



NORTHWEST YOUTH RODEO ASSOCIATION 2017 RULEBOOK

MISSION STATEMENT

Focused on traditions and values, the Northwest Youth Rodeo Association (NYRA) is a family oriented organization providing young cowgirls and cowboys the opportunity to compete in the great American sport of rodeo. We promote sportsmanship, respect, responsibility, leadership and fairness. We rely on our membership to help create a healthy environment full of encouragement and friendly competition.

ADOPTING, AMENDING OR RESCINDING STANDING RULES:

Standing rules will be considered for adoption annually at the fall membership meeting. If the need arises to adopt them before that time, they may be adopted individually by calling a special meeting, allowing fifteen (15) days notice to all officers, directors, and contestant members.

Standing rules must be adopted by a majority vote at the annual or special business meeting. Although such a rule remains in effect until rescinded or amended, contestants must be notified by mail immediately of any new rules, rescinded rules, or amended rules.

SECTION 1: MEMBERSHIP

A. ASSOCIATION MEMBERSHIP ELIGIBILITY

1. Pre Pee Wee Division (PPW): Ages 2 through 6 years of age
2. Pee Wee Division (PW): Ages 7 through 10 years of age
3. Junior Division (JR): Ages 11 through 13 years of age
4. Senior Division (SR): Ages 14 through 18 years of age OR the last year contestant is in high school (with a maximum age of 19 years old)
5. The age of the contestant as of January 1st of that year shall apply to that contestant for the entire rodeo season.
6. Birth certificate, current proof of medical insurance and a notarized minor's release form is required to be on file for all contestants prior to participating in any NYRA affiliated event.
7. Junior and Senior contestants must provide a copy of their school report cards, or other proof of attendance in an educational program accepted by the State Board of Education, for the most current reporting period to date of rodeo.

B. MEMBERSHIP DUES

1. General Membership dues are due annually in the spring of each year. The Board of Directors will determine date and amount of dues.
2. New membership packets will be available through the web site. Packets include Membership Form, Minor's Release, Awards Form and Volunteer Form. Required forms and payment must be turned in prior to the first rodeo. The board will determine the due date for these forms.
3. Contestants not having an annual membership may enter an approved NYRA rodeo as a permit contestant. Permit contestants must pay all fees in cash or money order. A permit can be obtained for \$20 and is good for only one (1) rodeo.

C. ANNUAL MEMBERSHIP BENEFITS

1. Each annual member will be informed of all sanctioned point rodeos.
2. Each paid membership may include a subscription to an official Association publication.

D. POINT SYSTEM

1. Points will be awarded at each rodeo in the following events: Bull Riding, Saddle Bronc Riding, Saddle Cow Riding, Bareback Riding, Barrel Racing, Goat Tying, Goat Tail Untying, Pole Bending, PrePee Wee Flag Race, Tie Down Roping, Breakaway Roping, Chute Dogging, Calf Tying, and Team Roping.
2. Points are awarded as follows:

1 st place: 10 points	6 th place: 5 points
2 nd place: 9 points	7 th place: 4 points
3 rd place: 8 points	8 th place: 3 points
4 th place: 7 points	9 th place: 2 points
5 th place: 6 points	10 th place: 1 point
3. Points will only count when annual membership dues, awards fees and entry fees have been paid to the Secretary/Treasurer prior to the first NYRA point rodeo.
4. In case of a tie, the total number of points available involved in the tie will be added then divided equally to the nearest tenth of a point. Awards will be presented on the basis of a coin toss if necessary.
5. All-Around awards will be given to the contestant with the most points using the point system above. If a contestant wants to compete for the All-Around award, he/she must enter in three (3) or more events at 51% of the rodeos for the year and earn points in each of the three (3) events, and be in good standing with the NYRA. If in a particular age group no one achieves the above requirements in three (3) events, then that group will switch to the same rules based on two (2) events. Every contestant that wishes to participate for year-end individual awards must compete in 51% or more of that NYRA sanctioned event for the year and be in good standing with the NYRA.
6. In the event that a team roper places more than once in a given rodeo, the highest points will be counted for the All-Around at that given rodeo and for the All-Around Year end awards.
7. All points earned in each team roping division will be accumulated towards year end high point header and high point heeler awards for each division.
8. For All-Around awards, the tie breaking decision will be based on the contestant with the most 1st place finishes. If that ties, then the contestant with the most 2nd place finishes and on down.
9. Year end standings will be calculated per event using one less than the total number of rodeos.

E. ENTRIES

1. Entry sign-up date and time will be decided by the Board.
2. There will be no late entries. If member misses entry deadline they will not be able to participate in that rodeo.
3. No shows UNEXCUSED: Any contestant that does not show for entries entered and/or does not pay entry fees as required, will pay all entry fees in full plus a \$20.00 fee per contestant for each day entered at one (1) NYRA

Rodeo.

4. No shows EXCUSED: Any contestant must submit a written excuse to the Board within five (5) days of the missed rodeo. The Board has fourteen (14) days to act upon the excuse. The decision of the Board is final.
5. The Board will have the option to limit gaming and rough stock entries.
6. Rodeo Office hours will be posted on the NYRA website. All contestants must have fees paid before the books close.
7. There shall be a fine of \$25 levied on any member issuing a NSF check to any NYRA approved rodeo, and such contestant will be ineligible to participate in any future approved rodeos until the check in question and /or the fines are paid in full, in cash, prior to the opening of the books for any future sanctioned NYRA rodeo. Following a NSF check, cash or money order will be required for entry fees.

F. GRIEVANCES/COMPLAINTS

1. A \$25 fee will be charged to anyone filing a grievance. The fee and the grievance are to be filed with the Board prior to the end of the affected performance. If the grievance is found to be valid, the fee will be refunded. The Board has fourteen (14) days to reach a decision. The decision of the Board is final.
2. Only contestants will be allowed to register complaints, and they must be placed through the contestant or adult event director. All event directors have the authority to ask the arena director and judges to hear a complaint. A decision must be made before the start of the next performance.

SECTION 2: CONTESTANT RULES

A. CONTESTANT GENERAL RULES

1. A meeting of all rodeo contestants and officials should be held before the beginning of the rodeo season and rules read.
2. Competing contestants must dress in Western attire. This includes long-sleeve, western-style, button up shirts, western boots, and a western hat (or helmet). Western shirts will be buttoned up to the button below the collar. No midriff can be exposed; shirttails must be tucked in. Volunteers are welcome to dress comfortably but must have safe, closed toe shoes.
3. All contestants must wear their entry number on their back so it is visible to judges and spectators. Contestants must also wear their number while in the arena, chute area, stock working area or the contestant waiting area.
4. All contestants must wear an appropriate event helmet or western hat in the arena. No ball caps are allowed during performances.
5. Contestants will ride in their own age group. Contestants may elect to ride up one level in gaming and roping events only. Contestants moving up in one event will have to move up in all of their roping and gaming events. Contestants moving up will be considered a member of that higher age group.
6. Contestants will ride in their own age group in all rough stock events for safety reasons.

7. Senior Boys and Senior Girls will follow National High School Rodeo Association (NHSRA) rules.
8. Lead Line: If a parent or assistant is on the course or crosses the starting line this will be considered lead line.
9. 51% rule applies to all members nominated for year-end awards. Member must compete in 51 % of total rodeos to be eligible for awards.
10. PeeWee and Junior Divisions: Girls rough stock and chute dogging points will go toward the all-around.

B. CONTESTANT DISQUALIFICATIONS

1. All contestants are required to read all the rules carefully. Failure to understand rules will not be accepted as an excuse.
2. The Board of Directors may disqualify or ban any contestant, parent or guardian for violation of NYRA rules or any of the following offenses:
 - ✓ Horses rearing uncontrollably in the roping box.
 - ✓ Fighting or quarreling by a participant, parent or guardian.
 - ✓ Mistreatment of stock on rodeo grounds.
 - ✓ Trading or any attempt to trade stock.
 - ✓ Property damage by contestants or their associates not immediately reported to the NYRA President or Vice-President.
 - ✓ Any contestant found drinking alcohol, taking drugs, or under the influence of same at any time during a NYRA event. Such contestant will be disqualified from competing at any NYRA sanctioned rodeo for the balance of the year and will not be eligible for Year End Awards.
 - ✓ Board of Directors may suspend any contestant's points for a bad check or non-payment of entry fees and/or fines.

C. SANCTIONED APPROVED RODEOS

Board of Directors will approve rodeo locations. Location of all rodeos will be posted to the NYRA website.

D. FLAGGERS, TIMERS, AND JUDGES

1. Judges, timers, flaggers, and arena help must be people of experience and be members of the Association for insurance purposes. If the Association does not consider a volunteer to have adequate experience, the Directors will find an alternative volunteer opportunity.
2. The same two (2) flaggers must flag the entire age division for an event (games) for the rodeo.
3. All Judges and Flaggers must stand in identical places at each performance and for each contestant.
4. Flaggers must stand five to ten (5-10) feet from the starting line.
5. All rodeos are required to use watches or an electric eye in thousands of a second. There shall be two (2) timers, except in a case of an electric eye being used, and then only one (1) flagger and one (1) back-up timer are required.

6. Flagger is to start the clock in rough stock events.

E. ALCOHOL, INJURIES, AND TICKETS

1. No members will be allowed to consume, or be under the influence of alcohol or drugs in proximity of contestant's staging areas during performances or slack. If a person is found to be intoxicated and/or an endangerment to the safety of our rodeo functions, the person(s) will be removed by any necessary means.
2. In case of injury, no person is to pick up the child except the parent/guardian or medical attendants.
3. If a contestant in any event, is taken to the hospital, NYRA will require a release from the doctor before the contestant will be allowed to compete in future NYRA rodeos.
4. All raffle tickets must be returned by the final rodeo. If a contestant has awards coming, he/she will not receive them until tickets and money are in to the secretary or raffle chairperson.

SECTION 3: HORSES AND EQUIPMENT

A. HORSES

1. Immediate family members (as listed on NYRA Family Membership form) may share a horse in barrels, poles, and flags **only** in the PrePee Wee, Pee Wee, and Junior divisions.

B. EQUIPMENT

1. Contestants must use proper Western equipment. Western saddle, blanket, and tack are required.
2. Use of a hackamore or other types of bridles is the optional choice of the contestant.
3. If contestant's own equipment breaks during any event, no re-ride will be given. Worn out equipment does not warrant a re-ride.
4. The judge shall have the authority to remove any equipment believed to be inhumane or dangerous.
5. All contestants are responsible to supply their own equipment.

SECTION 4: GAMING EVENTS

A. GENERAL GAMING RULES

1. Senior girls follow NHSRA rules. For safety reasons, PrePee Wee, Pee Wee and Junior contestants may enter the arena in the following manner:
 - ✓ Leading a horse on foot with rider mounted
 - ✓ Leading a horse with another horse with the rider mounted
 - ✓ Leading a horse into the arena and rider mounting once through the gate.
2. Horse and rider may enter the arena at the speed of their choice as long as the gaming director(s) feels it is in a safe manner.
3. There will be no running out of the arena.

4. The "White Line" rule in Pole Bending will be enforced during the Pee Wee and Junior pole bending.
5. No run or re-ride will be given due to faulty or broken equipment furnished by contestant in any event.
6. The starting lines and location of barrels, poles, and goats must be marked permanently for the entire rodeo.
7. Arena gate must be closed immediately after contestant enters the arena, and kept closed until pattern is completed and contestant's horse is under control.
8. Contestants may change horses in these events.
9. During the barrels and pole bending events, the arena will be raked at regular intervals to be determined by the director.

B. GENERAL GAMING TIMING AND PENALTIES RULES

1. Contestant will be allowed legitimate time from time contestant enters arena gate until contestant's time starts by the field flagger or electric eye. Time limit for Pee Wee and Junior contestants will have one minute.
2. Judge will determine legitimate problem for exceeding pre-start time.
3. A clearly visible starting line shall be provided.
4. If horse re-crosses the starting line at any time before the pattern is completed, pattern will be considered broken and contestant will receive no time.
5. If contestant's horse breaks timer light by backing through before starting the pattern, time will be considered started.
6. The horse's nose will be timed as it crosses the starting line.
7. Contestants must enter the arena under control.
8. Judge is to flag time, ensure time is recorded, then flag contestant out if run is not legal.
9. Twin units of battery powered electric eyes with one electric power digital clock and one battery power digital clock and two hand held battery powered digital watches in thousands of seconds shall be used to time.
10. The battery digital clock will be the first back-up time and digital hand-held watches to be second back-up time. When both the digital malfunction and no time was recorded from digital watches, contestant will be given a re-run at a time designated by the judges and Gaming Director, plus any penalties.
11. When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled times will remain unaltered.
12. There shall be a minimum of seventy-five (75) feet allowed for stopping from starting line to fence.

C. PRE PEE WEE FLAG RACE

1. There shall be a barrel set 100 (one hundred feet) from the starting line with a two (2) lb. coffee can filled three quarters full with sand or soil. The can will be centered on the top of the barrel. A wooden stake, fourteen inches long and a minimum of 7/8" in diameter shall be placed in the can with the

- flag wrapped and tacked with a 4" square remaining.
- 2. Rider crosses starting line, goes down and around barrel, grabs flag and carries flag back across starting line.
- 3. Knocking over the can and/or barrel is a five second penalty.
- 4. Dropping the flag before crossing the finish line is a disqualification.
- 5. Contestant must maintain forward motion circling the barrel in the same direction as was the original attempt to grab the flag.

D. BARREL RACING

- 1. Senior girls will follow the NHSRA rules.
- 2. The cloverleaf pattern is the only approved pattern in this event.
- 3. Both ends of the barrels must be intact.
- 4. Touching a barrel is permitted by horse or contestant.
- 5. During barrel racing events the arena will be raked at regular intervals to be determined by the Gaming Director.
- 6. Arena gate must be closed immediately after contestant enters the arena, and kept closed until pattern is completed and contestant's horse is under control.
- 7. PrePee Wee course measurement: Three barrels shall be placed in a triangular formation. #1 and #2 barrels are set 30 feet from the start/finish line and are 75 feet apart. #3 barrel is 90 feet from #1 and #2 barrels.
- 8. Pee Wee, Junior and Senior course measurement:
 - a) The barrels must be twenty (20) feet, at least, from the arena fence.
 - b) The arena conditions will enable you to determine the distance that the barrels can be set apart, provided they are at least 20 feet from the fence.
 - c) The front two barrels shall be sixty (60) feet from the starting line.
 - d) The maximum distance between the two front barrels shall be ninety (90) feet; arena conditions permitting.
 - e) The maximum distance between the front barrels and the back barrel shall be 105 feet; arena conditions permitting.
 - f) The contestant may start on either the right or the left barrel
 - g) When starting on the right barrel, there will be one right and two left turns around the barrels.
 - h) When starting on the left barrel, there will be one left and two right turns around the barrels.
- 9. Knocking over a barrel is a five second penalty, per barrel. Should the barrel be knocked over and it sets up on opposite end, the five second penalty will be assessed.
- 10. Not following the cloverleaf pattern will receive a no time. A broken pattern shall be defined as breaking forward motion or retracing tracks to finish the pattern and/or passing the plane of the barrel on the off side. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.

E. POLE BENDING

- 1. Senior girls will follow NHSRA rules.
- 2. The pole bending pattern is to be run around six poles.
- 3. No flags to be used on poles.
- 4. Poles used must have rubber bases.
- 5. Poles are to be colored red, white and blue by six inch strips.
- 6. The distance from the starting line to the first pole shall be 21 feet. Spacing between the poles shall be 21 feet apart.
- 7. End pole must be 20 feet, at least, from the fence.
- 8. Poles shall be set on top of the ground, six feet in height, and with the base between 12-14 inches in diameter.
- 9. Poles must be in a straight line.
- 10. Touching poles is permitted by horse or contestant.
- 11. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
- 12. Knocking over a pole is a five second penalty, per pole
- 13. Not following the pole bending 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 and/or passing the plane of the pole on the off side. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.
- 14. A white line will divide the start/finish line when 2 lanes of poles are run simultaneously (drawn perpendicular to the start/finish line) during the pole bending event. A contestant may not cross this white line until:
 - a) The contestants are finished with their pattern and have crossed back through the timer.
 - b) The contestants have their horses under control and come to a stop
 - c) The contestant in the other lane has completed their pattern (with the exception of arenas with two enter/exit gates).
 - d) If the Pee Wee lane is not lined up with the gate, the parent may help or assist the Pee Wee in stopping at the white line.

F. GOAT TYING (OR TAIL UNTYING)

1. GENERAL RULES:

- a) There should be at least a fifteen yard starting line.
- b) Starting line will be 100 feet from stake in all divisions, except PrePee Wee.
- c) The goat should be tied to a stake with a rope ten feet in length.
- d) Stake should be completely under the ground so that no part of it is visible or above ground.
- e) Goat handlers must stand directly behind the goat. Judges and Directors will position themselves so they are able to have a clear view of the goat, rope, and horse.
- f) Arena permitting, the gate will be in the center between the two goats allowing each contestant the same length run at the goat.

- g) The contestant must be mounted on a horse and must ride from the starting line to the goat and dismount from the horse.
- h) Time will stop when contestant signals the completion of the tie.
- i) Time to be taken between the two flags.
- j) All goats must be tied three times before the rodeo.
- k) All goats must have collars the same and snug. Ropes must be the same length.
- l) Timed event judge will not flag contestant out until time is recorded.
- m) Contestant will receive a no time for touching the goat or tie string after signaling contestant is finished.
- n) If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope at any time, a ten second penalty will be assessed to contestant between flags.
- o) If the goat should break away because of the fault of the horse, the contestant will receive a no time between flags.
- p) If the goat should break away with no fault to the contestant or contestant's horse, the contestant will get a re-run.
- q) When both the digital clocks malfunction and no time was recorded from digital watches, and if stock was qualified on in the field, contestant will be given a re-run at a time designated by the judges and the Timed Event Director, plus penalties.
- r) If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.
- s) Livestock Requirements
 - i. Goats must be the same size and weight.
 - ii. Minimum weight: 50 lbs; Maximum weight 70 lbs.
 - iii. Sharp horns shall be tipped.

2. PRE PEE WEE GOAT TAIL UNTYING

- a) The starting line will be 70 feet from the goat.
- b) Contestant will remove a ribbon that has been pre-tied to goat's tail.
- c) Time limit is sixty seconds (60).

3. PEE WEE, JUNIOR AND SENIOR GOAT TYING

- a) Seniors will follow NHSRA rules.
- b) Pee Wee time limit is sixty (60) seconds.
- c) Junior and Senior time limit is thirty (30) seconds.
- d) The contestant must dismount from the horse and throw the goat by hand.
- e) If the goat is down when the contestant reaches it, goat must be stood on at least three (3) feet (goat must be elevated by contestant so that at least 3 feet are dangling straight underneath the goat) and re-thrown.
- f) The goat must have three legs crossed and tied together with a leather thong, pigging string, or rope.
- g) The contestant must declare herself when done tying the goat.
- h) The contestant must then stand clear of the goat and move back three feet from goat before the judge will start the six second time on tie.

- i) The goat's legs must remain crossed and secure for six (6) seconds after completion of the tie.
- j) If the contestant gets the rope that is holding the goat wrapped around her leg, the contestant may ask the judge if contestant can remove it. After getting permission from the judge, removing rope and moving back three feet, the contestant's six second time limit will start.
- k) In Pee Wee division goats are held until riders feet hit the ground.
- l) Junior and Senior division goats are released when flag is dropped.

4. JUNIOR BOYS CALF TYING

- a) Time limit is thirty (30) seconds.
- b) Calf will be tied to the chute.
- c) A white starting line will be made by the chute.
- d) The time will start when contestant crosses white line and will end when the contestant declares himself.
- e) Qualified person (other than calf tying contestant) will tail the calf until the contestant crosses the starting line.
- f) If the calf is down when the contestant reaches it, calf must be stood on at least three (3) feet (calf must be elevated by contestant so that at least 3 feet are dangling straight underneath the calf) and re-thrown.
- g) To qualify as a legal tie, there will be at least one complete wrap around at least 3 legs and a half hitch, hooley or knot.
- h) The contestant must declare himself when done tying the calf.
- i) Legs must remain crossed and secure for 6 seconds after completion of tie.
- j) If the contestant gets the rope that is holding the calf wrapped around his leg, the contestant may ask the judge if contestant can remove it. After getting permission from the judge, removing rope and moving back three feet, the contestant's six second time limit will start.

SECTION 5: ROUGH STOCK EVENTS

A. GENERAL ROUGH STOCK RULES

- 1. Rough stock contestants will follow NHSRA rules except as noted below.
- 2. All rough stock events are open to Pee Wee girls and boys, Junior girls and boys, and Senior boys. Senior girls do not participate per NHSRA rules.
- 3. All contestants are responsible to supply their own equipment.
- 4. Helmets designed specifically for rough stock events are REQUIRED.
- 5. Vest designed to protect the chest and back of rider must be worn in the following events: saddle bronc riding, bareback riding, saddle cow, and bull riding. This applies to all age divisions for all approved sanctioned association rodeos. The vest shall be one manufactured and sold by retailers for rodeo or equestrian events.
- 6. Mouthpieces are mandatory for all age divisions.
- 7. Contestant will ride in their own age group in all rough stock events for safety reasons.
- 8. No contestant shall be forced to ride by parents or anyone else. Chute boss,

judge(s), and Board of Directors will enforce this ruling.

9. Pee Wee and Junior contestants shall ride for six (6) seconds.
10. Senior contestants shall ride for eight (8) seconds.
11. Pee Wee and Junior contestants have the option of riding one handed or two handed. Seniors must ride with one hand.
12. If a contestant elects to ride one handed, the contestant will be disqualified if the free hand comes in contact with the bucking stock or comes in contact with the contestant's body.
13. Contestant will be in control of the ride. If contestant is hanging off the side more than 45 degrees, not in control, contestant will be disqualified for safety reasons.
14. No one under the age of six years of age shall be allowed to ride rough stock.
15. The time to start the clock is when the animal's inside front shoulder passes the plane of the chute.
16. Contestant will have the right to call judges to pass on whether or not the animal is properly flanked and/or cinched.
17. The judge on the latch side of the chute gate shall serve as a backup timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is eight (8) seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight seconds, the judge must go with the whistle.
18. Fall- If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
19. Contestant may pull the rigging/rope from either side.
20. Contestant must compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
21. Contestant is not to use sharp spurs. No part of the spur may have sharp edges including rowels and wire locks.
22. No contestant will ride two head in the same event during a performance except for re-rides.

B. DRAWING FOR STOCK

1. All stock is to be numbered and drawn for by number.
2. All stock in contest events must be drawn by number by a judge.
3. There must always be as many as four exact copies made of the draw: one to be posted, one for each judge, and one or more copies for the secretary's records.
4. Receptacle containing numbers to be drawn must be held above the drawing judge's head and numbers shaken between each number drawn.
5. Drawing must be conducted so any Event Director may witness the draw.

6. No more than two feature animals allowed for each performance of go round.
7. In case stock is sick, crippled, or already shipped, replacement will be drawn from re-ride animals.
8. The contractor must have the consent of judges and Rough Stock Directors to remove any stock from the grounds.
9. No pens of stock shall be drawn by the judge for more than one go-round in advance.
10. Pens of stock shall be drawn by the judge and secretary shall provide judge with an exact copy of the draw.
11. Stock will be drawn for contestant until he has actually been disqualified or turned stock out.
12. All stock used in the finals at all rodeos must be approved by Rough Stock Directors and judges.
13. No contestant may compete on the same head of stock twice at any rodeo in the same event, except for re-rides or re-runs.
14. All animals including re-rides will be put in the draw.
15. Pens of stock may be drawn in order to allow stock contractor time to get livestock to the arena.
16. Stock for re-rides must be drawn before go-round and must be posted.
17. Any stock in original draw that is turned out - this means not bucked or contested on- automatically goes into the re-ride if needed.
18. Any animal drawn for a re-ride but not used in that go-round may be held out of the draw for re-rides in the following go-round along with feature animals, then will be returned for the go-round draw after the re-rides have been drawn.
19. Re-rides may be drawn before end of event in which re-ride is given.
20. An animal can be drawn for a re-ride only one time in a go-round.
21. If an animal marked to go the last performance of the go-round is drawn in the re-ride stock, that animal's position must be traded with one marked to go the first performance before the go-round is drawn.
22. After drawn re-rides and those animals that are turned out are used for re-rides, all stock out that go-round except feature animals and animals already doubled back will be put in the hat as additional re-ride for that go-round drawn.
23. Stock out the last performance of a go-round may be held out of the draw for additional re-rides if it becomes necessary to draw back at all animals out in the go-round to get enough re-rides.
24. Re-rides in the bull riding contest at all rodeos shall be drawn from all animals in the draw with no more than five feature animals excluded.
25. Feature animals qualifying one-half of the number of final riders may be held out of the re-rides draw.
26. If re-ride is given on an animal twice in a row, animal will automatically be declared unsatisfactory and must be replaced and taken from the draw.

C. ROUGH STOCK RE-RIDE RULES

1. The matter of re-rides shall be decided by the judges.
2. Contestant shall not influence the judges by asking for a re-ride at any time.

3. If a re-ride is given, judge shall inform the contestant immediately of his mark and an option of a re-ride.
4. Contestant may refuse re-ride and take his score.
5. Contestant must make his decision immediately.
6. If an animal that is drawn for a re-ride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the contestant who draws the animal for a re-ride.
7. If animal that is drawn for a re-ride is already drawn for another contestant in a later go-round, the contestant with the re-ride in the prior go-round will take the animal first.
8. If, in the opinion of the judges, a rider makes two honest attempts to get out on a chute-fighting animal and is unable to do so, he may have a re-ride drawn for.
9. Contestants who are fouled at chute and declare will be entitled to a re-ride at judge's discretion, or the spurring out rule may be waived.
10. If animal falls down out of chute, contestant will be entitled to a re-ride at the discretion of the judges.
11. If the animal loses flank, fails to break, sops, or fouls rider, rider may take same animal back, providing stock contractor is willing, or he may have re-ride drawn.
12. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
13. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the re-rides.
14. If the pick-up man or horse comes in contact with bucking stock before qualified time has elapsed, re-ride will be given on same animal drawn.

D. BAREBACK RIDING RULES

1. Senior boys will follow NHSRA rules.
2. All contestants are responsible to supply their own equipment.
3. Junior contestants must make an attempt to mark their horses out. An attempt will be the judge's decision and the judges will explain at the rough stock meeting prior to each rodeo. Judges decision will be final.
4. PeeWee division contestants are not required to have heels or rowels over the break of the shoulders, touching the horse when the horse's front feet hit the ground on the first jump out of the chute.
5. To qualify, the senior rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground on its initial move out the chute.
6. Rigging must lie flat on horse's back while rigging is being cinched.
7. Stock contractor may call on judge to pass on whether rigging is being set or cinched in a manner that might hurt horse's back.
8. Judges may require contestant to take his hand out of the rigging after a horse is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request to take such action.
9. Only NON-binding rigging shall be used in the PeeWee, Junior and Senior

- divisions. To be enforced by the rough stock director and/or judge(s).
10. Contestant's ride and the animal are to be marked separately.
11. Figures used in marking the riding events shall range from one to twenty-five on both the bucking animal and the contestant and use the full spread.
12. If a horse stalls coming out of the chute, either judge may tell contestant to take his feet out of the horse's neck and first jump qualification will then be waived.
13. Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
14. If the rigging comes off horse, touching anything with free hand or if contestant is bucked off, contestant will receive a no score.
15. In the opinion of the judges, if a contestant is riding with rowels too sharp or riding with locked rowels, he will receive a no score.
16. Contestant will be disqualified for taking any kind of finger tuck, or finger wrap.
17. Judges may disqualify contestant who has been advised he is next to go if he is not above the animal with his glove on when previous horse leaves the arena.
18. EQUIPMENT:
 - a) Seniors must use a one-handed rigging
 - b) Juniors and Pee Wees may use a two-handed rigging.
 - c) Rigging shall be leather and shall not be more than ten inches in width at the hand-hold and not over six inches wide at the "D" ring. Latigo cannot be blocked in the "D" ring. Riggings will use a standard "D" ring to be set to sit flat on horses back when cinched.
 - d) No freaks will be allowed. Only rawhide may be used under the body of the handhold. There will not be rawhide restrictions with the exception of no rawhide may be within one inch of the back of the rigging body excluding the "D" ring wrap which may be no more than two inches up from the bottom of the body. The rigging body must also be spread nine inches apart at the back of the rigging four inches down from the center. The handle bars under the rigging body must be tapered down to at least one fourth inch at the end of the handle bar.
 - e) Rider may have a single layer of leather under handhold which will extend at least one inch on both sides of the center of the handhold and not be skived and shall be glued down.
 - f) No fiberglass or metal will be allowed in riggings or handholds. Only leather or rawhide is allowed for handhold, with maximum of three-fourths inch of rawhide allowed. Flat-head rivets and/or screws and "T" nuts are allowed to secure handhold. The only other metal allowed will be in the "D" rings.
 - g) Quick release buckle is optional on bareback rigging.
 - h) Cinches on bareback riggings shall be made of mohair and shall be at least eight inches in width at the center buy may be tapered to accommodate cinch "D" rings.
 - i) Required bareback pads are to completely cover the underside of the

- riggings and are to extend a full two inches behind the rigging.
- j) Pads used under riggings must be leather covered on both sides. If they are hair pads, they must be at least one inch thick; and if a foam pad, at least one and one-quarter inches thick. In addition, the pad must have leather over the bars one-eighth inch thick extending at least one-half inch on either side and the back of the handle bars.
- k) In addition to the pad, a piece of leather a minimum of one-eighth inch thick and 4" square must be glued or sewed to the pad and centered in comparison to the total body length of the rigging. This piece of leather shall be placed so that half of it extends behind the rigging and the remaining two inches are under the rigging.
- l) The rider's glove will be a plain glove with no flaps, rolls, wedges, welds, or gimmicks.
- m) Only NON-binding rigging shall be used in all divisions.
- n) There will be no adhesive material other than dry resin used on rigging or on rider's glove
- o) All bareback horses will be haltered during competition.

E. BULL RIDING RULES

1. Seniors will follow NHSRA Rules
2. All contestants are responsible to supply their own equipment.
3. Bell must be under belly of bull.
4. No bell = no score.
5. No finger wraps, no knots or hitches to prevent rope from falling off bull when rider leaves him. Pee Wee Riders are NOT allowed to take a wrap.
6. No more than two men may be on the chute to pull contestant's rope.
7. Rider and bull to be scored separately.
8. Figures used in marking the riding events shall range from one to twenty-five on both the bucking animal and the contestant and use the full spread.
9. If contestant makes a qualified ride with any part of the rope in riding hand, he is to be scored.
10. Contestant will receive no score for any of the following offenses:
 - a) Being bucked off
 - b) Touching animal, equipment or person with the free hand
 - c) Using sharp spurs
 - d) Placing spurs or chaps under the rope when the rope is being tightened.
 - e)
11. EQUIPMENT:
 - a) Hooks or posts shall not be used on bull ropes.
 - b) Quick release buckle is optional on bull rope on the offside.

F. SADDLE BRONC RIDING

1. Senior boys will follow NHSRA rules, including saddle specifications.
2. Contestant must supply own equipment.
3. Riding to be done with a plain halter, one rope-rein and an association saddle.

4. Standard halter must be used unless agreement is made by both contestant and stock contractor.
5. Stock contractors may furnish their own halters and contestants may use them. If contestant borrows halter, he accepts the equipment as his own.
6. Dry resin may be used on chaps and saddle.

G. CHUTE DOGGIN' RULES

1. This is an event for Junior and Senior boys and girls.
2. There is a thirty (30) second time limit.
3. The event initiates from the bucking chute.
4. Once score line has been set, it will not be changed for that rodeo.
5. If judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line. This will be the start time.
6. Time to be taken between two flags
7. Steer belongs to the contestant when called for it, regardless of what happens.
8. It shall be the Arena Director's responsibility to see that contestants compete on stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
9. The dogger can place left hand on left horn and right hand over neck, until the steer crosses the score line.
10. NYRA will have a designated tailer. The tailer cannot leave the chute. If the tailer leaves the chute a 10 second penalty will be added. NYRA will add a third judge to watch the tailer.
11. The tailer will start in the chute and may have no other contact with the steer except the tail. The tailer may only slow forward motion of the steer.
12. Tailer must be an NYRA Member or an adult. They are subject to contestant rules if acting as a tailer. A violation of rules by tailer will disqualify the contestant they are helping.
13. Tailer must not render any assistance to contestant while contestant is working with steer.
14. Tailer may tail the steer for the ENTIRE run in Junior Division only.
15. Contestant is considered working with the steer when steer leaves the chute.
16. If steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by dogger putting animal's horns into the ground, it must be let up to all four feet and then thrown.
17. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.
18. Dogger must have hand on steer when flagged.
19. If a steer falls in the opposite direction the dogger is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal throw.
20. There will be two flaggers. One will stand on the score line, which will be at the end of the swing of the gate (approx. eight feet). The second judge will flag in the field.
21. Once a contestant has been flagged out, he will receive no stock back.

22. The fairness of throw will be left to the judges, and their decision is final.
23. The field flagger is required to watch the contestant and steer until the animal is turned loose.
24. Electric timers are optional.
25. LIVESTOCK REQUIREMENTS
 - a) Steers used should be inspected and objectionable ones eliminated.
 - b) Minimum weight: 450 lbs; Maximum weight: 550 lbs.

H. SADDLE BRONC STEER RIDING

1. Contestants will follow NHSRA rules, Junior High Division.
2. Open to Junior boys and girls only.
3. All contestants are responsible to supply their own equipment.
4. Riding to be done with one rein and saddle. Standard Bronc rein and saddles must be used.
5. One hand on the bronc rein.
6. Ride will be judged on a 6 second ride.
7. To qualify, rider must attempt to have spurs over the break of the livestock shoulders and touching the livestock when livestock's feet hit the ground on the first jump. If the livestock stalls coming out of the chute, either judge may tell the rider mark out rule waived.
8. Mark out rule will be waived only if rider is fouled on pull gate, back of chute, or neck rope, all at judge's discretion. If livestock comes out backwards, mark out rule will be waived.
9. Time will start when livestock leaves the plane of the chute with the inside shoulder, and will stop when buzzer sounds.
10. Using a flank strap will be the discretion of the contractor

SECTION 6: TIMED EVENTS

A. GENERAL ROPING RULES

1. Contestants may change horses in roping events.
2. Roping Box shall be part of the arena during roping events.
3. Once the score line has been set, it will not be changed in that go, nor can length of box be changed.
4. Lap and tap definition: No barrier to be used. Barrier judge is used to flag the start. Judge shall flag the animal when animal's nose crosses the starting line.
5. It is always the decision of the barrier judge whether the barrier is broken.
6. Should the barrier break at any point other than the designated breaking point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or rope is broken and string unbroken, barrier judge may assess a ten-second penalty. Otherwise, this will not be considered a broken barrier.
7. If automatic barrier does not work, but time is recorded, contestant

will get time, but there will be no penalty for broken barrier.

8. If barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore entitling contestant to a re-run without penalties.
9. If automatic barrier fails to work, and stock is brought back, contestant must take same animal over during or immediately after the same performance.
10. If barrier equipment hangs on animal and contestant tries the animal, contestant accepts the animal. If contestant pulls up, contestant will receive the same animal back.
11. Stock belongs to contestant when contestant calls for it, regardless of what happens, with the following exceptions:
 - a) If the animal escapes from the arena, the field judge will drop flag and all watches will be stopped.
 - b) Contestant will receive original animal back with a lap and tap start.
 - c) Time already accumulated will be added to time used to complete the qualifying run plus any barrier penalties. If time is not recorded, the contestant will receive a ten second penalty for any jump or any loop used.
 - d) In case of mechanical failure.
 - e) If, in the opinion of the line judge, contestant is fouled by the barrier, contestant shall get their stock back, providing contestant declares themselves by pulling up.
12. Time to be taken between two flags.
13. In order for the time to be considered official when using a barrier, the barrier flag must operate.
14. Judge is to flag time, ensure time is recorded, then flag contestant out if run is not legal.
15. There will be a ten-second penalty assessed for breaking the barrier.
16. Contestant will be disqualified for any abusive treatment to stock or contestant's horse.
17. It shall be the Timed Event Director's responsibility to see that contestant competes on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.
18. If any part of the pusher breaks the plane of the chute gate before the calf releases the barrier, the contestant receives a no time.
19. No rattling of the chute. This applies in both the performance and slack. The contestant and/or person rattling the chute shall be disqualified.
20. During any performance if an animal escapes the chutes or pens before it is called for the contestant, or if an automatic barrier fails to work and the stock is brought back, that animal will be returned during or at the end of that performance in the same manner it was originally worked or brought to the pens for contesting. At least several head of animals will be brought back together. No animal may

be re-penned by itself. Decisions will be made by the arena director about when stock is re-penned.

21. No re-runs will be given due to faulty or broken equipment furnished by the contestant.
22. If the judge sees that an error has been made in flagging, a re-run must be declared before the contestant leaves the arena.
23. The stock must be re-run before it is used by another contestant.
24. When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a re-run at a time designated by the judges and the arena director plus any barrier penalties. If there are barrier penalties, then a lap and tap start will be used.
25. There shall be two or more timers, a field flag judge, and a barrier judge.
26. A third official may be used to help determine legal catches or any infractions of the rules. This official need not be mounted.
27. Flag judge will make final decision.
28. Barrier judge is responsible for changing barrier string whenever it may have been weakened, or on request of the next contestant.
29. Barrier judge shall keep a record of the length of the barrier trip rope each performance to assure the same start for contestants each performance.
30. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced.
31. Barrier judge shall be sure that nobody can stand close enough to the barrier or barrier equipment to tamper with it.
32. Height of barrier in timed events shall be from 32" to 36" measured at the center of the box.
33. Once contestant(s) have been flagged out, they will receive no stock back.
34. If barrier judge is used, the animal is to be flagged when crossing the starting or deadline, in front of flagman.
35. A ten foot tape must be on hand for the barrier judge to measure score line and check ten barrier ring rule.
36. Adjusting length of barrier trip rope will be accomplished only by tying knots in the rope on either end.
37. The contestants will chute draw in the order of the judge's sheet.

B. BREAKAWAY

1. Senior Girls will follow NHSRA rules
2. Event is open to Pee Wee girls and boys, Junior girls and boys, and Senior girls.
3. Pee Wees will use a lap and tap system.
4. Juniors will use a barrier.
5. There is a thirty (30) second time limit
6. Pee Wee - gate open, one loop, no barrier
7. Junior - gate open, one loop, barrier

8. Senior - gate closed, 2 loops, barrier
9. Seniors are allowed two loops if two ropes are carried.
10. Ropes are to be tied to the saddle horn with nylon string (Pee Wees to use cotton string).
11. The rope must not be run through the bridle, tie down, neck rope, or any other device.
12. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A white flag that is visible to the flagger or judge must be attached at the knot end of the rope.
13. String will be provided and will be inspected by designated official before each contestant competes.
14. The second rope must remain tied until used and must not be broken away from the saddle horn.
15. No loops are to be rebuilt.
16. If second loop falls from saddle or contestant's hand before used, it cannot be rebuilt.
17. The catch-as-catch-can rule shall apply after the loop has passed over the calf's head.
18. Rope must be released from contestant's hand to be a legal catch
19. In case the field flag 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 penalties.
20. A field flag judge must ask contestant if they want a second loop.
21. Once a contestant has been flagged out, they will receive no stock back.
22. The contestant will receive no time should contestant break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, un-dally the rope, and then stop contestant's horse to make the rope break away.
23. LIVESTOCK REQUIREMENTS:
 - a) Calves must be uniform in weight and breed
 - b) Calves used should be inspected and objectionable ones eliminated.
 - c) If the calves are horned, the horns are not to exceed two inches.
 - d) Minimum weight: 180 lbs; Maximum weight: 350 lbs
24. EQUIPMENT:
 - a) Cattle neck ropes on calves must be tied with string or rubber bands.
 - b) No metal snaps or hardware shall be used on cattle neck ropes
 - c) Adjustable slide shall be used on all cattle neck ropes for cattle used in calf roping events.
 - d) An automatic barrier must be used.

C. BOYS TIE DOWN ROPING

1. Junior and Senior boys shall follow NHSRA rules.
2. Junior boys will have an Exhibition Tie Down event. No points awarded,

no pay back. Entry fee to cover stock charge to be set by Board of Directors.

3. LIVESTOCK REQUIREMENTS:

- a) Calves must be uniform in weight and breed.
- b) Minimum weight: 180 lbs; Maximum weight: 250 lbs.
- c) Calves used should be inspected and objectionable ones eliminated.

4. EQUIPMENT:

- a) Pigging string - a piece of rope used for securing the animals.
- b) Cattle neck ropes on calves must be tied.
- c) No metal snaps or hardware shall be used on cattle neck ropes.
- d) Adjustable slide shall be used on all cattle neck ropes for cattle used in calf roping events.
- e) An automatic barrier must be used.

D. TEAM ROPING

- 1. Three Divisions: Pee Wee, Junior and Senior boys and girls. Seniors shall follow NHSRA rules.
- 2. Pee Wee and Junior boys and girls will rope with an adult. The senior ropers will rope with another senior member. Roper can have permanent partner or use a draw partner from the pool of senior ropers.
- 3. Junior and Senior divisions will use a barrier. No barrier for Pee Wee division.
- 4. "Draw" partners are not eligible for points, prizes, and/or payouts.
- 5. Each contestant will be allowed to carry only one rope.
- 6. Team Roping all Divisions: Enter one time, 3 loops and 60 second time limit. Each team will be allowed three total throws.
- 7. All changes in lists of roping order to split horses, etc. must be made before any stock for that event is loaded in the chute.
- 8. After stock is loaded ropers must rope in order of the judge's sheet.
- 9. Header will start behind barrier using either box or must throw the first loop at the steers head.
- 10. Heeler must start from behind the barrier line.
- 11. Time will be taken when steer is roped at head and heels, with both horses attempting to face the steer (does not need to be in a straight line with one another) with ropes dallied and tight.
- 12. Roping steer without turning loose of the rope will be considered a no catch.
- 13. Roper must dally to stop steer or change steer's direction.
- 14. No tied ropes allowed.
- 15. The word "dally" means one complete turn around the horn.
- 16. Ropers must be mounted when time is taken.
- 17. Steer must be standing up when roped by head or heels.
- 18. No foul catches can be removed by hand.
- 19. If steer is roped by one horn, roper is not allowed to ride up and put rope over other horn or head with his hands.
- 20. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch.

Neither contestant may remove the front foot or feet from loop by hand.

However, should the front foot or feet come out of the heel loop by the time the field judge drops his flag, time will be counted.

- 21. 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, plus time already lapsed and any barrier penalty.
- 22. There will be only three legal head catches:
 - a) Both horns
 - b) Half a head
 - c) Around the neck
- 23. If hondo passes over one horn, the loop over the other, the catch is illegal.
- 24. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
- 25. Any heel catch behind both shoulders is legal if rope goes up heels.
- 26. One hind foot receives a five second penalty.
- 27. The steer's entire body must be turned and moving forward in tow before the heel loop can be thrown. However, if the steer stops it must only be in tow for the heel loop to be legal. Any heel loop thrown in the switch is considered a "crossfire" and is illegal and will receive a no time.
- 28. Steer must not be handled roughly at any time, and ropers may be disqualified if, in the opinion of the field judge, they have intentionally done so.
- 29. In the event a team roper is disqualified or injured, that team will be eliminated from that event.
- 30. If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight feet before steer regains his feet or team will receive no time.
- 31. Broken rope or dropped rope will be considered no time.
- 32. If artificial horns are jerked off, contestants will receive re-run on same steer, with no penalties other than barrier penalties.
- 33. Any questions as to catches in this event will be decided by the judges.
- 34. LIVESTOCK REQUIREMENTS:
 - a) Steers must be uniform in weight and breed.
 - b) Animals should be inspected and objectionable ones eliminated.
 - c) All steers shall have horns properly wrapped.
- 35. EQUIPMENT:
 - a) Cattle neck ropes must be tied with string or rubber bands.
 - b) No metal snaps or hardware shall be used on cattle neck ropes
 - c) Adjustable slide shall be used on all cattle neck ropes for cattle used in roping events.
 - d) An automatic barrier must be used.

E. PRE-PEE WEE DUMMY ROPING

- 1. A designated box (drawn on the ground) will be behind the dummy. Contestant will step into the box and rope the dummy. Once in the box time

- will start. Time stops when slack is pulled. Contestant will step back outside box and rebuild loop before they rope again.
2. Each contestant gets 3 loops.
 3. While contestant is outside of box they may have assistance building loop. While inside box no assistance is allowed. If assisted in the box contestant will be disqualified.
 4. The winner is determined by points but in case of a tie the fastest time will determine the winner. Points will be as follows:
 - a) Slick Horns: 2 Points
 - b) Half Head: 1 Point
 - c) Whole Head: 1 Point
 5. The only legal head catches are Slick Horns, Half Head, and Whole Head.

SECTION 7: QUEEN AND COURT

A. GENERAL RULES

1. Queen and court must be able to take care of their own horse and equipment.
2. Association is not responsible for chaperoning the queen and court.
3. Queen and court must be active members twelve months prior to tryouts. The association court will be chosen from any current member.
4. Three judges for tryouts will be selected by the Board at a regular meeting.
5. The association queen and court will be judged 40% on personality and communication skills, 20% on appearance, and 40% on riding ability.
6. The association queen and court will be required to attend 51% of all rodeos, preferably not missing more than two unless it is previously cleared with the Board of Directors.
7. Once a member has been chosen as queen, she cannot serve as queen again, but may be voted on the court again.
8. Tryouts shall be announced one month prior to the competition. The court tryout will be held at a location and date set by the Board and the Queen Advisor.
9. Tryouts are open to public viewing.
10. Reigning court may not wear their current court attire for tryouts.
11. The coronation dance can be held at a rodeo of choice.
12. Board will decide how many princesses will be chosen. If possible, the court should consist of one qualified peewee, one qualified junior, and one qualified senior.
13. The queen will be the highest scoring contestant based on our scoring system.
14. There may be escorts to accompany the court and carry the flag at all court attended events.
15. There shall be a court chaperone/advisor appointed by the Board. If possible, this person should not be related to any court member.
16. The advisor will be responsible for:
 - ✓ Scheduling appearances
 - ✓ Assisting with selection of court attire
 - ✓ Communicating with the Board of Directors on court activities
 - ✓ Accounting of Court's financial status with Board of Directors
 - ✓ Organizing court members during appearances
 - ✓ Carrying out directives from the Board concerning the court
 - ✓ Assisting the court with obtaining sponsorships
 - ✓ Encouraging court members to join in decision making thus growing as individuals as well as learning to work as a team.
17. Queen Advisor and Court will be subject to the same rules of conduct and disciplinary action as outlined in the NYRA Rule Book. Violating any of the NYRA Rules while on official business may result in dismissal from their official position.
18. Any reigning NYRA Court member must relinquish crown and title for any of the following reasons:
 - ✓ Pregnancy during reign.
 - ✓ Marriage during reign.
 - ✓ Conduct which would subject her to Disciplinary Action under the Rules or By-Laws.
19. Contestants will be automatically disqualified for wearing of Spandex pants at any time. Note: Spandex is stretch type clothing similar to swim wear and is felt by the Board not to be appropriate.