

# 2016



# RULEBOOK





RODEO CLUB

## 2016 Rules and Regulations

### I. Governing Bodies –

The elected officers of Silver Spur Rodeo Club are as follows:

President, Vice-President, Secretary, Treasurer.

These officers shall serve as the Executive Board of the Club.

The Board of Directors consists of the Executive Board & the Event Directors. They will handle any discrepancies and decision making at the shows.

The Event Directors are categorized as Barrels, Flags, Poles, Stakes, Goats, Dummy Roping, Roping, and Lead Line. The Event Directors are responsible for assisting in the arena preparation, obtaining any stock necessary (for stock events) and ensuring that there are adequate helpers in the arena to assist with the events. In the event that the Event Director will not be available to handle their respective responsibilities, the Event Director will be responsible for finding a replacement for that show and said replacement shall assume the Event Director duties for that show.

Any discrepancies in an individual event will be handled by the Event Director in charge of that event. Event Directors have final call of “event grievances”. Any problem with conduct or general rules; the Executive Board will handle the situation.

### II. Fees -

Membership dues are as follows:

\$ 35 Individual - receives 1 vote at General Membership meeting.

\$ 60 Family - Receives 2 parental votes.

Family members must reside in the same household.

Membership dues are due at the first show that the participant competes at. Non members will only be allowed to compete in exhibition.

No new Memberships will be granted after the 5<sup>th</sup> show of the current year.

#### Sponsorships

Each membership will be responsible for obtaining a minimum of a \$50.00 sponsorship. Members must submit their sponsorships by the 3<sup>rd</sup> show that they compete in. The Sponsorship fee will increase to \$75 after the third show that the member competes in.

Sponsorships must be paid by the 5<sup>th</sup> show that the member competes in. If the Sponsorship remains unpaid, members will not be allowed to compete in any future shows until the Sponsorship is paid.

Fund Raising – Silent Auctions will be held the 3<sup>rd</sup>, 6<sup>th</sup>, & 9<sup>th</sup> shows each year. Split Pot tickets will be sold at every show. Monies raised goes toward end of year awards. There also may be 1 or more fund raising activities held each year at the decision of the officers and Board of Directors.

III. **Age divisions** are as follows:

Lead Line	any age, needing assistance
Little Wranglers	0-6 years
Peanuts	7-9 years
Pee Wee	10-12 years
Junior	13-17 years
Senior	18 & over

Age of contestant will be the age of the individual as of January 1<sup>st</sup> and shall be maintained through out the year. Be prepared to show a copy of proof of age (birth certificate or driver's license) upon request.

There will be 9 point shows offered each year. All shows will begin at 8am.

Contestants will be allowed to compete in their respective age division only.

IV. **Dress Code** – Participants must be attired in acceptable Western attire - Meaning a long sleeve or short sleeve western shirt, jeans and boots. All shirts must button and/or snap up the front and have a collar. Lead-line must wear shirt, jeans and boots.

Exception: Short sleeve or sleeveless western shirts will be allowed. Silver Spur sponsored t-shirts will also be allowed. Only SSRC t-shirts sold by the club will be permitted.

\*\*\* Shirts must be tucked in upon entry into the arena in the event which a contestant is competing.\*\*\*

NO t-shirts (with exception of SSRC T-shirts), and NO tennis shoes for participants while competing.

**Failure to wear proper attire will result in disqualification in the event in which you are competing.**

V. **Point and Placing System** - A set point system will be kept for the year end awards.

Payout of Placings at each show are as follows:

1 <sup>st</sup> Place	\$5.00
2 <sup>nd</sup> Place	\$4.00
3 <sup>rd</sup> Place	\$3.00
4 <sup>th</sup> - 6 <sup>th</sup> Place	Ribbons (Only to the Little Wranglers and Peanuts age divisions only)

Points Awarded at each show are as follows:

1 <sup>st</sup> Place	6 points
2 <sup>nd</sup> Place	5 points
3 <sup>rd</sup> Place	4 points
4 <sup>th</sup> Place	3 points
5 <sup>th</sup> Place	2 points
6 <sup>th</sup> Place	1 point

\*\*\*Note - Points will be awarded as above regardless of the number of entries in the event.\*\*\*

**After the points have been posted, the rider has two (2) shows to contest the points. After this time, the points will remain as posted, with the exception of the last two shows. The last show points may be checked within 7 days of the last show by calling the secretary.**

Tie Breaker for Year End Standings:

Contestants tying with points at the end of the year shall have ties broken as follows:

1<sup>st</sup> tie breaker - Contestant having the most 1<sup>st</sup> places in that class.

2<sup>nd</sup> tie breaker - Contestant having the most 2<sup>nd</sup> places in that class.

3<sup>rd</sup> tie breaker - Contestant competing in the most number of shows in the respective event.

VI. **End of the Year Awards** - Our goal for the year end awards is to give the following:

1. All Around and Reserve All Around awards for each age group.
2. 1<sup>st</sup> and 2<sup>nd</sup> place buckles in each event is offered.
3. Awards in each event through 6<sup>th</sup> place.
4. Participation awards to anyone who does not place in the top 6 of an event.

**In order to qualify for any end of the year awards, a participant must be in good standing by performing the following:**

1. Be a paid member, in good standing;
2. Paid the required Sponsorship fees;
3. Compete in at least 7 shows in 2 events; and
4. Complete 35 work points –

1 work point is earned for each age group of an event that is signed up for and worked at the show (must work entire age group). A contestant can earn 7 work points at the Tuesday night jackpots (must work entire exhibitions/jackpot). Barrel exhibition will be considered as an age group for one worker point.

Examples: *If Jane works the Little Wrangler age group for Barrels – 1 work point*  
*Pete works PeeWees, Jrs., & Srs of Stakes – 3 work points*  
*Jimmy works from 5pm till end of Tuesday night jackpot – 7 work points*

If a member is not able to obtain the necessary work points, the cost per point will be \$10 per point or \$350 for all 35 work points.

VII. **Events** – Order of Events at each point show are as follows:

1. Lead line Barrels
2. Lead line Stakes
3. Ground Roping - will begin at 8am while Lead line is occurring
4. Goat Ribbon Pulling – will begin immediately following Lead line Barrels
5. Tie-down calf roping
6. Breakaway roping
7. Ribbon roping
8. Goat Tying
9. Barrel Racing
10. Flags
11. Pole Bending
12. Stake Race

**Books will close for each event when the first contestant for that age group begins competition.**

All exhibition rides will run at the end of that event. Points are not allowed for exhibition rides.

Running order will be computer generated for each show.

VIII. **Entry Fees** - Entry Fees are as follows per contestant:

Barrel Racing	\$5.00	
Pole Bending	\$5.00	
Stake Race	\$5.00	
Flags	\$5.00	
Goat Ribbon Pull	\$5.00	PLUS Stock Charge - \$1.00
Goat Tying	\$5.00	PLUS Stock Charge - \$4.00
Ribbon Roping	\$5.00	PLUS Stock Charge - \$9.00
Breakaway Roping	\$5.00	PLUS Stock Charge - \$9.00
Tie Down Calf Roping	\$5.00	PLUS Stock Charge - \$9.00
Office Fee	\$5.00	Per Show

IX. **General Information** -

- a. Rules for each event are listed in this rulebook. It is the member's responsibility to be aware of all rules and regulations of Silver Spurs Rodeo Club (SSRC). Any contestant not complying with event rules will be disqualified from their respective event after a review by the Board of Directors of SSRC.
- b. Any member, or member's family members, that are in violation of club rules will be brought before the Executive Board of Directors for an explanation. If a member, or a family member, is in violation

of the rules, the member may lose all riding privileges.

- c. Any member, who has a grievance about a respective event, should address that grievance to the respective Event Director. The respective Event Director, along with the Executive Board will make all decisions regarding the handling of any grievances or complaints, along with any decisions regarding the implementation of all rules set forth in this rulebook.
- d. Any member that has been suspended will be brought before the Executive Board after one calendar year for re-admission into the club, pending Executive Board approval.
- e. Members shall follow all safety rules and conduct themselves as sportsmen and women. Members shall inform their guest of these general rules.  
Foul language and un-sportsman like conduct will not be permitted by members or family members and are grounds for disqualification and/or expulsion. This includes all actions in the arena and outside of the arena.  
No one will be allowed to interfere with a judge or flag person while an event is on-going.
- f. Members shall present a current Coggins test to be checked upon request. The Coggins must be current and must be performed within the last twelve (12) months.
- g. All spectators must stand back from the arena fences. Children should not be left unattended. This is for the safety of everyone. Spectators will not be allowed in the warm up area during the speed events.  
Spectators should remain away from all gates at all times unless they are volunteer workers.
- h. Contestants and spectators are asked to refrain from disturbing the announcer, timers, score keepers or any other volunteer conducting club business while the events are in progress. No one is allowed upstairs by the announcer's table to speak to the announcer or timers. All questions will be directed to the Secretary's table.
- i. Horses are not to be tied up in the arena. The alley way will be kept clear at all times.
- j. All dogs are to be kept on a leash and kept as far from the arena as possible.
- k. If a contestant's time is missed, the backup time will be used for that contestant only not for the whole class.
- l. If a contestant receives help after crossing the starting line they cannot place ahead of a contestant who rides alone regardless of their time.
- m. Board of Directors have the authority to call for the alley way clearing at any time. A contestant will be given 3 warnings and then disqualified for that event if they do not comply.
- n. 3 call rule will apply and be enforced. When a contestant is given the first call to compete, they shall begin their entry into the arena immediately. The contestant MUST be making a good faith effort to enter the arena. The contestant will have 1 minute (at which point their name will be called 3 times) to enter. If for any reason the horse hesitates, stops, turns, balks, etc.; more time may be allowed at the discretion of the event director. If at the end of two minutes announcer will have stop watch to record time, the contestant will receive a no time for that event. These same rules apply for contestants entering the roping box for roping events.

## **Event Rules**

### **GOAT RIBBON PULL**

This event is for Lead Line and Little Wranglers only.

#### **Event Rules:**

1. Time will start when contestant crosses the starting line and ends once contestant has pulled ribbon off goat and crosses the start/finish line with ribbon in hand.
2. Contestant will receive a no time if they do not have ribbon in their hand when crossing the finish line.
3. Goat is to be held by a minimum of 3 helpers & goat is to be held still.
4. Ribbon is to be placed in the same place on the goat's tail for all contestants in that show.
5. Length from the starting line to the goat shall be 32 Ft.

### **GROUND ROPING**

#### **Event Rules:**

1. Peanuts age group only
2. Score line is 3 feet back from the Dummy's back.
3. All contestants will be allowed 3 loops from behind a roping dummy for the first go. The loop must circle the calf's head and neck and the slack must be drawn.
4. In the 2<sup>nd</sup> go and following rounds, contestants will be allowed 2 loops. Placings will be based on the most catches.
5. The contestant cannot step across the line. If contestant does step across line, the loop will be counted as a miss.
6. If contestant drops rope or falls to the ground – the loop will be counted as a miss.
7. The contestant cannot let go of the rope and must have a clean Bell Collar Catch.
8. If contestant catches shoulder or more, then contestant can “try 3 times to flip rope” back up to bell collar catch. If contestant cannot get rope back to a bell collar catch in 3 tries then it is considered a miss.

9. If dummy is moved from original position while attempting to flip rope – it will be considered a miss.
10. The Dummy is to be moved further from the line after each go-round.

### **CLOVER LEAF BARREL RACING**

1. Starting line in clover leaf barrel racing will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The barrels and the starting line will be permanently marked for the entire go round.
4. The horse's nose will be timed as it crosses the starting line.
5. During the barrel racing events, the pattern will be dragged or leveled.
6. A contestant may enter the arena at the speed of their choice.
7. The arena gate must be closed immediately after barrel racer enters the arena, and kept closed until pattern is complete and the rider's horse is under control.

#### **Event Rules:**

1. All barrels must be 20 yards or farther apart
2. The arena conditions will enable you to decide the distance over 20 yards that you wish to place the barrels.
3. The clover leaf pattern is the only approved pattern in this event.
4. The barrels must be 20 feet, at least, from the arena fence.
5. Touching the barrel is permitted by horse or contestant.
6. The front 2 barrels shall be 20 yards from the starting line.
  - a. The maximum distance between the 2 front barrels shall be 35 yards, arena conditions permitting.  
The maximum distance between the 2 front barrels and the back barrel shall be 35 yards, arena conditions permitting.
  - b. The contestant may start on either the right or left barrel with a total of only 3 turns in the pattern.
    1. When starting on the right barrel, there will be one right turn and 2 left turns around the barrels.
    2. When starting on the left barrel, there will be one left turn and 2 right turns around the barrels.
7. Event directors and club officers will determine what size pattern will be used (small or large) dependent upon arena conditions.

#### **Scoring and Penalties:**

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Knocking over a barrel is a five (5) second penalty per barrel. Should barrel be knocked over and it sets up on opposite end, the five (5) second penalty still applies and will be assessed to the contestants' time.
4. Not following the clover leaf pattern will receive a no-time.



5. Contestant will be allowed legitimate time from the time contestant enters the arena gate until time starts by Field Flagman (Judge) or electric eye.

#### BARRELS Continued

6. Judge will determine legitimate problem for restart time.
7. If the horse crosses starting line at any time before the pattern is completed, pattern will be considered broken and contestant will receive a no-time.
8. If contestant's horse breaks timer light, by backing through before starting pattern- time will be considered started.
9. When the electric eye fails to work for one or more contestants during a performance, the manual backup time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
10. Not following the designated pattern will result in a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern.

#### **Reruns:**

1. No rerun will be given due to faulty or broken equipment furnished by contestant
2. The battery digital clock will be the first backup time and the digital hand held stop watch will be the second backup time. When both the digital clocks malfunction and no time was recorded from digital watches, contestant will be given a rerun designated by the Judges and arena director, plus any penalties.

### **FLAG RACING EVENT**

#### **Rules:**

1. Use barrels with 2 five gallon buckets. Buckets to be filled with sandy dirt for Little Wrangler age group. If available, oats are to be used for Peanut through Senior age groups. Dirt or oats should be 5 inches from top of both buckets. The flag will be 16-18 inches long. On the pick up bucket the top of the flag must protrude above the rim of the bucket at 5 inches. Buckets should sit on top of each barrel and in the middle of each barrel.
2. Barrels are set 30 feet from the arena wall.
3. The contestant may run the course either direction, from the left to right or right to left. In either case, the bucket on the first barrel he/she come to shall not have a flag in it. The bucket on the second barrel he/she comes to shall have a flag set in the center of the bucket.
4. The contestant is given a flag just prior to when he/she enters the arena. The contestant then rides across the start/finish line toward the barrel with the flag. As he/she turns the 1<sup>st</sup> barrel, he/she places the flag into the bucket. Then crosses over to the second barrel and takes the flag out of the second bucket and races back across the start/finish line with the flag in hand.
5. The contestant may circle the barrel if he/she chooses to do so without penalty. However, the contestant may only circle from the outside of the barrel always turning towards the middle of the arena. If contestant goes to the right barrel first, they can only circle to the left. If the contestant goes to the left barrel first, they can only circle to the right.
6. A contestant will be disqualified and receive a no time for any of the following:
  - a. Knocking over a barrel or turning a bucket over

- b. Failure to keep the flag in the first bucket. A dropped flag on ground or a missed flag in a bucket is a “no time”.
- c. Using the flag as a whip on the horse.
- d. Contestant may not dismount to retrieve flag after crossing start/finish line.
- e. Carrying the flag any other place but in his/her hand carries a two (2) second penalty.
- f. Circling the barrel in the wrong direction.
- g. Not following the designated pattern will result in a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern.

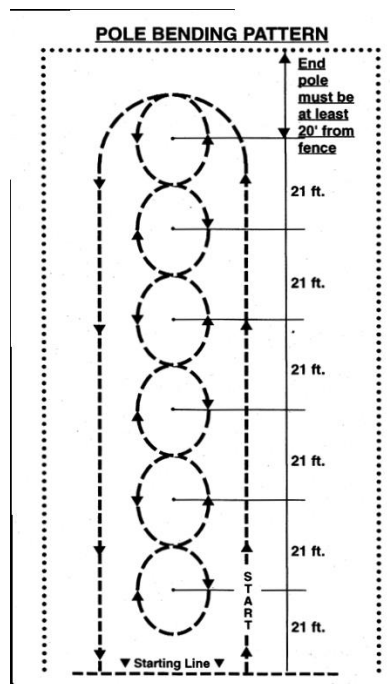
## POLE BENDING

### Event Rules:

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

**Scoring and Penalties** - Same as Barrel Racing

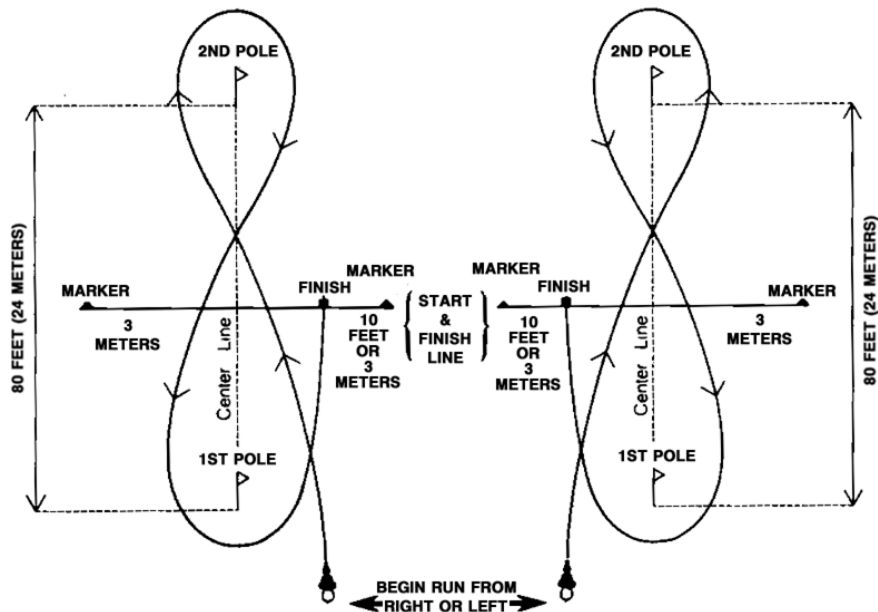
**Reruns** - Same as Barrel Racing



## STAKE RACE

### Event Rules:

1. Only 2 poles are to be used (same as the Pole Bending Poles), which are 80 feet apart.
2. Contestant must make a complete figure eight (8).
3. If a contestant does not make a complete figure eight (8) pattern, he/she will be disqualified.
4. Poles will be set up on the first pole marker (Pole Bending Pattern, closest to the timer line) and the fifth pole bending marker. Two cones 10 ft from middle of the run at 90 degrees.
5. Contestant can start on either the right or left of the first pole.
6. Cross the start/stop line which is located center line of stakes and marked 10 feet and 90 degrees, cross over to the opposite side of the pole, make either a right or left turn, go back across the start/stop line to approach the next pole making sure to cross over to the opposite side of the pole, make either a right or left turn and complete the pattern by crossing the start/stop line.
7. If an upright pole is knocked down or pattern is run outside of cones, it shall result in a no-time.
8. Contestant will exit the arena from the side gate used for exiting barrels and poles.
9. Broken pattern shall also be defined as breaking the forward motion to retrace their tracks to finish the pattern.



## **GOAT TYING**

Leather thong, pigging string or rope can be used to tie goat.

### **General Rules:**

1. Starting line in goat tying will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The stake and the starting line will be permanently marked for the entire go-round.
4. A contestant may enter the arena at speed of their choice.
5. Arena gate must be closed immediately after contestant enters arena.
6. Time is to be taken between flags.
7. The horse's nose will be timed as it crosses the starting line.
8. Have collars the same and snug. Ropes the same length. Goats the same size and weight.
9. Flagmen stand in identical places for each contestant.
10. Judges, goat handlers, directors, etc. must stand directly behind goat in order to give contestant dismounting from either right or left an equal opportunity.
11. If there are 10 or more contestants in any age group, goats may be changed after 5 to 7 contestants, at the discretion of Event Director.

### **Event Rules:**

1. There should be at least a 15 yard starting line.
2. Starting line will be 100 feet from stake.
3. The goat should be tied to a stake with a rope 10 feet in length.
4. Stake should be completely under the ground so that no part of it is visible or above ground.
5. The contestant must be mounted on a horse and must ride from the starting line to the goat.
6. If the goat is down when the contestant reaches it, goat must be stood on at least 3 feet and then thrown. Cross and tie any 3 legs together with a leather thong, pigging string, or rope. Stand clear of goat when tie is completed.
7. Legs must remain crossed and secure for 6 seconds after completion of tie.
8. To qualify as a legal tie, there will be one or more wraps, half hitch, hoey and knot.
9. Time will start when the contestant crosses the starting line. Electric timers can be used to start time. Flagger to be used for back-up timer.

10. Time will stop when the contestant signals the completion of the tie.

#### GOAT Tying Continued

11. The contestant must move back 3 feet from the goat before the judge will start the 6 second time limit on the time for the goat's legs to remain crossed and tied. If contestant gets rope that is holding the goat wrapped around her leg, she may ask the judge if she can remove it. After getting permission from the judge, she may remove the rope and move back 3 feet from the goat, then the 6 second time limit will start.

#### Scoring and Penalties:

1. Timed event judge will not flag a contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. The tie will be passed on by a field judge and if it is not secure for six (6) seconds the contestant will receive a no time.
4. Contestant will receive a no time for touching the goat or tie string after she signals she is finished.
5. If the contestant's horse runs over the goat or rope at any time, he/she will receive a 5 second penalty.
6. If the goat should break away because of the fault of the horse while contestant is mounted, she will receive a no-time. A contestant is still mounted until both feet are on the ground.

#### Reruns:

1. No run will be given due to faulty or broken equipment furnished by contestant in any event.
2. If the goat should break away, it will be left to the judges' discretion whether she will be given a rerun.
3. When both the digital clocks malfunction and not time was recorded from digital watches, if stock was qualified on, in the field, contestant will be given a rerun at a time designated by the judges, plus any penalties.
4. If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

### **BREAKAWAY ROPING**

#### Events Rules:

1. A Barrier or flagged barrier line will be used.
2. Time limit is 30 seconds for Juniors and Seniors. Pee Wee and Peanut ropers will have a 1 minute time limit.
3. All age groups will be allowed 2 loops. If roper intends to use 2 loops, he/she must carry 2 loops. If second loop falls from saddle before used, it cannot be rebuilt **No loops can be rebuilt!!!!**
4. The rope must be secured to the saddle horn with the provided string in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope. This will be the contestants' responsibility.

5. Only cloth must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
6. The catch as catch can rule shall apply after the loop has passed over the calf's head.
7. Rope must be released from contestant's hand to be a legal catch.
8. In case the field judge flags out a roper that still legally has one or more loops coming, the judge may give the same calf back lap and tap, plus time already lapsed and any barrier penalty.
9. The contestant shall receive a no time should he/she break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop their horse to make the rope break away.
10. Contestant is responsible for finding someone to push their calf if desired.

### **TIE DOWN CALF ROPING**

#### **General Rules:**

1. A Barrier or flagged barrier line will be used.
2. Ropers will be allowed 2 loops. If roper intends to use the second loop, he must carry 2 loops. No loops can be rebuilt. If second loop falls from saddle before it is used, it cannot be rebuilt.
3. In a roping event, a horse must clear the box before a loop is thrown. Contestant must rope calf, dismount the horse, go down the rope and throw calf by hand. Cross and tie any three (3) legs. Any catch is legal, catch as catch can rule. Roping calf without releasing loop from hand will disqualify the catch.
4. The roper shall throw the calf with no assistance. If calf is down when roper reaches it, calf must be stood on at least 3 feet. Calf must be elevated high enough that he would regain his feet and calf must be re-thrown.
5. If ropers' hand is on calf when calf falls, calf is considered thrown by hand. Rope must hold calf until roper gets hand on the calf.

#### **TIE DOWN CALF ROPING CONTINUED:**

6. To qualify as a legal tie, there shall be one or more wraps, and a half hitch or hooey. (Hooey is a half hitch with a loop, the tail of the string may be partly or all the way pulled through.)
7. The tie must hold 6 seconds, and 3 legs remain crossed until passed on by the judge. 6 second time will start when roper has remounted his horse and has take 1 step forward. If ropers' rope comes off the calf as roper starts to work with tie, the 6 second time will start when roper completes the tie and signals for time to the judge.
8. Roper will be flagged a no-time for touching calf, or string after giving finish signal, or for excessively dragging the calf after he remounts horse.
9. Roper will be disqualified for any abusive treatment of calf or his horse.
10. Untie man must not touch calf until judge has passed on tie. Contestants must adjust neck roper or keeper (a keeper is a loop that is attached to the tie down), and reins in a manner that will prevent the horse from dragging the calf. If the horse excessively drags the calf after roper has dismounted, field judge may stop

the horse. A ten (10) second penalty will be added to time by flag judge.

11. There will be a 45 second time limit for Juniors and Seniors.
12. There will be a 1 minute time limit for pee wees and **help will be allowed at the discretion of the Event Director; who will designate someone to help all contestants in that age group. The designated helper may only assist in throwing the calf for the peewee contestant; but only after contestant dismounts and touches calf.**
13. Contestant is responsible for finding someone to push their calf if desired.

## **RIBBON ROPING EVENT**

This event will be a combined open event consisting of any 2 club members. A team will consist of a roper and a runner. There are no designated age groups for this event.

The roper is required to rope the calf, dismount, and touch the calf. Roper is only allowed one loop.

The runner is required to remove the ribbon from the calf's tail and carry the ribbon across the barrier box in the shortest time possible.

Teams may be combined from any age group and all teams will compete against each other. There will be 10 placings in the event at each show.

The fastest 10 times at each show will receive points toward year end standings with first place receiving 10 points and 10<sup>th</sup> place receiving 1 point. At each show, the top three teams will receive payout as stated above for all other events.

The top ten ropers and top ten runners at the end of the year will receive year end awards.

**Due to this being an open, combined event any points obtained in this event will not count towards an individual's All-Around points.**

Ribbon Roping Continued:

### **Rules:**

1. There will be a 60 second time limit in this event.
2. Contestants may enter as many times as they wish, but the same team may only enter the show one time. The same team is defined as the same roper and same runner. However, the team may switch with the roper acting as the runner and the runner performing the roping, that would be counted as a separate team.
3. Roping box, chute and barrier are to be used as in other roping events.
4. Roper – catch as catch can. Any catch that holds calf is legal.
5. Only one loop is allowed.
6. Rope must be tied on. Use a neck rope on horse.
7. Runner can stand anywhere they choose in the arena.

8. Roper must rope calf (catch as catch can) dismount and be in contact with the calf when the runner removes the ribbon or team will receive a no time.
9. Calf does not have to be flanked. Roper just has to have a hand on calf.
10. Ribbon must be removed by the runner and runner must cross finish line with ribbon in hand.
11. Judge will flag time when runner crosses finish line with ribbon in hand. Runner must give ribbon to Judge to receive time.
12. Any part of the ribbon is legal.
13. Rope must hold calf until roper touches calf.
14. If the ribbon comes off the calf's tail after the roper made his/her catch, the roper must dismount and touch calf. The runner must go to where the ribbon came off, pick it up and carry back across finish line.
15. Contestant is responsible for finding someone to push their calf if desired.

Scoring:

1. Judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. There will be a ten second penalty assessed for breaking barrier.
4. Contestant and/or team will be disqualified for any abusive treatment of calf or horse.
5. Judge's decision is final regarding legal or illegal runs, re-runs, and times.

Reruns:

1. If the ribbon comes off the calf's tail prior to the roper making the catch or if there is no ribbon put on calf – there will be a rerun.
2. Reruns may be given if calf escapes the arena. Flag will be dropped and watches stopped. Contestant will get animal back with the lap & tap start and time already spent will be added to time used in qualifying plus barrier penalties if any.
3. No reruns will be given due to faulty or broken equipment.
4. If no time is recorded or time missed, and the stock was qualified on in the field, contestant will be given a rerun.
5. If the judge sees he/she has made an error in flagging, he/she must declare a rerun before the contestant leaves the arena.



## **Silver Spur Rodeo Club**

### 2016 Officers

President	Julie Portie
Vice President	Peggy Portie
Secretary	Jill Guidry
Treasurer	Charlene Carson

### Event Directors

Barrels	Stephanie Caswell
Poles	Tracy McCain
Stakes	Nancy Tower
Goats	Kasey Cormier
Flags	Dana Sonnier
Ground Roping	Julie Silver
Roping	Tim Stelly
Lead Line	Jenny Lyons

Website	Kasey Cormier
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