



**PROFESSIONAL
RODEO COWBOYS**
ASSOCIATION

**JUDGE'S
HANDBOOK**



Professional Rodeo Cowboys Association
Judge's
Handbook

Revised October 1, 2022

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JUDGING

Welcome to the challenge of rodeo judging. If you love rodeo and are willing to work, you can develop a skill which is personally satisfying and beneficial to the American sport of rodeo. There are no shortcuts to true officiating success any more than there are to true athletic success. An enthusiastic effort on your part can lead to a stimulating addition to your life.

The continuous and phenomenal growth of rodeo in this country has produced a great need for qualified judges. Contestants and committees know that good officiating helps to produce a healthy and sportsmanlike environment and a fair determination of the winner. They wish to have judges who will be advantageous to the arena. The same contestants and committees know, on the other hand, that poorly trained, incompetent judges can create tensions and generate frustration among contestants, stock contractors, and spectators, sometimes with serious consequences.

To put it simply, the judges are an essential dimension of a rodeo contest. The contestant, stock contractor, and the judges interact, and depending upon their abilities and attitudes, combine to produce a variety of possible results—not merely a winner and a loser, but also satisfaction or disappointment, thrills or mediocrity, healthy competition or antagonism, mutual respect or mistrust.

The challenge of the prospective judge is to develop his capabilities so that he can do what he is expected to do, regardless of the difficulties presented. Achieving a high degree of competence is chiefly the result of concentrated study and experience in this sport, supplemented by continuous evaluation and continuous efforts to improve.

Judging is not a simple or easy avocation. It is a challenging task. Judges should dedicate themselves toward significant goals if they expect to be successful.

THE FUNDAMENTAL AIM: TO CAUSE THE RODEO TO PROGRESS SMOOTHLY WITHIN THE RULES

The judge's overriding goal is to promote the normal progress of a contest, as it was meant to be contested, with as little interference as possible. That is not to say that rule enforcement should be neglected to the slightest degree, but that the competent judge should not only be concerned about penalizing rule infractions. Preventing rule infractions before they occur is also an important concern. Infractions can be prevented in two general ways: (1) by establishing a subtle but unquestioned influence over the sport; and (2) by actively preventing specific infractions.

A contest frequently and unnecessarily interrupted by the judge or faulty equipment leaves no one satisfied. Under such circumstances, the judge rather than the contestant becomes the dominant factor. Contestants and stock contractors alike respect the judge who, within the contesting rules, provides for continuous and uninterrupted action.

I. Establishing a Subtle Influence

In almost all cases, contestants wish to avoid rule infractions because penalties hurt. The competent official capitalizes on the desires and abilities of the contestants by establishing his influence over the contest early in the contest.

In order to accomplish this, the effective judge must be completely "prepared" on the first action of the event in order to make any necessary ruling without hesitation. He realizes that the quality of "early control" established, or not established, can influence the entire contest. Two important ways in which you as a judge can establish this influence are:

1. By being in a position where you can best observe and be observed.
2. By reacting immediately to rule infractions.

When contestants, on their own, try to compete in accordance with the spirit and letter of the rules, the result is satisfying and rewarding to all concerned. Such a situation is not always found, but the dedicated judge constantly seeks it.

II. Active Prevention

Obviously, more than just a subtle influence is needed occasionally in competition. On these occasions the usual result is a decision by the official and the enforcement of the prescribed ruling. On other occasions, however, it is appropriate and advisable for the judge to anticipate the impending infraction and to "talk the contestant out of" committing it. Direct action can and should be preventive as well as curative.

Considerable experience and background in the sport is necessary in order to know where and when not to issue warnings. A proper approach to a contestant about refraining from a rule infraction should be used. There are moments in all sports and at all levels of play, when this type of preventive officiating can be accomplished appropriately and unobtrusively. Such warnings not only eliminate unnecessary and unwanted infractions but they also help to establish a positive contestant and judge relationship.

To repeat, the primary aim of the competent official is to cause the rodeo to progress smoothly and with as little interference as possible.

THE ESSENTIAL INGREDIENTS

There are four fundamental requirements that must be met if you wish to be considered a successful judge.

1. You must enforce the rules intelligently.
2. You must show integrity, be fair.
3. You must build sound human relations.
4. You must show primary concern for the individual contestant.

I. Intelligent Rule Enforcement

The rules of rodeo have evolved from the concentrated attention of many contestants over a period of many years. As such, the rules command respect and demand enforcement. The contestants are not adequate or appropriate rule enforcers. Rule enforcement is the job of the judge; this is why he is there. He is expected to show his respect for the sport and for the contestant by knowing the rules and enforcing them. To do otherwise usually brings the unwanted consequences of disorganization, unsportsmanlike acts and even the danger of injury.

Applying the rules requires the use of judgement on the part of the official. He is concerned about preserving the integrity of the sport through his rule enforcement.

The judge must know and understand the correct rule interpretation so that his decisions are as consistent as possible.

II. Absolute Integrity

The capable judge wants to see the rodeo progress correctly, without bias or inconsistency. In spite of pressures he will not be unduly influenced by contestants, or the reactions of the stock contractor or spectators, nor will he be influenced by the direction of previous decisions. To a considerable degree, he sees each contestant of the competition as competition in itself, unconnected with what has happened previously.

In certain instances, great courage and personal confidence are required in order for a judge to rule with absolute integrity, but this is exactly what he must do. Regardless of the circumstances, the judge must be completely honest in all phases of his job, especially in his application of the rules, and also in his relationships with fellow judges, contestants and stock contractors.

Personal integrity can also be shown by what judging assignments you do not accept. A judge should never accept an assignment where he places himself in a compromising position. He should not work a contest when he has a close relationship with contestants or other personal reasons.

Finally, personal integrity can be shown by your reliability in meeting all accepted assignments and meeting them on time. The only judging sin more serious than appearing late is not appearing at all.

In retrospect, judging integrity is a product of personal honesty and reliability. A potentially outstanding judge can rise or fall according to the integrity he demonstrates.

III. Sound Human Relations

It has been said with considerable truth that judging is more like an art than a science. Building sound relationships with fellow judges, contestants, stock contractors and spectators while under the fire of intense competitive rivalry calls for "an artist's touch."

Your relationship with your fellow judges is important. For the most part, judges are on their own at the rodeo. If their mutual support and teamwork break down, problems in other areas will certainly increase. You should always support your fellow judge. Don't be confused by the word "support;" it doesn't mean to explain or to defend his calls, but to support his decision. Here are a few specific suggestions which may clarify what is needed in order to produce real teamwork among judges.

1. Always arrive early enough to consult with your fellow judge and arena director so that you can agree on mechanics and rule interpretations and begin to become acquainted with one another.
2. Never argue with a fellow judge.
3. Agree in advance about who will do what.
4. Agree in advance about how you may assist one another in making decisions which require assistance.
5. Decide in advance the circumstances whereupon one judge may overrule or cancel the decision of another.

6. During the contest, avoid the temptation to explain your fellow judge's decision. Let him make his own explanations and then back him up.
7. The more experienced judge should take the initiative to help the inexperienced judge.
8. If you are entered in a timed event and must find an alternate in that event, you should always use the same criteria as used when selecting you as a judge:
 - a. Be a current PRCA member in good standing.
 - b. Insurance paid if gold card holder.
 - c. Alternate judge should be available for every performance and section of slack.
 - d. Accept all responsibilities, make all decisions with the judge not contesting in that event.
 - e. As a judge participating in the event, you have given up all authority as a judge in that event.

Relationships with contestants. Good relationships between contestant and judge are of fundamental importance. Judges should be neither overly friendly nor aloof in their dealings with contestants. Contestants tend to mistrust a judge who seems to be trying to win a popularity contest. They expect the judge to act like an official who has an important job to do.

A domineering or dictatorial judge upsets the contestants. Judges must be or at least act human and approachable. A judge must show respect for the contestant if he wishes to gain respect. Knowledge and enthusiasm also increase contestant respect. What is especially needed under most circumstances is not anger or revenge but an accurate and efficient ruling enforced confidently and calmly. A businesslike, but not unfriendly, explanation of the decision may prevent serious consequences.

A judge should never issue, directly or indirectly, newspaper, radio, television interviews, or statements, at the site where he has or will judge, nor should he issue statements nor engage in careless discussion regarding contestants, fellow judges or rodeos. A judge is permitted to state the pertinent rule and decision regarding an infraction in which he was involved.

In summary, sound public relations must be a part of competent judging because sports involve human beings with opposing loyalties. These human beings possess different backgrounds, abilities and emotional responses. In fact some of them will not like judges. Apparently the rodeo judge cannot satisfy everyone, nor should this be his aim. He should show respect for others, avoid antagonizing anyone, and be approachable. His main efforts should be directed toward the best judging job he can produce.

IV. Your Foremost Concern: The Contestant

A judge is concerned with the protection of the contestant. He knows that correct rulings can motivate improvement through the trial-and-error learning process. He does not discourage questions on the rules, because he knows that contestants don't understand all the rules.

QUALITIES OF A COMPETENT JUDGE

I. Precise Knowledge of Rules

The rules of any sport provide the direction for competition. Judges are expected to see that the sport is in accordance to those rules. Mastery of rules is a continuing effort. This means rules pertaining to humane treatment of livestock as well. Any mistreatment of livestock may result in disqualification, as well as fines for such mistreatment. The most effective means of resolving confusion and promoting understanding in complex sections of the rules is accomplished in smaller study groups. Competent judges make it a practice to review the total rule book the night before an assignment. The judge finds it helpful to analyze carefully difficult sections of the rules on the day of the rodeo. Following the rodeo, officials should critique their individual effort and the performance of the judging unit. This will allow for immediate attention to deficiencies in the understanding of the rules while situations are still fresh in the mind.

II. Judgment

Judgment in an individual contest should be based primarily upon a thorough knowledge and understanding of the rules. No judge has ever said or probably ever will be able to say, "My judgment is complete and perfect." Development of good judgment is a never-ending process. The judge who continues to study the rules and to apply his judging experiences to personal improvement is the judge who will succeed. Good judgment is a foremost qualification of the top-notch judge, because it permits him to make the correct decision unhesitatingly under any circumstance. It also develops the respect and approval of the contestants.

When a judge is able to make one sound decision after another, his control of the rodeo becomes evident. The rodeo progresses as it was meant to progress, with the contestant and the action, rather than the judges playing the dominant role.

Competitive experience in the sport greatly helps the judgment, but such an experience is certainly not enough in itself.

III. Good Mechanics

Mechanics refers to the routine procedures surrounding what the judge does. The two primary areas of mechanics are signaling and positioning. When more than one judge is involved, "teamwork" becomes a third area of mechanics. Signals may be made by mechanical device, by voice, depending upon the event or the circumstance. The mechanics of positioning and teamwork are all of essential importance to a professional performance. Good positioning is necessary if you are to see what you are supposed to see.

When proper mechanics are performed precisely, the rodeo progresses without confusion or unnecessary delay. There is nothing complicated or magical about the mechanics of the sport. Good mechanics are not too difficult to develop if correct habits are established early in the judge's career. Difficulty does occur when the new judge unsuspectingly forms incorrect habits. Mechanics, good or bad, are habitual actions. It is much easier to learn the correct habit first than to unlearn an incorrect habit later.

Procedures you have developed in order to be an effective judge:

- A. Check-points on every event.
- B. Examples of items you should check. You may develop many others:
 - 1. cattle
 - 2. injuries
 - 3. numbers
 - 4. gates
 - 5. flag horse
 - 6. gatemen
 - 7. pickup men, your sight and markings
 - 8. production
 - 9. drawing procedure
 - 10. post-performance duties
 - 11. PROCOM
 - 12. equipment
 - a. stopwatch
 - b. flag
 - c. judge's sheets
 - d. pencils
 - e. barrier equipment
 - f. throw flags
 - 13. arena conditions; ground preparation

IV. Hustle

Depending on the event, hustle can be demonstrated in several different ways. It should be defined broadly to include such related attributes as alertness, physical effort, dedication and enthusiasm. A hustling judge will display better mechanics, see more and enjoy his work more.

A judge for the most part is perceived by the contestants through his appearance and the way he handles himself. Body language reveals a great deal about the judge to the contestants. He displays concern, attention, respect, intensity and many other characteristics through his body actions.

V. Decisiveness

The decisive judge converts a controversial or judgmental decision into an accepted ruling decision merely by his decisiveness. The usual result is a continuous contest apparently decided by the skills of the contestants, not an interrupted contest "unfairly" affected by the "questionable" decisions of a judge. The experienced, competent judge realizes that his judgment is not subject to formal protest in any case; he therefore avoids any unnecessary and hopeless controversy by ruling decisively on close decisions: the closer the decision, the greater the decisiveness. When there is a hesitant, indecisive, delayed decision, one contestant or another is sure to believe that the decision was incorrect. Since a decision must be made in any event, the competent official makes all his decisions decisively.

VI. Poise

Rodeo contests are exciting and, therefore, frequently arouse the emotions of the contestants and spectators. Contests can get out of hand when emotions run high. Judges cannot control the emotions of others, but they are expected to control their own and to show poise, regardless of the circumstances.

Confidence and calmness are the basic components needed. Persons who lack personal confidence or who are excitable or emotional do not usually make good judges. Such persons add to existing tensions by overreacting in pressurized moments. On the other hand, the poised judge contributes to a controlled atmosphere. During tense moments, he acts deliberately, almost slowly, whenever possible. The greater the momentary tension, the greater is the need for calm. Obviously, to maintain poise under extreme tension is not easy. To do so under certain circumstances requires nearly superhuman personal control. Most outstanding judges have developed the habit, consciously or unconsciously, of acting calmly at times when, in fact, they are very excited.

VII. Consistency

If a count were taken of the judges qualities most frequently criticized by and most upsetting to contestants, undoubtedly inconsistency would lead the list. Contestants expect the rules to apply equally. True consistency results not from attempting to even up all sides, but from applying the correct rule interpretation to each separate competitive act. The underlying truth is that, especially where judgment is concerned, no two competitive situations are exactly alike. If an official applies accurate judgment, according to the letter and meaning of the rules, to each separate decision, he will be consistent—because the correct rule interpretation is unchanging. Proper judgment and interpretation are the sources of consistency. The official who understands and applies the rules and their interpretations will gain the reputation of being consistent.

VIII. Courage

This quality is closely related to objectivity and integrity. Nevertheless, no list of necessary judging qualities could be complete without separating and emphasizing the personal courage which is necessary for effective judging.

Unknown judges have to prove themselves and everyone is aware of this. The really tough decision may occur at any moment and that is just the decision that separates the superior judge from the mediocre. The superior judge calls them all to the best of his ability, because he has the courage to do so. He realizes that he is empowered by the rules and obligated to the contestants to make the difficult decision. He is well aware that two of the most unfavorable things he can do are (1) avoid a decision where a decision is required, or (2) make a decision merely because the contestant demands it.

IX. Rapport

Implications regarding rapport have already been made under the section dealing with sound relationships. Rapport refers to the quality of relating effectively to others.

While conscientiously meeting the many requirements of his job, the official must not neglect human relationships. The great judge can certainly show his humane and friendly nature without compromising his job; he not only can but he does.

Regardless of your individual personality, rapport can be improved if you:

1. Demonstrate courtesy and respect for stock contractor, contestants, and committees.
2. Show a sense of humor at appropriate moments.
3. Are approachable and receptive to questions.

X. Objectivity

As human beings, judges, like others, can be influenced by various pressures. But unlike many others, the judge is not supposed to be influenced by external pressures. Perhaps a judge's preparation should include mentally pledging: "I solemnly swear to call only what I see and not to be swayed by what people say, by my previous calls or by personalities (including my own)."

Most judges benefit from, first, consciously recognizing their own potential for being influenced and, second, seriously attempting to improve their complete objectivity in each rodeo. Otherwise, the temptations of a given moment in the competition can lead the normally well-meaning individual to make a popular decision rather than a correct decision.

The best way to avoid a controversy and be objective is to have previously thought out all rule infractions with an appropriate and correct decision so that when the infraction occurs you instinctively make the correct ruling to fit the situation.

XI. Reaction Time

Assuming that judgment is correct, decisions which are made quickly have a greater chance of being accepted without question. A judge with a slow reaction time is open to question. A judge with fast reactions frequently can make his decision almost simultaneously with the moment of the infraction. Thus, his "subtle influence" on the contest is quickly and firmly established. The slow reacting judge frequently compensates for his slowness by developing the poor habit of "anticipating" impending infractions and consequently calling infractions that did not occur.

Concentration — not anticipation — is the key word to good officiating. Mastering this art of proper concentration is very difficult. Here are a few helpful hints:

1. Relax between competitions.
2. Know where to look.
3. Look at the correct position at the right time.
4. Don't try to see something that isn't there.
5. Constantly make decisions in your own mind on meeting rule requirements.

XII. Appearance

A certain razor company once increased its sales through the slogan: "Look sharp! Feel sharp! Be sharp!" This slogan presents excellent advice to judges. "Feel sharp" has implications for physical and mental preparation. "Be sharp" suggests that a judge react quickly, hustle and display good judgment and mechanics. We are concerned here with the "looking sharp."

Most judges' associations have minimum dress regulations which should be observed. A judge who reports for duty in an unkempt, dirty uniform does not inspire the confidence of contestants or spectators. Such judges start the rodeo at a disadvantage. It makes no sense, nor is it justifiable, for a judge to report for a rodeo in an unfit or sloppy condition. You are expected to adhere to the arena Dress Code (B10.1.1) when judging the rodeo in any official capacity. Shirts worn under your vest should match, preferably light blue in color.

THE ROLES

As the action and tempo of a rodeo progress and change, the judge must oftentimes assume several different roles, depending upon the particular circumstance. According to the particular situation, it may be necessary for the judge to assume partially the role of an educator, a salesman, a psychologist or a statesman.

As an educator. He briefly explains the rule and its proper interpretation.

As a salesman. He influences contestants toward fair, clean and sportsmanlike play and away from unsportsmanlike conduct.

As a psychologist. He understands the feelings of the contestants, stock contractor, and spectators, and through his understanding he is able to show respect and in turn gain their respect.

As a statesman. He speaks clearly and logically when it is necessary for him to speak.

SUMMARY

There is a great need for qualified judges to meet the demands of an expanding rodeo scene. Regardless of the level of competition, the benefits of rodeo competition are greater when the competition is guided by capable judges. Such judges cause particular contests to be conducted as they were meant to be conducted and cause the result of the competition to be based upon contestant ability and observance of the rules.

Judges should be guided by an overall aim of causing the rodeo to progress smoothly with as little interference as possible. The essential ingredients of effective rodeo judging are (1) intelligent rule enforcement, (2) absolute integrity, (3) sound human relationships, and (4) a focus upon the protection of the individual contestant.

Judging is a difficult but rewarding avocation. The primary awards will be related more to personal development and satisfaction than to financial gain. When judges are well trained, highly dedicated and more aware of the total requirements of their responsibilities, competition will benefit.

As an official it is much more important to be respected than to be liked, and it is almost impossible to think you can be both.

THE IDEAL JUDGE

He notices everything but is seldom noticed himself; he has resourcefulness and initiative; he has dignity of voice and manner but with no suggestion of pompousness; he is considerate and courteous without sacrificing firmness; he can control the contestants effectively and understandingly; he has constant concern for the physical welfare of the contestants and livestock; he cooperates fully with fellow judges; he is physically able to be—and is—in the right place at the right time; he knows what the rules say and what the rules mean.

GENERAL INFORMATION

The manner, appearance, and conduct of rodeo judges should reflect credit to the sport of rodeo and to the Professional Rodeo Cowboys Association. They should cooperate with the arena director, stock contractor, and rodeo secretary in all matters regarding conduct of the rodeo.

Judges must remember that the arena director is an important official of the rodeo, and is actually the “boss” of the production of the rodeo. The only way the arena director has to enforce his decisions is through the rodeo judges or the arena police. There is a lot more to serving as a judge at a rodeo than just marking the rides, handing the book to someone and leaving. It is your duty to see that all of the rules in the rule book are enforced including those regarding humane treatment of livestock, as well as those regarding contestant’s equipment. Notification of all rule violations must be posted after each performance in the rodeo office.

Protect your judge’s books at all times. Don’t let them out of your hands, because of the possibility they might be changed. Until the winners are publicly posted no one else except the arena secretary has rightful access to the judge’s books.

Plenty of time and thought should be given to the markings in order to be sure the full spread is used. This is very important, and in the final analysis is the yardstick by which each judge’s competence is determined. Failure to use the full spread shows lack of confidence and firm judgment.

DOCTOR RELEASE

A judge cannot authorize a doctor release, but can only draw out a contestant per rule R6.1.1.

VISIBLE INJURY

Judges are not doctors. And it is not fair to the rodeo business to authorize a visible injury release simply because a contestant requests one. If there is swelling or obvious visible injury you may grant a visible injury release but if it is not obvious the contestant must get a doctor to authorize the visible injury release.

AS SOON AS POSSIBLE UPON ARRIVING IN RODEO TOWN

Report to the secretary or stock contractor.

1. Give address and phone number of where you will be staying during rodeo.
2. Check stock to see if numbered, and numbers correspond; for illness or injury, using discretion in determining the soundness of an animal. Be aware, if possible, of old scars or injuries that do not affect the performance of the animal. Double check to make sure the rough stock animal that is supposed to be injured, in fact, is. Notify PROCOM immediately of any injured livestock.
3. Discuss the deadline for second go-round trades with the arena secretary. Be aware of rules R2.12, R2.12.1.1 and R2.12.1.2.
4. Draw pens of stock if necessary.
5. Become familiar with any special approved ground rules for the rodeo. Also, check to see if ground rules are posted correctly.
6. Supervise ground preparation.

MARKING JUDGE'S SHEETS

Be sure each contestant has whatever type of marking needed behind his name before you turn in your judge's sheet. Never turn in a sheet with blanks behind a contestant's name. If a contestant qualifies for an entry fee refund, notify the secretary as soon as possible.

Example of when a contestant is due his entry fees refunded:

1. Injured and still qualified at that point in the roughstock events
2. Contestant's original animal not available in the roughstock events.
3. Team roper, if present when partner turns out, doctor releases or doesn't show in the first go-round.

Markings to be used are:

D/O MR	Draw Out Medical Release
TOVIR	Turn Out Visible Injury Release
Late	Not ready when called on
EXB	Animal is exhibitioned (mounted or run)
N/TO	Notified Turn Out
NN/TO	Non-Notified Turn Out
Missed	Missed Out
Slapped	Touched with free hand
O	Bucked Off
Stirrup	Lost stirrup in Saddle Bronc
Rein	Lost or changed hand on rein
Bell	Bell required in Bull Riding
DG	Double Grabbed
Hang-up	Hanging up in Bareback
RR	Reride (Note on judge's sheet when reride will be taken, and what animal. Indicate reason.)

A blank or no marking behind the contestant's name on your judge's sheets when turned into the office will be treated as a non-notified turnout, which could cause some serious complication for a contestant as well as headaches for you. So, please leave an accurate trail of paperwork. This includes rerides with appropriate animals and their markings.

TIMER'S MARKINGS ON SHEETS

Record total time if time is awarded. Then, if contestant is disqualified, mark line through time and zero above it in the same square.

Broken barrier fine marked in upper left corner indicating penalty at beginning of contest. Heel penalties marked upper right.

W — marked in upper right corner in Tie-Down Roping for 25-second whistle.

JUDGE'S EQUIPMENT

Must Provide Your Own

Stopwatch

Shirts

Through the PRCA Judging Program

Flags

Vests

Equipment

Throw Flags

Judge's Sheets & Pencils

Stopwatch (you must provide your own)

Shirt (you must provide your own)

Vest

Handbook and rule book.

ROUGHSTOCK

General

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 contestants.

The rules state the 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 the other officials in getting the contestants out.

Judges are to change sides at the completion of each go-round.

Instruction to Gatemen in Roughstock Events

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

The gateman's knowledge about the animals can help prevent fouls, injury, rerides, 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.

Latch gateman should open the gate from a 45-degree to a 90-degree angle, leaving additional slack to be taken out (by the gateman running the rope) to full gate extension upon action of the animal after its initial move.

MARKINGS IN RIDING EVENTS

Rule R9.2.1

To qualify for a marking, bareback or saddle bronc rider must have the rowels of the spurs touching the horse above the break of the shoulders when horse's front feet hit the ground on its initial move out of the chute. Some judges have been misinterpreting this rule. It is not necessary to have spurs over the break when the horse is still standing in the chute. 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.

The spur out rule refers to above the breaks, which includes all of the area highlighted in gray on the horse. **See Figure 1.**



Figure 1

The spur rowels may be rolling in the bareback riding event, but must be touching the horse above the break of the shoulders when the horse's front feet hit the ground it initial move out of the chute.

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

1. Rear out
2. Run out
3. Buck out

4. Step out

Time starts when the animal's inside front shoulder crosses the plane of the chute.

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 is 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 rule has been waived. If contestant tries his animal, he has accepted the animal, and has no reride coming because of the foul at the gate.

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.

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 reride. This applies to a horse stumbling and falling or bucking into a fence. Treat all contestants alike.

Even though the ride and the animal are marked separately, marking for the ride is dependent to a degree on the difficulty of the animal.

Use the full spread when at all possible and don't hesitate to mark the top of the spread when you see something outstanding, 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 defeats the purpose of the scoring system. Be consistent for the entire rodeo. Don't pick out one thing on which to dock a ride. You may forget about the rest of the good points. Train yourself on what to watch for, and mark the horse and rider accordingly.

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 can 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.

Anytime one judge's view is blocked for very much of the ride, he should refer to the other judge's marking for the animal, and 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 marking.

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 four seconds and bucks four seconds, only mark him for four seconds. Notify the rider of his marking with the option of a reride. Don't base your markings on the last part only, consider the full time of the ride. Judges most often favor an animal that finishes strong over one that starts strong when both should have been judged the same.

Contestants do not necessarily compete in the same order as the judge's sheets, so make sure you have marked the correct contestant and animal.

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

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.

Don't let an announcer, stock contractor, spectators, contestants or anyone else influence your decision. Animals, just like contestants, have good days and bad days, so score them both on how they perform today. When an unriden animal gets ridden it is no guarantee that the cowboy should automatically win or even place.

EXPLANATIONS OF RIDING EVENT TERMINOLOGY

1. Length of Spurring Stroke

BAREBACK: Feet are as far forward as possible and as high in the neck as you can, then pulling your feet in a straight line to the front of the bareback rigging.

SADDLE BRONC: Extension of the legs as far forward in the neck of the horse, then in a sweeping motion back toward the cantle.

2. Exposure

Willingness to go beyond standard spurring motion. Extending oneself beyond secure control.

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

SADDLE BRONC: Willingness to extend the forward stroke beyond the normal secure position of the spurring motion in the neck.

3. Aggressiveness

Speed of the rider's feet when repositioning on forward stroke. Positive, forward, forceful movement of spurring motion.

4. Timing

The position of your spurring motion in relation to animals bucking efforts coordinate efforts in rhythm with each other on each jump.

5. 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.

6. Drag

Continuous spur rowel pressure with the animal through the length of the spur stroke.

7. Spur Position

Rowel against the animal with the toes turned out.

Characteristics and Explanation of Bucking Horse Action

1. Front-end Moves and Ducks

Horse is changing leads and directions from side to side as if dodging imaginary obstacles. 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.

2. **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.

3. **Front-end Drop**

Vertical drop which has no, or very little, forward motion. It would seem as though the animal is sucking backwards underneath you with a strong effort to throw you over the front of your 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.

4. **Direction Change or Spin**

Unexpected change of direction or tight circle.

5. **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.

6. **Timing**

Regularity of the speed, kicking efforts and pattern of the horse's bucking efforts.

7. **Rhythm (much the same as timing)**

GOOD RHYTHM: Smooth, even, consistent bucking efforts.

NO RHYTHM: Changing up jumps, uncoordinated kicks, drop and movements of the horse.

8. **Power**

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.

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.

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.

Speed and quickness of the animal creates much more action within the eight-second period.

When marking the bucking horses, remember that a horse that ducks and dives is hard to ride and hard to stay in time with, and 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 give a high marking, right up to the 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.

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 man 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 zero to 25, using the full spread.

9. Speed and Quickness

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

EXPLANATION OF BULL'S BUCKING EFFORTS:

Control and report untipped horns. Refer to rule R7.10.5.

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 how the bull is bucking, if you are having to run for safety. You will need to maintain a similar judging position for the entire contest.

1. Spinning

Continuous circling in one spot. Needs speed or other qualities to make the bull difficult to ride.

2. Jumping and Kicking with the Spin

Creates power and is much harder to ride than flat spinning bull, depending upon the height of the jumps, drops and kicks of the bull.

3. Jumping and Kicking in a Straight Line or a Big Circle

Depends upon how many combinations are involved (shoulder rolls, height, kick, power). Can be very difficult to ride.

4. Lunges

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

5. Shoulder Roll

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.

6. Rearing and Kicking

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

7. Rhythm

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

8. Fades

Refers to movement sideways, or even backwards, instead of forward. Tends to slide out from underneath you.

9. Strength and Power

Front end drop, strong delayed kicking, and overall effort in bucking along with size, speed and quickness play an important role in the power of the bull.

10. 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 (related to jumping and kicking efforts of the bull).

11. Hops or Walks on Front-end

Lands on front feet and walks a step or two before his kick causing a whip to the upper body and a very uneven rhythm. Very difficult to ride.

12. Speed

Rapidness of movement or lack of it.

RERIDES

Refer to reride rules in part R9.3 of the rule book. The designated reride should replace any injured animal prior to the draw of the reride order. If not used, the designated reride automatically becomes the first animal used in the reride order (See R9.3.4.3.3 for exception to this for a finals). The order for the remaining rerides should be drawn from those turned out or doctor released animals that performance. When the turn outs and doctor releases create more than an ample number of rerides, a judge may, up to five hours prior to the performance, draw a pen of at least two from these animals which must remain available for rerides. If the judge is not available, the stock contractor may request PROCOM to perform this draw procedure.

Then 1-1/2 hours prior to the performance, along with the timed events, draw the reride order. A contestant given a reride will receive the animal that directly correlates with the order rerides are accepted in the performance.

The reride order is unknown to the contestant, but they may know what animals are in the pen. However, if a marking with an option of a reride is given, the contestant deserves to know which animal would be the reride given and when that animal is available before accepting his score or take the reride. After knowing what the animal is and when the reride may be mounted, if he accepts the reride, he cannot later request his original score unless the terms of this agreement are changed - either the animal or the time of competition change.

If an animal in the riding events stops and is pushed or pulled back into the chute, the contestant will be given the option of a reride or may take the original animal back.

Contestants in the riding events who cannot compete on their originally drawn animal may have the option of accepting the reride or getting their entry fees refunded (first go-round only).

A riding event contestant with a reride which can only be taken during a performance other than that contestant's originally scheduled performance for that rodeo, thereby creating a conflict with the first go-round of a second rodeo, may draw out of the either rodeo provided the contestant follows the following procedure: 1) The contestant must notify the ProOfficials of the rodeo where the option of the reride was given of his decision to accept the reride, or to draw out of that rodeo, immediately upon learning which animal would be used as a reride and the time of the reride. 2) Should the contestant accept the reride, he must notify the Central Entry Office of his decision to be drawn out of the second rodeo no later than the turn-out deadline for his position for the first go-round of the second rodeo. In no case will a draw out option be accepted if the option is for other than a first go-round.

Animals mounted out should be in the reverse order of the reride position draw with the first two animals in the reride order remaining available for rerides until after the last contestant who is entered has competed. If they are not, a rule infraction must be reported.

One judge shall serve as a backup timer in 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 whistle or eight or more seconds on the judge's watch, the contestant shall be entitled to a marking.

At a rodeo with 2 judges, both judges will have to carry a watch. Only the judge on the latch side is considered official, unless that watch failed to operate. In that instance, the other judge's watch will become official. 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 eight-second reading on your watch, the contestant is still deserving of his score.

When three or more judges are used in the riding events, the third judge shall time from behind the bucking chutes.

If contestant is fouled in the Bareback and Saddle Bronc events, he must declare within a reasonable time frame to receive a re-ride. If he accepts the foul and continues to compete and qualifies, he is only entitled to his marking. If a contestant is fouled in the Bull Riding event and he declares or is disqualified prior to the expiration of the (8) second time requirement, he will be entitled to a re-ride. If he accepts the foul and qualifies, he is only entitled to his marking.

If contestant animal falls or stops, contestant must only qualify up to the point of the fall or stop to receive a re-ride. If contestant makes a qualified ride and the animal falls or stops during the 8 seconds, contestant will receive his marking with the option of a re-ride.

All bulls' horns should be inspected by the judges prior to their use at all PRCA rodeos (preferably before the draw of the reride order and the timed-event cattle). If, in the judge's opinion, a bull's horns do not meet the rule book 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: a) entry fees refunded if contestant doesn't want the designated reride bull; b) accepting the designated reride bull.

SPECIFIC EVENT

BAREBACK

Be sure to enforce the no-tuck rule. Check to see there is no substance on the glove or the hand hold other than dry resin or benzoin. White athletic tape may be used on front of rigging handle. No rolls or flaps inside or outside of the glove. Contestants are allowed no more than one wrap of tape on a finger.

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 stroke from the starting position up the neck to the rigging.

A perfect ride would find the contestant positioning his feet high in the neck and rolling spurs upward 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 to the rigging and doesn't throw them out when repositioning feet would be making just a fair ride, the same as one that rolls them only half the way to the rigging and 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 aggressive rides with control and exposure. Things a rider should be penalized for are: going to the cinch, getting on a tilt, not spurring.

Disqualify the rider who touches the animal, his equipment, or himself with his free hand (including the arm). If, in the opinion of the judge, a contestant uses his free arm to aid his ride in any manner, contestant will be disqualified.

SADDLE BRONC

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 himself more to reach the top of the neck (extending his spurring stroke) and should be scored accordingly. To achieve a high marking a contestant must have his toes turned out, spurs touching the animal; use full stroke without stopping; set his feet; follow with a good drag; and maintain control for the entire length of the ride.

A rider loses points if his toes are not turned 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 according to the rider's rhythm and timing with the horse's bucking. Disqualify a contestant for losing a stirrup; touching the horse, saddle, or self with free hand (arm included); changing hands on the bucking rein; or dropping the rein.

BULL RIDING

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 spurring to adjust for the bull's bucking style and to help maintain control.

Staying in the middle of the bull in full control of the ride without being on a tilt or reared back is what is desired and should be scored accordingly.

Winning rides should be on the rank animals when the contestant shows aggressiveness and control.

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

Indicate time of disqualification in the Bull riding and score of animal on the judges sheet.

TIMED EVENTS

Per Rule R10.4.1: Stock contractors will be required to have a labor crew assigned to the timed events consisting of a minimum of five people.

Definition of herd: Herd shall be defined as those animals designated prior to the initial draw of the first go-round to be used in a given event. No animals other than those pre-designated animals shall be considered qualified stock for said rodeo unless one for everyone. Two or more herds may be formed at a rodeo provided there is one animal per herd for each contestant with ample extras. In progressive go-rounds the herd must be maintained.

At a rodeo with five or fewer performances, a minimum number of cattle will be one-half the number of entries (not to exceed 50 animals) with a minimum of 15 head of usable and desirable cattle, unless otherwise approved by the PRCA event representative and the Director of Rodeo Administration.

The only time less than 15 animals is acceptable is when there are less than 15 entries in the contest. Then one animal for each contestant is sufficient even though more than one go-round may be given at said rodeo. However, it is still acceptable to use all the animals, providing they are usable and desirable. In the team roping there only needs to be one for every entry or half enough.

The herd and the length of the score should be determined prior to the contestant draw. Changing either could drastically affect one's competitive opportunity once the competition draw is known.

Definition of extra: If pens are drawn from the predesignated herd (according to the rule book), at least one (1) more animal than the number of contestants should be drawn to be used in the case of a misdraw. Following the cattle draw, that animal (or animals) remaining shall be considered the extra. In case the extra is not used for that given performance or section of slack, said extra shall be placed in the subsequent draw.

Subsequent draw: refers to placing unused animal back into the rest of the unused herd (not the next pen).

DRAWING CATTLE

When necessary, pens of cattle for the next performance or section of slack should be drawn along with at least one extra for the pen. Pens may be drawn for the slack when a repeat run on the animals is necessary to expedite sorting of cattle as the initial run is taking place. However, fewer animals in a repeat run than the number per performance, this procedure is not acceptable.

Cattle used in all exhibition runs should be drawn by the judges. These cattle are considered run. They should not be removed from the herd but an accurate record as to who ran what animal, with the results of that run kept and posted by the rodeo secretary. No record need be kept if the exhibition cattle are not part of the herd used at that rodeo.

Refer to drawing timed event rules: R3.1, R3.3.

All cattle drawn will be run providing someone is ready when animal is loaded for competition. The person(s) running the exhibited animals is subject to all the same rules and fines that pertain to the timed events.

DRAWING PENS OF CATTLE

Not more than 24 hours prior to the first performance and/or slack, the judges must draw a pen of cattle equal to the number of contestants, plus one extra (if possible), scheduled to perform in that performance or slack. If slack is run prior to the first performance and all of the cattle available will be used, it is not necessary to draw a pen. (Drawing pens of cattle makes it possible for the roping chute boss to cut off feed and water those animals to be used.)

The secretary should write lightly in pencil the numbers of the cattle in the pen to the left of the names on the timer's sheet, and on the right of the names for the 2nd go-round, using a slash mark to indicate a split pen (some of the cattle in the 1st run, some in the 2nd run.) The cattle numbers for each pen should be listed in numerical order for easier sorting of the cattle. This does not indicate which animal is drawn for the contestant but it does insure the secretary that enough cattle have been drawn for the contestants in the performance.

DRAWING CATTLE FOR COMPETITION

One and one-half hours before the performance or slack, the judge will draw an animal for each contestant scheduled to compete that performance. The animal remaining will be considered the "extra." (Note: Facilities may make it impossible to bring extras.) It will be helpful if secretary color codes each run of the cattle on the timer's sheets. (EXAMPLE: 1st run of cattle recorded in green ink, 2nd run recorded in brown ink, etc.) This enables the contestants and the secretary to see that all cattle were run the proper number of times.

Except for split performances (when one run ends and another starts) all cattle must be run once before any are run a second time; the second run of the cattle must be completed before any are run a third time; etc. Position changes so that horses do not have two runs in a row may make this impossible. However, even if positions are rearranged because of the horses available, the cattle are to be drawn according to the original position draw; i.e., straight down the day sheet for the first go-round, and from the bottom up in the 2nd go-round.

If only one animal remains to complete a run on the cattle, the next person scheduled for competition will automatically be paired with that animal even though it appears to be a pairing. If that contestant has already drawn that animal then that animal would be taken out and not issued to the next contestant.

If more cattle than there are contestants are being used at a two go-round rodeo, the cattle remaining (not drawn) at the end of the 1st go-round are to be used for the first contestants on the list reading from the bottom for the 2nd go-round. This is true even if there is only one animal remaining and it would appear that contestant is issued his draw.

Each judge should be aware of the procedure the rodeo secretary is using to organize the poker chips according to runs, pens, etc., making suggestions if deemed necessary.

Using a lined pad at the beginning of the rodeo list all animals to be used at that rodeo in numerical order. When an animal is taken out of the draw, circle that number for use as a reference sheet and to cross check that the chip for that animal is removed.

Help supervise position changes (splitting of horses) immediately after the draw of the cattle, following the basic outline of moving the first man not riding the horse up to the position to be split. Refer to rule R10.3.14.

MISDRAWS

If four or more head are misdrawn, all unused stock shall be put back in draw box and all redrawn.

Definition of misdraw: Any animal which must be replaced will be considered one misdraw. Examples of possible reasons for replacing an animal are:

1. Injured or unhealthy animal
2. Animal not properly numbered or distinguishable
3. Animal not on premises after being drawn
4. Duplicate brand and/or ear tag and animals not distinguishable prior to draw
5. Contestant left out of draw

6. Animal drawn incorrectly due to clerical error (examples: two poker chips with the same number; contestant drawn same animal twice; wrong run)

Misdraw discovered prior to a performance, or any time during the slack:

1. If an extra is available, all unused animals below the misdraw up to the end of the run on the cattle are used, including the extra. One animal is drawn, that being the animal assigned to the contestant with the misdraw. If the animal drawn for the misdraw is the extra, no other changes are made. If the animal drawn had originally been drawn by another contestant, the contestant who originally had that animal will be assigned the extra.

2. If no extra is available, all unused animals below the misdraw up to the end of the run on the cattle are used with the last unused animal drawn in that run designated the extra. In this instance, the last man to have originally drawn an animal in that run will require a repeat of the misdraw procedure which applies, but will not be considered an additional misdraw.

Example 1	Draw
Contestant A	22
Contestant B	25
Contestant C	21
Contestant D	27
Contestant E	19- misdraw
Contestant F	23
Contestant G	16
Contestant H	9
Contestant I	10
Contestant J	45
Extra Animal	17

No. of animals reduced. All animals and the extra are in the same run. To adjust the misdraw, put all animals drawn below the misdraw or all unused cattle if not run in order (in this case 23, 16, 9, 10 and 45) as well as the extra animal (17) in the draw box. If 17 is drawn, it automatically replaces 19. If one of the others is drawn (say 10), it is replaced by 17 and 19 is replaced by 10. This is the method hereby referred to as “draw away from someone.”

Example 2	Draw
Contestant A	22
Contestant B	25
Contestant C	21
Contestant D	27
Contestant E	19
Contestant F	23 end of run
Contestant G	16
Contestant H	9
Contestant I	10-misdraw
Contestant J	45
Extra Animal	17

No. of animals reduced. All animals above the line are the end of a given run on the cattle. All animals below the line start a new run on the cattle. Considering that the misdraw and the extra are in the same run, follow the same

procedure as above to draw away from someone.

Example 3	Draw
Contestant A	22
Contestant B	25
Contestant C	21-misdraw
Contestant D	27
Contestant E	19
Contestant F	23 end of run
Contestant G	16
Contestant H	9
Contestant I	10
Contestant J	45
Extra Animal	17

No. of animals reduced. Since the misdraw and the extra are not in the same run, consider the last animal drawn in the first run (in this case 23) and use him as the extra. Using all animals below the misdraw (27, 19, 23) but just through the end of the run, draw away from someone to replace 21. Contestant F then becomes the first contestant to start the new run. Using the extra, plus all animals on next run (16, 9, 10, 45, 17) draw to get an animal for contestant F. If F gets 17 everyone stays the same. If F draws 10 then contestant I gets 17.

Example 4	Draw
Contestant A	22
Contestant B	25
Contestant C	21
Contestant D	27-misdraw
Contestant E	19
Contestant F	23
Contestant G	16
Contestant H	9
Contestant I	10
Contestant J	45
No Extra Animal	

No. of animals reduced. All animals are in the same pen. There is no extra. Use the last animal drawn as the extra (in this case 45) and draw away from someone to replace 27. Contestant J, then, will be without an animal and must draw from all those animals left in the run or from the entire herd if this was the end of the run.

Example 5	Draw
Contestant A	22
Contestant B	25
Contestant C	21
Contestant D	27
Contestant E	19-misdraw
Contestant F	23
Contestant G	16
Contestant H	9
Contestant I	10
Contestant J	45

No. animals not reduced. Contestant E already had 19. DO NOT USE

EXTRA. Set out clerical misdraw 19 and draw away from unused animals below the misdraw, 23, 16, 9, 10, and 45. If contestant E draws 9 then contestant H gets clerical misdraw 19, and 17 remains as the extra.

Example 6	Draw
Contestant A	22
Contestant B	25
Contestant C	21
Contestant D	27
Contestant E	19
Contestant F	23
Contestant G	16
Contestant H	9
Contestant I	10
Contestant J	45-misdraw
No Extra	

No. animals not reduced. Contestant J already had animal 45. DO NOT USE EXTRA. Set out clerical misdraw 45 (same as if extra). Use the misdraw procedure; since no animals are below the misdraw reverse and put the animal above the misdraw 10, 9, 16, 23, 19, 27, 21, 25, 22 in the draw. If contestant J draws 27, Contestant D gets 45.

Example 7: when pens have been drawn in the slack for sorting purposes only.

Example 7	Draw
Contestant A	3
Contestant B	5
Contestant C	7
Contestant D	9
Contestant E	2
Contestant F	4
Contestant G	6
Contestant H	8-misdraw
Contestant I	10
Contestant J	11
Contestant K	13
Contestant L	15
Contestant M	12
Contestant N	14
Contestant O	17
Contestant P	19
Contestant Q	21
Contestant R	16
Contestant S	18
Contestant T	20
Contestant U	23
Contestant V	25
Contestant W	27
Contestant X	22

Use last animal for the slack (in this case #22) and draw away from someone to replace #8. Use this procedure even though this may cause pens to

be changed. Contestant X, then, will be without an animal and must draw from those animals left in the run or from the entire herd if this was the end of the run.

Misdraw is discovered after the start of a paid performance: (this is subject to the availability of both judges and the secretary prior to the start of the rodeo.)

1. If an extra is available, the contestant involved will automatically be assigned the extra, regardless of a possible difference in runs on the cattle.
2. If no extra is available, the contestants involved will not compete as scheduled, but later in the performance or immediately after. A replacement animal will be drawn from all animals left in the run.

If a misdraw procedure is used and a contestant involved cannot be used because of clerical problems (he already has the animal), the misdraw is nullified. Repeat the procedure. (No need to involve more contestants than necessary.)

Any time this procedure has been used to correct a misdraw and then later another misdraw is found, treat them separately. Don't lump them together to create a completely new draw. There has to be four or more misdraws at one time to create a redraw.

Example of multiple misdraws: During the slack all cattle in the herd are drawn, leaving no extras. Cattle are also chute run, not in order. Misdraws were not discovered until some cattle had already been run.

Example 7	Draw
Contestant A	3 Run
Contestant B	5
Contestant C	7
Contestant D	9
Contestant E	2
Contestant F	4 Run
Contestant G	6
Contestant H	8
Contestant I	10
Contestant J	11 Run
Contestant K	13
Contestant L	*15 Injured
Contestant M	12
Contestant N	14
Contestant O	17
Contestant P	19
Contestant Q	21
Contestant R	*16 Clerical
Contestant S	18
Contestant T	20
Contestant U	23 Run
Contestant V	25
Contestant W	*27 Injured
Contestant X	24 Run
Contestant Y	1 Run

In this example three animals are misdrawn. Those cattle competed on prior to the misdraw remain as drawn and recorded. Since all animals are drawn you should use the unused animal low est on the list (#25) as the extra. Only

one animal will be needed since one of the misdraws (#27) falls below those contestants getting the next run on the cattle and contestant R has a clerical error which can be used. Contestants W and V will get the next run on the cattle. First, draw order for the cattle #16, #25 to be used as the extras. For simplicity, let's say that #16 is the first one drawn, then #25.

Then put all unused animals below the first misdraw into the draw container (#12, # 14, #17, #19, #21, #16, #18, #20, #25). Notice this includes the two extras. Draw animal for Contestant L (first misdraw). If #16 (an extra) was drawn, go on to the second misdraw. But if you draw away from someone, say #19, then Contestant L gets #19 and Contestant P would get #16 (first extra). Repeat the same procedure for the next misdraw.

***Indicates a misdraw.**

BARRIER JUDGE

Check Equipment

1. Pulleys
2. Rope—not too much stretch or wear
3. Rings
4. String for neckrope and barrier—ample amount so you can use same string for everyone, right size and strength
5. Length of tail on barrier not to exceed 10 inches.
6. Operate gate several times to make sure it is in good working condition—does it open quickly, both sides open evenly—does it open wide enough to allow steers' horns to pass by freely—measure width of chute
7. Barrier flag clearly distinguishable and visible to timers
8. Marker for score line

Measure Box and Barrier

1. The length of the box is determined by hooking up the barrier and measuring from the center of the back of the box to the center of the barrier rope. The length of the box can't be changed after the rodeo starts.
2. Also, measure the height of the barrier from the ground 32 inches to 36 inches at pin, pulley and center of barrier.

Set Up Barriers

1. An automatic barrier must be used at all rodeos (unless approved by board of directors).

SCORE LENGTHS (REFER TO RULE R11.5)

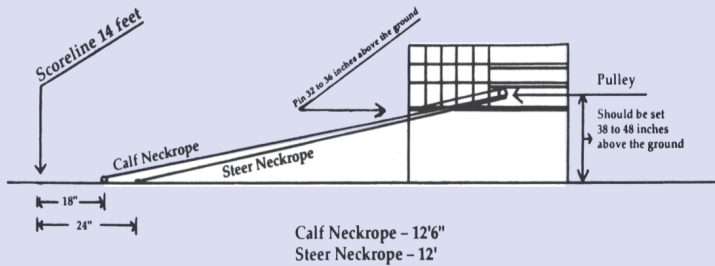
Side Pull

In the timed events, the event representative may prior to the start of the initial competition stock draw at a given rodeo, approve the lengthening or shortening of the scoreline by no more than one foot over official rodeo rule guidelines. If this causes the score to be over 18 feet, it is acceptable.

All barriers in the timed events must be mounted where pulley and neckrope pull from the side of the chute. The pulley on the neckrope should be attached on the chute from 38 to 48 inches above the ground.

Length of neckrope with the pin in place and pulled tight is 18 inches short of the scoreline in the tie-down roping and 24 inches short of the score line in the steer events.

The score is the distance from a point on the ground directly below the pin to scoreline. Length of the score will be determined by measuring from score line to the ground directly under the pin with the pin in the barrier ring. **See Figure 2.**



Example of 14-foot score

The scoreline would be set 14 feet from a position on the ground directly below the pin. Then with the pin in place and the neck rope pulled tight, the neck rope should reach to a point on the ground 12 feet, 6 inches (12' 6"). In the calf events and 12 feet (12') in the steer events.

Figure 2

INSTRUCT GATE-MAN

1. The person opening the timed-event chute gate must remain the same for the entire rodeo. Any exception must be approved by the line judge.
2. If the gate fails on the first attempt stop and wait for another nod from the contestant.
3. Allow the judge to pin the barrier and get into position for the event.
4. Know who will push the animals.

CHECK BEFORE EVENTS START

(Before each section, performance, or slack.)

1. Set the scoreline
2. Measure the neckrope to make sure it hasn't changed
3. Check the string on the barrier rope and the string supply
4. Be sure the tension on the barrier is okay and the stop behind the pulley on the barrier rope (not neckrope) is tight
5. Operate the gate and barrier once if time permits
6. Be sure the flag is visible.

CHECKLIST FOR EACH CONTESTANT

1. Be sure the field flagger is in place.
2. Verify that the correct animal is in the chute for the contestant getting ready to compete. Don't be afraid to ask the contestant's name. However, asking what animal number the contestant has may destroy his concentration.
3. Make sure the neckrope is placed on the animal correctly.
4. Check the barrier string.
5. Record all barrier penalties for breaking or beating the barrier, even if there is no time in field. Marking the broken barrier penalties should be done immediately before ever retying the barrier or signaling to the timers.
6. Indicate a broken barrier to the timers by holding up hands or waving hat (work out signals and verification signals with timers).

BEATING THE BARRIER

If the horse in any manner breaks the barrier (nose, bits, front feet or other), a 10-second penalty will be assessed.

However, stretching the barrier without obviously beating the barrier is not considered a broken barrier. If, however, the barrier is not broken but obviously beaten, a 10-second penalty should still be imposed.

Beating the barrier with a 10-second penalty can only be imposed after the contestant has nodded or asked for his animal to be released. Whatever happened prior to his nod is not to be considered.

Anytime the chest of the horse behind the barrier crosses the vertical plane of the barrier rope before the animal to be contested on is given the proper head start the barrier is considered beaten and a 10-second penalty should be imposed. (Examples: Horse rears over barrier rope, rope breaks but string doesn't, barrier trips early and contestant takes obvious advantage of it.)

The tall of the barrier should not exceed 10 inches in length. However, if the contestant has obviously broken the barrier you may still impose a beating-the-barrier penalty.

If the neckrope doesn't pull the pin and the pigtail remains pinned, a barrier penalty may be omitted. In such cases the judge alone should determine whether the fault is in the equipment or the contestant. When the chute is temporary, make sure no one leans or pushes against it causing the barrier to trip early or not function properly.

The decision of whether an animal in the timed events is to be brought back is the sole responsibility of the judges and they should not allow themselves to be influenced by anyone. Any deviation to this must be an approved ground rule.

The contestant must either qualify or declare to receive another chance.

Qualify: If the contestant is not fouled and has no visible way of knowing if something didn't function correctly, he must qualify in order to get another chance.

Declare: If the contestant is fouled and he can visibly see that he is, or will be, fouled he must declare by pulling up or attempting to pull up and not try to go on with the contest. If he does not declare he accepts the situation the way it is. You should not give the contestant two chances by letting him try the animal and then get that animal back if he doesn't do well.

WATCHING THE BARRIER

1. Place the neckrope on the animal correctly (the short side toward the roper in the tie-down events)
2. Position yourself correctly depending upon the event (see events)
3. After reaching the correct position, watch to see contestant nod or ask for his animal
4. Check to see if the animal pulls the barrier prior to the string breaking off the animal's neck (sometimes the neckrope string may break before pulling the barrier if it doesn't feed correctly, string is too weak, string is not tied correctly, or other reasons)
5. Use peripheral vision to watch the neckrope and pin somewhat at the same time
6. The barrier is used to determine when it is too close to call, but the judge must make the decision if the barrier fails to operate correctly.

The decision whether or not timed event cattle are to be lined will be made by the respective event director or his duly assigned appointee, who will in turn notify the barrier judge. If cattle are to be lined, it shall be accomplished by one appointee to be stationed at the same position on all contested or exhibitioned cattle in that event. Be sure to keep contestants back during the slack; they often act as lines by watching the contest.

A contestant should be allowed one fair opportunity to compete on the animal drawn for him. That means one chance at the animal and one chance at the barrier. It is not fair to other contestants if you allow him more. It is not fair to the contestant if you allow less. Make sure the contestant is not fouled. Don't give an animal back due to a bad break where the contestant has a fair chance.

- Beware of push men pulling the barrier. If a contestant's push man intentionally or accidentally pulls the barrier, the judge may assess a 10-second penalty.
- Beware of a contestant getting an animal back without a 10-second penalty if the barrier works and he broke out. (Examples: Rope is fouled in the neckrope after a broken barrier, the timer didn't get the time because the flagger wasn't ready, or timers were not ready). The contestant is entitled to an animal back lap-and-tap with a 10-second penalty. If the contestant competes on the wrong animal, the barrier penalty would naturally be waived.
- The barrier string or the neckrope string should be tied with one string. If two or more strengths are needed, wrap that string around two or more times. This creates equal tension on each strand.

FIELD FLAGGER

CHECK EQUIPMENT

1. Horse. It's very important to try the horse prior to the rodeo to determine how manageable he is, and to make certain he has been properly cinched and warmed up. Also, make arrangements to have the flag horse available at the necessary place and time.
2. Flag
3. Stop Watch
4. Possible note pad and pencil.

POSITION

Check specific event for the starting position, adjusting if necessary to get into the best possible position to watch the contest. The starting position in the tie-down roping requires the greatest adjustment. Maintain the same position for all contestants, if possible.

Hold the flag high and in full view of the timers. Don't anticipate flagging with the momentum of the run being made. It will cause an early flag or a mistake. Have in mind a picture of what constitutes the completion of the run, and hold the flag until you see that happen. Drop the flag with one sharp quick motion of the wrist and elbow. Raise the flag early enough so it can be dropped in case the animal escapes the arena. Make no false starts. Leave no doubt for the timers. "Concentrate, Don't anticipate," is the key to good flagging.

Roping without turning loose of the loop will be considered a no-catch in all roping events.

A second loop must be made up and on the saddle (except in team roping) when three loops are allowed. A rope that needs to be rebuilt, is considered a thrown rope.

In reference to head catches the may become legal in the steer roping events, a contestant has up until the field flagger has dropped his flag.

A field judge must ask the contestant if he wants a second loop or jump. If time is not recorded when a field flagger flags out a contestant who has a second loop or a second jump coming, the contestant has the option of taking the animals back, lap-and-tap with 10 seconds. Refer to rule R10.3.12.

Be sure to check for the second loop or second jump. A contestant wishing to use a second loop or jump must reply at once. No immediate effort from the contestant would signify the contestant's decision to not attempt a second jump or throw a second loop. Consider, however, an aggressive effort may spook a roping horse.

If you are out of position and cannot flag because of a flag horse acting up, the contestant should receive the same animal over after the performance or in the slack if the contestant qualified.

In any timed event, if an animal escapes from the arena the flag will be dropped and watches stopped. The contestant will get the same animal back after the performance, with consideration for the situation (roped or not roped). If the animal was not roped the contestant will get the animal back with a lap-and-tap start, time already spent to be added to the time used in qualifying. A lap-and-tap start is hand-flagged at the score line by the line judge. If the animal escapes or must be brought back in the roping events the contestant must start from a mounted position. Time resumes on lap-and-tap start when the animal crosses the scoreline. Do not allow the contestant to compete on the animal until the animal does cross the scoreline. If the rope is on the animal, the roper will get the animal with the rope on it in the chute and time will resume when the animal makes his initial move out of the chute.

Make sure the timers have a record of disqualification flags or other information necessary at the time you flag a contestant. (It is important to keep accurate records while flagging in the field.)

The field flag judge will pass on the tie through use of a stop watch, timing six (6) seconds from the time the rope horse takes his first step forward after the roper has remounted, providing there is slack in the rope. Slack in the rope during the six-second procedure would be defined as the rope laying on the ground a minimum of 2 to 3 feet in front of the tie-down animal.

If warranted, the field flagger may disqualify that contestant from that event for the remainder of the rodeo. (Refer to B11.6)

Intentional dragging is caused by the contestant's actions that result in his horse dragging the tie-down animal. Contestant backing his horse after remounting and obviously moving the tie-down animal, even though the five-foot limit was not reached, will be in violation.

Excessive dragging does not just occur after the completion of the tie. A violation may occur well before the tie is completed. However, consideration should be given for the reason a horse is overworking.

A tie-down animal kicking or struggling while being tied, or after the tie is completed, should be given consideration for the length of the drag. The impression made by the tie-down animal after being flanked should not be considered as part of the drag. A spotlight or other outside interference should also be considered. Do not just waive the rule! Give consideration for exactly what the tie-down animal has or has not done to create the drag.

Your position while flagging the event is very important to give consideration for the interpretation of the drag rule. (Refer to rule R10.6.4. Be specific)

Continue to observe contestant and animal until released by the contestant or untie men to avoid humane problems and to detect injuries to the animal that may have occurred.

SIX-SECOND PROCEDURE

Start your watch for the six-second time limit only after the roper has remounted his horse and the horse has stepped forward. A slack rope before the rider remounts his horse does not constitute the starting of the watch. (If the rope is not on the animal the six second time period starts immediately upon completion of the tie.) Slack must remain in the rope during the six-second time procedure to be a qualified tie. If the tie-down animal causes the rope to become tightened, the roper must give additional slack. If the roper causes the slack to come out, which in turn aids the contestant's chances of the tie-down animal remaining tied, he would be disqualified. Start your watch and check to see if it is running. During the rest of the six seconds, do not take your eyes off the animal. In order to keep your eyes on the animal and not the watch work out a counting system that will amount to the full six seconds. If at any time the animal becomes improperly tied, stop your watch and check. A full six seconds must be registered on the watch to be legal. As a courtesy to the contestant, allow him to check your watch if he so desires.

TIE-DOWN ROPING

Line judge should position himself at the score line on the same side as the contestant providing arena structure will allow such positioning. A liner should be on the opposite side of the line judge at the scoreline.

A field flag judge should position himself far enough down the left side (right-hand tie) of the arena fence so that you have full view of the tie-down animal and the roper as you ride toward the contestant to inspect the throw and the tie. The best approach after the roper has caught his tie-down animal is a position at a 45-degree angle behind and to the side of the contestant. This will enable you to tell if the tie-down animal was allowed to regain his feet. (If the tie-down animal does regain his feet in front and back, he will be considered up.) You should be able to return to your starting position without holding up the rodeo.

The rope must hold (tie-down animal to horse) until the roper gets his hand on the tie-down animal to be a legal catch-as-catch-can. The tie-down animal must be thrown by hand. If the tie-down animal is down when the roper reaches it, the tie-down animal must be let up to his feet and be thrown by hand. If the roper's hand is on the tie-down animal when the tie-down animal falls after the initial jerk, the tie-down animal is considered thrown by hand. If a roper loses complete contact with a tie-down animal after he has been thrown, and the tie-down animal fully regains his feet, the tie-down animal again must be thrown by hand.

The tie-down animal must be standing on his feet, he may be squatting if he is standing on hooves and not on hocks or knees. If the tie-down animal has one or more feet in the loop he must be in a position that if the tie-down animal desired, it could be standing on the remaining feet not tangled in the rope. If the tie-down animal's feet are under him and his body is on or touching the ground, he is not up. But, if he is standing on his feet, he is considered up. If a tie-down animal is down, he must be lifted high enough with his feet and legs in a standing position so that he could regain his feet if desired before he can be flanked and tied.

To qualify as a legal tie there shall be at least one wrap around any three legs (or all three legs must be tied together) and secured with a half hitch. (EXAMPLE: One wrap around two legs, third leg wrapped to one or both of first two.) A tie where the front leg is only attached to the other leg when strung is illegal. The tie must hold and three legs remain crossed until passed on by the judge. The roper must not touch the tie-down animal after giving a finished signal until after the judge has completed his examination. However, if the roper injures himself and has to use the animal to push off to get up, then he should not be penalized. If the roper is injured to a point of being unable to remount his horse, another person may ride the horse forward for the six (6) second time period.

Position yourself so that you are able to see if both of the roper's hands are free from the piggin' string and tie-down animal when you drop the flag. If you are at the roper's back, be sure you can see both of the roper's hands.

Don't anticipate fast ties. Watch the contestant put the wraps and the half hitch on the tie-down animal. Then give a quick, sharp drop of the flag after both hands are free from the string and tie-down animal.

A roper is to be disqualified if he removes a rope from the tie-down animal after signaling for time if the tie has not been passed on by the field flagger. (However, you may request a contestant to cut or remove his rope to prevent injury to the animal if the horse is fouled or tangled in the rope.)

There will be a 25-second elapsed time period in the tie-down roping. A whistle indicating no time shall be blown by the timers at the end of the 25-second span. A contestant must release the tie-down animal to the untie men when they get into proper position. Contestant must remount his horse allowing the untie men to release the tie-down animal.

A contestant must adjust his rope and reins in a manner that will prevent his horse from dragging the tie-down animal. A contestant's competitive opportunity and humane problems may be caused by the crowd becoming involved at an inopportune time during a run in the roping events.

A judge must use discretion on stopping a roping horse that is dragging a tie-down animal. Ride up cross ways allowing the horse to bump into you but don't spook the horse by waving, yelling, or other actions which may upset the horse.

Procedure used when tying fresh tie-down animals:

- A. If tie-down animal is smaller and takes the tie good, retie tie-down animal on the ground only. This is a total of one (1) flank and two (2) ties.
- B. If tie-down animal is big, wild, hard to flank, strains or kicks, flank this type of tie-down animal two (2) times. If after two (2) flanks there is no struggle retie tie-down animal on ground for a total of two (2) flanks and three (3) ties.
- C. If tie-down animal "B" still kicks, strains, or is wild, flank a third time and retie on ground for a total of three (3) flanks and five (5) ties only.

Ranch-tied tie-down animals are not acceptable unless approved by event representative.

STEER WRESTLING

The line judge should position himself at the scoreline on the same side as the contestant.

The field flagger should position himself on the left hand side of the arena by the dogging box. When the steer wrestler passes, follow him down the left side of the arena. When you are unable to follow the dogging horse, position yourself so that you will be on the side where you are best able to see the steer's head and all four feet.

After catching the steer, the steer wrestler must either bring the steer to a stop or change the steer's body direction before the throw. The steer is considered knocked down if he is knocked to his knees in front, his hocks behind, or a combination of both, before his body direction is changed or he's brought to a stop. In this instance the steer must be let up and then thrown to be legal. The steer is considered thrown only when it is lying flat on its side, or on its back, with all four feet and head straight. Make sure that the entire length of the steer's body is on the ground before flagging.

The steer wrestler must have his hand on the steer when flagged. If a steer is knocked down or thrown by the steer wrestler by putting the animal's horns into the ground, the fall is illegal. Likewise, if the steer wrestler does not stop or change the direction of the steer, but steps in front of the animal causing the steer to throw himself, the fall is illegal. However, if the steer is down, but regains his feet while the contestant is changing directions, the steer is to be considered up. The steer must be up on all four feet and then thrown.

“Dog fall” refers to a steer falling in the opposite direction the steer wrestler is attempting to throw him. Be aware of the fact that if the steer dog falls, the contestant may choose to turn the steer’s head to correspond with the leg position to make this a legal fall.

The steer must be caught from a horse. The rule pertaining to the steer wrestler taking one step to catch the steer applies only after the steer has been caught from the horse.

If for any reason the flagger is out of position when the steer is thrown and cannot see all four legs, he should watch the hips of the steer. If the hip appears flat you have to assume all four feet are out.

When the steer wrestler is working with a steer, the hazer is not to render assistance of any kind; i.e., setting up the steer by grabbing at it’s horns; or touching, holding, batting, or striking the steer in any way. A hazer giving assistance will constitute contestant disqualification (waving the dogging horse off is not giving assistance).

Watch until contestant turns the steer loose. If contestant continues to twist on the steer, tell him to turn him loose at once. If he does not comply, report him to the Association office for inhumane treatment of stock, giving details of the offense. If necessary, steer wrestler is required to turn the steer’s head so he can get up.

Allow the contestant to hold the horns or head to protect himself from the steer throwing his head or if the steer’s horns are caught in the contestant’s clothing. The flagger should watch until the steer has regained his feet and has been turned loose.

Each contestant is an individual run. Consider it as such. If you make a mistake on one run, do not let this influence the others.

TEAM ROPING

The line judge should position himself at the scoreline on the same side as the header.

The field flagger should be positioned on the left of the chutes about 45 degrees from the score line and ten to fifteen feet down the arena. Use discretion in positioning, depending on arena conditions. The flagman may position himself to improve the roping, but must treat all teams alike.

The field flagger should concentrate on the head catch first and, after the steer and the team have passed, ride across and down the arena to get in position to flag the team. The flagger should try to get a 90-degree angle from the action and far enough away to be able to watch both the header and heeler with the least amount of movement. Watch the heel loop, then the dally, making sure both ropes are dallied tight and straight down the rope each contestant is using. The amount of V must be consistent with consideration to animal’s health and arena conditions. After both horses are faced with all four front feet on the ground, and the rope is tight, the flag should be given.

Any rodeo where there are more than two go-rounds, three loops are allowed. In case the field flag 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 10-second penalty will be assessed for each loop already thrown.

Any question regarding catches in this contest will be decided by the field judge.

LEGAL HEAD CATCHES

1. Around both horns.
2. Half a head (horn and head).
3. Around the neck.

If it isn't one of the three above-mentioned acceptable catches, then it is not legal.

ILLEGAL HEAD CATCHES (CONSTITUTES NO TIME)

1. Hondo over horn.
2. Any time the head loop crosses itself.
3. Front foot in head loop.
3. Loop in steer's mouth.

LEGAL HEEL CATCHES

1. Both hind legs, even if rope is crossed.
2. One hind leg receives a five (5) second penalty.

ILLEGAL HEEL CATCHES

1. Heeler throws loop before header ropes, dallies, and changes direction of the steer.
2. Front foot in heel loop

A team should not be flagged out when heeler crossfires because they may still have a legal loop coming in a three-head contest. A flag should be given when contestant has completed the run, then flagged out for crossfiring using same procedure as a team having an illegal head catch.

STEER ROPING

The field flagger should position himself so that he can see the trip (right side on right-handed ropers or left side on left-handed ropers), and must maintain this same position for every contestant.

Any catch other than a slick around both horns is illegal and the roper must not attempt to trip the steer.

Only one loop will be allowed at one go-round contests. If a steer is roped and tripped down with any catch other than the legal catch listed above, the roper shall be flagged out.

To be a qualified catch, the rope must be on the steer and tied to the saddle and horse, when the roper completes the tie.

If the steer's horns pull together and the rope comes off first or second loop, the contestant will receive no time. But if the rope stays on one horn from a legal head catch until the tie has been completed and examined, the tie will be official.

The horse must turn away from the steer. The steer must be thrown by the horse. The steer cannot be thrown by hand after the steer has fully regained his feet.

To qualify as a legal tie there must be at least one wrap around all three legs and a half hitch. The rope will not be removed from the steer until the tie is passed on by the field flagger.

It is illegal to double back past the steer and jerk him down. If the first pass does not get the steer down, the roper must go around the steer so the steer and his horse are pointed in the same direction, pass by the steer again, and turn off to trip him down.

Only one loop and one attempt will be allowed. An attempt would be defined as changing the course of the steer 90 degrees after the catch. A flat fall means the steer is lying flat on his side or on his back with all four feet extended.

If a foul catch is made, a second rope may be used. But, first the rope must be released from either the saddle or the steer.

The roper may be permitted by the judge to lift the nose of the animal after completing the tie to permit proper breathing.

A one-half hitch on the hind leg is illegal.

Don't flag out too quickly with a one horn catch. Contestants may try to fish a legal catch on the other horn.

If a steer is tripped, the flagger can't signal a no time until the steer fully regains his feet under controlled balance. A steer may turn completely over without regaining his feet.

BARREL RACE

One judge is to act as a line flagger, the other judge is to determine any irregularities in pattern or arena.

For a pre-rodeo check, the judge must set barrel and score line markers.

The judges marking the barrel position must give a copy of the measurements to the rodeo secretary to be posted in the rodeo office.

Entrance, exit and pattern shall remain permanent and stay exactly the same for everyone. (Unless posted otherwise in ground rules.)

Flagman should drop flag when horse's nose reaches starting and finish line.

Contestant shall be assessed a five-second penalty for each barrel knocked over.

Brightly colored 55-gallon steel drums with both ends enclosed must be used.

If the rodeo has additional barrel racing during the rodeo, barrels must be set on a completely different set of markers.

When setting barrels on markers, center of the barrel should be positioned over where the marker comes out of the ground.

Prior to and in the slack, ground around the barrels must be worked the same as in a performance.

Electric timer must be backed up by a flagman and one timer will record the times that appear on the electric-eye control readout. Two timers are to operate a handheld digital stop watch with one of those two recording the time shown thereon.

Contestants may be drawn out and entry fees refunded for Doctor Release or for a Vet Release. A contestant may be held back to the end of a go-round, with approval, due to injury or illness of contestant. Contestant must be able to show valid release if requested. Contestant must be last out in the go-round she is held back in.

If contestant feels she has been fouled during her competition run, she must declare herself to the judge; i.e., pull up. This does not apply to unsafe ground conditions.

Only one contestant's horse is allowed in the arena at a time with no exceptions.

Questions may be addressed to the judge no sooner than at the end of the event for that performance. Questions should not interfere with his performance in another event.

Make yourself familiar with the WPRA rule book and other rules and regulations pertaining to the barrel race.

RESPONSIBILITIES OF A JUDGE AFTER PERFORMANCE

1. Subtotal, total, and post your own judge's sheets copies after each performance.
2. Check barrier fines with timers and rodeo secretary.
3. Draw rerides if necessary.
4. Draw pens of cattle for next slack or performance.
5. Remain available in case of questions.

FOLLOWING LAST PERFORMANCE

1. Turn in your judge's sheets as soon as possible during or at the end of the rodeo to help the rodeo secretary figure the pay-off. This will help make it convenient for everyone.
2. Remain until the markings are finalized and the placings are agreed upon and posted.