not following the pole bending pattern will receive a no time.
 - A. Going by a pole or on the wrong side as far as the Point of the Shoulder.
 - B. Extra loops in the pattern other than those called for.
5. If a horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
6. If contestant's horse breaks timer light, by backing through before starting time, time will be considered started.
7. When the electric eye fails to work for one or more contestants the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
8. Sixty Second Rule: Refusal to enter arena gate in a timely manner. Contestants will be called 3 times with a 60-second time limit from the moment the contestant's name is called the first time. If entry is not made into the arena, at the expiration of the 60 seconds, the contestant is disqualified from the event.

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9. A contestant may enter the arena at the speed of his or her choice. The gate will be closed after the contestant enters the arena and will remain closed until the pattern is completed and the contestant has complete control over his/her mount.

10. A judge may disqualify a contestant for excessive use of a bat, crop, whip, or rope.

GOAT TYING

Event Rules:

1. Stake should be completely under the ground so that no part of it is visible.
2. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from his/her horse, and throw the goat by hand.
3. If the goat is down when the contestant reaches it, goat must be stood on at least three feet (goat must be elevated by contestant so that at least 3 feet must be dangling straight underneath goat, and goat must be re-thrown) and then cross and tie any three legs together with a leather thong, pigging string, or rope and step back 3 ft from the goat.
4. Legs must remain crossed and secure for 6 seconds after completion of tie.
5. To qualify as a legal tie, there will be one or more wraps, half hitch and a hoey or knot.
6. Time will start when the contestant crosses the starting line.
7. Time will stop when contestant signals the flagger, by throwing their hands in the air, that the tie is complete.
8. The goat will be held at the end of the stake rope until the contestant starts the time.

Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. The tie will be passed on by a field judge and if it is not secure for six (6) seconds, the contestant will receive no time.
4. If a contestants horse runs over the goat or gets tangled in the goat's rope, contestant will receive a 10 second penalty.
5. Sixty Second Rule: Refusal to enter arena gate in a timely manner. Contestants will be called 3 times with a 60-second time limit from the moment the contestant's name is called the first time. If entry is not made into the arena at the expiration of the 60 seconds, the contestant is disqualified from the event.
6. A contestant may enter the arena at the speed of his or her choice. The gate will be closed after the contestant enters the arena and will remain closed until the tie is completed.

GOAT TAIL TYING

Contestant must be mounted on a horse.

The contestant must dismount from their horse, and tie a ribbon around the tail. The goat will be released when the contestant crosses the starting line. When the contestant is finished, they will throw their hands in the air to signal they are done.

Scoring and Penalties:

- a. The string will be provided. No preformed knots are allowed. The string must be straight.
- b. A contestant may enter the arena at the speed of his or her choice. The gate will be closed after the contestant enters the arena and will remain closed until the tie is completed.
- c. The judge or show personnel will not flag contestant out until time is recorded.
- d. The judge or show personnel is to flag time, then flag contestant out if run is not legal.
- e. There will be arena personnel available to hold the horse by the goat. This will be left up to the discretion of the contestant's family.
- f. Sixty Second Rule: Refusal to enter arena gate in a timely manner. Contestants will be called 3 times with a 60-second time limit from the moment the contestant's name is called the first time. If entry is not made into the arena, at the expiration of the 60 seconds, the contestant is disqualified from the event.
- g. The contestant will be disqualified if the ribbon does not stay on the goat's tail for 5 seconds.

BREAKAWAY ROPING

Time Limit:

1. There will be a 45-second time limit with a closed catch pen gate.

General Rules:

1. The score or start line will be set at 10 feet in front of boxes or at a distance determined by the stock contractor and line judge. A barrel and flagger will be used.
2. Time to be taken from the snap of the barrier flag.
3. The barrier will be considered broken if the animal is roped before the designated breaking point and a 10-second penalty will be applied.
4. Steer belongs to contestant when called for, 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 flag and all watches will be stopped. Contestant will receive original animal back with a Lap and Tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any loop used.
 - b. In case of mechanical failure.
5. In breakaway, a horse must clear the box before loop is thrown.

Event Rules:

1. Any changes in lists of roping order to split horses, etc. must be made before any stock for that event is loaded in the chute.
2. After stock is loaded, ropers must rope in order listed.
3. Ropes are to be tied to the saddle horn with cotton string. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. An indicator that is visible to the flagman or judge must be attached at the knot end of the rope.
4. Rope must be tied to the horn with a cotton string and may not be run through bridle, tie down, neck rope or any other device.
5. String will be provided and will be inspected by designated official before each contestant competes.
6. Only an indicator must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.

7. The steer's head must pass through the loop. The loop must draw up on any part of the steer's head.

8. Rope must be released from contestant's hand to be a legal catch.

9. In case the field flag judge flags out a roper that still legally has more time coming, the judge may give the same calf back Lap and Tap, plus time already lapsed and any barrier penalty.

10. Ropers must be mounted when time is taken.

11. Sixty Second Rule: Refusal to enter arena or to call for cattle in a timely manner. Contestants will be called 3 times with a 60-second time limit from the moment the contestant's name is called the first time. If entry is not made into the arena, or cattle have not been called for at the expiration of the 60 seconds, the contestant is disqualified from the event.

Scoring and Penalties:

1. Timed event judge will not flag contestant out until time is recorded.

2. Judge is to flag time, then flag contestant out if run is not legal.

3. There will be a 10-second penalty assessed for breaking the barrier.

4. Roping steer without releasing loop from hand will disqualify catch.

5. Contestant will be disqualified for any abusive treatment of calf or her horse.

6. The contestant will receive no time should she break the rope away from the saddle horn by hand.

Reruns:

1. In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.

2. During any performance if an animal escapes the chutes or pens before it is called for by the contestant, the contestant will receive a rerun.

3. No rerun will be given due to faulty or broken equipment furnished by contestant.

4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

5. When the digital clock malfunctions and no time was recorded from digital watches, if

stock was qualified on in the field, contestant will be given a rerun at a time designated by the Judges and the Arena Director, plus any barrier penalties. If barrier penalties, then lap and tap start.

6. Flag judge will make final decision.

CALF RIDING & BULL RIDING

Time Limit:

1. PeeWee Division will ride calf for 6 seconds. Junior Divisions will ride bull for 6 seconds. Senior Division will ride bull for 8 seconds.
3. Time will start when the animal's inside front shoulder passes the plane of the chute.

General Rules:

1. Contestant is not to use sharp spurs. No part of spur may have sharp edges including rowels and wire locks.
2. Contestant will have the right to call judge to pass on whether or not animal is properly flanked to buck the best of its ability.
3. Fall—if any part of rider contacts ground, animal has fallen.
4. No contestant will ride two head in the same event during a performance except for rerides.
5. Contestants may pull ropes from either side.
6. Contestant must compete on stock in gate order.

Event Rules:

1. Riding is to be done with one hand and loose rope, with or without handhold.
2. No finger wraps, no knots or hitches to prevent rope from falling off animal when rider leaves him.
3. No more than two men may be on the chute to pull contestant's rope.
4. The judge on the latch side of the chute gate shall serve as a back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for time verification on each ride. In any instance where the time is 6 seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the 6 seconds, the judge must go with the whistle.

Scoring and Penalties:

1. Ride and animal to be marked separately.

2. Mark the ride according to how much the contestant spurs the animal. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant and use the full spread.

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

4. Contestant will receive no score for any of the following offenses.

a. Being bucked off.

b. Touching animal, equipment or person with free hand.

c. Using sharp spurs.

d. Placing spurs or chaps under the rope when the rope is being tightened.

Re-rides:

1. The matter of the re-rides shall be decided by the judges.

2. Contestants shall not influence the judges by asking for a re-ride at any time.

3. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.

4. Contestant may refuse re-ride and take his marking.

5. Contestant must make his decision immediately.

6. No re-ride will be given due to faulty or broken equipment furnished by contestant in any event.

7. Re-rides may be given only when stock fails to break, stops, or fouls the rider.

8. Contestants who are fouled at chute and declare will be entitled to a re-ride/rerun at judges' discretion.

9. If animal falls down out of chute contestant will be entitled to a re-ride at the discretion of the judges.

10. If animal loses flank, fails to break, stops, or fouls rider, rider may have a re-ride.

11. Contestant may be given a re-ride if flank comes off or breaks, providing the contestant completed a qualified ride.

Bareback Bronc Riding

Time Limit:

1. PeeWee and Junior Divisions will ride calf or bull for 6 seconds.
2. Senior Division will ride bull for 8 seconds.
3. Time will start when the animal's inside front shoulder passes the plane of the chute.

General Rules

1. Rider will be disqualified if he/she does not have the animal rigged and ready to go in a timely manner.
2. Quick release buckle is optional on bareback rigging.
3. There will be no black rosin used on rigging handhold(s) or on a rider's glove(s), which will be a plain glove with no flaps, rolls, wedges, or gimmicks. Rider may have a single layer of sheepskin or leather under the handhold(s), which will extend at least one inch (1") on both sides of the center of the handhold(s) not to be shaved and either one end shall be glued down. Violators will be disqualified.
4. If rider chooses the use of spurs, loose rowel spurs must be used. Rider is not to use sharp spurs. Taping of spurs is not allowed.
5. Judges may require rider to take his/her hand out of rigging after a horse is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request such action to be taken.
6. Judges may disqualify riders for the following reasons.
 - A. If rigging comes off the horse.
 - B. Touching the animal, equipment, hat, ground, or person with free hand or arm.
 - C. Riding with locked rowels.
 - D. If, in the Judge's opinion, the rider's rowels are too sharp or have been taped.
 - E. Not following the Judges instruction to take feet from the neck of the horse stalled in chute.
7. Junior and Senior contestants must make an attempt to spur the horse. Contestant does not need to mark out before the chute is opened.

Re-rides:

1. The matter of the re-rides shall be decided by the judges.
2. Contestants shall not influence the judges by asking for a re-ride at any time.
3. If re-ride is given, judge shall inform the contestant immediately of his marking and an option of a re-ride.
4. Contestant may refuse re-ride and take his marking.
5. Contestant must make his decision immediately.
6. No re-ride will be given due to faulty or broken equipment furnished by contestant in any event.
7. Re-rides may be given only when stock fails to break, stops, or fouls the rider.
8. Contestants who are fouled at chute and declare will be entitled to a re-ride/rerun at judges' discretion.
9. If animal falls down out of chute contestant will be entitled to a re-ride at the discretion of the judges.
10. If animal loses flank, fails to break, stops, or fouls rider, rider may have a re-ride.
11. Contestant may be given a re-ride if flank comes off or breaks, providing the contestant completed a qualified ride.

MUTTON BUSTING

Event Rules:

1. Child must be age 4 years old to 6 years old.
2. Child Safety Helmets & Vests must be worn. No spurs allowed.
3. Child may request a girth rope (put on by chute director(s) only) or take a wool hold.
5. Child is to grasp with both hands during ride (No extra points are awarded for one hand rides).
6. Child must stay mounted for six (6) seconds in order to score and receive ride points.
7. Ride points are awarded by a ride Judge for form, difficulty, speed and quality of ride.
8. Decision of Judge is absolutely final.

FLAG RACE

1. The objective of this event is for the rider to race through the course, mounted horseback from either direction. Deposit a flag in the first bucket; retrieve a flag from the second bucket; and cross the finish line. Time starts when the rider crosses the start/finish line the first time and ends when they complete the pattern and cross the second time.
2. The flag race is a timed event.
3. A clearly visible starting line shall be provided.
4. Two stopwatches or an electric timer with back-up watches shall be used. If the electric eye does not work, the handheld time will be used. If the electric eye fails for more than 1/3 of the runs in a go-round, all contestants will have to take the hand-held times. If there is no time recorded (either eye or hand-held), a rerun, carrying penalties forward, will be run at the end of that performance.
5. Two 5-gallon buckets set on 55-gallon barrels will be used. Whole oats will be used in buckets. The oats must be 4 inches from the top of both buckets. The flag must be at least 16-inches long. On the retrieving bucket, the top of the flag must protrude above the rim of the bucket a minimum of 5 inches.
6. Barrels with buckets on top should be set as close as possible to the following dimensions: 100 feet from start/finish line to first barrel. Barrels should be 40- to 75-feet apart, arena permitting. There shall be a minimum of 20 feet from either barrel to arena fence or wall.
7. Pattern may be run either left or right and contestant must call placement of flag before entering the arena. Contestant crosses start/finish line, proceeds to first barrel, passes on the outside picking up the flag, passes around the pole and on to next barrel where he/she puts the flag into the five (5) gallon pail with sharpened end down and returns to the start/finish line. Flag pole may pierce the bucket after going in and still be considered a good time. The pattern is a horseshoe pattern on the outside of the barrels. Any deviation will be a No Time.

Penalties/Disqualifications.

- A. Knocking over the first barrel and/or pail will result in a five (5) second penalty.
- B. Knocking over the pole or picking up and moving the pole from the set pattern will result in a five (5) second penalty.
- C. Knocking over the second barrel or pail will result in disqualification.
- D. Contestant will be disqualified for striking horse with flag.
- E. Flag not staying in the last pail results in no time.

F. Breaking the pattern.

G. Carrying of the flag any other place but in his hand carries 5 second penalty.

BOOT RACE

No horses necessary.

Each contestant will remove his/her left boot and place it in a pile at the far end of the arena, then they will go back to the start line at the near end of the arena.

When the race begins, the contestants must run to the boot pile, their own boot, put it on again and race back to the finish line.

Contestants with someone else's boot or those deemed unsportsmanlike will be disqualified.

GOAT TAIL UNTIE

Time begins when the contestant crosses the designated starting line.

The goat will be let go as the contestant crosses the starting line.

When the contestant pulls the ribbon off the goat's tail the judge will drop the flag and time will stop.