2026 Little Britches Youth Association General Rules and Governing Awards

Scheduled Meetings Attendance

Scheduled General Membership meeting attendance will not be required. The following are considered scheduled meetings; The Annual General Membership Meeting, typically held in combination with the Awards Banquet held between September and December and a May General Meeting. Five (5) points will be awarded for attendance at the May General Membership Meetings.

These points will apply toward the year-end All Around awards. New members who enroll after the May meeting and before the first rodeo entry deadline will be awarded the 5 meeting points. It is each member's responsibility to sign the attendance roster for point credit. Contestants may not have another individual sign for their attendance. For points to count, early dismissal from a meeting is only allowed with permission from a Board Member.

Year End Awards

All Around Awards will be given to ten (10) places for each age and boy/girl groups on the basis of total accumulation of points (not average) earned for the season, and subject to LBYA's funds. To be eligible for "All Around" and Year End Awards, the contestant must compete in 6 of the 8 Rodeos and obtain a sponsorship of $50 for a single contestant or $75 if two or more contestants are in the family unit. Sponsorships are due to the club at or before the 2nd Rodeo of the season. New members are not required to obtain sponsorships in their first membership year. Exceptions to the 6 of 8 rodeos may be considered by the Board of Directors, such as veterinary or doctors excuses.

Point Ties for the series "All Around" winners will be resolved by the greatest number of qualified/pointed runs in the events in which both contestants have competed. If a tie still exists then a count of best placing for all events throughout the entire rodeo series . 'Best placing' starts with a count of first placings, if that does not break the tie, then second placings would be counted. That method would continue through tenth place until the tie is resolved. If a tie still exists, then next by the averaged points on qualified/pointed runs throughout the entire rodeo series shall break the tie. Coin toss will resolve any ties at this point.

Point Ties for the series "Individual Event" winners will be resolved by the greatest number of qualified/pointed runs in the event in which the contestants tied. If a tie still exists, a count of best placing throughout the entire rodeo series in the tied event. 'Best placing' starts with a count of first placings, if that does not break the tie, then second placings would be counted. That method would be continued until the tie is resolved. Next, the tie will be broken by the contestant with the best individual time/score. Coin toss will resolve any ties at this point.

For Steer Riding, the tie breaker will be determined first by the number of most qualified rides in the event, followed by the number of first place placings throughout the entire rodeo series. If a tie still exists, then the total score on the most head ridden throughout the Rodeo Season of the event shall break the tie. The next consideration will be for the contestant's highest single point ride. Coin toss will resolve any ties at this point.

"All Around" ranking will be determined on the basis of total accumulated points earned for event placing at rodeos as follows:

Placing	Points
1st	10
2nd	9
3rd	8
4th	7

5th	6
6th	5
7th	4
8th	3
9th	2
10th	1

The event points earned throughout the season as described above will be added to the accumulated attendance points from the General Membership Meetings as described above.

A member must participate in 6 of the scheduled 8 weekly rodeos to be eligible for year-end awards. Exceptions may be considered by the Board of Directors, such as veterinary or doctor excuses. Year-end awards must be picked up or arrangements made to have the awards picked up by the contestant. If awards are not claimed, they will be forfeited after 90 days from the award banquet.

FULL WESTERN ATTIRE IS REQUIRED TO RECEIVE AWARDS
(Refer to western attire on Page 3)

Age Groups

Three age groups, divided by Boys and Girls will be included. Note: Age as of January 1st in the year the rodeos are held classifies each contestant. Age will be obtained from contestant's Birth Certificate or other Government issued ID.

Pee Wee contestants must be five (5) years old by their first rodeo. A contestant's age must be verified by a Board Member or Rodeo Secretary on the Membership Application form prior to a contestant's entry and participation in any rodeo.

Ages 14-18	Senior Boys	Senior Girls
Ages 10-13	Junior Boys	Junior Girls
Ages 5-9	Pee Wee Boys	Pee Wee Girls

Division Events

Events Offered: (contestants can enter up to five (5) events per rodeo)

Event	PW Girl	PW Boy	Junior Girl	Junior Boy	Senior Girl	Senior Boy
Barrel Race	Yes	Yes	Yes	No	Yes	No
Pole Bending	Yes	Yes	Yes	No	Yes	No
Keyhole	Yes	Yes	Yes	No	Yes	No
Flag Race	Yes	Yes	Yes	Yes	Yes	No
Trail Course	Yes	Yes	Yes	Yes	Yes	No
Goat Tying	Yes	Yes	Yes	Yes	Yes	No
Breakaway	No	No	Yes	Yes	Yes	Yes
Ribbon Roping*	No	No	Yes	Yes	Yes	Yes
Steer Stopping	No	No	Yes	Yes	Yes	Yes
Steer Daubing	No	No	Yes	Yes	Yes	No
Tie Down	No	No	No	No	No	Yes
Chute Dogging	No	No	No	Yes	No	Yes
Team Roping - Adult Team*	No	No	Yes	Yes	Yes	Yes
Team Roping *	No	No	Yes	Yes	Yes	Yes
Steer Riding	No	No	No	Yes	No	No
*Boy/Girl Events Combined						

Updated February 2026

Disqualification:
ALL DECISIONS OF THE JUDGES ARE CONSIDERED FINAL.
The contestant may approach the judge during the event with questions about a disqualification call. Failure to follow this procedure or to harass or be disrespectful to the judge may result in a disqualification from the entire rodeo.

Required Attire: Western style, collared, button or snap down shirts with long sleeves with the sleeves down to the wrists. The shirt is required to be tucked in and buttoned up to the 2nd button from the top. Western boots, long pants, and a western saddle are required. No tennis shoe style boots allowed. Sweatshirts and jackets may be worn over a shirt that is tucked in; cuffs and collars must be visible when sweatshirts or jackets are worn. Western style hats or safety type helmets are to be worn when entering the arena. For Barrel Racing, the alley is considered to be part of the arena. Intentional discarding of a hat will result in disqualification. Ball Caps & Sun Visors are not allowed. Not wearing the described attire will result in disqualification from the event.

Violation of the code of conduct by a contestant or parent will be dealt with by the Board of Directors and will result in disciplinary action as outlined in the code of conduct.

All horses must be under control when entering and exiting arenas. Riders must be mounted when entering the arena. If your horse refuses to go into the arena/box, you may be flagged out at the judge's discretion.

If judges or the Venue Leads are concerned for the safety of any horse, contestant, or stock in any event, they reserve the right to flag the contestant out. The Contestant will have three (3) calls to the arena**,** after which contestant will be disqualified from that event. Cattle events will take precedence over the other events and the Announcer must be informed to roll contestant to the bottom.

Entries:
Rodeo entries with accompanied fees can only be accepted at the general membership meeting, in the Rodeo Entry Office or submitted on-line and paid through Venmo or PayPal.

Entries and fees are due to the Rodeo Entry Office by 9:00pm one week prior to the rodeo in which the contestant plans to compete. A $20 late fee, per contestant, will be applied if the entry is received other than indicated above.

In order to roll an entry or change an event, notification must be given to the Rodeo Secretary by 12:00 noon the Monday before the rodeo. Entered Contestants that do not show and without notification to the Rodeo Secretary before Monday at 4:00 pm, your entries and fees will be forfeited, and you must re-enter for the next rodeo by the entry deadline. Only a doctor/veterinary excuse will be accepted to draw out of the rodeo.

If a contestant or animal gets injured during the rodeo and must be removed from competition, the entries for the remaining events will be rolled to the next rodeo. The contestant must notify the Rodeo Secretary before the contestant's next event begins.

Entries made with a bad check must be made good with cash to cover entries as well as a bad check fee of $30.00 paid before the rodeo or function starts. After the first bad check, you will be put on a cash basis. Be aware that no contestant will be able to participate in ANY LBYA function, including Fun Days, Rodeos, Banquets or Awards Ceremonies as long as any balance is outstanding.

Contestants should check the posted run sheets before the rodeo begins and immediately notify the Rodeo Secretary for corrections. The Rodeo Secretary must authorize any change to entries, and a signed note from the secretary must be presented to the announcer of the event prior to the start of that evening's rodeo.

There must be two (2) contestants, or two teams entered to allow an event and have points awarded. If there are less than two, those contestants will have the option to:

1. Choose another event
2. Drop that event and get a refund
3. Roll the money over to the next rodeo

The Rodeo Secretary will contact the contestants and attempt to arrange the change before the rodeo begins.

Additional Rules

LBYA utilizes the 3-call rule. Its purpose is to keep the rodeo running smoothly without undue delay within the rodeo. In all events, contestants should be ready when called. When the contestant is called to compete, they will be given 30 seconds to begin their run/ride. After the initial 30 seconds elapses if the contestant has not started their competition, they will be called again. If 30 seconds pass after that second call, they will be called a third time. If 30 seconds elapses again the contestant will be turned out and the next contestant in line will be called. Within the judge's discretion, this rule will be enforced to keep the rodeo flowing smoothly.

For each family unit, a parent/legal guardian or Associate Member is required to volunteer for 3 entire rodeos. Not fulfilling the volunteer requirement will result in a loss of points for all competing family contestants for up to three (3) full rodeos that will be selected at random. 1 missed volunteer night = 1 rodeo's worth of points missed, 2 missed volunteer night = 2 rodeo's worth of points missed and 3 missed volunteer nights = 3 rodeo's worth of points missed

A link to the Volunteer sign-up will be posted to our website beginning in April. It will be the responsibility of the volunteer to report to the venue leads. The volunteer, at the end of the Rodeo, will report to the venue leaders who will provide a volunteer voucher. Volunteers then return the signed vouchers to the Rodeo Secretary where they will be used to track fulfilled obligations. The Event Lead will not be accountable for ensuring volunteers receive vouchers.

Each returning Family Membership is responsible for obtaining a sponsorship of $50 for a single contestant or $75 if two or more contestants in the family unit to be submitted on or before the second Rodeo of the season to qualify for year-end awards.

Timed events will be recorded as one hundredth of a second.

Contestants are not allowed to help backup time for any venue. Contestants are not allowed to hold the goat for other contestants.

In the event of an equipment failure (timer), the contestant will be required to run again.

Qualified times will be used to determine if the run has exceeded the time limit. Any assessed penalties will be added to the qualified time.

The LBYA Board of Directors will have the option to reasonably adjust measurements to address for arena conditions. Adjustments will be announced prior to the beginning of the event.

Code of Conduct

1. Contestants and parents/legal guardians will not at any time while on the rodeo grounds; harass, coerce, bribe, use profanity or obscenities, threaten or abuse (verbally or physically) any rodeo official, board member, volunteer or other contestant or parent/legal guardian.
2. Contestants and parents/legal guardians are required to follow all LBYA safety rules and guidelines listed below. They are also responsible for following any further safety requirements addressed during annual membership meetings and opening announcements before each rodeo.
    - **a.** All horses must be under control while entering or exiting the arena.
    - **b.** No horses will be allowed to run in or out of the arena (assistance will be allowed if needed), with the exception of barrel racers, who will be allowed to run down the alley and into the arena.
    - **c.** Neither contestants nor parents/legal guardians will run their horses outside of the arena/track. This includes the parking lot and all outer areas of the rodeo grounds. If a designated warm up area is provided, horses will be allowed to run in that area only. Once the trail venue is torn down the "warm up" arena will be available for this purpose.

d. There will be no roping of any person or horse while on rodeo grounds. This does not include horses or livestock that are loose or being roped for safety reasons.
e. Contestants must be in control of their horses at all times.
f. Horses are required to be properly tied to a trailer when not being ridden or led. Horses may not be tied to fences, gates, panels, or other arena property.

3. There will be absolutely no use of alcohol, narcotics, or tobacco by any contestant while they are on rodeo grounds.
4. There will be no intentional or excessive abuse of horses or stock by any contestant or parent/legal guardian while on rodeo grounds.
5. All calls made by the arena judges are considered official and final. No contestant or parent/legal guardian will at any time harass any judge or rodeo official about a call made inside the arena.
6. Vandalism, Littering, or intentional misuse of Latigo Equestrian Center property in any way will not be tolerated by any contestant or parent/legal guardian.

*Arena applies to All Arenas

For any infraction of the above stated Code of Conduct, the LBYA Board of Directors may enforce the following penalties to the contestant, parent/legal guardian, or both.
1st Infraction – Verbal and written warning
2nd Infraction – Second written warning and loss of all points accumulated during the rodeo in which the infraction occurred.
3rd Infraction –Final written Notice where Membership will be revoked for the remainder of the current rodeo season which includes the awards banquet.
The offending member will have 3 days to respond in writing to the Board of Directors written warning. The Board will have 5 days to respond.

Cancellation:
When The Board of Directors deems it necessary to cancel a Rodeo or event, those entries for that Rodeo/event will automatically roll over to the next rodeo date. In case of a rodeo being stopped for any reason, the remainder of the events will be moved to a subsequent rodeo. Events not completed will be rerun in their entirety.

LBYA Stock Event Rules

General Rules
In regard to the Barrier, it is always the decision of the barrier judge whether the barrier is broken. The barrier is not considered broken if the pigtail lands more than ten feet from the pin. A broken barrier is called only if the horse breaks the barrier string before the animal reaches the scoreline. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If the contestant obviously beats the barrier, barrier rope is broken and string unbroken, barrier judge may assess a ten second penalty. Otherwise, this will not be considered a broken barrier. If barrier equipment hangs on the animal and the contestant tries the animal, he/she accepts the animal. If the contestant pulls up, he/she will receive another animal back.

At the discretion of the Venue Lead, a barrel barrier may be used in lieu of a string barrier.

If a contestant is fouled by the barrier, he/she must pull up and declare themselves fouled IMMEDIATELY. If any cattle escape the arena, (including the chute) a flag will be dropped, and contestant will run lap and tap (No barrier) on another animal with accumulated time and penalties. If time is not recorded, a re-run with all penalties assessed will be given. The score line will be predetermined at the discretion of the stock contractor at the first event.

JUNIOR and SENIOR BREAKAWAY ROPING
(30 second time limit-excluding penalties)

Contestants may use only one (1) loop within the time limit.
Contestants may not rebuild loop in the arena or carry a second rope. Roping the calf without releasing loop from hand is not permitted. The roper must use a standard catch rope with a white flag, large enough to easily be seen, tied to the end of the rope. The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head for a legal catch. Time flagged when rope breaks from saddle horn. The rope must be broken by the motion of the calf, not the contestant. The contestant will receive no time should he/she breaks the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop the horse to make the rope break away. Tie-on string will be supplied and is not to be modified. The contestant is responsible for presenting the tie to the venue leader or other official for approval before the run. Broken barrier is a 10-second penalty.

SENIOR BOY'S TIE DOWN ROPING
(1 minute time limit-excluding penalties)

Contestants may use only one (1) loop. Contestants may not rebuild loop in the arena or carry a second rope. Roping the calf without releasing the loop is not permitted. Loop must be clean passing over animal's head, to close around the neck for a bell-collar catch. Any catch other than a bell-collar catch will result in a disqualification

The contestant must have a neck rope and adjust rope and reins in a manner that will prevent the horse from dragging the calf. Contestants must receive no assistance of any kind from outside. If the contestant's horse runs off with the calf or has to be stopped by the judge, the roper is disqualified. Rope must be tied hard and fast and must hold until roper gets hand on calf. The contestant must dismount, go down rope and throw calf by hand and cross and tie any three (3) feet. If a calf is down when roper reaches it, the calf must be stood up on at least (3) feet (calf must be elevated high enough that he could regain his feet) and the calf must be re-thrown. If the roper's hand is on the calf when the calf falls, the calf is considered to be thrown by hand. The calf must remain tied for (6) seconds. Time begins when roper remounts horse and rides forward at least one step and gives slack to calf. Roper must not touch the calf or remove the rope from the animal until the judge passes on tie. Feet must remain crossed and tied or roper will be marked with a no time. A Broken barrier is a ten (10) second penalty.

Any intentional dragging of calf shall be considered caused by the contestant, regardless of distance and will result in a no time. Excessive dragging of calf will also receive a no time. Excessive dragging shall be defined as moving the calf six or more feet after the contestant has called for time. However, if in the opinion of the judge, the dragging was caused by something outside of the control of the contestant, the judge may give the contestant his time. Dragging the calf while the contestant is tying the calf will not be considered excessive dragging.

Roper will be flagged no time for touching calf, or string or by touching rope to train his horse after giving finish signal, or by dragging calf after he remounts horse.

JUNIOR AND SENIOR STEER STOPPING
(60 second time limit-excluding penalties)

Time will be taken once the contestant leaves the header box, steer is roped, and steer and horse are facing. A steer stopping contestant has the option to choose a hazer for their run. The hazer can either be a parent or another contestant that is entered in the rodeo. Time will be taken between two flags. There shall be two timers, a barrier judge and a field

judge. The Contestant may use one (1) loop. The Contestant may not build loops in the arena. Roper must dally to stop steer. Tying hard and fast will not be allowed. Roping steers without turning loose of loop will be considered a no catch.

Steer must not be handled roughly at any time and roper may be disqualified if, in the opinion of the field judge they have intentionally done so. A broken rope or a dropped rope will be considered a "NO TIME". No foul catch may be removed by hand. There are three legal catches, around both horns, ½ head or around neck of steer. All other catches will be disqualified with a no time. If hondo passes over horn it is considered an illegal catch. If the loop crosses over itself in a horn or head catch, it is illegal. Broken barrier is a ten (10) second penalty.

JUNIOR and SENIOR STEER DAUBING
(30 second time limit-excluding penalties)

Rider leaves the headers roping box from behind barrier with daubing lance, which has been dipped in whitewash. Time will stop when the rider raises ball of lance above his/her head to signal he has marked the animal. The animal must be daubed on the body. Body being defined as the neck, front shoulders, the back, ribs, belly, hind quarters and tail head. An illegal daub is anywhere on the animal's head, ears, horns, legs from the knee down and from below the tail head to the tip of the tail. Should the judge disqualify a contestant because of an illegal daub, the Judge must ride to the stripping chute with the contestant and verify the mark before the animal is released into the back pen. Timers must not clear their stopwatches until the judge has verified the location of the daub. Broken barrier is a ten (10) second penalty.

JUNIOR and SENIOR CHUTE DOGGING
(Junior - 60 second time limit-excluding penalties)
(Senior - 30 second time limit-excluding penalties)

Steers or heifers weighing a maximum of 500 lbs. should be used for this event.

The 'Dogger' and optional 'Tailer' begin in the bucking chute with the steer. The Tailers only job is to slow forward movement of the animal and cannot render any other type of assistance. A left delivery chute should be used, and all chute dogging runs will be made from the same chute. In the chute the 'Dogger' should have his right hand over the neck where it should remain until the steer's nose crosses the Score Line. No hand may touch any part of the steer's head. Touching any part of steers head, including the ears, before steer crosses starting line will incur a 10 second penalty. When the contestant calls for the steer, the chute gate will be swung open. Only after the steer's nose crosses the score line (10 foot for juniors/15 foot for seniors) may he go to the throwing position and try to throw down the steer.

The Tailer must release the steer before the Dogger moves into a throwing position. (In the juniors, "Tailer" may hold onto tail, until steer is thrown). If the 'Dogger' moves into the 'throwing position' before steer's nose crosses score line, or the Tailer does not release the tail, there will be a ten (10) second penalty added to the time. If the steer is thrown before the steer's nose crosses the score line, the 'Dogger' will be disqualified.

In order to count as a legal fall, all four feet of the steer must face the same direction as its nose when the steer is on the ground. Other falls are called "dog falls," and the competitor must either try to turn the animal's head to match its feet, or let the steer get up and re-throw him. If the steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by the 'dogger' by putting the animal's horns into the ground, it must be let up onto all four feet and then re-thrown. The competitor will be disqualified for losing contact or tripping the steer.

It is a timed event, with the time starting at the moment the steer's nose passes the plane of the chute. The steer must be wrestled within the allotted time limit for the age group. The steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight. The 'dogger' must have his hand on the steer when flagged to receive a time.

JUNIOR STEER RIDING
(Junior - 6 second time limit)

Animal must be ridden for 6 seconds to qualify for a score. Time will start when the animal's inside front shoulder passes the plane of the chute. Contestant is not to use sharp spurs. No part of the spur may have sharp edges including rowels and wire locks. In the event of a fall, if chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen. No contestant will ride two head in the same event during a performance except for re-rides. Contestants may pull rope from either side. Contestants must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

Steers or heifers weighing 300 – 600 lbs. should be used for this event. Horns must be tipped to at least the size of a dime or cut back. Bulls are not to be used.

Riding is to be done with one hand and loose rope, with or without handhold. No split finger wrap, no knots or hitches to prevent rope from falling off steer when rider leaves the steer. No more than two helpers may be on the chute to pull contestant's rope. Official time will be recorded by the main judge using the whistle. The judge positioned on the latch side of the chute gate will serve as the back-up timer for the event, unless the Arena Director designates another individual to act as the back-up timer
The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for time verification on each ride. In any instance where the time is six (6) seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the six seconds, the judge must go with the whistle. If the contestant makes qualified ride with any part of rope in riding hand, they are to be marked.

Scoring and Penalties: Ride and animal to be marked separately. Ride will be marked according to how much the contestant spurs the animal. Figures used in making the riding events shall range from 1 to 25 on both bucking animal and contestant, on each side, and use the full spread. No Bell, No Marking. Bell must be under belly of the steer. Contestants will receive no score for, being bucked off, touching the animal, equipment, person with free hand, using sharp spurs, placing spurs or chaps under the rope when the rope is being tightened. Judges may disqualify contestants who have been advised he is next to go if he is not above the steer with glove on when the previous steer leaves the arena, unless the delay is due to competing on another event simultaneously.

Re-rides: The matter of whether re-rides will be awarded hall be decided by the judges. Re-rides may be given only when stock fails to break, stops, or fouls the rider. 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. Contestants who are fouled at chute and declare will be entitled to re-ride at judge's discretion, or the spurring out rule may be waived. If the animal falls down out of chute, the contestant will be entitled to a re-ride at the discretion of the judges. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have re-ride drawn. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the re-rides. If the pickup man or horse comes in contact with bucking animal before qualified time has elapsed, re-ride will be given on same animal drawn. The contestant may have the same animal back if stock contractor is willing, or re-ride drawn if requested. A contestant will have the option of a re-ride if the flank comes off the animal and the contestant has completed a qualified ride up to the point of the flank coming off.

If a re-ride is given, the judge shall inform the contestant immediately of his marking and an option of a re-ride. Contestant may refuse re-ride and take the marking. The contestant must make a decision immediately. If an

animal that is drawn for a re-ride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the contestant who draws the animal for a re-ride.

Equipment: Rope must have bell, and Bell must be in good shape, cannot be broken. No bell, no marking. Hooks or posts shall not be used on steer ropes. Quick release buckle is optional on steer rope on the offside. All contestants must wear helmets approved for rough stock rodeo events, athletic protective mouthpiece while contesting. Mouthpiece may not be trimmed any smaller than the size required to cover all teeth. All contestants must wear a vest designed to protect the chest and back while contesting in the event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers. In this event, the contestant is allowed a rolled shirt sleeve if desired.

ADDITIONAL RULES FOR TEAM EVENTS
All team event contestants must designate their partner by name on their entry form.

SENIOR DALLY TEAM ROPING
(45 second time limit-excluding penalties)
A team is comprised of two senior. The contestant must indicate their partner on entry form and each may enter only once. Each contestant in the team will pay an entry fee and half of the stock fees. If a contestant has no partner and chooses to enter as "open", they are required to pay the entry and entire stock fee for the run and no partner will be named on the entry or be awarded points.

Header must start from behind the barrier. Heeler must start from behind the barrier line. Steer belongs to the roper after he calls for it regardless of what happens with two exceptions:
1. In case of mechanical failure
2. If the steer gets out of the arena (boxes are part of the arena)

Each contestant carries only one rope. Each team is allowed two (2) throws. Roping steers without turning loose of loop will be considered a no catch. Roper must dally to stop steer. Tying hard and fast will not be allowed. Time will be taken when steer is roped, both horses facing steer in line, with dallies made and ropes tight... Steer must not be handled roughly at any time and roper may be disqualified if, in the opinion of the field judge they have intentionally done so. A broken rope or a dropped rope will be considered a "NO TIME". No foul catch may be removed by hand. If heeler ropes front foot or feet in the heel loop, this is a fouled catch. However, should the front foot or feet come out of the heel loop by the time the field judge drops the flag, time will be counted. In case the 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, with accumulated time and penalties. There shall be two timers, a barrier judge and a field judge. Time to be taken between two flags. There are three legal catches, around both horns, ½ head or around neck of steer. If hondo passes over horn, it is considered an illegal catch. If the loop crosses over itself in a horn or head catch, it is illegal. Any heel catch with only one heel in the loop will receive a five (5) second penalty. Steer must be turned by header before heeler ropes. Broken barrier is a ten (10) second penalty.

JUNIOR TEAM ROPING
(45 second time limit-excluding penalties)

A team is comprised of two junior contestants. The contestant must indicate partner on entry form, and each may enter only once. Each contestant in the team will pay an entry fee and a portion of the stock fees. If a contestant has no partner and chooses to enter as "open", they are required to pay the entry and entire stock fee for the run and no partner will be named on the entry or be awarded points.

Header must start from behind the barrier. Heeler must start from behind the barrier line. Steer belongs to the roper after he calls for it regardless of what happens with two exceptions:
1. In case of mechanical failure
2. If the steer gets out of the arena (boxes are part of the arena)

Each contestant carries only one rope. Each team is allowed two (2) throws. Roping steers without turning loose of loop will be considered a no catch. The heeler has the option to dally or use a breakaway rope. Tying hard and fast will not be allowed. In the Junior Team Roping, time will be taken 'on the heels'. The flagger will drop the flag and end the run once the heeler has a legal catch, have a full dally with the rope crossing on the horn and be in control of the run, with the rope tight to the feet. If using a breakaway, time will be taken when the breakaway rope separates from the saddle. In either method, the Header is not required to face the steer but must have possession of their rope and in control of the run. The heel horse must be facing the steer with its front feet on the ground. Steer must not be handled roughly at any time and roper may be disqualified if, in the opinion of the field judge they have intentionally done so. A broken rope or a dropped rope will be considered a "NO TIME". No foul catch may be removed by hand. If heeler ropes front foot or feet in the heel loop, this is a fouled catch. However, should the front foot or feet come out of the heel loop by the time the field judge drops the flag, time will be counted. In case the 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, with accumulated time and penalties. There shall be two timers, a barrier judge and a field judge. Time to be taken between two flags. There are three legal catches, around both horns, ½ head or around neck of steer. If hondo passes over horn it is considered an illegal catch. If the loop crosses over itself in a horn or head catch, it is illegal. Any heel catch with only one heel in the loop will receive a five (5) second penalty. Steer must be turned by header before heeler ropes. Broken barrier is a ten (10) second penalty.

ADULT (21+) SENIOR TEAM ROPING
(45 second time limit-excluding penalties)

A team is comprised of an Adult (21+) and a senior contestant. The contestant in the team will pay an entry fee and stock fees. The contestant can ask any adult (21+) to rope with them.

Header must start from behind the barrier. Heeler must start from behind the barrier line. Steer belongs to the roper after he calls for it regardless of what happens with two exceptions:
1. In case of mechanical failure
2. If the steer gets out of the arena (boxes are part of the arena)

Each contestant carries only one rope. Each team is allowed two (2) throws. Roping steers without turning loose of loop will be considered a no catch. Roper must be dallied to stop steer. Tying hard and fast will not be allowed. Adult Heeler has the option tie hard and fast if over 55 or a female. Time will be taken when the steer is roped, both horses facing steer in line, with dallies made and ropes tight. Steer must not be handled roughly at any time and roper may be disqualified if, in the opinion of the field judge they have intentionally done so. A broken rope or a dropped rope will be considered a "NO TIME". No foul catch may be removed by hand. If heeler ropes front foot or feet in the heel loop, this is a fouled catch. However, should the front foot or feet come out of the heel loop by the time the field judge drops the flag, time will be counted. In case the 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, with accumulated time and penalties. There shall be two timers, a barrier judge and a field judge. Time to be taken between two flags. There are three legal catches, around both horns, ½ head or around neck of steer. If hondo passes over horn it is considered an illegal catch. If the loop crosses over itself in a horn or head catch, it is illegal. Any heel catch with only one heel in the loop will receive a five (5) second penalty. The steer must be turned by header before heeler ropes. Broken barrier is a ten (10) second penalty.

ADULT (21+) JUNIOR TEAM ROPING
(45 second time limit-excluding penalties)

A team is comprised of an Adult (21+) and a junior contestant. The contestant in the team will pay an entry fee and stock fees. The contestant can ask any adult (21+) to rope with them.

Header must start from behind the barrier. Heeler must start from behind the barrier line. Steer belongs to the roper after he calls for it regardless of what happens with two exceptions:
1. In case of mechanical failure
2. If the steer gets out of the arena (boxes are part of the arena)

Each contestant carries only one rope. Each team is allowed two (2) throws. Roping steers without turning loose of loop will be considered a no catch. Header must be dallied to stop steer to get flag. Tying hard and fast will not be allowed. Junior Heeler may dally or use a breakaway rope. For Juniors, time will be taken 'on the heels'. The flagger will drop the flag and end the run once the heeler has a legal catch, have a full dally with the rope crossing on the horn and be in control of the run, with the rope tight to the feet. If using a breakaway, time will be taken when the breakaway rope separates from the saddle. In either method, the Header is not required to face the steer but must have possession of their rope and in control of the run. The heel horse must be facing the steer with its front feet on the ground. Adult Heeler has the option tie hard and fast if over 55 or a female. Steer must not be handled roughly at any time and roper may be disqualified if, in the opinion of the field judge they have intentionally done so. A broken rope or a dropped rope will be considered a "NO TIME". No foul catch may be removed by hand. If heeler ropes front foot or feet in the heel loop, this is a fouled catch. However, should the front foot or feet come out of the heel loop by the time the field judge drops the flag, time will be counted. In case the 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, with accumulated time and penalties. There shall be two timers, a barrier judge and a field judge. Time to be taken between two flags. There are three legal catches, around both horns, ½ head or around neck of steer. If hondo passes over horn it is considered an illegal catch. If the loop crosses over itself in a horn or head catch, it is illegal. Any heel catch with only one heel in the loop will receive a five (5) second penalty. The steer must be turned by header before heeler ropes. Broken barrier is a ten (10) second penalty.

JUNIOR and SENIOR DALLY RIBBON ROPING
(1 minute time limit-excluding penalties)

A team is composed of two contestants/members within the same age division. Points for the Ribbon Roping will be attributed solely to the roper who will be responsible for all event and stock fees. The Runner will not accumulate points and is not required to be designated prior to the rodeo and is not responsible for any entry fee. Only the runners are permitted to wear athletic style shoes in this event, if desired. Roper rides behind barrier, carries one rope, and cannot rebuild loop. The calf's head must pass through the loop. The loop must draw up on any part of the calf's body behind the head for a legal catch. A dropped rope cannot be retrieved and will result in disqualification. Runner may stand anywhere in the arena until calf is caught and dallied. The runner will then take the ribbon off the calf's tail and run into the roping box, stopping time. Time runs from the time the calf trips the barrier flag until the runner crosses the front of the box and the judge flags the runner. It's the contestant's responsibility to make sure the ribbon is on the calf's tail before calling for the calf. Broken barrier is a ten (10) second penalty. (If the ribbon comes off the calf's tail after the roper has made his/her catch, the roper must dally off and hold the calf: however, the runner must touch the calf's tail and run back across the barrier line).

GOAT TYING
(30-second limit- exception Peewees 1 minute)

Peewee goats are to be no more than 30lbs, junior goats are to be between 40 and 50lbs, senior goats are to be between 50 and 65lbs.

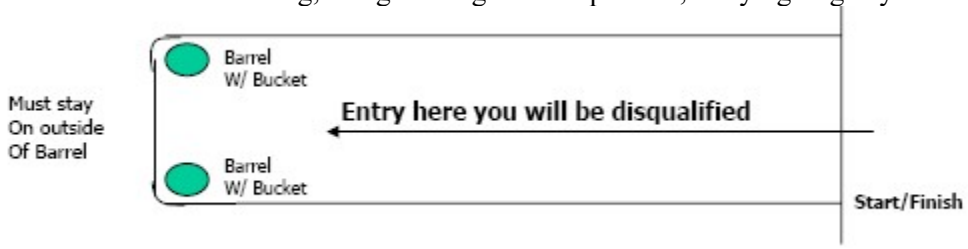
The goat will be tethered in the center of the track or arena on a 10-foot rope. Contestant crosses the start line from a moving start, races toward the goat tethered 80 feet distant. The goat will be held by a goat handler facing the starting point until the start line Flagger flags the start of time. The holder will then release the goat and step back out of the way. The contestant dismounts, throws goat by hand and crosses and ties any three feet. Contestants may go down rope. If the goat is down, it must be stood on at least three feet. The goat must be elevated high enough that he could regain his feet and goat must be re-thrown. If the contestant's hand is on the goat when the goat falls, the goat is considered to be thrown by hand. Goat may not be raised above the contestant's shoulders and slammed to the ground in an effort to stun the goat. Any intentional or excessive mishandling of the goat by the contestant will result in a no time. Contestant is to furnish own pigging string. Girls may use pigging string or thong. Boys must use a pigging string only and string one foot. When the tie is complete contestant signals judge by throwing both arms into the air. One hand is not acceptable. Tie must hold until passed by tie judge (6 seconds). The 6 seconds time to begin when contestant clears goat by 3 feet.

Contestants will be disqualified for: Touching the goat after signaling a tie. If tie comes loose or goat gets to its feet or legs come uncrossed before tie has been ruled fair, contestant will be marked with a "No Time". Goat must not be released until judge passes on tie. Unusual roughness in handling goat will disqualify contestant. Disqualification if horse touches rope or goat while contestant is in control of horse. If the horse touches the goat at any time between the flags, the contestant will be disqualified. If the horse touches the tether between the flags, a 5 second penalty will be assessed.

LBYA SPEED EVENT RULES

FLAG RACE
(30-second time limit-Exception Peewee 1-minute)

The contestant is given a flag not over 24" in length just prior to or when they enter the arena. The object is to place the flag carried in one hand in the empty bucket, retrieve the other flag and race back to the finish line. The contestant may run the course in either direction, from left to right or right to left. In either case, the bucket on the first barrel they come to shall not have a flag in it. The bucket on the second barrel they come to shall have a flag. The two barrels are placed 40 to 75 feet apart and will be 100 feet from the start line and no less than 20 feet from the arena wall. The top of the set flag in the retrieving bucket must protrude above the rim of the bucket a minimum of 5 inches. Buckets are to be at least 2/3 full of pinto beans or oats to within 4 inches from the top. Junior and Senior Contestants MUST run a standard "horseshoe" pattern only. They may NOT circle back. This will be considered a broken pattern resulting in No Time. Peewee's may circle the barrel going in the same direction but cannot change directions or back up. All contestants will also be disqualified for: switching hands after the beginning of the run, knocking over bucket or barrel, a dropped flag, crossing the finish line without a flag, using the flag as a whip or aid, carrying flag anywhere other than in their hand.



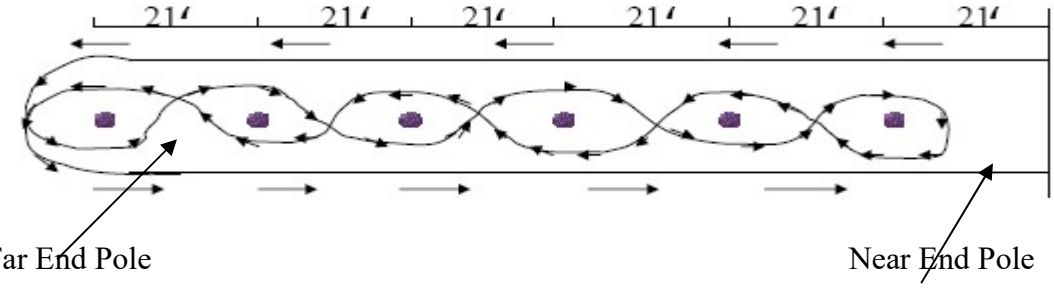
POLE BENDING
(45-second time limit-Exception 1 minute for Peewee)

The distance from the starting line to the first pole and between poles will be twenty-one (21) feet. The contestant must cross the start/finish line and start the pattern on the side of the contestant's choosing. Contestant must race down alongside the poles and upon reaching the sixth or far end pole; contestant must turn around that pole.
Contestant then must weave back through all the poles toward the near end pole (nearest the start line). Upon reaching the near end pole, the contestant must turn around this pole and weave back. Upon reaching the far end pole, contestant must then race alongside the poles back to cross the start/finish line. The contestant or horse may touch the pole without disqualification. A 5 second penalty shall be added for each pole that is knocked over.

Contestants will be disqualified for:
- Crossing back over the starting line before the run is complete.
- Breaking the pattern

A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the offside (next pole). Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken

pattern. If horse recrosses the starting line at any time before the pattern is completed, pattern will be considered broken, and run will receive no time.



KEYHOLE
(30 second time limit-Exception Peewee-45 seconds)

1. The course will be laid out with a limed/chalked keyhole on the ground with the opening of the keyhole facing the starting line
2. The center of the circle should be 100 feet from the timing line.
3. The keyhole will be in the form of a broken circle 22 feet in diameter with a throat 5 feet wide. The neck sides will be 10 feet long.
4. The horse will cross the timing line, enter the circle of the keyhole, turn around (in either direction) entirely within the circle of the keyhole, and recross the timing line.

A 5 second Penalty will be assessed for each knocked over a pole
Disqualification – Causes of disqualification include:
The horse stepping on or over the chalk line at any point. The horse turning around in the throat of the keyhole rather than in the circle. Failing to complete the pattern.

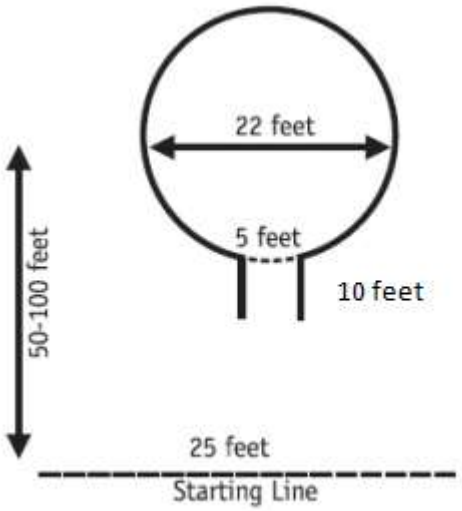


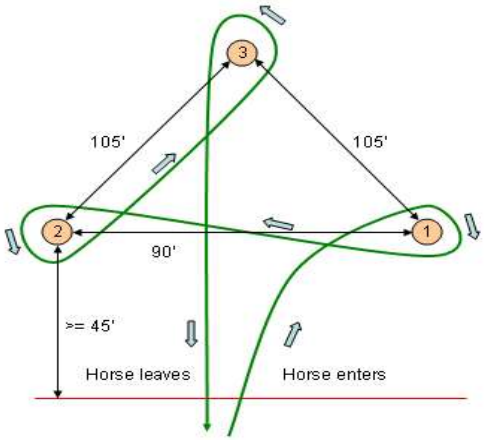
Figure 6: Keyhole Race

CLOVERLEAF BARREL RACE (45 second time limit – Exception Peewee 1 minute excluding penalties)

Only the contestant who is up can be in the alley, alley must be clear of all other contestants. Contestants may begin a running start from within the alley. There is a running start of 60 feet from the start line to the 1st barrel. The distance between the 1st and 2nd barrel is 90 feet and to the 3rd barrel 105 feet. If the arena is too small or conditions prohibit, to set the standard pattern a minimum of 15 feet between the front two barrels and the fence and a minimum of 25 feet from the 3rd barrel and the fence must be allowed. Contestant may start on either the right or left barrel, but when starting on the right barrel there will be one right turn and two left turns and vice versa when starting from the left barrel.

Contestants will be disqualified for:

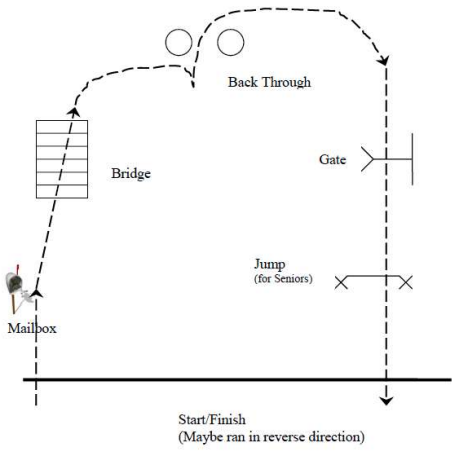
Breaking the pattern, including making more than three loops/turns after start line and before finish line.
Crossing the start/finish line before finishing the pattern
5-second penalty will be added to time for every barrel knocked over



TRAIL COURSE

(1 minute time limit- Exception Peewee 2 minutes)

A minimum of 4 obstacles will be set. Refusing an obstacle will result in disqualification. Knocking over an obstacle will result in a 5 second penalty being added to the time. The contestant's letter for the mailbox must have the contestant's name written on at least one side. A dropped letter may be retrieved only by the contestant and the contestant must be mounted to deposit and leave the letter in the mailbox. An open mailbox door will result in a 5 second penalty. A letter not deposited in the mailbox will result in a disqualification. Three (3) poles will be set on each side of the bridge. Bridge poles that are knocked over will result in a 5 second penalty. Horses head and tail must pass over the front and back of bridge through the set poles to avoid disqualification Two barrels shall be used for back-up box, contestant will back horse between two barrels placed 5 feet apart. Riding forward between the two barrels before backing is not permitted and refusal to back through the barrels will result in a disqualification. In order to successfully negotiate the backup barrels, the rider must back the horse between the barrels in the direction indicated without knocking over either barrel. If one or both of the barrels are knocked over while negotiating this obstacle, a (five) 5-second penalty will be assessed. An unlatched gate will result in a disqualification. Obstacles may not intentionally be touched, with the intention of setting them up right after they have been bumped. A ground log will be used for Peewee division. A raised log or 'jump' will be set for Juniors and Seniors. Knocking over the log will result in a 5 second penalty. Refusing the log will result in disqualification. The course will be set with consistent distances for all rodeos. The trail course may be run in reverse direction every other rodeo.


Back Through
Gate
Bridge
Jump
(for Seniors)
Mailbox
Start/Finish
(Maybe ran in reverse direction)