



AMERICAN
COWBOYS
RODEO
ASSOCIATION

2018
rulebook

ACRA Officers & Directors

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Bylaws
American Cowboys Rodeo Association

Article I

Name: The name of this Organization will be the American Cowboys Rodeo Association and shall be referred to as the ACRA.

Objective Purpose: The objective purpose of the ACRA shall be to promote rodeo as a sport and profession, striving at all times to insure honesty and fairness to both the Contestants and the Producers; to create an amicable relationship among Stock Contractors, Producers and Contestants.

Article II

1. Memberships: Regular memberships will be open to any reliable persons interested in performing in rodeos, contesting in rodeo events or producing rodeos, providing their applications are accepted.

a) Any person becoming a member of the ACRA shall comply with all of its rules and decisions and shall be bound by the same.

b) Gold cards are available to members Fifty-five years of age and older who have been a member for 3 years. Application must be made for consideration by the board of directors.

c) Members shall carry the same card number each year.

d) The ACRA will accept checks for memberships. The Rodeo Secretary will send a record of all cards sold to the Association Office. A receipt will be given to the person purchasing the membership, and a copy of the receipt will be kept by the Rodeo Secretary. All cards will be dated as they are postmarked unless they are sent in with the rodeo results, then they will be dated with that rodeo.

e) Any other persons selling ACRA membership cards will mail membership application and payment to the office no later than 3 business days after purchase date or fine may be imposed.

f) Any member that is a minor must have a notarized waiver on file with the ACRA Office.

g) High School, College, and Military rodeo Contestants may enter ACRA approved rodeos without an ACRA membership card. Any money won at ACRA approved rodeos will count only after an ACRA membership card is purchased.

h) The Board of Directors (BOD) will expect the co-

operation of any member when called upon by one of the **Officers or Directors to represent the Association's interest** regarding enforcement of rules at any approved rodeo or in the matter of official business.

i) The Rookie in each event will be determined by money won. Rookie will be defined as a person who is a first time cardholder of the ACRA. No age limit.

2. Dues: 100% membership cards which entitle the holder to compete, be Contract Personnel or Timekeeper (Timer), shall be \$100.00 per year. Contract Personnel Only cards are \$65.00 per year. Timer Only cards are \$35.00 per year. All 3 cards entitle the holder to vote at the General Membership meetings and a monthly copy of the ACRA Official Newsletter.

a) A \$5.00 late renewal fee will be charged for any cards purchased after December 31 and will increase \$5.00 per month until renewed, not to exceed \$15.00.

Article III

1. Officers: The Officers of the ACRA will consist of a President, Vice President, Secretary, and Treasurer. President and Vice President will be elected by popular vote. Secretary/Treasurer will be a salaried position hired yearly by a vote of the BOD. All Officers will be entitled to admittance for themselves at all ACRA 1st approved rodeos. President votes only in matter of tie breaker of BOD. Vice President votes in absence of President, and Secretary/Treasurer votes only in absence of both President and Vice President.

2. Directors: There shall be 13 Board of Directors (BOD): One representing each of the 8 standard events, 1 representing Steer Roping, 1 for Judges, 1 for Committees, 1 for Contract Personnel, and 1 for Stock Contractors. These Directors will be elected by a popular vote of the membership who participates in the event for which they are elected. All Directors will be entitled to admittance for themselves at all ACRA 1st approved rodeos.

3. Alternate Directors: Upon being elected, each Director is to appoint an alternate Director.

4. Term/Dues: All Officers and Directors shall be elected for a 2 year term. Officers and Directors shall receive **honorary member's cards while serving their** term. Membership for all other personnel will be voted upon by the BOD. Alternate Directors shall be appointed each year

and membership cards will be voted on by the BOD.

5. Duties and Functions:

a) President: The President will preside as Chairman at all regular and special meetings of the Board of Directors, and the General Membership; perform such other duties as usually attached to the office, and as directed by the Board of Directors.

b) Vice President: the Vice President shall assume the duties of President when President is unable to attend.

c) Secretary: The Secretary position shall be hired every year by a vote of the BOD. Duties of the Secretary to include but not limited to: Keep minutes at all meetings, keep all Association records, act as Point Tabulator, and handle Association funds.

d) Treasurer: The Treasurer position shall be hired every year by a vote of the BOD. Duties of the Treasurer to include but not limited to: Record all financials, maintain deposits, and write checks as needed.

e) Board of Directors (BOD): This BOD will originate all rules and policies of the ACRA.

1) 2/3 presence of all BOD will constitute a quorum and a majority vote of the duly constituted quorum will govern the body.

2) Any Officer or Director who misses 3 consecutive scheduled meetings will automatically relinquish their position and card; and their Alternate will take over as Director for the remainder of their term.

3) A Director should contact their Alternate to attend meetings in their place if they are unable to attend. The Alternate will have the Directors vote under these circumstances.

4) Any Officer or BOD of the ACRA that does not conduct themselves in a manner which is constructive and honorable to the Association, may be impeached from their position by a 2/3 vote of the BOD.

5) To be eligible for Officer or Director, member must have been a member in the ACRA in good standing for 3 years.

6) Three year membership does not apply to Secretary and Treasurer position because this is a hired position.

6. Salaried Personnel: The President will employ such personnel as the BOD deem necessary. Such employees shall receive a salary and expenses in an amount fixed and sanctioned by the BOD.

a) Personnel so employed will perform all manner of duties to the benefit of the Association as directed by the BOD,

through the President.

Article IV

1. Meetings: Meetings shall be held at the Board of Directors (BOD) discretion.

a) Special meetings may be called by the President or upon request of at least 3 BOD.

2. Rule Proposals Procedure: Members will submit suggestions and/or rule proposals to the BOD and the BOD will make final decisions on those matters.

a) Rule Proposals must be submitted in writing by June 1,, to be discussed at the July BOD Meeting, voted on at the August BOD Meeting, to take effect when the new season begins in September

3. Grievance Procedure: Any Contestant with a complaint must report it in writing, to an Officer or Director after the performance is completed.

a) If a satisfactory decision cannot be reached, the Contestant may call for a meeting with the entire BOD.

b) If a Contestant feels they have an appeal to a TURN OUT, they may file a grievance, however, the fees and fines must be sent to ACRA Secretary within the 5 day grace period. The BOD will then decide at the next scheduled meeting if the fine was warranted. If overturned, the ACRA Secretary will refund the Contestant's money within 5 days of the decision.

Election Procedure: Nominations due for Officers and Directors by October 1, to take position by January 1.

Article V

1. Fines: All Contestants are required to read the rules carefully, particularly those relating to the events which they enter. Failure to understand or failure to know the rules will not be accepted as an excuse. Any member who violates the rules of the ACRA shall be fined one of the following unless otherwise stated:

a) Minor Rule Infraction: \$50.00

b) Major Rule Infraction: \$150.00

c) Suspension

Severity of the infraction to be determined by the BOD.

d) Examples of Rule Infractions: Bad check, failing to pay hotel bills, annoying judges or contract personnel, attempting to fix, bribe or threaten personnel, not returning overpayments to office, tying horses in timed events boxes, (Flag

horse and Pickup horses included), etc..

e) If a check is returned to the association unpaid, ACRA Treasurer will contact member. For each insufficient fund check written a charge of \$25 will be added and member will immediately be placed on the suspended list. Member will have 5 days to pay amount of check plus \$25. If not paid within 5 days, the fine will increase to \$50.

f) Fines will be taken care of within 10 days of notification by ACRA Secretary or will receive automatic suspension.

g) Event directors shall be able to fine a Stock Contractor if stock is not suitable to compete on.

2. Contestant Conduct: All contesting members will at all times conduct themselves in an exemplary manner upholding the ACRA and shall present themselves in a neat, clean and orderly fashion upholding the professionalism of this organization.

Contestant may be disqualified and/or subject to a fine at the discretion of the BOD for any of the following offenses:

a) Being under the influence of liquor or any type drug or having possession of any alcohol or drugs in the arena or arena area. Arena area defined as the arena proper, all boxes and spaces in, on and around the chute location and holding pens.

b) Being rowdy or quarreling in the actual domain of the arena.

c) Not being ready to compete when called upon.

d) Cheating or attempting to cheat.

e) Not wearing a western hat. Not wearing western clothes, including long sleeve shirt with sleeves rolled down.

f) Profane language.

g) Non-payment of entry fees.

h) Attempting to bribe, influence or affix a judge.

i) Penning any personal horses in the Bucking Chutes or in the Timed Event boxes.

j) Only contestant making competition run will be allowed in either roping box horseback.

Article VI

1. Entry Fees: Entry Fees shall be no less than \$40.00 in any of the 8 standard events. It is recommended Team Roping be the same per man as the other Timed Events,

but no less than per team than the other Timed Events.
Team Roping fees must be at least \$100 per man for stock contractor to receive the \$30 stock charge per team, stock charge will be cut in half if fees are lower.

If two runs and an average are given in the Cowgirl's

Barrel Racing, fees must be at least \$40.00.

2. a) The following will be withheld from the total entry fees in all events:

Stock contractor has the option of charging up to 15.00 stock charge and \$10.00 Timer Fee.

\$2.00 Finals Fee, \$3.00 if rodeo is triple approved .

\$5.00 Incentive Fund (2.00 toward finals added money, 2.00 to finals awards, 1.00 to finals stock, collected at ACRA 1st approved rodeos only)

\$3.00 Finals Awards Fund

\$5.00 Building Fee (Stock Contractor may charge during the winter months. Winter months defined as October 1st through May 1st at indoor arenas.)

Fees are to be charged per man in the team roping. Header and heeler will each pay \$15 stock charge and other charges per person.

Charges are per person per event. ie: if entered in team roping and tie down they are paid twice.

b) Added money will be a minimum of \$200.00 per event.

c) Rodeos co-approved with other associations having 1st sanction through the summer months must add a minimum of \$100.00 per event. No rodeos will be co-approved during the summer with \$0 added money.

d) Team Roping will be enter one time with equal added money for the header and heeler as all other standard events. Ex. If Tie Down offers \$500.00 per event Team Roping must offer \$1000.00..

e) *Added money* will be the same in each event, exception being Team Roping; will be double. Ladies Break-away Roping added money shall be equal to or at least half of the added money in the other timed events.

f) Day Money: It will be up to Stock Contractor and/or Rodeo Committee to have additional \$5.00 day money per contestant. Day money will be paid after each performance. Monies will be paid once per performance. Slack will be considered part of the performance unless designated. If slack is designated, it will be considered another performance. If there are no qualifications, the money will be carried over to the next performance. If there are no qualifications during the entire rodeo, the money will be awarded to the Stock Contractor.

Day money cannot be restricted to any one event.

d) No Contestant will be refunded entry fee due to vehicle breakdown or because of illness or injury to his or her horse. e) A one time per rodeo \$10.00 Local charge will be collected from any non-card holder wishing to compete in an ACRA first approved rodeo.

2. Payoff: Immediately after completion of rodeo, Rodeo Secretary shall make payment to winning Contestants in each event as follows: added money and entry fees are to be totaled and 7% of the sum is to be sent to the ACRA office, except when co-approved which will pay 8%. The remainder of added money and entry fees is to be paid as follows:

1). In Saddle Bronc and Bareback Bronc Riding the payoff will be as follows:

- When the total purse is Three Hundred Dollars \$300.00 or less pay one (1) money.
- When there are six (6) or less contestants, two (2) monies will be paid, divided 60-40%, until first place exceeds One Thousand Dollars (\$1,000.00), then 3 monies will be paid, divided 50-30-20%.
- When there are seven (7) through eleven (11) contestants, three monies will be paid, divided 50-30-20%, until first place exceeds One Thousand Dollars (\$1,000.00), then four (4) monies will be paid, divided 40-30-20-10%.
- When there are twelve (12) or more contestants, four (4) monies will be paid, divided 40-30-20-10%, until first place exceeds One Thousand Dollars (\$1,000.00) then six (6) monies will be paid, divided 29-24-19-14 -9-5%, until first place exceeds Fifteen Hundred Dollars (\$1,500.00) then eight (8) monies will be paid, divided 24-19-16-13-10-8-6-4%.

2. In the Bull Riding, Steer Wrestling, Tie-Down Roping, Breakaway Roping, Dally Team Roping (per man) he payoff will be as follows:

- Less than \$800 pay 2 places, divided 60-40%
- \$800—\$1299 pay 3 places, divided 50-30-20%
- \$1300—\$2499 pay 4 places, divided 40-30-20-10
- \$2500—\$4999 pay 6 places, divided 29-24-19-14-9-5%
- \$5000—up pay 8 places, divided 24-19-16-13-10-8-6-4%

A) IF TEAM ROPING ENTRY FEE IS \$100 OR MORE PER MAN THE STOCK CONTRACTOR MAY CHARGE UP TO \$30 PER RUN CATTLE

CHARGE. IF ENTRY FEE IS UNDER \$100 PER MAN THE STOCK CONTRACTOR MAY CHARGE UP TO \$15 PER RUN CATTLE CHARGE.

3. In the Cowgirls Barrel Racing, the payoff shall be as follows:

- \$299 and less pay 1 place 100%.
- \$300.00-\$499.99 pay 2 places, divided 60-40%.
- \$500.00 - \$799.99 pay 3 places, divided 50-30-20%.
- \$800.00-\$1,499.99 pay 4 places, divided 40-30-20-10%.
- \$1,500-\$2,999 pay 6 places , divided 29-24-19-14-9-5%.
- \$3,000.00 or more pay 8 places, divided 24-19-16-13-10-8-6-4%.

4) AVERAGE. A Contestant must compete on every head of stock drawn for him/her in that event in order to place in the average. When 2 or more head of stock are given, an average must be paid.

- 1) When 2 head of stock are given, average shall pay the same amount of money as the go round money
- 2) 2) When 3 head of stock are given, average shall pay one and one half the amount of the money paid as the go round money.
- 3) When 4 or more head are given, average will pay double the go round money.

PRODUCER HAS THE OPTION TO USE THE FOLLOWING FORMAT WHEN 2 HEAD OF STOCK OR RUNS ARE GIVEN.

Long go will pay 20%, short go will pay 20%, Average will pay 60%.

5) STEER ROPING:

1 Head Rodeo

- 1-4 Contestants, 1 money paid 100%.
- 5-8 Contestants, 2 monies paid 60/40%.
- 9-12 Contestants, 3 monies paid 50-30-20%.
- 13– 25 Contestants, 4 monies paid 40-30-20-10%.
- 26 & up Contestants, 6 monies paid 29-24-19-14-9-5

2 Head (25% in each round and 50% in Avg.)

Rounds:

- 1-5 Contestants 1 money paid 100%.
- 6-10 Contestants 2 monies paid 60-40%.
- 11-17 Contestants 3 monies 50-30-20%.
- 18 & up contestants 4 monies 40-30-20-10%.

Average:

- 1-5 Contestants 1 Money 100%.
- 6-10 Contestants 2 monies 60-40%.
- 11-17 contestants 3 monies 50-30-20%.
- 18-30 contestants 4 monies 40-30-20-10%.
- 31 & up contestants 6 monies 29-24-19-14-9-5%.

a) In the event payment of an entry fee changes the number of places paid, fee must be paid before the event starts the last performance or by Contestant personally.

b) Prize money will be mailed to Contestant within 3 days after final performance of particular rodeo or Rodeo Secretary will be fined \$50.00. Secretary may deduct up to \$3.00 from contestants prize money check for mailing and handling fees.

c) Computation of payoff in Team Roping will be evaluated on individual winnings, not a team basis.

d) If and when an error is discovered, it should be reported immediately to the Rodeo Secretary. She in turn should correct the mistake as quickly as possible, by notifying each Contestant involved. Any Contestant paid wrongly should immediately return the money or reward, whichever it **may be. If a Contestant feels he/she hasn't been treated fairly,** then he/she should file a complaint in writing with the ACRA Director of that event and with the President and BOD. When the matter has been settled, the results should be reported to the ACRA Secretary so the points can be correctly tabulated. Each Contestant is urged to keep his own point record in case of a difference so he/she can compare with the ACRA Secretary. All differences and disagreements should be settled with the Secretary, and if necessary, the BOD before the Finals.

e) Disciplinary action will be taken against any Rodeo Secretary when a rodeo is paid off incorrectly. First offense will result in a warning, second offense will result in a \$25.00 fine, each offense thereafter will increase by \$10.00. Rodeo Secretary not repaying an underpayment within 10 days after being notified by the ACRA Office that an error was made in the payoff will be subject to an additional fine.

f) Should anything happen to a Judge during the course of a rodeo so that he/she could or would not be able to

judge the remainder of the rodeo in the riding events or flagging the field, the Secretary will divide the total purse in proportion to the number of Contestants that have finished contesting in each event up to the point the Judge became incapacitated and pay off accordingly. A new Judge will then be appointed and remainder of events affected, judged and paid off as if it were another rodeo with points counting. If a new Judge replaced a Line Judge, his replacement will not affect those timed events.

g) When there are only 5 scores/times at a six money rodeo, the payoff for 5 monies will be: 33-25-19-13-10

h) When there are only 7 scores/times at an eight money rodeo, the payoff for 7 monies will be: 27-21-16-13-10-8-5

i) If no qualified scores or times are made in an event, Association fee must be subtracted from entry fees and added money. Remaining added money would go back to the committee and entry fees to the stock contractor.

Article VII

1. Point System: This point system is set up **solely to determine the Association's Champions for each year.**

a) There will 1 point awarded for each dollar won at any ACRA approved rodeo in each of the 8 standard events and 1 sanctioned event, Team Roping points will be kept separate for Header & Heeler. (This includes prize money and entry fees.)

b) The high point winners in each of the 8 standard events and 1 sanctioned event will be named the Champion.

c) The high point winner who has won points in 2 or more events will be named the All-Around Champion. All Around points will not count unless contestant has earned at least \$500.00 in each of 2 or more events. All Around points will count no matter the number of events held. Example: If money is won at a timed event rodeo or bull riding, all points will count towards All Around.

d) The counting of points for each member will begin when dues are paid.

e) The high point person for each event must contest at the Finals Rodeo if there is one, in order to win the Championship, unless he or she has a valid reason.

f) The ACRA points year will begin the second weekend of September.

g) Points will count no matter number of entries.

h) The Rookie in each event will be determined by money won. Rookie will be defined as a person who is a first time cardholder of the ACRA. No age limit.

Article VIII

1. Entry: Contestant must have card number or social security number of all people when entering a rodeo. If an ACRA member phones their entry and gives a valid ACRA number, their name shall be accepted by the Rodeo Secretary without requiring entry fees to be paid until said member reaches their destination. Immediately upon their arrival at the rodeo, Contestant shall find the Secretary and make payment of entry fees due. No stock will be given until the entry fee is paid.

a) If entry fee is not paid within 5 days of final performance, Contestant will be suspended and fined.

See detailed rules under 'Fines'.

b) Rodeo Secretary must accept 5 Contestants in an event, before calling a performance full.

c) The ACRA will not sanction a rodeo with limited entries in each of the 8 standard events.

d) When entering a rodeo and a performance is full, a waiting list will be formed on a first come, first serve basis for that performance. When other performances are full, the Rodeo Secretary will then use the waiting list. Contestants will be responsible for verifying whether his or her entry has been accepted.

e) All rodeo headquarters will have a direct line (No switchboard). Every rodeo headquarters number will be listed with information or in ACRA newsletter. All rodeo headquarters that list their numbers with information shall list **their number under the name "ACRA Rodeo Headquarters"**. Failure to comply will result in a \$50.00 fine to Rodeo Producer.

f) Books will remain open a minimum of 5 hours and a maximum of 8 hours. A phone will be maintained at all times by the Rodeo Secretary until books close.

g) All entries will be taken by phone with no entries taken at the rodeo office except Local Entries.

h) No entries will be taken after books close; however, Stock Contractor may continue to take entries

if necessary to fill a performance. No entries will be taken after stock is drawn for the first performance.

i) When late entries are accepted in the timed events (TDR, TR, SW,SR, BKWY) after positions have been drawn they will be placed at the top of the list. CBR will be placed at the bottom.

j) ACRA card holders have priority over Local entries. Both partners in the team roping must have cards to have preference when entering.

k) Any card holder that does not supply Rodeo Secretary with their card number upon entering and again when paying entry fees will be treated as a local contestant. Contestant will be charged an additional \$10.00 if card is not shown to Rodeo Secretary when paying their fees at said rodeo. No refund will be given by Rodeo Secretary or the ACRA Office once payoff is complete.

2. Local Entry: All entries must be accompanied by a valid ACRA membership card with the exception of military and county (local) residents (within 25 mile radius). Acceptance of local entries shall be at the discretion of the Stock Contractor and/or Producer. Persons may enter only 3 ACRA first approved rodeos a year as a local entry. Persons wishing to enter more than 3 times in a year shall be required to purchase an ACRA membership card. Points won as a local entrant before purchasing membership will not count toward championship standings. Anyone violating this rule will be automatically withdrawn by the Judge.

a) All entrants who are not ACRA card holders must pay their entry fees before books close, except when they are entered by an ACRA member in good standing.

b) ACRA members will be liable for any local's entry fees when entered under their card number.

c) A one time per rodeo \$10.00 local charge will be collected from any non-card holder wishing to compete in an ACRA first approved rodeo.

3. Slack/Designated Slack:

a) The order of events will be the same for slack as the performance unless otherwise posted prior to the rodeo.

b) Designated Slack will be defined as any slack **other than normal "after performance" slack.**

c) All slack must be listed on the rodeo contract and published in the ACRA Official Publication before books open for that rodeo.

4. Drawing Out: There shall be no drawing out after the books close. (Exception being Rain Out Rule.) When positions are drawn and Contestant requests a specific performance and the Rodeo Secretary guarantees that performance, the Contestant will not be allowed to draw out later than one hour before books close. Contestant using habitual practice of turning out stock, may be fined.

5. Turn Out/No Show: Contestant must notify Rodeo Secretary. If a Contestant fails to show up or notify Rodeo Secretary in allowed time, it will be considered a turn out or no show.

a) Once contestant notifies secretary of intent to turn out stock will not be given and contestant will not be allowed to compete at said rodeo.

b) All Contestants will pay fees plus a \$50.00 fine for non-notified TURN OUTS/NO SHOWS. Notified turn outs will pay fees plus \$10.00 fine. If fees are paid at the rodeo to be included in the payoff no extra fines will be charged.

c) Contestants must pay delinquent entry fees to the ACRA Secretary or they will be suspended. Contestants who no show or turn out will be responsible for entry fee and turn **out fine. Since contestant's fees are due at the time of the** performance in which they are entered, contestants turning out must send the entry fee and \$50.00 turn out fine to the ACRA Secretary within 5 days of that performance. Contestants who fail to pay within the 5 day grace period will be suspended from entering ACRA rodeos until the fees and fines are paid. If a contestant notifies Rodeo Secretary that they are turning out at a rodeo they will be marked as notified turn out (NTO) and stock will not be drawn. A NTO will result in a \$10 fine instead of \$50. Should contestant change his/her mind and go to rodeo, stock will not be given. Rodeo secretary must be notified before stock is drawn.

d) If Contestant is on the grounds and TURNS OUT stock and pays entry fees, said Contestant will be charged an additional \$25.00 turn out fee per event at the time entry fees are paid. This fine will be paid to Stock Contractor. If Contestant pays entry fees and turn out fee, Contestant will not be charged a no show fee.

e) 1/2 of all turn out fines collected from contestant for non-notified turn outs will be paid to stock contractor.

f) If a Contestant does not show up or pay their entry fees, stock does not have to be loaded in the chute.

g) If one partner does not show in Team Roping and position is filled by another Contestant with fees paid, the partner not showing will be charged a no show fine only.

h) All Contestants are expected to be ready when called upon. Name does not have to be called 3 times for contestants who are not paid. Stock does not have to be loaded. If Contestant is not ready, they will be turned out. If stock is turned out during a paid performance, the Contestant turning out stock may not be in that event for the remainder of the rodeo.

i) Should Contestant not want to compete on drawn stock, he/she is required to mount somebody on said stock. Contestant must notify Rodeo Secretary no later than one hour before the performance that he arranged for a Contestant entered in the rodeo or an ACRA member to replace him on his stock. This shall be at the expense of the Contestant refusing stock. Contestant will not be charged a fine if, in fact, replacement does mount or run stock.

j) Contestant refusing or turning out stock anytime other than a paid performance will receive no time or marking for that go round, but will be eligible to compete on all other stock.

k) Above Contestant's stock will not be brought back..

6. Doctor/Vet Release: If a Contestant has to Vet Release (Barrel Racing Only) or Doctor Release out of a rodeo, they must have the release in the ACRA office within 5 days of last performance of the rodeo releasing from. It must **be on Doctor's letterhead. If a legitimate Release is presented**, the Contestant will not be allowed to compete in any ACRA approved rodeo for 10 days as of the last performance of the rodeo they doctored out of. If he or she should enter any rodeo within that 10 day period, he or she will be liable for fees and a possible fine

a) Barrel Racers may use up to 3 Vet Releases during one season. 1 release means any rodeo entered in at the time release is used. Example: 4 rodeos entered in one weekend uses 1 release for entire weekend.

b) Judges may release Contestant from rodeo with a visible injury. If Judge releases Contestant from competition due to visible injury, Contestant will not have to send a Release to ACRA Office.

7. Rain Out Rule: In case of a rainout and another performance is scheduled, the Contestants who are competing that night, who intend to draw out, must do so that night by advising the Rodeo Secretary of their intentions to draw out.

a) If a rodeo performance has started and following performances are rained out and called off by the Stock Contractor or Rodeo Committee, the rodeo will pay off the perf(s)

completed and points will count.

b) If a perf is cancelled for any reason, added money will be divided and paid to performance completed. Example: 2 day rodeo with \$200.00 added, 1 day cancelled, \$100.00 would be added and remainder refunded to committee.

8. Trade Outs:

a) All rodeos drawing for positions will not trade out unless consent is given by the BOD. When a rodeo draws for a particular performance during which a Contestant will compete, the Contestant, if he/she has preference, will tell the Rodeo Secretary the performance he/she prefers to compete when calling in their entry.

b) The Rodeo Secretary will trade Contestants drawn for a particular performance, if agreeable with Contestants involved, 2 hours prior to any livestock being drawn. Secretary will note time of trade on recording sheets. All entrants who are not ACRA members may be traded at Rodeo **Secretary's discretion.**

c) Positions will be drawn and trading out will be done immediately upon closing of books. The Rodeo Secretary will set a designated time for Contestants to call back and find out the performance they are to compete in, being at least 24 hours prior to the first performance.

d) If stock is drawn, trading out rule is automatically waived. Contestants in the riding events having drawn the same animal will be allowed to trade positions provided such trading takes place at least 24 hours prior to the first performance.

Article IX

1. ACRA Finals Rodeo:

a) Entry Fees for the Finals will be in the ACRA office 2 weeks prior to the finals paid in guaranteed money (**cashier's** check or money order) by the Top 15. If fees are not paid by this time, then entries will drop down to fill the 15 positions in each event.

b) The Top 20 in their respective events will be eligible to vote on all Personnel of the Year. This includes 2 Judges, Secretary, 2 Timers, 2 Pickup men, 2 Bull fighters, 1 alternate bullfighter, photographer, stock Contractor, Stock (event specific), and Rodeo. Personnel do not get to vote. **Announcer and contract act will be voted on by the Final's Selection Committee.** Anyone not returning their ballot will be as-

sessed a \$50.00 fine and will not be allowed to compete at Finals until fine is paid. If less than 60% of the ballots are returned, voting will be done by the BOD. BOD will use the returned ballots and these ballots will have 60% of the overall weight..

c) For timed event stock to be considered as Stock of the Year. Contractor must own timed event stock and this stock must have been used at ACRA rodeos during the year.

d) Alternate bullfighters will be paid ½ of the bullfighters salary at the Finals.

e) All contestants must participate in opening ceremonies unless excused by an Officer or BOD. Non-compliance subject to immediate fine.

f) Contestants at the Finals and Finals Banquet will be required to dress according to Dress Code rules.

g) Personnel must work all performances of 3 ACRA first approved rodeos or 5 second approved rodeos or any combination of 5 to be eligible to work the Finals.

h) Stock Contractor must offer all 8 standard events at any rodeo to be eligible to bring stock in each of the 8 standard events at the Finals. Example: If Bull Riding is not offered at a rodeo, the Stock Contractor will not be eligible to bring bulls to the Finals.

i) Breakaway Roping to be ran during the main performance at Finals.

Article X

1. Safety:

a) Rodeo Committee will furnish an attended first aid auto or ambulance to stand by during all competition, including slack to properly care for injured Contestants.

b) All ACRA sanctioned rodeos must have an approved Bullfighter (Clown) in the arena during the Bull Riding event for each performance and slack. Failure to comply with this rule will subject Producer to a fine. Judges will be responsible for reporting infraction of this rule.

c) All Stock Contractors must provide box pads in timed event boxes (both sides).

d) Only Contestant competing may be in either roping box while horseback during rodeo.

e) The Management and/or Rodeo Committee assumes no responsibility for injury or damage to the person, property, or stock of any owner or Contestant. Each participant by the act of paying their entry fee or membership dues waives all claims against the Management for injuries he/she or their property may sustain. By Contestant paying fee, they are liable for stock. If unable to compete due to injury to Con-

testant or animals they are still liable for fees at that rodeo.

f) No person shall be allowed in the arena during a rodeo performance unless they have signed a waiver releasing the Management and Producers from liability. This rule to be enforced by Arena Director.

2. Ground Conditions:

a) All permanent arenas will be disked or worked to the satisfaction of the Judges.

b) Steer Wrestling shall be ran as the first timed event in the performance.

c) Barrel Racing will not be held before other Timed **Events unless arena is maintained for the Contestant's safety.**

d) Contractor shall supply personnel to maintain clear and safe alley for barrel racers to enter and exit arena.

c) Arena must be worked before every performance and slack. Ground preparation should be consistent throughout rodeo. Barrel Racers draw positions just as Cowboys draw stock, therefore, the ground shall be worked after a minimum of 10 and a maximum of 15 positions, not actual runs. Turn Outs/No Shows and Releases shall be included in the count.

d) If ground conditions are deemed extremely dangerous due to man-made conditions, Judges, Stock Contractor, or Barrel Racing Director may stop barrel race to discuss reworking the ground. For the barrel racers that have run on that performance only, they will have the option of keeping time, or a rerun, with all prior penalties waived. If it is the first performance and it is decided that ground conditions would be safer to restake the pattern, judges may do so. If it is not the first performance, pattern may not be restaked. Pattern may be restaked if ground conditions are deemed dangerous. Jackpot each night & prorated added money. Points will count.

Article XI

1. Dress Code: Long sleeve shirts (rolled down), boots, and western hats must be worn at all times when in the arena or be fined. Barrel Racers are to wear western dress pants, colored jeans or denim jeans.

2. Grand Entry: All members must ride in grand entry unless there are extenuating circumstances. No other Association flags will be flown at an ACRA rodeo unless flag is that of the co-approving Association.

3. Contestant Passes: All card holders who pay entry fees shall be entitled to admittance for themselves and 1 addi-

tional pass only for the night which they are competing, unless otherwise stated in rodeo listings. All non-card holders will receive admittance for themselves only for the night they will be competing.

Article XII

1. Standard Events: These are the original events offered at the inception of the Association. Bareback, Saddle Bronc, Bull Riding, Tie down (calf) Roping, Team Roping, Steer Wrestling, and Cowgirls Barrel Racing. Ladies Breakaway Roping was included as a standard event starting in the 2015 season.

2. Sanctioned Events: These are extra events that are recognized by the Association, points kept, and offered at the Finals, but do not fall under the same guidelines as the 8 standard events. The only current sanctioned event is Steer Roping.

3. Rodeo Approvals: All rodeos must submit their prize list, Stock Contractor and Rodeo Secretary to the ACRA office to be approved by the Board of Directors. Directions must accompany sanction to be published in the ACRA Official Publication.

a) All approved rodeos must be listed in the ACRA Official Publication (ACRA Newsletter) and must set an opening and closing time and date for entries.

b) Stock Contractors must list on the approval sheet if they are not using an electric eye.

c) All approved rodeos must have at least 6 of the 8 Standard Events.

d) All ACRA first sanctioned rodeos will have a minimum of \$200.00 added money per event except during winter months. Winter months defined as Oct. 1st thru May 1st at indoor arenas.

e) No ACRA rodeo can be held at the same location within 14 days of the last performance of any other rodeo. Any special circumstances must be approved by a majority vote of the BOD at the monthly meeting.

f) Any change in a sanction must be presented in the ACRA office in writing. Any change in original sanction constitutes a new sanction and must be approved by a majority vote of the BOD at the monthly meeting.

g) For any rodeo to be eligible for Rodeo of the Year award, said rodeo must have the following:

1) minimum of 2 performances.

2) minimum of \$200.00 added money per

event.

3) ACRA first sanction or an ACRA only sanction.

h) ACRA will have the option to co-sanction rough stock events. Points will count in individual events but not all around. No rough stock event will be approved during the months of June, July, and August unless otherwise approved by the BOD.

i) Indoor winter rodeos, (October 1st through May 1st), may triple sanction with approving associations under the following guidelines: 6% sanction fee will be divided between all 3 associations at 2% each. Finals Fund amount of first approving association will be collected for all 3 associations will be included in Contestants entry fees. All other rules of 1st approving association will be followed according to current rulebook.

j) The ACRA will approve rodeos as third sanction provided Stock Contractor or Committee pay a sanction fee and Finals Fund. Any rodeo approved as ACRA third sanction **will not count toward Stock Contractor's qualification to the ACRA Finals.**

k) Stock Contractor may charge a building fee of \$5.00 per contestant during winter months. Winter months to be defined as October 1st thru May 1st at indoor arenas.

l) When established ACRA rodeos change sanction from ACRA 1st approval to another Association sanction, the BOD will review before approval of such rodeos.

m) If more than one rodeo is held at the same place on the same day by the same contractor, both rodeos held in the same day will count as one rodeo for stock contractor and personnel finals qualification.

Article XIII

1. Personnel/Rodeo Officials:

a) All Officials (Announcers, Barrel man, Bullfighter, Contract Acts, Flagmen, Judges, Photographer, Pickup men, Timers, and Rodeo Secretary) must be ACRA members. Flagmen and Judges may not be changed after a rodeo begins except in cases of sickness or injury or request by an ACRA Officer or Director because of incompetence.

b) All Officials at an ACRA rodeo will be directly responsible to the BOD for their actions and are subject to penalty at the discretion of the BOD.

c) No one person may perform three different personnel jobs (Secretary, Timekeeper, Announcer) but may per-

form 2 tasks (Secretary and Timer, Timer and Announcer, Announcer and Secretary).

d) All Personnel, stock contractors, or Contestants will not attempt to influence or harass Judges in any way or they will be fined.

2. Rodeo Secretary:

a) Secretaries are not required to accept checks from Contestants. Any Secretary accepting a check does so at their choice and their own risk. ACRA does not cover bad checks written by its members.

b) All Secretaries must record the membership card number of all Contestants and fill out the Local Entry Sheet.

c) All Secretaries will enforce the ACRA suspended list and any other co-sanctioning bodies suspended list. Entries from suspended ACRA members may be accepted as long as fine is paid before contestant competes. Failure to comply will result in a \$25.00 fine per offense for Secretary.

g) Rodeo secretary must post unofficial day sheets online no later than 24 hours prior to first performance of rodeo.

e) Payoff sheets, membership applications, turn out and no show sheet are to be electronically submitted to ACRA office the first business day following the last performance of rodeo. Complete rodeo along with funds due must be post-marked no later than 3 business days after final performance..

f) All Contract Performers (card numbers and names) are to be recorded on the results sheet.

g) If a contestant does not receive a check that has been mailed and requests that a new check be issued, the contestant is responsible for the stop payment fee for the issuance of the new check.

3. Sanction Fees: Secretary will be responsible for the deduction and mailing of the ACRA rodeo sanction fee and forms. Sanction fees are to be held from prize money (added money and entry fees totaled) before any contestants are paid.

a) Sanction fees to be 7% of gross prize money at single approved rodeos and 8% at double approved rodeos (added money and entry fees totaled). Results are to be faxed or emailed to office no later than 2 business days after the completion of the rodeo. Sanction fee, awards charge and complete rodeo results (in dollars and cents) including **master entry sheets, Judge's sheets and Timekeeper's sheets** are to be postmarked no later than 3 days after completion of rodeo. Secretary subject to a \$50.00 fine for noncompliance.

4. Timekeepers (Timers):

a) Digital stop watches will be used by Timekeepers

(Stock Contractor will be responsible for one watch). Two (2) Timekeepers are required. Time to be split between the 2 Timers, in the case of 1/10 seconds difference, Contestant will be given the lowest time. All times in timed events will be in tenths, except Barrel Racing, which will be in 1/100s for back-up times and 1/1000s for electric eye.

b) Timekeepers must be in a position to visibly see flag on barrier or move to a position to allow them to see flag.

c) All Timekeepers will be approved. Timekeepers who time the first performance in a particular event shall be required to time each following performance in that event. Failure to comply will result in BOD action and/or a maximum fine of \$100.00.

5. Stock Contractor/Producer:

a) A Stock Contractor shall have sufficient stock to adequately fill all events offered at a sanctioned rodeo and must be able to show proof of all acquired stock. There is no distinction between Contractor and Producer.

b) Stock Contractor may use the same horse in the bareback and broncs at the same rodeo provided they are not used during the same performance.

c) Stock Contractors desiring ACRA sanction of their rodeo must make application to the ACRA Office.. (See Rodeo Approvals) The board of directors must approve all new and existing rodeos. Applications shall state events, prize money, entry fee, date books open and close, name of Rodeo Secretary and phone number for call in.

d) Stock Contractor must state in approval if they are not using an electric eye to time the Barrel Racing.

e) The approval of Stock Contractors will be reviewed by the BOD at the end of each year, at which time each Stock Contractor will be notified of any changes in his status with the ACRA.

f) The Management will be responsible for all help including men turning out stock. Help is to be subject to approval of ACRA.

g) No rodeo will be approved with a Stock Contractor who has unpaid fines until fines are paid in full or payment arrangements have been made and approved by the BOD.

h) Stock Contractor must have a minimum of 12 head of Timed Event stock to draw from at the beginning of each rodeo unless, there are less than 12 Contestants entered in an event. Then Stock Contractor must bring entered amount plus 1 extra animal.

i) Stock Contractor will endeavor to keep an even set of animals in all Timed Events.

j) Stock Contractor must start new year with fresh steers in the Steer Wrestling, each January, on approval of Event Director, at least 12 fresh steers.

k) All Stock Contractors producing an ACRA first approved rodeo will be certain that all Contract Performers and Timekeepers working their rodeo are members of the ACRA, holding current membership cards and are in good standing. Failure to do so will result in a fine. Stock Contractor will be fined per position, per offense, per rodeo. Fine will be equal to the cost of membership for that personnel card. The fine will double with each additional offense.

1) Example 1: Judge-\$60.00 1st offense, \$120.00 2nd offense, \$240.00 3rd offense

2) Example 2: ACRA 1st approved rodeo with 2 personnel without cards. \$60 for Judge, \$60 for Secretary= \$120

3) Example 3: Same Contractor next rodeo rehires same Judge and Secretary without cards. \$120 for Judge, \$120 for Secretary= \$240

l) It is highly recommended that stock not be watered or hayed within 25 feet of the barrel stakes.

m) Stock Contractor may NOT use breakaway calves in the calf scramble.

n) To qualify to bring stock to the Finals, all ACRA Stock Contractors must have 3 ACRA 1st approved rodeos, or 7 co-approved rodeos with 2 of the 7 being straight ACRA or ACRA first approved. These approved rodeos must offer at least 6 of the 8 standard events.

o) When Stock Contractor or Producer combine to have an ACRA rodeo, only one will receive credit toward Finals qualification. Credit will be given to the person listed as Stock Contractor on sanction submitted for approval unless otherwise noted. When ACRA has 2nd sanction on a rodeo, Stock Contractor will receive credit as they are listed with Association holding first sanction.

p) All rodeos must be produced (take place) to count. If a rodeo is approved, sanctioned and is scheduled, but no performances are ever held, said rodeo will not count toward Finals qualification unless special circumstances are approved by the BOD.

q) In the event Stock Contractor has been put on the suspended list after a rodeo has been approved, rodeo will not count towards Finals qualification.

r) All rough stock will have a permanent fire or freeze

brand in order to qualify for the Finals.

s) To be eligible for Stock Contractor of the Year, you must produce a minimum of 5 ACRA rodeos per year, 3 of which must be ACRA 1st approved.

t) Rough stock must have a minimum of 3 outs to be eligible for Finals rodeo nomination unless approved by the BOD. Animals must have a minimum of 3 outs to be eligible for Year End Awards.

u) A New Stock Contractor must have either 3 ACRA 1st approved rodeos or five 2nd approved rodeos into the ACRA Office and approved by the BOD before said Stock Contractor is eligible to be approved by the BOD as an ACRA Stock Contractor.

v) New Stock Contractors will be assisted by the nearest Field Representative, Spokesman, or Director for the duration of the said rodeos, to assist in having rodeos conforming to ACRA standards.

6. Rodeo Committee/ Management:

a) Rodeo Committee shall be defined as any individual or group sponsoring a rodeo approved by the ACRA.

b) Upon sanctioning a rodeo, Rodeo Committee will become a Rodeo Committee member.

c) Each Contestant and Contract Performer will receive, upon their entry or reporting to fulfill their contract, an extra gate pass for all performances in which they are entered or performing, unless other arrangements are approved by the BOD.

d) The sponsoring Committee of each ACRA approved rodeo shall be required to provide an ambulance and adequate first aid facilities for all paid performances and supplementary contesting time to the performances.

e) All Contract individuals hired by Rodeo Committees shall be ACRA members unless otherwise arranged by the BOD.

f) Local Contestants must not be on the ACRA ineligible list and can only enter as a local at 3 ACRA sanctioned rodeos per year. They must live within 25 miles of the rodeo.

g) The ACRA accepts no responsibility for property damage, personal injuries or other claims arising from local entries participation in ACRA sanctioned rodeos.

h) Committees must tell location of rodeo arena. Directions must accompany sanction when sent to the ACRA Secretary so they may be published in the ACRA Official Publication. If the arena is used for other functions, (i.e. race-

tracks, demolition derbies, fairgrounds, etc.) this shall also be noted.

7. Contract Acts:

a) All persons presenting Contract Acts at an ACRA rodeo must obtain approval from the BOD. A written request for approval must include a written recommendation from 1 Contract Performer and approved by the ACRA and 1 Director. Upon approval from BOD, the Contract Performer will be placed on the approved Contract Acts list. The ACRA Office will have authority to tentatively approve Contract Acts.

b) All Contract Acts must show a current ACRA card per act to Rodeo Secretary. All Contract Performers (card numbers and names) are to be recorded in results sheet.

c) Persons presenting Contract Acts at ACRA rodeos will be subject to ACRA rules regarding conduct and arena rules.

d) Contract Acts that do not live up to the contracts signed with ACRA rodeo and/or Producers will be answerable to the BOD and subject to suspension and/or fine.

e) Any contract acts during an ACRA rodeo will be performed away from the barrel stakes.

8. Judges:

a) All ACRA Judges must attend a clinic every 3 years to be approved.

b) All ACRA Judges must hold a current ACRA card, be a member in good standing and must pass with a minimum **of 70% correct; a written Judge's test beginning September 1, 2007. Upon completion of Judge's test; new judging applicants** will be reviewed for temporary approval by the BOD.

Upon approval, new Judges will be placed on probation for a period of 1 year. During this probationary period, Judges will **be added to the ACRA Judge's list as "approval pending" but can work any ACRA rodeo the same as approved Judges.** Judges will be reviewed by the BOD for approval following 1 year probation. After Board approval, applicant will be **changed on the ACRA Judges list to an "approved Judge" and will remain on approved list until removed by BOD.**

c) An Approved Judge's List shall be prepared and maintained as Judges are qualified in the ACRA Office. Additional Judges will be added to the list as they become available during the year. Approved Judge's List shall be printed in ACRA Official Publication.

d) Judges may be temporarily removed from Approved Judges List when sufficient cause is shown to the BOD, at which time, notification will be made and Judge will have privilege to appear or be represented at next scheduled

k) A Stock Contractor/Producer who uses a Judge **who is not on the Approved Judge's List will be fined for each** offense. In an emergency situation, a Judge may be approved by the BOD.

l) Any Judge hired may not judge their event at any performance. Rough Stock Contestants may not score their event. Timed Event Contestants may not flag their event for the duration of the entire rodeo.

m) Judges shall furnish and set-up barrier equipment and Barrel Racing stakes unless previous arrangements have been made with Stock Contractor/Producer.

n) When roping box and Timekeeper are on opposite ends of the arena, flag shall be on neck rope and across front of box.

o) Pin ring on barriers must be smooth, solid. O-ring.

p) The following pay schedule will be used as a minimum at ACRA first approved rodeos:

1) \$0-\$999 added money per event - \$100 per performance.

2) \$1000 and up added money per event - \$150 per performance.

9. Other Personnel: a) Gate Man Riding Events:

1) Prior to the start of the rodeo, open all gates to see if they open freely and wide enough, (or how wide they actually do open). Discuss briefly the procedures for opening gates.

2) The Gate Man's knowledge about the animals can help prevent fouls, injury, re-rides, and also bring out the best performance from the animals. The animal's pattern of leaving the chute will determine when and how wide to open the gate. In order to prevent fouls or injury to the Contestant or animal, never open the gate to its maximum width until after the animal's initial move out of the gate. Be sure to catch the gate when it's pulled or thrown to its maximum flexibility, to ensure that the gate cannot bounce back and interfere with the animal or Rider. At the first opportunity, when Rider and animal are clear so as not to interfere with either, close and latch the gate.

3) Gate Men should open the gate approximately to a 45-degree angle, leaving additional slack to be taken out (by additional Gate Men) to full gate extension upon action of the animal after its initial move.

b) Gate Man Timed Events:

1) In Timed Events, same man must open gates for entire rodeo. Stock Contractor will designate and be responsible for providing a man and seeing that they work the entire rodeo.

Article XIV

1. Humane Rules:

a) A Veterinarian shall be in attendance or immediately available if at all possible at every rodeo and will examine and treat or recommend disposal of any injured animal after its removal from the arena. When destruction of any animal is recommended, such destruction will take place as soon as possible.

b) If an animal is injured in the process of contesting in the timed events, the Contestant shall not receive another head during that go-round.

c) Calves must be strong and healthy.

d) A pen, corral, or truck bed shall be used only when necessary to receive injured animals removed from the arena with adequate bedding.

e) Humane hot shots shall be used only when necessary. No other kinds of prods are allowed. Absolutely no other electrical devices may be used.

1) In all events, hotshots are to be used from behind the chutes. At no time will a hotshot be used in the arena.

2) Stock Contractors not adhering to this rule will be fined \$25.00 for 1st offense/ \$50.00 for 2nd offense and shall be suspended for 3rd offense.

f) Chutes, corrals, mangers, etc., must be constructed as to prevent injury to stock. All areas in which stock is kept shall be free of rocks, holes, and obstacles. The Judges will determine the safe condition of the above with all maintenance and repair done by the owner of the chutes, corrals, mangers, etc.

g) No Contract Performer will abuse rodeo stock or animals used in their acts in any way.

h) Stock that becomes excessively excited, so that it gets down in the chutes repeatedly or tries to jump out of the chute, or in any way appears in danger of injuring itself, should be released from the chute.

i) All horse flank straps are to be provided with protective lining and shall be of the quick release type. Flank straps are to be fastened on to the animal so that protective lining portion covers belly and both flanks, and shall be kept in good repair. No tacks, spiders, or foreign objects will be allowed on flanks.

j) Use of fireworks on animals is prohibited.

k) Animals will be inspected and objectionable ones eliminated before drawing. No sick or injured animals, wheth-

er discovered before or after the draw will be permitted to be used in competition.

l) ANY individual, deliberately abusing livestock on ACRA rodeo grounds regardless of whether the abuse happens during a qualified or unqualified run/ride or behind the scenes, will be removed from the arena or rodeo grounds, disqualified or fired from that rodeo and will be fined.

m) Any member tampering with competition livestock will be disqualified for the remainder of that particular rodeo and may be fined.

n) On a known turn-back animal, roper will select one man to go into arena as far as score line to prevent animal from turning back. Man must not come in physical contact with animal or throw any foreign objects at animal.

Article XV

1. Drawing of Livestock:

a) Numbers will be unfolded, uniform size and will be drawn from a smooth interior round container.

b) No closed drawing of livestock will be held. Rodeo Secretary will post a designated time of drawing. Stock to be drawn for by at least one Judge.

c) All events will be drawn daily, rough stock and timed events and the results of said drawing will be posted at least one hour before the said performance.

1) In all riding events, a complete go-round will be drawn at one time and the results of said drawing will be posted at least 1 hour before the said performance. No more than 2 featured animals may be held out of the re-rides.

2) Judges may draw 1st full run on cattle during 1st go.

3) All stock will be drawn to finish run on cattle before any cattle can be rerun. A head of stock cannot be drawn twice until each has been drawn once, or three times before twice.

d) Stock Contractor has the option of not posting the LOCAL Contestants rough stock draw prior to entry fees being paid.

e) Reruns for slack will not be drawn until after performance and runs will be kept even.

f) No Contestants may compete on the same head of stock twice in the same event at the same rodeo. Should the same animal be drawn, Judges will draw another animal for the Contestant.

g) All stock must be branded, tagged, or painted with

legible numbers that will not wash off before stock can be drawn.

h) If an animal is disqualified from competition after the draw has been made, a new animal will be drawn by Judges for the Contestant. Disqualified animals will remain disqualified for the remainder of that rodeo.

i) An attempt should be made to separate Contestants riding the same horse.

j) Management has the option of giving the number of head or number of runs if less than 15 Contestants are entered in an event.

k) Any current or former riding champion or any current Top Ten Contestant will compete during a paid performance, rather than after the performance, if management requests.

l) In all Timed Events, it is the Contestant's responsibility to verify that the correct animal is loaded. A Contestant who runs the wrong animal will receive a No Time. Judge will tell Contestant animal's number upon entering box. If Judges calls out incorrect number, Contestant will be given a rerun at Judge's discretion.

m) If, during the performance, it is discovered a Contestant or Contestants have been drawn incorrectly or misnumbered stock, stock for Contestants from this point to the end of the performance will be redrawn. All Contestants prior to this point who have run correctly drawn stock will receive their times/scores and will not be included in the redraw.

n) Stock Contractor must have a minimum of 10 head of timed event stock to draw from at the beginning of each rodeo unless, there are less than 10 Contestants entered in an event. Then Stock Contractor must bring entered amount plus 1 extra animal.

o) In all Riding Events, no new animal will be put in to the draw, unless previously having bucked.

p) No Contestant shall ride 2 head of stock in the same event during any one performance except for re-rides, unless agreed to by Contestant and Rodeo Officials.

2. Elimination of Livestock:

a) Any Officer or Event Director has the right to declare any stock unsatisfactory, and any stock so declared will be removed from the herd after the conclusion of the rodeo, unless removed prior to the first performance. Said stock shall remain withdrawn until a majority vote of the BOD allows the Stock Contractor to put stock back in the draw.

b) Animals in the riding events may be disqualified from competition for, but not restricted to the following rea-

sons:

1) Being marked by either or both Judges 15 points or below the previous 3 times out in competition.

2) Any animal with a known history of falling or chute fighting, flipping or laying down.

3) Any animal in apparent poor health.

4) If an animal runs off, stops, or falls 3 times in one fiscal year they may be taken out of draw by the Event Director.

c) Objectionable animals in the timed events may be disqualified to ensure an even set of competition animals.

Article XVI

1. Judging Methods:

a) Judges will be on grounds at least 4 hours prior to performances of a rodeo and at least 2 hours before each performance thereafter, unless other arrangements are made with the Stock Contractor.

b) Judges must total own score sheets and remain with Rodeo Secretary until complete payoff is announced.

c) Judges must record Timed Event penalties on recording sheets provided by Rodeo Secretary.

d) When score sheets are posted on master sheet **following each performance, a Judge's sheet furnished in the Secretary's package will be posted where it can be seen by all Contestants with livestock drawn and Judge's markings within 30 minutes after each performance and/or slack for each Contestant's inspection.**

e) **Judge's decisions are final if in accordance with ACRA rules.**

f) In all cases of dispute, the rodeo will proceed without delay under the existing rules of the ACRA, and all matter of said dispute shall be settled by the Judges.

g) Decisions of Judges, Flagmen, and Timekeepers will be final and no undue protest by the Contestant will be **permitted. Any Contestant arguing or protesting a Judge's decision will be disqualified for the remainder of that rodeo and/or will be subject to a \$100 fine.**

h) Faulty Equipment: All equipment used by Contestant is his/her responsibility and no re-rides or reruns will be given due to faulty equipment. Borrowed equipment is **accepted as the Contestant's own equipment.**

i) Fouls: Anytime a Contestant is fouled in any event, he/she must declare themselves immediately, when fouled, or take that marking or time.

j) Judges' equipment for Rough Stock Events: Throw Flags, Judges' Sheets and Pen, Stopwatch, and Rulebook.

2. Marking Methods: **Judges' markings (unofficially) are to be announced publicly after each Contestant's ride or run.**

a) **Judges' markings are to be from 1 to 25 on Riders** and from 1 to 25 on the animal, having a total of 50 points from each Judge making for a possible score of 100 points. The Rider and animal will be marked separately, marking the animal according to its performance and the rider on how much he spurs the animal.

b) **Judges' markings will be final and recorded in ink.** There will be no changes. Judges will be subject to a fine per offense for changing markings. (Notation must be made to explain why change, such as: Markings on the wrong line, etc.) Judges : Books must be turned in to the Rodeo Secretary **to be recorded on a Secretary's Official Recording Sheet** upon completion of each performance.

c) In all Riding Events, Contestant may use his free hand against any foreign subject (pickup men, fences, etc.) that obstructs his ride.

d) No Contestant in an event can flank animals for the rest of the Contestants in this event, unless permission is granted by the BOD.

e) If an animal in a Riding Event comes out backwards, mark out rule to be waived and if Rider is fouled, he must declare himself to receive a re-ride.

f) It is the responsibility of the Judge to see that the Contestants use legal equipment and at any time to ensure that no one is taking advantage of the animal or other Contestant.

g) The rules state that Judge may disqualify a Contestant who is not above the animal with glove on if he has **been advised he is next to go. Don't hesitate to enforce the rule.** It is essential to keep the Event moving and Judges must help other Officials in getting the Contestant out.

h) To qualify, Bareback or Saddle Bronc Rider must have his spurs over or above the break of the shoulders and **touching the horse when the horse's front feet hit the ground** on his initial move out of the chute. Some Judges misinterpret this rule. It is not necessary to have spurs over the break of **the horse's neck so long as they don't come out or behind the break.** Spurs that are rolling above the break should not be disqualified. Too many Riders are rough-locking the horse

before he ever moves, causing many horses to stall. The best way to spur one out is to reach for him after he moves.

i) The Spur Out Rule refers to above the breaks, which includes all of the area highlighted in gray on the horse. See Figure 1 below.

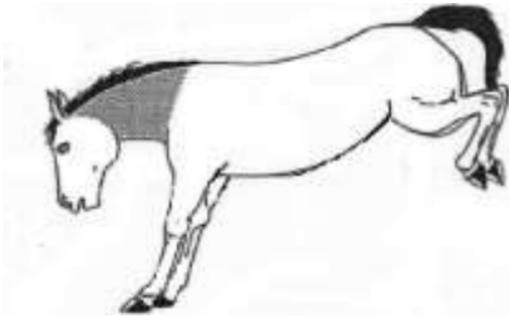


Figure 1

j) The spurs may be rolling in the Bareback Riding Event, but must be touching the animal when the horse's front feet hit the ground on its' initial move out of the chute.

k) The initial move out of the chute may be the following:

- 1) rear out
- 2) run out
- 3) buck out
- 4) step out

l) Time starts not when the horse's front feet hit the initial move, but when the animal's inside front shoulder crosses the plane of the chute.

m) Don't stand too close or behind the gate. Get a clear view of the Rider and the horse at the same time. Don't be late in shouting 'go on' if Rider gets fouled in the chute or the horse stalls. If the Rider gets fouled at the gate, the Judge yelling 'go on' tells the Contestant if he is in shape to try the animal and the mark out has been waived. If Contestant tries his animal, he has accepted the animal, and has no re-ride coming because of the foul at the gate.

n) Even if the Contestant has missed spurring out on your side, continue to watch the ride because the other Official may have waived the 'Spur Out' rule.

o) Be aware of a Contestant getting in a little trouble and jumping off when he is not fouled by the animal.. He may be trying to take advantage of other Contestants by getting a re-ride. This applies to a horse stumbling and falling or bucking into a fence. Treat all Contestants alike.

p) Even though the ride and the animal are marked separately, marking for the ride is dependent on the degrees of difficulty of the animal.

q) Use the full spread, when at all possible and don't

hesitate to mark the top of the spread when you see something outstanding by either rider or horse. Not using the full spread shows lack of confidence and expertise on the part of the Judge. This means you should use low marks (from 5-10) for a poor ride or a sorry animal, and higher markings (from 20-25) for the exceptional performance by animals and/or riders. Low markings on the winning rides defeat the purpose of the scoring system. Be consistent for the entire rodeo.

r) Don't pick out one thing on which to dock a ride.

Watch for this or you will forget about the rest of the good or bad points. Train yourself on what to watch for and mark the horse and rider accordingly.

s) Be sure to judge your foot and your foot alone.

But if an animal moves to a point where you can't see your foot, you will have to mark him from what you see. If a bull or horse spins and Rider is buried in with your foot and spurring with the other foot, let the other Judge, mark him accordingly for an outstanding ride, even though your side was only fair.

t) Anytime one Judge's view is blocked for very much of the ride, he should refer to the other Judge's markings for the animal to see if the ride was consistent while his view was blocked. In some cases, if a Judge doesn't get to see very much of the ride, he should disqualify himself and use the other Judge's markings.

u) Judge the full 8 seconds of the ride. If an animal starts and then stalls for any length of time, mark the animal and Rider for what they have done. If the animal stalls 4 seconds and bucks 4 seconds, only mark him for 4 seconds. Notify the Rider of his marking with the option of a re-ride.

Don't base your markings on the last part only. Consider the full time of the ride.

v) Contestants do not necessarily compete in the **same order as the Judges' sheets, so make sure you have marked the correct Contestant and animal.**

w) Refer back to your books, especially at rodeos with several performances, to refresh your memory about the **rides. Don't let the Saturday night crowds or last performance Contestants win simply because of when they drew up.**

x) Be sure to mark the animal and Contestant only **for their efforts. Don't be fooled by dramatic actions of Contestants or by movement of chaps or other equipment used to make the ride or animal look good.**

y) Don't let Announcer, Stock Contractor, Spectators, Contestants or anyone else influence your decision. Animals, just like Contestants have good days, so score them both on how they perform today, when an un-ridden animal

gets ridden, it is no sign that the Contestant should automatically win or even place.

3. Riding Event Terminology:

a) Length of Spurring Stroke:

1) Bareback: Feet are as far forward as possible and as high in the neck as possible, pulling feet in a straight line to the front of the bareback rigging.

2) Saddle Bronc: Extension of the legs as far forward in the neck of the horse as possible. Then in a sweeping motion, back toward the cantle, maintaining continuous spur contact.

b) Exposure: A willingness to go beyond spurring motion, extending oneself beyond secure control.

1) Bareback: The distance the feet are away from the horse when repositioning at the end of the spurring stroke.

2) Saddle Bronc: A willingness to extend the forward stroke beyond the normal secure position of the spurring motion in the neck.

c) Aggressiveness: **Speed of the Rider's feet when repositioning on forward stroke.** Positive, forward, forceful movement of the spurring motion.

d) Timing: The positioning of your spurring motion in **relation to animal's bucking efforts coordinate efforts in rhythm** with each jump.

e) Control: In balance (not out of control). Control of keeping your body in balance with bucking efforts of the animal while exhibiting all the requirements of the ride. Sitting squarely in the middle of the animal with balance.

f) Drag: Continuous spur rowel pressure with the animal through the length of the spur stroke.

g) Spur Position: Rowel against the animal with toes turned out.

4. Scoring the Bucking Horse: Characteristics and Explanation of Bucking Horse action.

a) Front End Moves and Bucks: Horse is changing leads and directions from side to side as if dodging imaginary obstacle. The horse will hit the ground, one foot at a time, causing direct change in the shoulder movement which creates a sideward rocking action in the rigging or swells of the saddle.

b) How High the Horse gets in the Air: How much **distance between the ground and horses' front feet. Also, how high the animal kicks.** Front end height alone is not enough.

c) Front End Drop: Vertical drop which has no or very little forward motion. It would seem as though the animal

is sucking backwards underneath Rider with a strong effort to throw Rider over the top of the saddle or rigging. The timing of the delayed kick creates a downward power (centrifugal force) on the swells and rigging which is seen in the drop of the rigging or swells of the saddle.

d) Direction Change or Spin: Unexpected change of direction or tight circle.

e) Kicks: Hard kicks, side kicks, uneven kicks, full extended even kicks. Both feet together, high delayed. Creates power, drop, rhythm, timing, rocking and any combination of the above.

f) Speed and Quickness: Rapidness of bucking efforts. More speed, the more jumps and actions in eight seconds (hard to keep up with).

g) Timing: Regularity of the speed, kicking efforts **and pattern of the horse's bucking efforts.**

h) Rhythm: (much the same thing)

1) Good Rhythm: Smooth, even, consistent bucking efforts.

2) No Rhythm: Changing up jumps, uncoordinated kicks, drop and movement of the horse.

i) Power:

1) Mainly a combination of drop and kick creating stress on the rigging or saddle and jerk on the Contestant. The overall image of the degree of intensity the horse puts into his bucking efforts.

2) It is harder for a Rider to maintain his body control and spurring action on an animal that has a unique bucking pattern. Horses without timing or rhythm with front end moves and ducks are hard to ride and very difficult to spur.

3) A horse that drops in front and does not float out of the air throws much more power at the Rider. **The power and strength of the animal's bucking efforts depends on how hard he kicks, lunges, and hits the ground.**

4) Speed and quickness of the animal create much more action within the 8 second period.

5) When marking the bucking horses, remember that a horse that ducks and dives is hard to ride and hard to stay in time with so should be marked high even though he does not look sensational in action. When you see one that jumps high, kicks high and has speed and power, **don't hesitate to mark a high marking, right up to 25.** The high jumping, floating type of horse that is easy to ride is a good draw only because a great ride can be made on him. He is usually just a fair horse.

6) The really hard to ride horse is entitled to a high marking even though it is tough to make a good ride on him, and the poor ride marking will take care of it. Then, if a Rider makes an outstanding ride on a rank, hard to ride horse, **he is entitled to win, not be penalized because he didn't draw** one of the cream puffs. Remember, horse and Rider are to be marked separately, from 1 to 25, using the full spread.

5. Scoring the Bull: Control and report untipped horns. When judging the bull ride, position yourself so you can see all the action clearly and still be safe. It is impossible to concentrate on the ride, and see how the bull is bucking if you have to run for safety. You will need to maintain a similar judging position for the entire contest.

a) Spinning: Continuous circling in one spot needs speed or other qualities to make the bull difficult to ride.

b) Jumping or Kicking with the Spin: Creates power and is much harder to ride than a flat spinning bull, depending upon the height of the jumps, drops and kicks of the bull.

c) Jumping or Kicking in a Straight Line or a Big Circle: Depending upon how many combinations are involved (shoulder rolls, height of kick, power) can be a very difficult ride.

d) Lunges: Unexpected forward movement with little if any kick. Usually by bull with little or no timing, not spectacular, but very difficult to ride and should be given credit for doing so.

e) Shoulder Rolls: Side to side body movement, could be on the ground or at the top of his jump. A bull that kicks with shoulder rolls increases the difficulty.

f) Rearing and Kicking: Front end comes up abnormally high usually accompanied by a drop, trying to pull you down over his head. Usually by a bull with little rhythm and timing. Difficult to maintain.

g) Rhythm: Smooth, even, consistent bucking motion no matter what his pattern of bucking might be. Sameness throughout the entire ride with coordinated kicks.

h) Fades: Refers to movement sideways, or even backwards, instead of forward. Tends to slide from underneath you.

i) Strength and Power: Front end drop, strong delayed kicking and over effort in bucking along with size, speed and quickness play an important role in the power of the bull.

j) Speed: Rapidness of movement or lack of it.

k) Drop: **Vertical drop of the bull's front end as he** drives his front feet into the ground creating power on the Contestant by jerking downward on the bull rope (relating to jump-

ing and kicking efforts of the bull).

l) Hops or Walks on Front End: Lands on front feet and walks a step or two before his kick causing whip to the upper body and a very uneven rhythm. Very difficult to ride.

6. Scoring the Contestant:

a) Bareback Riding:

1) Be sure to enforce the no tuck rule.

Check to see there is no substance on the glove hand other than dry rosin or benzoin. No rolls or flaps inside or outside the glove or built in leather under the hand hold that would act as a wedge are allowed. Contestants are allowed no more than one wrap of tape on a finger.

2) Many things go to making a good bareback ride. Consider how much the Contestant rolls his spurs toward his rigging and the area the spurs are touching the horse in the neck with toes turned out, as well as timing and length of the spur from the starting position up the neck to the rigging.

3) A perfect ride would find the Contestant positioning his feet high in the neck and rolling spurs toward the rigging. The length of the stroke, drag, exposure, and positioning of spurs should be considered for marking the ride. For exposure, spurs should be away from the horse when repositioning feet for the next jump. A rider that rolls them up **the rigging and doesn't throw them out when repositioning feet** would be making just a fair ride, the same one that rolls them only half the way up the rigging and then throws them out **when repositioning. If a Rider's feet come back to the flat of the shoulder** instead of the neck, he should be marked lower. High markings are awarded to aggressive riders with control and exposure.

4) Rider should be penalized for:
going to the cinch, getting on a tilt, not spurring.

5) Disqualify the rider who touches the animal, his equipment, or himself with his free hand (including the arm).

b) Saddle Bronc Riding:

1) Points should be awarded primarily for aggressiveness, control, timing, and length of spurring stroke. Timing is a must when a horse changes direction, hesitates, rears, jumps and kicks, or a combination of these. The length of the stroke should be from high in the neck above the break of the shoulders to the saddle skirts. The rider must be aggressive and expose him more to reach the top of the neck (extending his spurring stroke) and should be scored accordingly. To achieve a high marking Contestant must have his

toes turned out, spurs touching the animal; and maintain control for the entire length of the ride.

2) A Rider loses points if his toes are not turned out with spurs in contact with the horse; if spurring is not continuous throughout the ride; or if the Rider is not **balanced and in control. (Rider's body must be centered over horse not tilted to either side.)** Points are gained or lost **accordingly to the Rider's rhythm and timing with the horses bucking.**

3) Disqualify a Contestant for losing a stirrup; touching horse, saddle, or self with free hand (arm included; changing hands on the bucking rein, or dropping the rein.)

4) The Stock Contractor or the Contestant has the right to call the Judge on whether or not the horse is **properly saddled and flanked to buck its best. It is the Judges' responsibility to do so, and to rule fairly and impartially.** It is essential that you make a ruling. A Judge who fails to rule on such disputes is failing to handle the judging position.

c) Bull Riding:

1) The Rider should be given credit for the kind of bull he rides, and also how well he rides him. The Contestant should be marked the same as the animal for his ride with consideration for: adding points for good body position and movements; use of free arm or shoulders; and control. **Spurring to adjust for the bull's bucking style and to help maintain control.** Spurring a bull in the neck is worth more points than spurring behind the shoulder.

2) Staying in the middle of the bull in full control of the ride without being on tilt or reared back is desired and should be scored accordingly. Points should be deducted for a Contestant who cannot maintain control; gets on tilt; or does not stay in the middle of the bull.

3) Winning rides should be on the rank animals when the Contestant shows aggressiveness and control.

4) A Contestant who is sitting up but not trying to protect himself (and not aid his ride) should be given consideration, and possibly not disqualified, for slapping the animal if he is on a bull that slings or throws his head and comes in contact with the Contestant free hand (arm).

7. Rough Stock Re-rides:

a) The designated re-ride should replace any crippled animal prior to the draw of the re-ride order. If not used, the designated re-ride automatically becomes the first animal used in the re-ride order.

b) A Contestant given a re-ride will receive the animal that directly correlates with the order re-rides are awarded in the performance.

c) The re-ride order is unknown to the Contestant, but they may know what animals are in the pen. However, once a re-ride is given, the Contestant deserving a re-ride may know the animal prior to accepting the score or re-ride. After knowing what the re-ride is, if he accepts the re-ride, he cannot later request his original score.

d) Animals mounted out should be in the reverse order of the re-ride positions draw with the first two animals in the re-ride remaining available for re-rides.

e) One Judge shall serve as a Backup Timer to the **Bull Riding Event. The Judge's stopwatch reading shall be** used as a means of verification when the length of the 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, whichever comes first in either instance, the Judge will refer to his watch for a time verification on each ride. In an instance when the time is 8 or more seconds on the Judge's watch, the Contestant shall be entitled to a marking without penalty.

f) Only one Judge on the latch side may use the watch. Both Judges will have to carry a watch if both left and right deliveries are used. The only thing a Contestant has to go by is the whistle. If the whistle is sounded early and your watch stopped on the whistle, but prior to the 8 second reading on your watch, the Contestant is still deserving of his score.

g) A Contestant need not declare on a rough stock animal that falls in order to receive a marking with an option of a re-ride. If the animal falls and he does declare, he is only entitled to a re-ride. He cannot double-down, then turn loose and go on with the ride and receive a marking. If the Contestant does not declare, (accepts the fall), and later gets bucked off, he is not deserving of a marking or a re-ride (you must qualify if you accept the fall).

h) **It doesn't matter when the animal stops during the 8 second ride,** the Contestant is deserving of his marking with an automatic option of a re-ride if he makes a qualified ride. If outside interference is what gets the animal started again after it has stopped, the Contestant is deserving of a re-ride without having to make the whistle as long as he is qualified up to that point.

i) **All bull's horns should be inspected by the Judges** prior to their use at all ACRA rodeos (preferably before the draw of the re-ride order and the timed event cattle). If in the

Judge's opinion, a bull's horns do not meet the rulebook requirements for tipping, the Judge will notify the Stock Contractor that he must immediately tip the bull or the Contestant will get his option of: 1) entry fees refunded if Contestant doesn't want the bull or the designated re-ride bull; 2) accepting the designated re-ride bull; 3) accepting the untipped bull.

j) Contestants will not be permitted to ask for a re-ride (unless fouled) or talk to Judges about his marking during a performance.

k) If in the opinion of the Judges, a Rider makes two honest efforts to get out on a chute fighting animal and is unable to do so, he may have a re-ride drawn for him.

l) If a Rider is fouled coming in contact with pickup horse or stationary object, rider may ask for a re-ride if he **does it immediately. It shall be to the Stock Contractor's discretion** as to whether Contestant receives a re-ride on the same animal.

m) During a Bareback, Saddle Bronc or Bull ride, if the flank comes off and Contestant has made a qualified ride to that point, he will be awarded a re-ride.

Article XVII

STANDARD EVENTS:

1. Bareback Bronc Riding:
 - a) Horse will be ridden for 8 seconds.
 - b) Time to start when horse's front inside shoulder clears plane of chute.**
 - c) One hand rigging to be used.
 - 1) Rigging is to be, not over 10 inches in width at hand-hold and not less than 6 inches. (D-ring or not freak).
 - 2) Judges to decide on all rigging if questioned.
 - d) Stock Contractor will have the right to have Judges pass on whether rigging is objectionable.
 - e) A leather covered hair pad must be used on the entire underside of the bareback rigging. All equipment must be furnished by Contestant. (Pad to be no thicker than standard hair pad and no wider.)
 - f) Contestant's spurs must be over the break of the horse's shoulders touching the animal, when the horse's front feet hit the ground the first jump out of the chute. (See Judging Methods)**
 - g) First jump rule may be waived if Rider is fouled on chute gate, at the discretion of the Judges.

h) If a horse stalls coming out of the chute, either **Judge may tell Rider to take his feet out of horse's neck and first jump qualification will be waived.** Rider may be disqualified for not following Judge's instructions to take feet from neck of horse stalled in chute.

i) Contestants must be ready to compete when called upon.

j) Horses are not to be hotshotted until horse's inside shoulder passes plane of chute, unless requested by Rider. Hotshots are to be used from back of chute only. If animal is hotshotted after Rider has requested not to be hotshotted, Stock Contractor will be subject to fine. (See Humane Rules)

k) If, in the opinion of the Judges, a Rider is unable to free his hand from his rigging at any point after disqualified or after the expiration of his ride, shall be fined, \$25.00 first offense, \$50.00 second offense, and suspended the rest of the year the third time.

l) RE-RIDES:

1) If the flank comes off the horse, the Contestant has the privilege of accepting his marking or having a re-ride provided Rider completes a qualified ride to that **point. It shall be at the Stock Contractors' discretion as to** whether Contestant receives a re-ride on the same animal.

2) Riders who are knocked off a chute or when horse falls out of chute will be entitled to a re-ride at the discretion of the Judges.

3) The matter of re-rides shall be decided by the Judges.

4) If Rider comes in contact with pickup horse, Rider is entitled to a re-ride.

5) After first re-ride, Rider has the option of taking a second re-ride, or having his fees and stock charge refunded.

6) If, in the opinion of the Judges, a Rider makes two honest efforts to get out on a chute fighting horse and is unable to do so, he may have a re-ride drawn for him.

7) If a qualified ride is made by a Contestant and the animal is scored 15 points or below by either Judge, (re-ride will not be awarded if Rider's equipment causes animal to fall or stop) Rider will be given option for a re-ride. Judge will notify Rodeo Secretary.

m) DISQUALIFICATIONS: Rider will be disqualified for the following offenses.

1) Riding with rowels too sharp in the opinion of the Judges.

2) Riding with locked rowels, or rowels that

will lock, or for attempting to lock rowels.

3) Touching animal, himself, or his tack with free hand.

4) Being bucked off.

5) Failing to mark horse out.

6) If rigging comes off horse, with or without breaking.

2. Saddle Bronc Riding:

a) Horse will be ridden for 8 seconds.

b) Time to start when horse's front inside shoulder clears the plane of the chute.

c) Riding to be done with plain halter, one rope rein and saddle.

1) Measurements for the saddle to be:

Rigging – $\frac{3}{4}$ rigging with d-ring pulling no further back than the center of the swells. Cantle – not more than 5 inches tall measured from back jockey to tallest point. Swells – not more than 14 inches wide or under cut more than 1 inch on either side. Stirrups – hung over the bars with fenders. Seat – not less than 14 inches long. Deviation from specifications provided herein will be considered illegal.

2) Standard halter must be used unless agreement is made by both Contestant and Stock Contractor.

3) Bucking rein only may be attached to halter under penalty of disqualification.

d) Riding rein and hand must be on the same side.

e) Horses to be saddled in chute. Rider may cinch his own saddle or examine same to determine if satisfactory.

f) Either Stock Contractor or Contestant shall have the right to call Judges to pass on whether or not horse is properly saddled and flanked to buck to the best of his ability.

g) One arm should be free at all times

h) To qualify, Rider must have spurs over the break **of the animal's shoulders and touching the horse when front feet hit ground first jump out of the chute.** (see Judging Methods)

i) Mark out rule will be waived if there is any question that the Rider is fouled on the chute.

j) If horse stalls coming out of the chute, Judge may **tell Rider to take his feet out of horse's neck, and first jump qualification waived.** Rider may be disqualified for not following **Judge's instructions to take his feet from the neck of horse stalled in chute.**

k) Middle flank belongs to the Rider.

l) Rider may use dry rosin only or be fined \$100.

m) Riders must be ready to compete when called

upon.

n) **Horses are not to be hotshotted until horse's inside shoulder passes the plane of chute, unless requested by Rider.** If animal is hotshotted after Rider has requested not to be hotshotted, Stock Contractor will be subject to fine. (See Human Rules)

o) RE-RIDES:

1) If the flank comes off the horse, the Contestant has the privilege of accepting his marking or having a re-ride provided Rider completes a qualified ride to that **point. It shall be at the Stock Contractor's discretion as to** whether Contestant receives a re-ride on the same animal.

2) If, in the opinion of the Judges, a Bronc deliberately throws himself, the Contestant shall have the choice of that same horse again or he may have a horse drawn for him from the re-ride horses.

3) If Rider's horse comes in contact with the pickup horse, Rider is entitled to re-ride.

4) After the first re-ride, the Rider has the option to take a second re-ride or have his fees and stock charge refunded to him.

5) If a qualified ride is made by a Contestant and the animal is scored 15 points or below by either Judge, (re-ride **will not be awarded if Rider's equipment causes animal to fall or stop**) Rider will be given the option for a re-ride. Judge will notify Rodeo Secretary.

p) DISQUALIFICATIONS: Rider will be disqualified for any of the following offenses:

1) Riding with locked rowels or riding with rowels that will lock or for attempting to lock rowels.

2) Riding with rowels too sharp in the opinion of the Judges.

3) Touching animal, saddle or rein with free hand.

4) Wrapping rein around hand.

5) Pulling leather.

6) Losing Stirrup(s).

7) Changing hands on rein.

8) Being bucked off.

9) Failing to mark horse out.

10) Riders may not assist themselves with rein hand locked over swells of saddle.

11) Judges may examine clothing, saddle, rein, and spurs and exceptions will be made if local rules make it necessary for the covering of spur rowels.

3. Bull Riding:
- a) Bull must be ridden 8 seconds.
 - b) Time starts not when animal's front feet hit the initial move, but when the animal's inside front shoulder crosses the plane of the chute.**
 - c) Riding to be done with one hand and loose rope, with or without handhold.
 - 1) No knots, hitches, wires or other aids for purpose of placing spurs therein or to prevent rope from falling off bull when Rider leaves him are allowed.
 - 2) Rope must have bell when bull leaves chute. No bell, no marking.
 - 3) Bell must be under belly of bull.
 - d) All bulls having horns, must be tipped to the size of a half dollar or kept out of the draw.
 - e) If a Rider makes a qualified ride with any part of the loose rope in his riding hand, provided he has not touched the ground or has not fouled the animal with his free hand, he is to be marked.
 - f) Contestant will have the right to call Judges to pass on whether or not bull is properly flanked to the best of his ability or whether standing properly.
 - g) Rider must use 5 point straight rowels (one rowel per shank). Infraction of this rule will result in disqualification and/or being fined.
 - h) Contestant must be ready to compete when called on.
 - i) Bulls not bucking a reasonable amount or which stop bucking at 3 consecutive rodeos should be kept out of the draw.
 - j) DISQUALIFICATIONS: Rider will be disqualified for any of the following offenses:
 - 1) Being bucked off.
 - 2) Using too sharp rowels in the Judges' opinion.**
 - 3) Touching animal or himself with free hand, or assisting himself with free arm by touching animal.
 - 4) Not dismounting in a reasonable time after 8 seconds. Judge must indicate on score sheet. First offense \$75.00 fine, Second offense suspension.
 - k) RE-RIDES:
 - 1) If flank comes off, re-rides may be given (left up to the Contestant if he wants a re-ride or score) and must be taken on the same bull provided Rider completes a qualified ride.
 - 2) If, in the opinion of the Judges, a Rider

makes two honest efforts to get out on a chute fighting bull and is unable to do so, he may have a re-ride drawn for him.

3) If Rider is fouled by coming into contact with pickup horse or stationary object, Rider may ask for a re-ride, if he does it immediately. It shall be the Stock Contractor's discretion as to whether Contestant receives a re-ride on the same animal.

4) If a qualified ride is made by a Contestant and the animal is scored 15 points or below by either Judge, (re-ride will not be awarded if Rider's equipment causes animal to fall or stop) Rider will be given option for a re-ride. Judge will notify Rodeo Secretary.

5) No re-rides are to be given due to default or breakage of Contestant's equipment. Borrowed equipment is classified as Contestant's own.

4. Tie Down (Calf) Roping:

a) Contestant must catch calf, dismount, go down the rope and throw calf by hand, cross and tie any three legs, and legs must remain crossed and tied securely for 6 seconds. If the calf is down when Roper reaches it, calf must be stood up on at least three feet (calf may be helped by Roper but at least three feet must be dangling straight underneath calf) and calf must be re-thrown. If Roper's hand is on the calf when calf falls, calf is considered thrown by hand. Tie must have at least one wrap around the legs, then end with a half hitch.

b) Tie must hold for 6 seconds. A stopwatch will be used by Field Judge and 6 second time will not start until Roper has remounted horse and given calf complete slack. Judge must not clear stopwatch until Contestant either asks to see time or rides off. Failure to comply by Judge will result in fine.

c) Untie man must not touch calf until Judge passes on tie.

d) Roper must not touch calf or tie string after giving finish signal until Judge has completed his inspection.

e) Catch as catch can; any catch is legal.

f) When calf is caught, roper must complete tie or dismount, call for untier and hold calf until untier gets to calf. Calling for calf untier disqualifies roper.

g) Judge must appoint a person to stand on the line, at a distance equal to the depth of the box on the left side. This person must not come in contact with calf or throw any foreign objects at calf under penalty of disqualification of Roper.

h) Contestant MUST adjust neck rope and reins in a manner that will prevent horse from dragging calf.

i) Judge must be positioned on the left side of the

roping box.

j) Two loops will be permitted if Roper is carrying two loops.

k) There is a 30 second time limit.

l) Contestant must be ready to compete when called upon.

m) DRAW: Positions will be drawn. (See Drawing of Livestock)

n) CALVES: The same calves may NOT be used in the Over 40, Breakaway, Calf Scramble and the Tie down Roping. (Clarification: A separate set of calves must be used in the Tie down. The Over 40 and Breakaway may use the same set if needed.)

o) Any horns on calves must be removed or docked to a maximum length of 2 inches.

1) Stock Contractor must have a minimum of 10 head of acceptable livestock at the beginning of each rodeo unless, there are less than 10 Contestants entered in an event. Then Stock Contractor must bring entered amount plus 1 extra animal.

2) Judges and Tie down Director shall retain privilege of eliminating uneven or undesirable calves when necessary.

3) Any time there is not a fresh calf for every Roper, all calves must be run and tied down at least once. If calves are tied before a performance or slack it must be done at least two hours prior to the event.

4. Unless calves are fresh they must be shown the back end of the arena a minimum of two times.

5) Calves should be even in weight, height and age. Calves are to weigh no more than 225 pounds.

6) Any fresh calf added to the herd shall be roped and tied sufficiently to fit the existing herd.

7) If it is necessary to bring an animal back, several head of stock will be brought back together. No animal will be penned separately.

8) Crippled, blinded or bad eyed calves will not be permitted to be used in competition.

q) BARRIER/BOX: Barrier equipment used in the Tie down Roping cannot be used in the Steer Wrestling Event.

1) Automatic Barrier must be used with a minimum of a 4 foot score line.

2) The score line will not be less than the length of the box minus 4 feet unless special circumstances exist. (Special circumstances will be handled by the Event Director and/or the Judges.) Measurements taken from the

front to the back of the box in a straight line.

3) Once the score line is set, it will not be changed during the go-round or rodeo, nor will roping box, chute or barrier be changed in any manner.

4) All roping boxes must have an enclosed back.

5) If barrier is broken at any place other than designated, barrier will not be considered broken.

6) No metal may be used on jerk line and neck rope that extends beyond front of chute.

7) Barrier must be tied with string only.

8) Barrier should be 32" to 36".

9) Only hard twisted polyethylene rope will be used on barrier.

10) Barrier will not be considered broken unless ring drops with 8 feet of post.

11) If pre-made snap on neck ropes are used in timed events, they must be the same weight and diameter as the remainder of the neck rope.

r) DISQUALIFICATION:

1) Not ready when called upon.

2) Going over 30 second time limit.

3) Contestant's rope going over calf before barrier rope comes off.

4) If Roper uses 2 loops and misses, he must retire and receive a no time.

5) Roping calf without releasing loop from hand is not permitted.

6) If stock is unnecessarily dragged over 10 feet from point where stock is on ground, Contestant may be flagged out by Judge. If Roper is flagged out, he will receive no more calves for the remainder of that rodeo. No reruns will be given for dragging a calf.

7) If tie comes loose or calf gets to his feet before the tie has been examined and ruled a fair one, Roper will receive a no time.

8) Any member tampering with calves will be disqualified at that particular rodeo.

s) PENALTY: There shall be a 10 second penalty for beating or breaking the barrier.

t) RERUN: **It is the Contestant's responsibility to verify that the correct animal is loaded.** A Contestant who runs the wrong calf will receive a No Time. Judge will tell Contestant animal number upon entering box. If Judge calls out incorrect number, **Contestant will be given a rerun at Judges' discretion.**

1) If calf gets out of arena, Flagman is to stop time and Roper will get the same calf back; Calf is started lap and tap; Roper to start in chute with time accumulated when calf got out added to his time.

2) Calf must cross line in front of Line Judge. Failure will result in a rerun if Contestant declares so immediately.

a) If calf trips before score line, rerun will only be given when contestant declares them self. Must use same animal over unless something prevents it from going again. If animal is pulled from the draw it will remain out of the draw.

3) Any penalties incurred during run will be **added to the rerun at Judges' discretion.**

4) If barrier equipment fouls Contestant, he will be entitled to a rerun if he declares himself immediately. A roper cannot be fouled by stationary fixtures.

5) If automatic barrier does not work correctly, Contestant must take same animal over, whether stock is caught or missed, during or immediately after that performance. Time to be set at the discretion of the Stock Contractor, Officials, and Judges.

5. Steer Wrestling (Bulldogging):

a) Steer must be caught from horse. After catching steer, Contestant must bring it to a stop, or change direction, then twist steer down by applying hold to head and/or horns. Steer will be considered down only when it is lying flat on its side with all 4 feet clear from underneath him and head is straight.

b) Contestant must have hand on steer when flagged.

c) If steer is knocked down, tripped or thrown by putting horns into ground, or any other obvious illegal fall, steer must be let up and thrown again.

d) If steer is missed or gets loose after catch, no more than 1 step can be used to re-catch steer.

e) If Contestant misses or loses steer, Flagman must ask Contestant if he wishes another jump. Contestant is to reply at once.

f) The fairness of catch and throw will be left to Judge. Their decision is final.

g) There will be a 30 second time limit.

h) Contestant must be ready when called upon.

i) If a Contestant jumps at a steer, he accepts him as sound.

j) Only one Hazer is allowed.

1) Contestant must furnish own Hazer and horse. Contestant will be responsible for Hazers' actions at an ACRA 1st approved rodeo if Hazer is not an ACRA member.

2) Hazer must not hit steer in face before catch is made, or render any assistance to Contestant while he is working with steer.

3) Neither Contestant nor Hazer is allowed to change horses after leaving box.

k) When Contestant calls for steer, the steer belongs to Contestant.

l) DRAW: Positions will be drawn. (See Drawing of Livestock)

m) STEERS: Steers used in the Steer Wrestling cannot be used in any other event. Only steers will be used in the Steer Wrestling. There will be no mixed sets of cattle. (e.i. All Brahman, all Mexican, or all Native.) No combination steer herds.

1) All steers used in Steer Wrestling must have horns tipped to at least dime size.

2) Stock Contractor will endeavor to keep an even set of steers.

3) All steers must have been run and thrown at least one time.

4) Stock Contractor must start new year with fresh steers, each January, on approval of Event Director, at least 10 fresh steers.

5) Judges will be responsible for inspection before each performance and objectionable animals eliminated before drawing.

6) Event Director may deem a steer(s) undesirable. These undesirable animals must be withdrawn and/or be replaced in the draw with cattle for the remainder of the rodeo.

7) Contestant will not be required to compete on a crippled steer, steer with broken horn or blinded or bad eyed animals.

8) If it is necessary to bring an animal back, several head of stock will be brought back together. No animal will be penned separately.

9) Stock Contractor must have a minimum of 12 head of stock to draw from at the beginning of each rodeo unless there are less than 12 Contestants entered in an event. Then Stock Contractor must bring entered amount plus 1 animal.

n) BARRIER/BOX:

1) Once score line has been set, it will not

change during that go-round nor will the boxes, chute or barrier be changed in any manner.

2) The score line will not be less than the length of the box minus 6 feet unless special circumstances exist. (Special circumstances will be handled by the Event Director and/or Judges.)

3) All portable arenas must have 12 foot box or larger as so authorized by the ACRA.

4) A minimum of 36 inches clearance at top of chute is recommended.

5) Barrier should be 32" or 36".

6) Barrier and barrier equipment used in Tie down Roping cannot be used in the Steer Wrestling.

7) Only hard twisted polyethylene rope will be used on barrier.

8) A neck rope will be used with a slip Hondo so as to allow the neck rope to slide down tight on **steer's neck. The rope will be the same length on each side,** so the barrier will break straight back.

9) If barrier is broken at any place other than designated, barrier will not be considered broken.

10) Barrier will not be considered broken unless ring falls within 8 feet of post.

11) Barrier must be tied with string only.

12) No metal may be used on jerk line or neck rope that extends beyond front of chute.

13) The Field Judge must be as far back of score line as possible before each run.

14) A qualified person must tie jerk line **around steer's neck and feed jerk line from box.**

15) Time flag must be put on jerk line and be at least 10 inches, and either white or red in color. Barrier equipment must be inspected by Judges before each Contestant competes and replaced if necessary.

16) Judges will be sure no one stands close enough to the barrier or equipment to tamper with it. Any Judge failing to comply with these instructions will be declared ineligible.

17) If pre-made snap on neck ropes are used in the timed events, they must be the same weight and diameter as the remainder of the neck rope.

o) DISQUALIFICATION:

1) Contestant will be disqualified if he attempts to bribe a Judge or any way tamper with the barrier, chutes or steers during, before or after a performance or breaks any rules stated above.

- 2) Not ready when called upon.
- 3) Going over the 30 second time limit.
- 4) Taking more than one step to catch a loose steer.
- 5) Not having hand on steer when flagged.
- p) PENALTY: If Contestant breaks or beats barrier, a 10 second penalty shall be imposed. Barrier will not be considered broken unless ring falls within 8 feet of post.
- q) RERUN: **It is the Contestant's responsibility to verify that the correct animal is loaded.** A Contestant who runs the wrong animal will receive a No Time. Judge will tell Contestant animal number upon entering box. If Judge calls out **incorrect number, Contestant will be given a rerun at Judges' discretion.**
 - 1) Stock must cross score line in front of Line Judge after leaving chute. If stock does not cross score line in front of Line Judge, stock will be brought back and rerun. That means not off to side of score line.
 - a) If steer trips before score line, rerun will only be given when contestant declares them self. Must use same animal over unless something prevents it from going again. If animal is pulled from the draw it will remain out of the draw.
 - 2) If barrier equipment fouls Contestant, he will be entitled to a rerun if he declares himself immediately.
 - 3) If automatic barrier does not work correctly, Contestant must take same animal over, whether stock is caught or missed, during or immediately after that performance. Time to be set at discretion of Stock Contractor, Officials and Judges.
 - 4) No reruns will be given due to the hanging of horn(s) on the chute.
 - 5) If steer gets out of arena, Flagman is to stop time and Contestant will get the same steer back; steer is started lap and tap; Contestant to start in chute with time accumulated when steer got out added to his time.
- 6. (Dally) Team Roping:
 - a) Contestants may enter twice by changing partners or ends. Championship points will be kept separate as Header and Heeler.
 - b) The Header will start from the left side of the chute. Steer belongs to team after he/she crosses the score line, regardless of what happens, with one exception; if steer gets out of arena. (see Rerun)
 - c) Team Roper behind barrier must throw first loop at head.
 - d) Each Contestant will be allowed to carry but one

rope. At a one-header, 2 loops may be used. At a two-header, that also pay an average, team can use 3 loops on first head and 1 on second head. If out of the average, only 2 loops may be used. If the Team is still in the average, 3 loops may be used.

e) Ropers must dally to stop steer. Exception: Ladies, and Men 55 years of age or older will have privilege of choosing hard and fast or dally (heeling only).

f) Steer must be standing up when roped by head or heels.

g) If Header misses and Heeler continues to heel or head steer, Judge will automatically fine Contestant.

h) Broken rope or dropped rope will be considered no time, regardless whether time has been taken or not.

i) If steer is roped by one horn, Roper is not allowed to ride and put rope over other horn or head with his hands.

j) Time is to be taken when steer is roped by both ends, in a direct line and horse is on all fours. Horses facing **steer in 'L' or better, with ropes tight dalled.**

k) Steers entire body must change direction and be moving forward in tow before heel loop is released. If heel loop is thrown before this time, it is considered a crossfire.

l) Ropers cannot be fouled by a stationary object.

m) a 30 second time

n) Any behind both shoulders if rope goes up

o) Dally tight until inspect-Judge.

p) Any catches in this decided by Field

g) Legal Catches: There legal head catch-Roping Event:

Around the Horns



There will be limit.

heel catchers is legal hind heels. will be held by a Flag

questions as to contest will be (Flag) Judge.

Legal Head will only be 3 es in the Team

Around the neck

Half a Head

r) DRAW: Positions will be drawn. (See Drawing of Livestock)

1) All changes in lists of roping order to split horses, etc., must be made before any stock for that Event is loaded in chutes. After stock is loaded, Ropers must rope in order listed.

2) If one partner in the Team Roping does not show, the other partner will have the right to choose a partner from the Contestants that are already entered in the rodeo. No Contestant may enter more times than allowed to make up the team. The Rodeo Secretary must be notified before the performance begins. After one man is declared not there and another partner is substituted, you cannot change back to the original partner. The partner who does not show will be liable for his own entry fees and will also be fined. The team will draw stock in the original position.

3) When one member of the Team Doctor Releases out of a rodeo, his partner is also released from his fees or has the option to choose another partner. The Stock Contractor and Rodeo Secretary must be notified before the draw is made.

4) If one partner does not show in the Team Roping and position is filled by another Contestant with **fees paid; the partner not showing will be charged a 'No Show' fine only.**

t) STEERS: There will be no supplementing steers from the Steer Wrestling herd unless previously roped. Steers used in the Team Roping cannot be used in any other Event.

1) Stock Contractor must have a minimum of 12 head of acceptable livestock at the beginning of each rodeo unless there are less than 12 Contestants entered in the rodeo. Then Stock Contractor must bring entered amount plus 1 extra animal.

2) Steers cannot be used over a 12month period for use in the Team Roping unless, approval is granted by Event Director.

3) Steers will have a maximum weight of 700 pounds. There will be a fine for infraction of this rule.

4) Stock Contractor will endeavor to keep an even set of steers (height and weight). Event Director or Judge retain right to eliminate any undesirable steers. Stock

Contractor subject to fine for non-compliance.

5) All new or fresh steers must have been roped at least once.

6) There will be no mixed set of cattle. (All steers, bulls or heifers.) Steers will be all Brahman, all Mexican or all Native. Stock Contractor subject to fine for non-compliance. Judges will be responsible for infraction of this rule.

7) All steers must have horn wraps when roped. These wraps must be of nature that protects the **steer's head from rope burns. Failure to comply with this rule** will result in a fine per offense to Stock Contractor.

8) If it is necessary to bring an animal back, several head of stock will be brought back together. No animal will be penned separately.

9) Contestant will not be required to compete on a crippled steer, steer with broken horn or blind or bad eyed animals.

u) BARRIER/BOX:

1) Once the score line has been set, it will not be changed during the go-round, nor will the box, chute or barrier be changed in any manner.

2) Automatic barrier must be used with a minimum length of the length of the box minus 5 feet unless special circumstances exist. Measurement to be taken from front to back of box in a straight line. (Special Circumstances handled by the Event Director and/or Judges.)

3) Barrier should be 32" to 36".

4) Heeling barrier in the Team Roping can **be used at the Stock Contractor's option.**

5) Neck roped must be tied with string. 6) No metal snaps or hardware shall be used on neck ropes in the Timed Events.

7) If barrier is broken at any place other than designated, barrier will not be considered broken.

8) Only hard twisted polyethylene rope will be used on barrier.

9) Barrier will not be considered broken unless ring falls within 8 feet of post.

10) If pre-made snap on neck ropes are used in timed events, they must be the same weight and diameter as the remainder of the neck rope.

v) DISQUALIFICATION:

1) Not ready when called upon.

2) Going over 30 second time limit.

3) Steer must not be handled roughly at

any time. Field Judge will rule on this situation.

4) Crossfire. If steers entire body does not change direction or is moving in tow before heeler throws loop.

5) If Hondo passes over one horn and the loop over the other.

6) If loop crosses itself in a head catch only. (Figure 8)

7) One horn catch.

8) **Heeler not beginning run from heeler's box.**

w) PENALTY: There shall be a 10 second penalty for breaking or beating the barrier. There shall be a 5 second penalty for only catching 1 hind foot.

x) RERUN: **It is the Contestant's responsibility to** verify that the correct animal is loaded. A Contestant who runs the wrong steer will receive a No Time. Judge will tell Contestant animal number upon entering box. If Judge calls out **wrong number, Contestant will be given a rerun at Judges' discretion.**

1) In case Field Judge flags out a Team that still legally has one or more loops coming, The Judge may give the same steer back lap and tap and a 5 second penalty will be imposed for each loop already thrown.

2) If automatic barrier does not work correctly, Team must take same steer over, whether stock is caught or missed, during or immediately after that performance. Time to be set at discretion of Stock Contractor, Officials, and Judges.

3) If automatic barrier fouls Contestant, he/she will be entitled to a rerun if they declare themselves immediately.

4) If steer gets out of arena, flag will be dropped and the Team gets the steer back lap and tap with the time added which was taken when the steer left the arena.

5) Steer must cross line in front of Line Judge. Failure will result in a rerun if Contestant declares so immediately.

a) If steer trips before score line, rerun will only be given when contestant declares them self. Must use same animal over unless something prevents it from going again. If animal is pulled from the draw it will remain out of the draw.

7. Cowgirls Barrel Racing:

a) Barrel Racers in ACRA rodeos must be female.

b) Barrels to be placed in a cloverleaf pattern. Barrel Racer may make one right and two left turns, or one left and

two right turns.

c) Barrel Racer must begin run with hat on. Beginning of run to be determined as forward motion within the arena. Failure to comply will result in a \$10.00 fine.

d) Both Judges will be required to be present during the Barrel Racing Event with one Judge flagging the line and the other Judge watching to see that a qualified cloverleaf pattern is run. Flag Judge will flag nose at start and finish of the race.

e) Barrel Racer cannot enter but one time on one horse in any one go-round. However, a Barrel Racer may run two different horses in two different go-rounds at any one rodeo.

f) Exhibition runs may be made on a second horse with consent of Stock Contractor/Producer. You may NOT make those runs before your actual competition run during a rodeo unless asked by the Stock Contractor to help fill a performance.

g) Two runs may be made at any one performance. Time of second run is to be at discretion of Committee and/or Stock Contractor.

h) Contestant must be ready to compete when called on.

i) The same Flagman, Timers, and Judges for other Timed Events shall be used for Barrel Race. There will be no talking to the Official during the Event.

j) Contestants will not be disqualified or penalized for touching a barrel.

k) Barrel Racing must be treated with the same recognition as any approved rodeo event.

l) If there is a Junior Barrel Race at an ACRA rodeo, it must be run after the Regular Barrel Race.

m) Any Contract Acts during rodeo will be performed away from the barrel stakes.

n) It is highly recommended that stock not be watered or hayed within 25 feet of barrel stakes.

o) Contestants cannot be required to begin run from an off center gate or alleyway. When there is a split or double alleyway, Contestants may be required to run from mouth of alleyway, IF they have a choice of either alleyway. When center alleyway is used, it will be posted whether gate is open, **closed or Contestant's option to run out. If it is posted for the gate to be closed, it must remain closed for all Contestants.** The Judge not flagging will be responsible to see that it remains closed for all or he will be fined. When center alleyway is used contestant must remain in a forward motion upon en-

tering the arena.

p) Cowgirls may not circle any barrel. Will result in fine.

q) Overhead gates with a bottom bar will have bottom bar adequately covered.

r) PATTERN:

1) If the arena permits, the barrels will be set a minimum of 20 feet from fence, the score line shall be 50 feet or more from the fence, from the score line to the first barrel shall be 50 feet, from the first to second barrel a maximum of 90 feet and the third barrel will be a maximum of 105 feet from the first and second barrel.

2) The score line shall be 50 feet or more from the fence or there should be an open gate at the end of the arena to run through, if arena permits.

3) When staking the barrels for a center alleyway, the pattern will be staked starting with the alleyway and measuring equal distance from each side of gate (not the arena).

4) Barrels used in ACRA Barrel Racing Event must be regulation 55 gallon metal only and enclosed at both ends. No pad or tires may be used on or around barrels. Barrels must be at least two colors, no solid colored barrels. Stock Contractor/Producer failure to comply will result in a fine.

5) Judges must measure, with a tape measure, stake, record measurements of the barrel pattern on **the Official Judge's Measurements Sheet before the beginning** of the first performance. Each barrel will be set on the inside of each stake in a cloverleaf pattern. Each Judge will be fined \$25.00 if barrels are not staked properly.

6) Judges will check stakes prior to each performance. If stakes are not visible, pattern will be re-measured and re-staked according to recorded measurements.

7) It is the responsibility of all ACRA Barrel Racers to check to see that barrels are properly staked and **Flagman's position visibly marked prior to each performance of every ACRA approved rodeo.**

8) After barrels have been staked, no one will be permitted to go around the stakes or barrels for the duration of the rodeo closer than 15 feet from the stakes used in competition.

s) TIMER:

1) Stock Contractor must list on approval form if they are not using an electric eye.

2) Stock Contractor may charge a timer charge for using an electric eye.

3) Electric timers will be staked and reset over the stakes each performance. Judges will be responsible for setting up electric timers.

4) Flagman is not to leave his place, unless it is visibly marked.

5) The automatic timer must be backed up with a flag and two stopwatches. The stopwatch must be recorded in 1/100s. Backup timers must be recorded for all Contestants and made available to Contestant if requested. Electric timers will be recorded in the 1/1000s and event paid off in 1/1000s.

6) Should electric eye fail and backup times used, all contestants will be refunded timer charge.

t) GROUND CONDITIONS:

1) Ground must be worked for every performance and slack. Ground preparation should be consistent **throughout rodeo. Barrel Racer's draw for positions just as Cowboy's draw stock, therefore, the ground shall be worked a** maximum of 12 contestants, NOT actual runs. Turnouts and Releases shall be included in the count. If contractor limits the perf, that will be the max. (Example: if perf is limited to 8 barrel racers, arena shall be drug after every 8 barrel racers in slack)

2) Barrel Racing will not be held before other Timed Events unless the arena is maintained for **Contestant's safety.**

3) All arenas will be disked or worked to the satisfaction of the Judges.

4) If ground conditions are deemed extremely dangerous due to man-made conditions, Judges, Stock Contractor and/or Barrel Racing Director may stop barrel race to discuss reworking of the ground. For the barrel racers that have run on that performance ONLY, they will have the option of keeping time, or a rerun, (with all prior penalties waived). If it is the first performance and it is decided that ground conditions would be safer to restake the pattern, Judges may do so. If it is not the first performance, pattern may not be restaked unless ground conditions are deemed dangerous. Jackpot each night & prorate added money. Points will count..

u) DISQUALIFICATION:

1) Not being ready when called upon.

2) Illegal finish of pattern.

3) Failure to remain in a forward motion upon entering the arena with a center alleyway.

v) PENALTY:

1) If a Contestant knocks over a barrel,

there will be a 5 second penalty for each barrel knocked over.

2) If barrel is knocked over and it stands up again on its other end, this will be considered as a 5 second penalty charge.

w) RERUN:

1) Contestant will not be given a re-run due to malfunction of timer. Backup time will be the **contestant's official time. If timer fails to work, the judges must make** at least three (3) attempts to readjust and reset the timer and check the power before going to watches. Manual times will be used for payoff only when the automatic timer is no longer serviceable. If timer fails on 3 Contestants in any one performance or slack, stopwatch times will be used for entire rodeo.

2) No rerun will be given due to default or **breakage of Contestant's equipment.**

3) Reruns in the Barrel Race will be taken **at the Barrel Racer's discretion either at the end of the Barrel Race,** or immediately following the performance.

4) Rerun to be given to Contestant at **Judge's discretion should Contestant be fouled. Any penalties** occurring during original run will be added to rerun at judges discretion.

5) If an entire performance is rerun because of barrels not being in original place, then all Contestants will run over and any penalties are disregarded.

8) Ladies Breakaway Roping:

a) The Breakaway Roping is limited to females only.

b) One loop only will be permitted in any long grounds including finals. A dropped loop is considered a thrown loop.

c) Rope must be tied to saddle horn with string of at least 18 gauge nylon, no barrier string may be used, provided by the rodeo judge (check with Judge or Rodeo Secretary) and have a handkerchief or other colorful cloth attached to the rope at the saddle horn. Judge will inspect rope and tie when Contestant rides into the box. Failure to be 18 gauge will result in a fine. A knot must be at the end of the rope with string tied at the knot.

d) Catch pen will be open. If calf enters the catch pen with loop on the calf but the rope is not broken from the horn, contestant shall receive a no time.

e) Contestant must be ready when called upon.

f) The Judge will flag the Contestant when the rope breaks away from the saddle horn and time will be taken. If rope should dally around horn, the Contestant may ride for-

ward, un-dally the rope and stop horse to make the rope breakaway from the horn.

g) There must be a spotter in the arena during the breakaway roping to help the judge determine a clean bell collar catch. **The spotter "must" be an employ of the stock contractor** so that the person can remain consistent throughout entire rodeo and slack. The spotter cannot be in association with any contestant entered in the event.

h) Judge must appoint a person to stand on the line, at a distance equal to the depth of the box on the left side.

i) The Contestant must be on their horse when time is taken.

j) A legal catch is bell collar catch; bell collar defined **as passing over the calf's head and must not include any appendages** including figure eight over the tail.

k) Animal belongs to Contestant once stock crosses score line, regardless of what happens, except in cases of mechanical failure. If Contestant accepts animal, he/she accepts it as sound.

l) Contestant must pass through barrier before throwing their loop.

m) All Judges decisions will be final.

n) DRAW: Positions will be drawn. (See Drawing of Livestock)

o) CALVES: Stock Contractor may NOT use break-away calves in the calf scramble.

1) Fresh calves shall be run through the chute before performance or slack in which they are used; unless there is one calf for each entry. This shall be overseen by the Judge at that rodeo and is the responsibility of Contestants entered to compete in that performance or slack. Fresh calves may not be added to old herd.

2) Any calf that eliminates Contestant from chance of winning (ducks back, stops, etc.) shall be permanently removed from draw.

3) Contestant will not be required to compete on a crippled, blind or bad eyed calf.

4) Any horns on calves must be removed or docked to a maximum length of 2 inches.

5) If it is necessary to bring an animal back, several head of stock will be brought back together. No animal will be penned separately.

6) Stock Contractor must have a minimum of 10 head of stock to draw from at the beginning of each rodeo unless there are less than 10 Contestants entered in an event. Then the Stock Contractor must bring entered amount

plus 1 animal.

p) BARRIER/BOX: Once score has been set in event, it will not be changed at that rodeo nor can the length of the box be changed.

1) If barrier is broken at any place other than the designated, barrier will not be considered broken.

2) Only hard twisted polyethylene rope will be used on barrier.

3) Barrier will not be considered broken unless ring falls within 8 feet of post.

4) No metal snaps or hardware shall be used on neck ropes in all Timed Events.

5) Barrier shall be the same as in Tie-Down Roping.

6) If pre-made snap on neck ropes are used in timed events, they must be the same weight and diameter as the remainder of the neck rope.

q) DISQUALIFICATION:

1) Misplacement of handkerchief or string. No knots or coils allowed between the end of rope and string.

2) Going over 30 second time limit.

3) Breaking the rope away from saddle-horn with hand.

4) Tampering of calves in pen or chute and/or barrier.

5) When a barrier is stretched and the animal is standing, Contestant has a 45 second time limit to call for stock. After 45 seconds, the animal will be released and Contestant will receive a No Time.

r) PENALTY: Contestant will receive a 10 second penalty for breaking or beating the barrier.

s) RERUN: **It is the Contestant's responsibility to verify that the correct animal is loaded.** A Contestant who runs the wrong calf will receive a No Time. Judge will tell Contestant animal number upon entering the box. If Judge calls out **wrong number, Contestant will be given a rerun at Judges' discretion.**

1) No rerun will be given for hitting a stationary object.

2) If, in the opinion of Line Judge, Contestant is fouled, (including any penalties) by barrier, Roper shall receive a rerun providing Contestant declares themselves immediately by pulling up horse.

3) If calf gets out of arena, Flagman is to stop time and Contestant will get same calf back; calf is start-

ed lap and tap; Contestant to start in chute with time accumulated when calf got out added to their time.

4) Calf is to cross line in front of Line Judge. Failure will result in a rerun if Contestant declares so immediately.

a) If calf trips before score line, rerun will only be given when contestant declares them self. Must use same animal over unless something prevents it from going again. If animal is pulled from the draw it will remain out of the draw.

Article XVIII

SANCTIONED EVENTS:

1. Steer Roping:

a) Steer must be tripped by horse. Contestant must cross and tie 3 legs. A steer must remain tied for 5 seconds to qualify as a legal tie. Additionally, there must be at least one wrap around all 3 legs, and a half hitch. After Roper signals a completed tie and remounts, he will bring his horse back toward steer before the 6 second inspection will begin, so as to give ample slack to rope while Judge is examining tie for a 6 second period. Unless instructed to do so by the Judge, the rope will not be removed from the steer until tie is approved. Contestant can receive no outside assistance of any kind. Only one loop and one trip attempt will be allowed unless otherwise approved by Event Director or BOD.

b) LEGAL CATCH: Only slick around the horns shall be a legal catch.

c) DRAW: All positions will be drawn.

d) LEGAL TRIPS: For a trip to be legal, the rope must go over and below the hip of steer on the side opposite the direction the horse is turning.

e) STEER HORNS: **If steer's horns pull together** and the rope comes off, Contestant will receive no time. If the rope stays on one horn from a legal head catch until tie has been completed and examined, tie will be official.

f) POSITION OF HORSE: Horse must turn away from steer. Steer must be thrown by horse. Steer cannot be thrown by hand after steer has fully regained his feet.

g) NO TOUCHING STEER: Roper cannot touch **steer or rope after giving 'finished' signal unless Judge concurs** to prevent injury. Judge will determine tie and his decision will be final.

h) LINING OF STEER AND LINER FOR LEFT HANDED: In the Steer Roping, when the box is located on the right handed fence, a left handed Roper may request of the Judge that the steer be lined from the fence and the Liner be

allowed to stand the same distance as the score past the score line.

i) DISQUALIFICATION:

- 1) Excessive dragging of steer in the opinion of the Judge may be disqualified and/or fine \$100.00.
- 2) No wrap around the neck. A legal catch is slick, if the rope continues to wrap around the steers neck shall result in disqualification for the go-round.
- 3) It is illegal to double back past steer.
- 4) Intentional trip with illegal catch shall be flagged out and contestant will receive a 10 second penalty for breaking or beating the barrier.

k) RERUN: **It is the Contestant's responsibility to verify that the correct animal is loaded.** A Contestant who runs the wrong animal will receive a No Time. Judge will tell Contestant animal number upon entering box. If Judge calls out **incorrect number, Contestant will be given a rerun at Judges' discretion.**

1) If steer gets out of arena, Flagman is to stop time and Roper will get the same steer back; Steer started lap and tap; Contestant to start in chute with time accumulated when steer got out added to his time.

2) Steer must cross line in front of Line Judge. Failure will result in a rerun if Contestant declares so immediately.

3) If automatic barrier fouls Contestant, Contestant will be entitled to a rerun if they declare themselves immediately.

l) STEERS: fined \$100.00.

j) PENALTY:

1) Stock Contractor must have a minimum of 10 head of stock to draw from at the beginning of each rodeo unless there are less than 10 Contestants entered in an event. Then the Stock Contractor must bring entered amount plus 1 animal.

2) If it is necessary to bring an animal back, several head of stock will be brought back together. No animal will be penned separately.

3) Contestant will not be required to compete on a crippled steer, steer with broken horn or blinded or bad eyed animals.

m) BARRIER:

1) Barrier will not be considered broken unless ring falls within 8 feet of post.

2) If barrier is broken at any place other than designated, barrier will not be broken.

3) Only hard twisted polyeth-

2. Novice Saddle Bronc Riding: Rules for Novice Saddle Bronc Riding will be the same as the regular Saddle Bronc Riding. Novice Bronc Riders points will count to Finals.

a) Eligibility: High School Rodeo card holder or First year Bronc Rider who has not held a regular card and competed in Bronc riding.

b) Novice winning \$250.00 will have the option to buy regular card and enter regular bronc riding or stay in Novice Bronc Riding Event. Following year, must compete in regular bronc riding event.

c) Draw/Added Money: Regular Bronc Riding will be drawn for first from the regular herd or top of herd. Added Money will only be added to regular Bronc Riding

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