

**Little Britches Youth Association 2019
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 Meeting to be held between September and November, April and May. Three (3) points will be awarded for the attendance of each scheduled General Membership Meeting.

These points will apply toward year-end awards. 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

Awards for "Top Hand" will be given to ten (10) places for each age group on the basis of total accumulation of points earned for the season subject to LBYA's funds. To be eligible for "Top Hand" and Year End Awards, the contestant must compete in 6 of the 8 Rodeos. Exceptions may be considered by the Board of Directors, such as veterinary or doctors excuses.

Point Ties for the series "Top Hand" award will be resolved by a count of 1st placings throughout the entire rodeo series. If a tie still exists, then the least accumulated times of any events/rodeos in which both contestants participated throughout the Rodeo Season shall break the tie. The third consideration will be for the most points obtained from the General Membership Meetings.

Point Ties for the series "Individual Event" winners will be resolved by a count of 1st placings throughout the entire rodeo series. If a tie still exists, then the least accumulated times throughout the Rodeo Season of the event in which the contestants tied shall break the tie. The third consideration will be for the most points obtained from the General Membership Meetings.

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

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

Division Events

Pee Wee Division Events:

Barrels, Flags, Key Hole, Pole Bending, Trail Course, Goat Tying

Junior & Senior Division Events:

Girls:

Barrels, Flag, Key Hole, Pole Bending, Trail Course, Goat Tying, Steer Daubing and Calf Breakaway, Adult Child Team Roping

Boys:

Flags, Chute Dogging, Goat Tying, Trail Course (Jr. Boys Only) Steer Daubing, Calf Breakaway and Tie-Down Roping (Senior Boy Division Only)

Boy/Girl Combined:

Dally Ribbon Roping, Team Roping, Adult Child Team Roping

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 in order to be eligible for year-end awards. Exceptions may be considered by the Board of Directors, such as veterinary or doctors 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.

Pee Wee contestants must be five (5) years old by the 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

Disqualification:

ALL DECISIONS OF THE JUDGES ARE FINAL.

Required Attire: Western style, collared, button or snap down shirts with long sleeve with the sleeves rolled down. 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 hat or safety type helmet. Ball Caps & Sun Visors are not allowed. At judge discretion a fine will be assessed for violation of attire rule at \$5 each occurrence. No intentional discarding of hats will be allowed.

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 or exiting arenas or track. Horses may be lead in the arena but rider must be mounted when entering the arena. Three (3) calls to arena or track, after which contestant will be disqualified from that event. The events in the Large Arena will take precedence over the other venues and the Announcer must be informed to roll contestant to the bottom.

If your horse refuses to go into the arena you may be flagged out at the judges discretion. If judges have concern of safety for any horse, contestant or stock in any event they reserve the right to flag the contestant out.

Entries:

Rodeo entries with accompanied fees can only be accepted in the Rodeo Entry Office or mailed to the LBYA PO Box and must be paid for with cash or check.

Entries and fees are due to Rodeo Entry Office by 9:00pm one-week prior to rodeo. All mailed entries and fees must be postmarked one week prior to the rodeo.

A \$10 late fee, per contestant, will be applied if the entry is received in the Rodeo Office after 9:00pm and before the office closes that night, one-week prior to the rodeo, or Postmarked after the Tuesday prior to the rodeo being entered. No entries will be accepted with a postmark after 11:59pm on the Friday prior to the rodeo.

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 bases. 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.

The show 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 Show Secretary will call the contestants and arrange the change before the rodeo, if a shortage of contestants is known.

In order to roll an entry, 24 hours notification must be given to the Show Secretary. If you are entered and do not show up without prior notification your entries will be forfeited, and you must re-enter for the next rodeo by the entry time. Only a doctor/vet excuse will be accepted to draw out prior to the rodeo.

If a contestant or animal gets injured during the rodeo the entries will be rolled to the next rodeo. Any events after the accident will be rolled to the next rodeo.

Additional Rules

Each parent/legal guardian or Associate Member is required to volunteer for 3 entire rodeos. Not fulfilling a volunteer requirement will result in a loss of points for all competing family contestants for the rodeo the obligation was not fulfilled. Volunteer Sign-ups will be accepted beginning in the April General Meeting. If a family does not seek a rodeo date, they will be assigned an unfilled slot and notified of the date. It will be the responsibility of the volunteer to report to the venue leads and sign in. The venue leaders will not be accountable for ensuring volunteer signature.

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.

Equipment failure (timer) the contestant will be required to run again. 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 to follow 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/ track.
 - b. No horses will be allowed to run in or out of the arena/track (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 that are loose or being roped for safety reasons.
 - e. Contestants must be in control of their horses at all times.
 - f. No horses will be allowed in the concessions area or rodeo office area. This includes horses being led by contestants or parents/legal guardians.
 - g. 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 fairground 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/track judges are considered official and final. No contestant or parent/Legal guardian will at any time confront, harass, or question any judge or rodeo official about a call made inside the arena/track.
6. Vandalism, Littering, or intentional misuse of Latigo property in any way will not 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 – Loss of all points accumulated during the rodeo in which the infraction occurred

3rd Infraction – Membership will be revoked for the remainder of the current rodeo season which includes the awards banquet

Cancellation:

When necessary to cancel an event, those entries for that 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.

Jackpot Option:

****This will be done at a two rodeo trial basis for the first two rodeos.****

1. All events will be jackpotted.
2. \$5 cash if contestant wants to jackpot an event (can jackpot all their events).
3. Payout is as follows

1-4 entries 1 money 100%
 5-9 entries 2 monies 60/40%
 10-14 entries ... 3 monies 50/30/20%
 15-19 entries ... 4 monies 40/30/20/10%
 20-24 entries ... 5 monies 37/27/17/12/7%
 25 & over 6 monies ..29/24/19/14/9/5%

***If there is a qualified time or score, all prize money will be paid. If no qualified time or score, all money rolls over. ** If contestant is a no show, entry fee will remain in jackpot for distribution.**

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. Should the barrier break at any point other than designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, barrier rope is broken and string unbroken, barrier judge may assess a ten second penalty. Otherwise, this will be considered a broken barrier. If barrier equipment hangs on animal and contestant tries the animal, he/she accepts the animal. If contestant pulls up, he/she will receive another animal back.

At the discretion of the Arena Director, 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, (includes 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)

Contestant may use one (1) loop within the time limit.

Contestant may not build loops in the arena. Roping 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. Loop must be clean passing over animal's head, then catch-as-catch-can. Time flagged when rope breaks from saddle horn. 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 to present 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)

Contestant may use one (1) loop. Contestant may not build loops in the arena. Roping the calf without releasing the loop is not permitted. Contestant must have a neck rope and adjust rope and reins in a manner that will prevent horse from dragging the calf. Contestant must receive no assistance of any kind from outside. If contestant's horse runs off with the calf or has to be stopped by judge, the roper is disqualified. Rope must be tied hard and fast and must hold until roper gets hand on calf. 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. 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 calf until judge has completed his examination. Feet must remain crossed and tied or roper will be marked with a no time. Roper must not touch the calf or remove the rope from the animal until judge passes on tie. A Broken barrier is a ten (10) second penalty. Calf roping is catch-as-catch-can with any catch considered legal.

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 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 DAUBING

(30 second time limit-excluding penalties)

Rider leaves the roping box from behind barrier with daubing lance, which has been dipped in whitewash. Time will stop when rider raises ball of lance above his/her head to signal he has marked the animal. Steer must be marked between point of shoulder and the point of the hip. 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)

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. Neither hand should touch a horn before the score line is reached. 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.

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 or two junior contestants. Contestant must indicate 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. Rope 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 be standing when roped by head and heels. 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. Contestant must indicate 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. Heeler must use a breakaway rope. Tying hard and fast will not be allowed. Time will be taken when steer is roped, and heeler rope breaks a way. 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 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. Time will be taken when steer is roped, both horses facing steer in line, with dallies made and ropes tight. Steer must be standing when roped by head and heels. 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+) 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. Junior healer must dally. Each team is allowed 2 throws. Roping steers without turning loose of loop will be considered a no catch. Roper must be dallied to stop steer to get flag. 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 be standing when roped by head and heels. 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 and SENIOR DALLY RIBBON ROPING

(1 minute time limit-excluding penalties)

A team is composed of two contestants/members within the 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. Roper rides behind barrier, carries one rope, and cannot rebuild loop for a total of one (1) throw. 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 calfs 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

Goat will be tethered in the center of the track or arena on a 10-foot rope. This event may be run on the track or arena as ground conditions permit. Contestant leaves start line from moving start, races to goat tethered 120 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. He/She will then release the goat and step back out of the way. Contestant dismounts, throws goat by hand and crosses and ties any three feet. Contestant may go down rope. If goat is down, it must be stood on at least three feet. 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. 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.

Updated /2019

When 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.

Contestant 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.

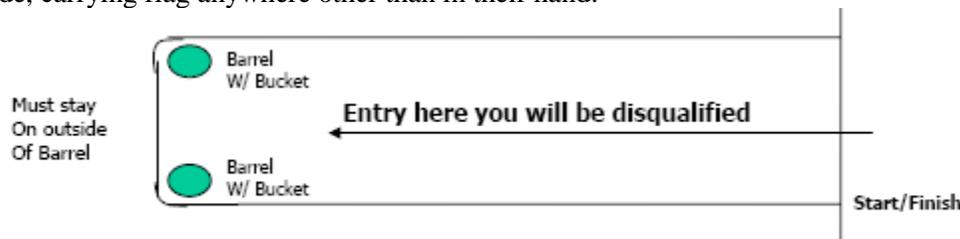
If horse runs over goat or goat tether when rider still has control of horse contestant will be disqualified. (If rider has dismounted or surrendered control of his/her horse and the horse runs over the goat or the tether, no penalty will impose)

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 other flag and race back to the finish line. The contestant may run the course 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 aide, 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.

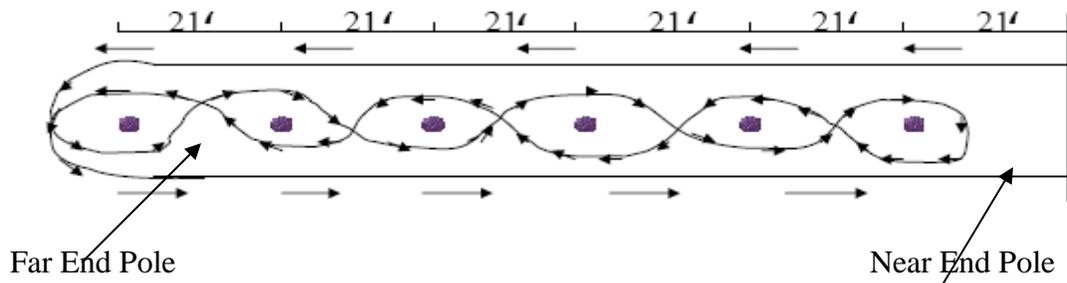
Contestant then must weave back through all the poles toward the near end pole (nearest the start line). Upon reaching the near end pole, contestant must turn around this pole and weave back. Upon reaching the far end pole, contestant must then race alongside the poles back to cross the start/finish line. Contestants or horse may touch the pole without disqualification. A 5 second penalty shall be added for each pole that is knocked over

Updated /2019

Contestant 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 off side (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 starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time



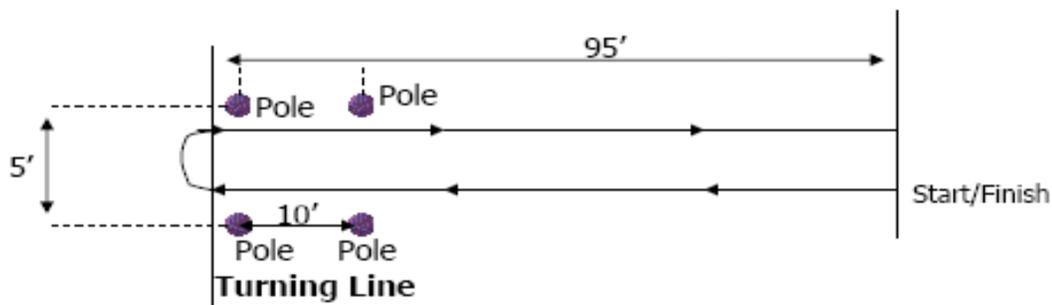
Keyhole Race

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

Regulation distance is 95 feet measured from Start/Finish Line to Turning Line. Two poles are placed on the turning line 5 feet wide (**measured from the inside of the base of the pole**). Between the start/finish line and the turning line, there are two more poles 10 feet measured in depth from Turning Line. These poles are in line with the turning line poles. Contestant races toward the turning line, through the poles with the entire horse crossing the turning line. The horse's hindquarters must pass the turning point of the two end poles. The contestant then reverses course and races back through the poles to cross the finish line.

Contestant will be disqualified for:

- Knocking over any pole
- Breaking the pattern.



Cloverleaf Barrel Race

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

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.

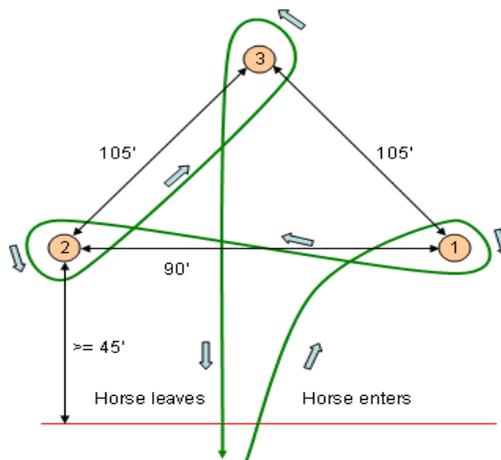
Contestant will be disqualified for:

- Breaking the pattern, including making more than three loops 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

More than three turns



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.. Two barrels shall be used for back-up box, contestant will back horse between two barrels placed 5 feet apart. A dropped letter may be retrieved but contestant must be mounted to deposit and leave the letter in the mailbox. 3 poles will be set on both sides of the bridge, horse must put at least one foot on the bridge. Obstacles may not intentionally be touched, with the intention of setting them up right after they have been bumped. Jump will not be used for Peewee division. Course will be set with consistent distances for all rodeos. Trail course will be ran in reverse direction every other rodeo.

