

2019
Northwest Youth Rodeo Association
Rule Book



Corporate Headquarters
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NWYRA Mission Statement

- Promote the sport of rodeo;
- Uphold, promote and maintain the Western Heritage lifestyle;
- Support exemplary sportsmanship, conduct, attitude, respect and responsibility/accountability;
- Encourage family-orientated relationships and values;
- Teach, demonstrate and practice the excellent care, proper treatment and safeguards for handling livestock;
- To lay a solid foundation of rodeo knowledge and skills to continue onto Highschool and College Rodeo;
- To fund student scholarships and support continued education.

The Northwest Youth Rodeo Association (“NWYRA”) is a non-profit 501(c)(3) organization founded in 1974. NWYRA is focused on traditions, values and is a family-oriented organization that provides 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 an environment of encouragement and friendly competition.

Table of Contents

SECTION 1: MEMBERSHIP

A. Membership Eligibility.....	1
B. Permit Riders.....	1
C. Membership Dues.....	1
D. Point System & Awards.....	2
E. Rodeo Entries.....	3
F. Grievances.....	3
G. Sanctioned Approved Rodeos.....	3
H. Annual Membership Meetings & Adopting, Amending or Resending Standing Rules.....	3
I. Flaggers, Timers & Judges.....	4

SECTION 2: CONTESTANT RULES

A. General Contestant Rules.....	4
B. Contestant Disqualifications.....	5
C. Alcohol & Injuries.....	5
D. Fundraising & Raffle Tickets.....	5

SECTION 3: HORSES & EQUIPMENT

A. Horses.....	5
B. Equipment.....	6

SECTION 4: GAMING EVENTS

A. General Gaming Rules.....	6
B. General Gaming Timing & Penalties.....	6
C. PrePeeWee Gaming Events	
1. Flag Race.....	7
2. Barrel Race.....	7
3. Goat Tail Untying.....	7
D. Barrel Racing	
1. Event Rules.....	7
2. Course Measurement.....	8
3. Scoring & Penalties.....	8
4. PrePeeWee Barrel Race.....	8
E. Pole Bending	
1. Event Rules.....	8
2. Course Measurement.....	8
3. Scoring & Penalties.....	8
F. Goat Tying	
1. Event Rules.....	9
2. Course Measurement.....	9
3. Scoring & Penalties.....	10

4. Livestock Requirements.....	10
5. PrePeeWee Goat Tail Untying.....	10

SECTION 5: ROUGH STOCK EVENTS

A. General Rough Stock Rules.....	11
B. Drawing for Rough Stock.....	12
C. Rough Stock Re-Rides.....	13
D. Bareback Riding	
1. Event Rules.....	13
2. Scoring & Penalties.....	14
3. Equipment.....	14
4. Livestock Requirements.....	15
E. Saddle Bronc Riding	
1. Event Rules.....	15
2. Scoring & Penalties.....	16
3. Equipment.....	16
4. Livestock Requirements.....	16
F. Saddle Cow Riding	
1. Event Rules.....	16
2. Scoring & Penalties.....	17
3. Equipment.....	17
4. Livestock Requirements.....	17
G. Bull Riding	
1. Event Rules.....	17
2. Scoring & Penalties.....	17
3. Equipment.....	17
4. Livestock Requirements.....	18

SECTION 6: ROPING/TIMED EVENTS

A. General Roping/Timed Event Rules.....	18
B. PrePeeWee Dummy Roping.....	20
C. Breakaway Roping	
1. Event Rules.....	20
2. Scoring & Penalties.....	21
3. Equipment.....	21
4. Livestock Requirements.....	21
D. Team Roping	
1. Event Rules.....	21
2. Scoring & Penalties.....	22
3. Equipment.....	23
4. Livestock Requirements.....	23
E. Steer Wrestling	
1. Event Rules.....	23
2. Scoring & Penalties.....	25
3. Equipment.....	26
4. Livestock Requirements.....	26

F. Chute Doggin'	
1. Event Rules.....	26
2. Scoring & Penalties.....	27
3. Equipment.....	27
4. Livestock Requirements.....	27
G. Tie Down Roping	
1. Event Rules.....	28
2. Scoring & Penalties.....	28
3. Equipment.....	28
4. Livestock Requirements.....	29
H. Calf Tying (Exhibition)	
5. Event Rules.....	29
6. Scoring & Penalties.....	29
7. Equipment.....	29
8. Livestock Requirements.....	29

SECTION 7: COURT-QUEEN & PRINCESSES

A. Qualifications.....	29
B. Judging.....	30
C. Scoring.....	30
D. Court Reign Requirements.....	31
E. Disqualifications.....	31
F. Nwyra Court Coordinator.....	31

SECTION 8: GRAND ENTRY

A. General Rules for Grand Entry.....	32
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SECTION 9: LOGO USAGE..... 32

SECTION 10: OFFICERS/BOARD OF DIRECTORS & COORDINATORS..... 32

SECTION 11: STOCK CONTRACTOR..... 33

SECTION 12: Nwyra Scholarship..... 34

SECTION 13: Nwyra Arena Layout/Patterns..... 35

SECTION 1: MEMBERSHIP

A. MEMBERSHIP ELIGIBILITY

1. Pre Pee Wee Division (PPW): Ages 4 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. A Membership Form, a notarized Release & Liability Form, a copy of contestants Birth Certificate and current proof of medical insurance is required to be on file for all Contestants prior to participating in any NWYRA affiliated event.
7. Senior Division Contestants must fill-out the “School Verification” portion of the Membership Form and have it signed by a Superintendent, Principle, Counselor or School Secretary to verify contestant is enrolled in school, is in good standing based on grades and conduct and is eligible to participate in school activities for the most current reporting period.
8. Senior Division Contestants attending a home school are eligible for membership if the school is recognized and approved by the State of Oregon Board of Education, that the school they are attending is accredited and that they are meeting grade-level academic proficiency. Contestants may be asked to provide samples of schoolwork, correspondence with school officials, test results and any other documents showing that Contestant is receiving an appropriate education in compliance with the law. The Parents/Legal Guardian of the homeschooled Contestant will need to provide their signature to acknowledge that all the information is valid and true.

B. PERMIT RIDERS

1. Contestants not having an annual membership may enter a NWYRA rodeo as a Permit Rider.
2. Permit Riders will only be able to participate in a single (1) day rodeo for the entire season (one day of a double header).
3. Permit riders must pay Permit Fee, Event Fee(s) and the Office Fee.
4. Permit riders must:
 - a) mail or e-mail completed forms to the secretary by the “Books Closed” date; and
 - b) mail check or call-in to pay entry fees with a credit card.
5. No Permit Riders will be allowed for Philomath.
6. Permit Riders will be eligible to compete for the day money in the division and event entered, but will not receive membership benefits, receive points toward standings or be eligible for year-end awards.

C. MEMBERSHIP DUES

1. Officers/Board of Directors will determine due date for membership forms and the amount of membership dues.
2. Yearly membership packets will be available through the web site. Packets include Membership Form, Minor’s Release & Liability and Award Form. Required forms and payment must be turned in by a date determined by the board.
3. Membership will expire on December 31st of each year.

4. A fee of \$25 will be assessed on any NSF check received by the NWYRA. Contestant and/or member will be ineligible to participate in any future approved rodeos until the NSF check and any associated fees are paid in full. All monies must be paid prior to opening of the books for any future sanctioned NWYRA rodeo.
5. Volunteer sign up will be done through the NWYRA website.

D. POINT SYSTEM & AWARDS

1. Points will be awarded at each rodeo in the following events: PrePeeWee Flag Race, PrePeeWee Barrel Race, PrePeeWee Goat Tail Untying, PrePeeWee Dummy Roping, Barrel Racing, Pole Bending, Goat Tying, Bareback Riding, Saddle Bronc Riding, Saddle Cow Riding, Bull Riding, Breakaway Roping, Team Roping, Steer Wrestling, Chute Doggin', Tie Down Calf Roping and Calf Tying
2. Points are awarded as follows:
 - 1st place: 10 points
 - 2nd place: 9 points
 - 3rd place: 8 points
 - 4th place: 7 points
 - 5th place: 6 points
 - 6th place: 5 points
 - 7th place: 4 points
 - 8th place: 3 points
 - 9th place: 2 points
 - 10th place: 1 point
3. Points start accumulating when annual membership dues, awards fees and entry fees have been accepted by the Secretary/Treasurer prior to the first NWYRA 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. Contestant Awards:
 - a) Contestant must compete in a minimum of 5 of the 9 rodeos or 51% for the year;
 - b) Contestant must have awards fee paid;
 - c) Parent of contestant must complete required volunteer hours;
 - d) Contestants must be in good standing with NWYRA;
 - e) Contestants need to choose from the award options given for that year.
6. Individual Event Awards:
 - a) Individual Event Qualifications are the same as Contestant Awards, in addition;
 - b) Contestant must compete in each specific individual event at a minimum of 5 of the 9 rodeos (51%) to be eligible and have the most accumulated points in that individual event using the NWYRA point system.
7. All-Around Awards:
 - a) Qualifications are the same as Contestant Awards and Individual Event Awards, in addition;
 - b) Contestant must compete in three (3) or more events in a minimum of 5 of the 9 rodeos (51%) and accumulated the most points using the NWYRA point system.
 - c) 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.

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.

E. RODEO ENTRIES

1. Rodeo entry deadlines will be decided by the Officers/Board of Directors.
2. Contestants will be notified of entry deadlines through electronic mail, NWYRA's website or by social media.
3. There will be no late entries. If member misses the entry deadline they will not be able to participate in that rodeo.
4. No shows/UNEXCUSED. Any contestant that does not show-up for their event(s) entered will be required to pay a \$20.00 fee for each no-show day entered. The \$20.00 fee must be paid before contestant will be allowed to enter another NWYRA rodeo.
5. No shows/EXCUSED. Excused absence is only for a medical condition of the contestant (Med-Out) or medical condition of their animal (Vet-Out). Contestant must submit a written note from their doctor or veterinarian to the Secretary before the start of contestants first event entered for that rodeo. The Board has seven (7) days to act upon the excuse. The decision of the Board is final.
6. No shows EXCUSED will be reimbursed for entry fee(s), excluding the office fee.
7. If a contestant has a no show/unexcused event, the Officers/Board of Directors will have the option to limit event entries in future rodeos for that contestant.

F. GRIEVANCES

1. Only Contestants will be allowed to register a grievance.
2. A \$25.00 fee will be charged to file a grievance.
3. Grievance Forms can be obtained through the Secretary.
4. A grievance form must be filled out and filed within one hour after the end of the event performance which is being disputed.
5. If the grievance is found to be valid, the \$25.00 fee will be refunded.
6. All Event Directors and Coordinators have the authority to ask the Event Judges to hear the grievance.
7. A decision must be made before the start of the next performance.

G. SANCTIONED APPROVED RODEOS

1. Officers/Board of Directors will approve rodeo locations.
2. Location of all rodeos will be posted to the NWYRA website and social media.

H. ANNUAL MEMBERSHIP MEETINGS & ADOPTING, AMENDING OR RESCINDING STANDING RULES

1. There will be (2) two mandatory meetings for all members of the association (Contestants, Parents/Legal Guardian(s), Officers, Board of Directors and Coordinators).
 - a) **Beginning of the Season Membership Meeting** that will be held at the first rodeo where announcements will be made and rules will be reviewed.
 - b) **End of Season Membership Meeting** that will be held at the last rodeo where:
 - 1) New rules can be considered;
 - 2) Standing rules can be rescinded or amended;

- 3) Officer, Board of Director and Coordinator positions that are coming vacant can be elected by a majority vote of the members for the next year.
2. If the need arises to adopt a new rule before the end of season membership meeting, the rule may be adopted individually by calling a special Board meeting, allowing fifteen (15) day notice to the Officers, Board of Directors, Coordinators and Members.
3. Rules must be adopted by a majority vote at the end of season membership meeting or special Board meeting.
4. Rules remain in effect until rescinded or amended.
5. Contestants must be notified immediately of any new rules, rescinded rules, or amended rule changes by one or more of the following methods; electronic mail, posted to NPYRA website or by social media.

I. FLAGGERS, TIMERS & JUDGES

1. Judges, timers, flaggers, and arena help must be people of experience and be contestants or parents of contestant with the NPYRA for insurance purposes.
2. If the Association does not consider a volunteer to have adequate experience, the Event Director will find an alternative.
3. The same two (2) flaggers must flag the entire age division for an event (games) for the rodeo.
4. All Judges and Flaggers must stand in identical places during each performance and for each contestant.
5. Flaggers must stand five to ten (5-10) feet from the starting line.
6. All rodeos are required to use watches or an electric eye in thousands of a second.
7. 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.
8. Flagger is to start the clock in rough stock events.

SECTION 2: CONTESTANT RULES

A. GENERAL CONTESTANT RULES

1. All Contestants must dress in western attire in the arena, chute area, stock working area or the contestant waiting area.
 - a) Western long-sleeve, button up shirt with a collar and cuffs. Shirt must be buttoned up to the button below the collar. No midriff can be exposed. Shirt-tails must be tucked in;
 - b) Western boots;
 - c) Western hat or helmet only, no ball caps are allowed during performances;
 - d) Dress code applies to all divisions.
2. If the Contestants does not comply with the above described dress code before entering the arena, a 5 second penalty will be applied to their time.
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. Contestants will ride in their own age division. Contestants may elect to ride up one division in gaming and roping events only. Contestants moving up one division in one event will have to move up in all of their events. Contestants moving up a division will be considered a member of that age division.
5. Contestants will ride in their given age division in all rough stock events for safety reasons.

6. Lead Line: If a parent or assistant is on the course or crosses the starting line this will be considered lead line.
7. Volunteers are welcome to dress comfortably but must have safe, closed toe shoes.

B. CONTESTANT DISQUALIFICATIONS

1. Contestants are required to read all the rules carefully. Failure to understand rules will not be accepted as an excuse.
2. The Officers/Board of Directors may disqualify or ban any Contestant or parent/legal guardian for violation of NWYRA rules including any of the following offenses:
 - a) Horses rearing uncontrollably;
 - b) Fighting or quarreling by a Contestant or parent/legal guardian;
 - b) Mistreatment of livestock on rodeo grounds;
 - c) Trading or any attempt to trade livestock;
 - d) Property damage by Contestant or their associates not immediately reported to the NWYRA President or Vice-President;
 - f) Officers/Board of Directors may suspend any contestant's points for a NSF or non-payment of entry fees and/or fines.

C. ALCOHOL & INJURIES

1. Any Contestant found drinking alcohol, taking drugs or under the influence of alcohol or drugs at any time during a NWYRA event will be disqualified from competing at any NWYRA sanctioned rodeo for the balance of the year and will not be eligible for Year End Awards;
2. If a person is found to be intoxicated and/or an endangerment to the safety of NWYRA's rodeo functions, the person(s) will be removed by any necessary means.
3. In the case of an injury, no person is to pick up the contestant except the parent/guardian or medical attendants.
4. If a contestant was taken to the hospital due to an injury sustained while competing in a NWYRA event, the NWYRA will require a release from the doctor before that contestant will be allowed to compete in any future NWYRA rodeos.

D. FUNDRAISING & RAFFLE TICKETS

1. Every contestant is required to fund raise by selling raffle tickets.
2. The Raffle Chairperson will be identified at the Beginning of the Season Membership Meeting.
3. Every Contestant will be responsible to pick-up their assigned packet of raffle tickets from the Raffle Chairperson at the Beginning of the Season Membership Meeting.
4. Contestant is responsible to sell all their raffle tickets.
5. All raffle money must be returned to the Raffle Chairperson by the final rodeo.
6. Contestants are not eligible for any Year End Awards until all raffle money is turned into the Raffle Chairperson.

SECTION 3: HORSES & EQUIPMENT

A. HORSES

1. Immediate family members (as listed on NWYRA Membership form) may share a horse in barrels, poles, roping/timed events and flags only in the PrePeeWee, PeeWee, and Junior divisions.

2. Event Directors has the right to disqualify a contestant who uses a lame, sick or injured horse during a sanctioned NWYRA Rodeo.

B. EQUIPMENT

1. Contestants must use proper Western equipment. Western saddle, 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 Event Director/Coordinator or 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. Gaming events are Barrel Racing, Pole Bending and Goat Tying/Goat Tail Untying.
2. For safety reasons, PrePeeWee, PeeWee and Junior Contestants may enter the arena in the following manner:
 - a) Leading a horse on foot with rider mounted;
 - b) Leading a horse with another horse with the rider mounted;
 - c) Leading a horse into the arena and rider mounting once through the gate.
3. Horse and rider may enter the arena at the speed of their choice as long as the Event Director feels it is in a safe manner.
4. There will be no running out of the arena.
5. The "White Line" rule in Pole Bending will be enforced during the PeeWee and Junior pole bending.
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 barrel and pole events, the arena will be raked at regular intervals to be determined by that Event Director.

B. GENERAL GAMING TIMING & PENALTIES

1. Contestant will be allowed legitimate time from the time contestant enters arena gate until time starts by the flagger or electric eye.
2. Pre-start time limit for PeeWee and Junior Contestants will be one minute.
3. Judge will determine legitimate problem for exceeding pre-start time.
4. A clearly visible starting line shall be provided.
5. 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.
6. If contestant's horse breaks timer light by backing through before starting the pattern, time will be considered started.
7. The horse's nose will be timed as it crosses the starting line.
8. Contestants must enter the arena under control.

9. Judge is to flag time, ensure time is recorded, then flag contestant out if run is not legal.
10. 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.
11. 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 Event Director, plus any penalties.
12. 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.
13. There shall be a minimum of seventy-five (75) feet allowed for stopping from starting line to fence.

C. PRE PEE WEE GAMING EVENTS

1. FLAG RACE:

- a) This event is open to boys and girls.
- b) 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.
- c) Rider crosses starting line, goes down and around barrel, grabs flag and carries flag back across starting line.
- d) Knocking over the can and/or barrel is a five second penalty.
- e) Dropping the flag before crossing the finish line is a disqualification.
- f) Contestant must maintain forward motion circling the barrel in the same direction as was the original attempt to grab the flag.

2. BARREL RACE:

- a) This event is open to boys and girls.
- b) See Subsection D.

3. GOAT TAIL UNTYING:

- a) This event is open to boys and girls.
- b) See Subsection F

D. BARREL RACING

1. EVENT RULES:

- a) This event is open to PeeWee boys and girls; and Junior and Senior girls only.
- b) Senior girls will follow the NHSRA rules.
- c) The cloverleaf pattern is the only approved pattern in this event.
- d) Both ends of the barrels must be intact.
- e) Touching a barrel is permitted by horse or contestant.
- f) During barrel racing events the arena will be raked at regular intervals to be determined by the Event Director.

- g) 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.
- h) The contestant may start on either the right or the left barrel;
- i) When starting on the right barrel, there will be one right and two left turns around the barrels.
- j) When starting on the left barrel, there will be one left and two right turns around the barrels.

2. COURSE MEASUREMENT:

- a) See NWYRA Arena Layout.

3. SCORING & PENALTIES:

- a) 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.
- b) 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.

4. PRE PEE WEE BARREL RACE:

- a) See NWYRA Arena Layout.
- b) 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.

E. POLE BENDING

1. EVENT RULES:

- a) This event is open to PeeWee boys and girls; and Junior and Senior girls only.
- b) Senior girls will follow NHSRA rules.
- c) The pole bending pattern is to be run around six poles.
- d) No flags to be used on poles.
- e) Poles used must have rubber bases between 12-14 inches in diameter..
- f) Poles are to be colored red, white and blue by six inch strips.
- g) Poles shall be set on top of the ground, six feet in height.
- h) Poles must be in a straight line.

2. COURSE MEASUREMENT:

- a) See NWYRA Arena Layout

3. SCORING & PENALTIES:

- a) Touching poles is permitted by horse or contestant.
- b) A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
- c) Knocking over a pole is a five second penalty, per pole.

- e) 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.
- f) 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:
 - 1. The Contestants are finished with their pattern and have crossed back through the timer;
 - 2. The Contestants have their horses under control and come to a stop;
 - 3. The contestant in the other lane has completed their pattern (with the exception of arenas with two enter/exit gates);
 - 4. 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

1. EVENT RULES:

- a) This event is open to PeeWee boys and girls and Junior and Senior girls only.
- b) Seniors will follow NHSRA rules.
- c) 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.
- d) Arena permitting, the gate will be in the center between the two goats allowing each contestant the same length run at the goat.
- e) The contestant must be mounted on a horse and must ride from the starting line to the goat and dismount from the horse.
- f) All goats must be tied three times before the rodeo.
- g) All goats must have collars the same and snug.
Goat ropes must be the same length.
- h) PeeWee, Junior and Senior contestant must dismount from the horse and throw the goat by hand.
- i) 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.
- j) The goat must have three legs crossed and tied together with a leather thong, pigging string, or rope.
- k) PeeWee division goats are held until rider's feet hit the ground.
- l) Junior and Senior divisions goats are released when flag is dropped, starting time.

2. COURSE MEASUREMENT:

- a) See NWYRA Area Layout.
- b) There should be at least a fifteen-yard starting line.
- b) 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.

3. SCORING & PENALTIES:

- a) PeeWee time limit is sixty (60) seconds.
- b) Junior and Senior time limit is thirty (30) seconds.
- c) Time will stop when contestant signals the completion of the tie.
- d) Time to be taken between the two flags.
- e) Contestant will receive a no time for touching the goat or tie string after signaling contestant is finished.
- f) 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 (10) second penalty will be assessed to contestant between flags.
- g) If the goat should break away because of the fault of the horse, the contestant will receive a no time between flags.
- h) If the goat should break away with no fault to the contestant or contestant's horse, the contestant will get a re-run.
- i) 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.
- j) If the judge sees he has made an error in flagging, he must declare a rerun before the next contestant competes.
- k) The contestant must declare when done tying the goat.
- l) 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.
- m) The goat's legs must remain crossed and secure for six (6) seconds after completion of the tie.
- n) 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.

4. LIVESTOCK REQUIREMENTS:

- a) Senior Goats - 50-70 lbs., seasoned, similar in height size and breed.
- b) Junior Goats - 40-50 lbs., seasoned, similar in height size and breed.
- c) PeeWee Goats - No more than 30 lbs., seasoned, similar in height size and breed.
- d) PrePeeWee Goats - seasoned, similar in height size and breed.
- e) All goat horns shall be tipped.
- f) Pigmy goats are not allowed to be used.

5. PRE PEE WEE GOAT TAIL UNTYING:

- a) This event is open to PrePeeWee boys and girls.
- b) The starting line will be 70 feet from the goat.
- c) Time limit is sixty (60) seconds;
- d) Contestant will remove a ribbon that has been pre-tied to goat's tail.

SECTION 5: ROUGH STOCK EVENTS

A. GENERAL ROUGH STOCK RULES

1. Rough stock events are Bareback, Saddle Bronc, Saddle Cow and Bull Riding.
2. Rough Stock events are open to PeeWee, Junior and Senior boys only.
3. Rough stock Contestants will follow NHSRA rules except as noted below.
4. All Contestants are responsible to supply their own equipment.
5. Helmets designed specifically for rough stock events are required for all PeeWee and Junior contestants. Senior Boys in the events of Bareback and Saddle Bronc are not required to wear a helmet per NHSRA.
6. 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.
7. Mouthpieces are mandatory for all age divisions.
8. Contestant will ride in their own age group in all rough stock events for safety reasons.
9. No contestant shall be forced to ride by parents or anyone else. Chute boss, judge(s), and Event Director will enforce this ruling.
10. Pee Wee and Junior Contestants shall ride for six (6) seconds.
11. Senior Contestants shall ride for eight (8) seconds.
12. Pee Wee and Junior Contestants have the option of riding one handed or two handed. Seniors must ride with one hand.
13. 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.
14. 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.
15. No one under the age of six years of age shall be allowed to ride rough stock.
16. The time to start the clock is when the animal's inside front shoulder passes the plane of the chute.
17. Contestant will have the right to call judges to pass on whether or not the animal is properly flanked and/or cinched.
18. 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.
19. Fall-If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
20. Contestant may pull the rigging/rope from either side.
21. 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.
22. Contestant is not to use sharp spurs. No part of the spur may have sharp edges including rowels and wire locks.

23. No contestant will ride two head in the same event during a performance except for re-rides.

B. DRAWING FOR ROUGH 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 five exact copies of the draw made.
 - a) One to be posted at the rodeo office for contestants;
 - b) One for each judge (2);
 - c) One to be provide to Stock Contractor;
 - d) One for the Secretary's records (Rodeo Notebook).
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 Director 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 NWYRA 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-RIDES

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, stops, 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

1. EVENT RULES:

- a) This event is open to PeeWee, Junior & Senior boys only.
- b) Senior boys will follow NHSRA rules.
- c) 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. Judge's decision will be final.
- d) 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.
- e) 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.
- f) Rigging must lie flat on horse's back while rigging is being cinched.

- g) 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.
- h) 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.
- i) Only NON-binding rigging shall be used in the PeeWee, Junior and Senior divisions. This will be enforced by the Rough Stock Directors and/or judge(s).
- j) Contestant's ride and the animal are to be marked separately.
- k) 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.
- l) 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.
- m) Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
- n) If the rigging comes off horse, touching anything with free hand or if contestant is bucked off, contestant will receive a no score.
- o) 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.
- p) Contestant will be disqualified for taking any kind of finger tuck, or finger wrap.
- q) 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.

2. SCORING & PENALTIES:

- a) Senior boys must ride for eight (8) seconds.
- b) Junior boys must ride for six (6) seconds.
- c) Time begins when the horse's front shoulder passes the plane of the chute.
- d) Rider and horse to be scored separately.

3. EQUIPMENT:

- a) Contestants are responsible to supply their own equipment.
- b) Seniors must use a one-handed rigging.
- c) Juniors and Pee Wees may use a two-handed rigging.
- d) 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.
- e) No freaks will be allowed. Only rawhide may be used under the body of the and hold. 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.
- f) 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.

- g) 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.
- h) Quick release buckle is optional on bareback rigging.
- i) Cinches on bareback riggings shall be made of mohair and shall be at least eight inches in width at the center but may be tapered to accommodate cinch “D” rings.
- j) Required bareback pads are to completely cover the underside of the riggings and are to extend a full two inches behind the rigging.
- k) 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.
- l) In addition to the pad, a piece of leather a minimum of one-eighth inch (1/8”) 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.
- m) The rider’s glove will be a plain glove with no flaps, rolls, wedges, welds, or gimmicks.
- n) Only NON-binding rigging shall be used in all divisions.
- o) There will be no adhesive material other than dry resin used on rigging or on rider’s glove
- p) All bareback horses will be haltered during competition.

4. LIVESTOCK REQUIREMENTS:

- a) Senior Horses: Full sized, similar in height size and breed.
- b) Junior Horses: Between 10-13 hands, similar in height size and breed.
- c) PeeWee Horses: Bucking ponies, no bigger than 10 hands, similar in height size and breed.

E. SADDLE BRONC RIDING

1. EVENT RULES:

- a) This event is open to Senior boys only.
- b) Senior boys will follow NHSRA rules.
- c) 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. Judge’s decision will be final.
- d) 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.
- e) 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.
- f) Rigging must lie flat on horse’s back while rigging is being cinched.
- g) 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.
- h) 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.

- i) Only NON-binding rigging shall be used in the PeeWee, Junior and Senior divisions. This will be enforced by the Rough Stock Directors and/or judge(s).
- j) Contestant's ride and the animal are to be marked separately.
- k) 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.
- l) 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.
- m) Contestant shall receive no score for not following judges' instructions to take feet from neck of horse stalled in chute.
- n) If the rigging comes off horse, touching anything with free hand or if contestant is bucked off, contestant will receive a no score.
- o) 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.
- p) Contestant will be disqualified for taking any kind of finger tuck, or finger wrap.
- q) 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.

2. SCORING & PENALTIES:

- a) Senior boys must ride for eight (8) seconds.
- b) Time begins when the horse's front shoulder passes the plane of the chute.
- c) Ride and horse to be scored separately.
- d) Mark the ride according to how much the contestant spurs the animal.

3. EQUIPMENT:

- a) Contestants are responsible to supply their own equipment.
- b) Riding to be done with a plain halter, one rope-rein and an association saddle.
- c) Standard halter must be used unless agreement is made by both contestant and stock contractor.
- d) Stock contractors may furnish their own halters and Contestants may use them. If contestant borrows halter, he accepts the equipment as his own.
- e) Dry resin may be used on chaps and saddle.

4. LIVESTOCK REQUIREMENTS:

- a) Senior Horses: Full sized, similar in height size and breed.

F. SADDLE COW RIDING

1. EVENT RULES:

- a) This event is open to PeeWee and Junior boys only.
- b) Contestants will follow NHSRA rules, Junior High Division rules.
- c) 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.
- e) 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.

- f) Time will start when livestock leaves the plane of the chute with the inside shoulder, and will stop when buzzer sounds.

2. SCORING & PENALTIES:

- a) PeeWee and Junior boys must ride for six (6) seconds.
- b) Time begins when the cow's front shoulder passes the plane of the chute.
- c) Rider and cow to be scored separately.

3. EQUIPMENT:

- a) Contestants are responsible to supply their own equipment.
- b) Riding to be done with one rein and saddle. Standard Bronc rein and saddles must be used.
- c) One hand on the bronc rein.
- d) Using a flank strap will be the discretion of the contractor

4. LIVESTOCK REQUIREMENTS:

- a) Bucking Cows: Cows or heifers 900-1,200 lbs., suitable for high school and junior contestants.

G. BULL RIDING

1. EVENT RULES:

- a) This event is open to Senior, Junior and PeeWee boys only.
- b) Seniors boys will follow NHSRA Rules.
- c) No more than two assistants may be on the chute to pull contestant's rope.
- e) 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.
- f) If contestant makes a qualified ride with any part of the rope in riding hand, he is to be scored.

2. SCORING & PENALTIES:

- a) Senior boys must ride for eight (8) seconds.
- b) Junior and PeeWee boys must ride for six (6) seconds.
- c) Time begins when the bulls front shoulder passes the plane of the chute.
- d) Rider and bull to be scored separately.
- e) Mark the ride according to how much the contestant spurs the bull
- f) Contestant will receive no score for any of the following offenses:
 - 1) Being bucked off
 - 2) Touching animal, equipment or person with the free hand
 - 3) Using sharp spurs
 - 4) Placing spurs or chaps under the rope when the rope is being tightened.

3. EQUIPMENT:

- a) Contestants are responsible to supply their own equipment.
- b) Bell must be under belly of bull
- c) No bell = no score.
- d) 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.

- e) Hooks or posts shall not be used on bull ropes.
- f) Quick release buckle is optional on bull rope on the offside.

4. LIVESTOCK REQUIREMENTS:

- 1. Senior Bulls: Full sized bulls, 1,200 lbs. minimum, suitable for amateur contestants high school level
- b) Junior Bulls: Bucking Steers, cows or heifers 900-1,200 lbs., suitable for Junior contestants.
- c) PeeWee Bulls: Bucking Steers, cows or heifers 900-1,200 lbs., suitable for PeeWee contestants.

SECTION 6: ROPING/TIMED EVENTS

A. GENERAL ROPING/TIMED EVENT RULES

- 1. Timed events are PrePeeWee Dummy Roping, Breakaway Roping, Team Roping, Steer Wrestling, Chute Doggin', Tie Down Roping, and Calf Tying (Exhibition).
- 2. Contestant may change horses in roping events.
- 3. Roping Box shall be part of the arena during roping events. 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:
 - 1) If the animal escapes from the arena, the field judge will drop flag and all watches will be stopped.
 - 2) Contestant will receive original animal back with a lap and tap start.
 - 3) 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.
 - 4) In case of mechanical failure.
 - 5) 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. The Timed Event Director is responsible to see that each 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 Event 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 Event 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 (10') tape must be on hand for the barrier judge to measure score line and check ten barrier ring rule.

36. The Timed Event Director must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed ten inches (10”) in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating-the-barrier penalty.
37. Adjusting length of barrier trip rope will be accomplished only by tying knots in the rope on either end.
38. The Contestants will chute draw in the order of the judge’s sheet.

B. 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.

C. BREAKAWAY ROPING

1. EVENT RULES:

- a) This event is open to PeeWee and Junior boys and girls, Senior girls only
- b) Senior Girls will follow NHSRA rules
- c) Pee Wees will use a lap and tap system.
- e) Juniors will use a barrier.
- f) Pee Wee-gate open, one loop, no barrier
- g) Junior-gate open, one loop, barrier
- h) Senior-gate closed, 2 loops, barrier
- i) Seniors are allowed two loops if two ropes are carried.
- j) Ropes are to be tied to the saddle horn with nylon string (Pee Wees to use cotton string).
- k) The rope must not be run through the bridle, tie down, neck rope, or any other device.
- l) 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.
- m) String will be provided and will be inspected by designated official before each contestant competes.
- n) The second rope must remain tied until used and must not be broken away from the saddle horn.
- o) No loops are to be rebuilt.
- p) If second loop falls from saddle or contestant’s hand before used, it cannot be rebuilt.
- q) The catch-as-catch-can rule shall apply after the loop has passed over the calf’s head.
- r) Rope must be released from contestant’s hand to be a legal catch

- s) 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.
- t) A field flag judge must ask contestant if they want a second loop.
- u) Once a contestant has been flagged out, they will receive no stock back.

2. SCORING & PENALTIES:

- a) There is a thirty (30) second time limit.
- b) There will be a ten (10) second penalty assessed for breaking the barrier.
- c) Roping calf without releasing loop from hand will disqualify catch.
- d) When contestant calls for the calf, nor further assistance can take place.
- e) 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.

3. 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.

4. 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.

D. TEAM ROPING

1. EVENT RULES

- a) This event is open to PeeWee, Junior and Senior boys and girls.
- b) Seniors shall follow NHSRA rules.
- c) Pee Wee and Junior boys and girls have the option to rope with a NWYRA Senior contestant or an adult.
- d) 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.
- e) Junior and Senior divisions will use a barrier. No barrier for Pee Wee division.
- f) "Draw" partners are not eligible for points, prizes, and/or payouts.
- g) Each contestant will be allowed to carry only one rope.
- h) Team Roping all Divisions: Enter one time, 3 loops and 60 second time limit. Each team will be allowed three total throws.
- i) 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.
- j) After stock is loaded ropers must rope in order of the judge's sheet.
- k) Header will start behind barrier using either box or must throw the first loop at the steers head.
- l) Heeler must start from behind the barrier line.

- m) 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.
- n) Roping steer without turning loose of the rope will be considered a no catch.
- o) Roper must dally to stop steer or change steer's direction.
- p) No tied ropes allowed.
- q) The word "dally" means one complete turn around the horn.
- r) Ropers must be mounted when time is taken.
- s) Steer must be standing up when roped by head or heels.
- t) No foul catches can be removed by hand.
- u) 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.
- v) 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.
- w) 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.
- x) There will be only three legal head catches:
 - 1) Both horns
 - 2) Half a head
 - 3) Around the neck
- y) If hondo passes over one horn, the loop over the other, the catch is illegal.
- z) If loop crosses itself in the head catch, it is illegal. This does not include heel catches.
- aa) Any heel catch behind both shoulders is legal if rope goes up heels.
- bb) One hind foot receives a five second penalty.
- cc) 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.
- dd) 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.
- ee) In the event a team roper is disqualified or injured, that team will be eliminated from that event.
- ff) 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.
- gg) Broken rope or dropped rope will be considered no time.
- hh) If artificial horns are jerked off, Contestants will receive re-run on same steer, with no penalties other than barrier penalties.
- ii) Any questions as to catches in this event will be decided by the judges.

2. SCORING & PENALTIES:

- a) There is a thirty (30) second time limit.
- b) There will be a ten (10) second penalty assessed for breaking the barrier.

3. 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.

4. 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.
- d) 400-500 lbs., seasoned suitable for team roping.

E. STEER WRESTLING

1. EVENT RULES:

- a) This is an event for Senior boys only.
- b) Senior Boys will follow NHSRA rules.
- c) This event should not follow girl's pole bending event or barrel racing in the same arena. If so, arena must be dragged before steer wrestling event.
- d) Contestant must furnish own hazer and horse.
- e) Anyone jumping from the off side in the steer wrestling must notify the rodeo secretary when entering, and if possible, the barrier should be arranged on the off side for such contestants.
- f) Hazer must be a NWYRA member or an adult. They are subject to contestant rules if acting as a hazer, a violation of rule by hazer will disqualify the contestant they are helping.
- g) Hazer must not render any assistance to contestant while contestant is working with steer.
- h) Contestant is considered working with steer when steer leaves the box.
- i) Steer must be caught from horse.
- j) If contestant jumps at steer, he accepts him as sound.
- k) If steer gets loose, dogger may take no more than one step to catch steer.
- l) After catching steer, wrestler must bring it to a stop or change its direction and twist it down.
- m) If steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
- n) 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.
- o) Wrestler must have hand on steer when flagged.
- p) Contestant and hazer must use the same horse they leave chute with.
- q) Hazer will be allowed to catch dogger's horse.
- r) If dogger misses or loses steer, flag judge must ask dogger if he wishes another jump. Dogger must reply at once.
- s) Dogger is entitled to as many jumps as he wants in the thirty (30) second/one-minute time limit. A jump will be considered to have taken place if the steer wrestler has dismounted his horse.
- t) Contestant is required to turn steer's head so that he can get up.

- u) A steer falling in the opposite direction the steer wrestler 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 fall.
- v) In case the field judge flags out a wrestler that still legally has one or more jumps coming, the judge may give the same steer back, lap and tap, plus time already lapsed and any barrier penalties. If time was not recorded, the contestant will receive a 10-second penalty for any jump used. Contestant to only get to use remaining jump.
- w) Dogging Box – shall be part of the arena during dogging events.
- x) Once score line has been set in timed events it will not be changed in that go, nor can length of box be changed.
- y) Lap and Tap – No barrier to be used. If barrier judge is used to flag the start, he shall flag the animal when animal's nose crosses the starting line.
- z) The line judge must have a tape measure in his possession in case the short end of the barrier is carried. The pigtail of the barrier should not exceed 10 inches in length. A longer pigtail on a barrier will often be carried when the barrier should have been broken. If the pigtail is carried more than 10 feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier you may still impose a beating-the-barrier penalty.
- aa) Should the barrier break at any point other than designated break-ing point, the decision is up to the barrier judge. If contestant obviously beats the barrier, but the staples are pulled or barrier rope is broken and string unbroken, barrier judge may assess a ten-second fine. Otherwise this will not be considered a broken barrier.
- bb) If automatic barrier does not work but time is recorded, contestant will get time, but there will be no penalty for broken barrier.
- cc) If automatic 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.
- dd) If automatic barrier fails to work and stock is brought back, contestant must take same animal over during or immediately after the same performance.
- ee) If barrier equipment hangs on animal and contestant tries the animal, he accepts animal. If contestant pulls up, he will receive the same animal back.
- ff) Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
 1. In any timed event, if an animal escapes from the arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run. If time is not recorded, the contestant will receive a 10-second penalty for any jump or any loop used.
 2. In cases of mechanical failure.
 3. If in the opinion of the line judge contestant is fouled by barrier, contestant shall get his steer back, providing contestant declares himself by pulling up.
- gg) Time to be taken between two flags.
- hh) It shall be the Event Director's responsibility to see that contestants compete 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.
- ii) This event shall not be conducted with an open catch pen gate at any rodeo.

2. SCORING & PENALTIES:

- a) There will be a thirty (30) second time limit
- b) In order for time to be considered official, barrier flag must operate.
- c) Timed event judge will not flag contestant out until time is recorded.
- d) Judge is to flag time, then flag contestant out if run is not legal.
- e) There will be a ten second penalty assessed for breaking the barrier.
- f) Contestant will be disqualified for any abusive treatment of steer or his horse.
- g) Any violation of any rule by hazer will disqualify the contestant they are helping.
- h) Hazer must not render any assistance to contestant while contestant is working with steer. Failure to observe this rule will receive no time.
- i) If hazer bats steer, or contestant's horse, contestant will receive no time.
- j) A ten second penalty will be assessed in any case in which barrier judge rules that dogger's feet touch the ground before flag line is crossed.
- k) If any part of the pusher breaks the plain of the chute gate before the steer releases the barrier, the contestant receives a no time.
- l) No rattling of chute. A timed event contestant may not have some-one rattle the chute for him. This applies in both the performance and the slack. The contestant and/or person rattling the chute shall be disqualified.
- m) When the contestant calls for the steer, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the steer. If the helper starts the horse or holds the horse in any way that affects the scoring process, contestant will receive a no time.
- n) Contestant will be disqualified if he attempts in any way to tamper with steers or chute.
- o) Time should be taken with the average of two (2) times at all Rodeos.
- p) In any timed event if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying plus barrier penalties, if any.
- q) No re-run will be given due to faulty or broken equipment furnished by contestant.
- r) If the judge sees he has made an error in flagging, he must declare a re-run before the contestant leaves the arena.
- s) A steer must be re-run before it is used by another contestant. Fresh steers may be added to the herd after they have been bulldogged from horseback and thrown down. It is the responsibility of the steer wrestlers to throw the cattle, at a time mutually agreed upon with the stock contractor.
- t) If fresh steers are missed in the steer wrestling, any steer missed in competition must be thrown down immediately following the performance or section of slack in which the steer was drawn. Such steer shall be thrown down by a person appointed by the Steer Wrestling Event Director. Each steer missed in competition is to be thrown no more than one time.
- u) 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 Event Director, plus any barrier penalties. If barrier penalties, then lap and tap start.

- v) In steer wrestling, if an animal fails to break the neck rope and time is officially started by the contestant, that animal belongs to the contestant. However, if time is started by the animal and the steer wrestler and hazer remain behind the plain of the barrier for approximately 10 seconds that animal should be considered a sulking animal and replaced using the misdraw procedure, at judge's discretion.

3. EQUIPMENT:

- a) Cattle neck ropes on steers must be tied with string, or rubber bands.
- b) No metal snaps or hardware shall be used on cattle neck ropes in the steer wrestling event.
- c) Adjustable slide shall be used on all cattle neck ropes in steer wrestling event.
- d) The steer wrestling chute must have at least 30 inches clearance inside the chute and at the gate when in an open position.
- e) In steer wrestling the score may be no longer than the length of the steer wrestling box, minus six feet, unless other arrangements are approved by the Event Director.
- f) Length of box to be measured from center of back end of box to center of barrier. A mechanical barrier must be used and there must be at least a 12-foot box.

4. LIVESTOCK REQUIREMENTS:

- a) Cattle used for other events shall not be used for steer wrestling.
- b) Animals used for this event should be inspected and objectionable ones eliminated.
- c) Fresh steers added to bunch that have not been used must be bull-dogged from horseback and thrown down. It is the responsibility of steer wrestlers to throw the cattle at a time mutually agreed upon with the stock contractor.
- d) When fresh cattle are used, any fresh steer not thrown down during competition will be thrown down after completion of go-round. Contestants will be responsible to throw down such steers under the supervision of the Event Director.
- e) Contestant will not be required to compete on a crippled steer or steer with broken horn.
- f) During any performance if a steer escapes the chutes or pens before it is called for by the contestant, or if an automatic barrier fails to work and the stock is brought back, that steer will be returned by the Event Director and the labor crew during or at the end of that performance in the same manner 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 Event Director about when stock is re-penned.
- g) Boys Steer Wrestling Cattle - 450 lbs. minimum, 550lbs. maximum, suitable for wrestling.

F. CHUTE DOGGIN'

1. EVENT RULES:

- a) This is an event for Junior boys only.
- b) Junior boys will follow JHSRA rules.
- c) The event initiates from a straightaway chute.
- d) Steer belongs to the contestant when called for it, regardless of what happens.
- e) It is the Event 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.
- f) The dogger cannot place hands on horns, until the steer crosses the score line.

- g) There will be a ten (10) second penalty if horns are touched before steer crosses the score line.
- h) NWYRA will have a designated pusher.
- i) 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.
- j) 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.
- k) Dogger must have hand on steer when flagged.
- l) 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.
- m) Electric timers are optional.

2. SCORING & PENALTIES:

- a. There is a thirty (30) second time limit.
- b. Once score line has been set, it will not be changed for that rodeo.
- c. Score line will be parallel to bucking chutes. It will be set at ten (10) feet in front of bucking chute. The measurement will be made with the chute gate in the closed position.
- d. 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.
- e. 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.
- f. The field flagger is required to watch the contestant and steer until the animal is turned loose.
- g. Time to be taken between two flags
- h. Once a contestant has been flagged out, he will receive no stock back.
- i. The fairness of throw will be left to the judges, and their decision is final.

3. EQUIPMENT:

4. LIVESTOCK REQUIREMENTS:

- a) Junior boys Chute Doggin' Steer - 450 lbs. minimum, 550lbs. maximum, suitable for wrestling.
- b) Fresh Steers added to bunch that have not been used must be bull-dogged from the bucking chute and thrown down. It is the responsibility of steer wrestlers to throw the cattle at a time mutually agreed upon with the stock contractor.

G. TIE DOWN ROPING

1. EVENT RULES:

- a) This is an event for Senior boys only.
- b) Senior Boys will follow NHSRA rules.
- c) A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
- d) Calves may be pushed out by contestant's assistant providing they are ready.
- e) Two loops will be permitted.
- f) If roper intends to use two loops, he must carry two ropes.
- g) A dropped or fallen rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
- h) Contestant cannot receive any assistance after crossing starting line.
- i) Contestant must rope calf, dismount, go down the rope and throw the calf by hand. Must cross and tie at least three legs.
- j) Any catch is legal, catch as catch can rule.
- k) If calf is down when roper reaches it, calf must be stood on at least three feet. (Calf must be elevated high enough that it has the opportunity to regain its feet) and calf must be re-thrown.
- l) If roper's hand is on calf when calf falls, calf is considered thrown by hand.
- m) Rope must hold calf until roper gets hand on calf.
- n) The contestant will not make unnecessary gestures, motions or noises after the tie or before remounting at the judge's discretion.
- o) To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, and a half hitch or hooey (A hooey is a half hitch with a loop, the tail of the string may be partly or all the way pulled through).
- p) The tie must hold six (6) seconds, and three legs must remain crossed until passed on by the judge.
- q) Six (6) second time will start when roper has remounted and his horse has taken one step forward.
- r) If roper's rope comes off calf as roper starts to work with tie, the six (6) second time will start when roper clears the calf.
- s) Rope will not be removed and rope must remain slack until field judge has passed on tie.
- t) 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 penalties. If time was not recorded, the contestant will receive a 10-second penalty for any loop used. Contestant to only get to use remaining loop.

2. SCORING & PENALTIES:

- a) There is a thirty (30) second time limit
- b) Judge will determine legitimate time allowed before contestant calls for their animal.

3. 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.

4. LIVESTOCK REQUIREMENTS:

- a) Tie Down calves - 180 lbs. minimum, 250 lbs. maximum, suitable for roping.
- b) Calves used should be inspected and objectionable ones eliminated.

H. CALF TYING (EXHIBITION)

1. EVENT RULES

- a) This is an event for Junior boys only.
- b) This is an exhibition event. No points will be awarded, no pay back. Entry fee to cover stock charge to be set by Officers/Board of Directors.
- c) Junior boys will follow JHSRA rules.
- d) Calf will be tied to the chute.
- e) A white starting line will be made by the chute.
- f) Qualified person (other than calf tying contestant) will tail the calf until the contestant crosses the starting line.
- g) 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.
- h) 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.

2. SCORING & PENALTIES:

- a) Time limit is thirty (30) seconds.
- b) The time will start when contestant crosses white line and will end when the contestant declares himself.
- c) 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.
- d) The contestant must declare himself when done tying the calf.
- e) Legs must remain crossed and secure for 6 seconds after completion of tie.

3. EQUIPMENT:

- a) Pigging string-a piece of rope used for securing the animals.

4. LIVESTOCK REQUIREMENTS:

- a) Steers must be uniform in height, size, weight and breed, seasoned and suitable for calf tying.

SECTION 7: COURT QUEEN & PRINCESSES

A. QUALIFICATIONS

1. This event is open to girls only.
2. Applicants must reach the age of 10 by July 1st of the pageant year and not exceed the age of 18 as of December 31st of the pageant year.

3. The NWYRA Officers/Board of Directors 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.
4. Applicants must be a current, paid, contestant and in good standing of NWYRA twelve months prior to tryouts.
5. Applicant shall not be married, never have been married, not pregnant, nor have children.
6. Applicants will be required to demonstrate horsemanship skills, public speaking, conduct an interview and represent herself in a dignified and honorable manner.
7. Applicant will have her own horse (owned or leased).
Applicant will provide her own transportation/trailer.
8. Applicant will try out on the horse she plans to use during her reign. Horse should have previous parade experience. Only one horse is required, however a backup horse is recommended. The horse must be healthy, with current vaccination and worming. The horse must be kept clean, trimmed and shod. No stallions, late term pregnant mares, or mares with foals will be allowed.
9. Applicant must be willing to abide by the NWYRA rules, be responsible for her horse, transportation, do fundraising and be available to participate in court activities throughout the year.
10. Reigning court may not wear their current court attire for tryouts.
11. Previous Queens cannot serve on Court again.
12. Tryout date and location will be set by the Officers/Board of Directors and the Court Coordinator.
13. Tryouts are open to public viewing with the exception of the personal interview.
14. Applicant must submit her NWYRA Court Application and Fee by the deadline set by the Officers/Board of Directors and the Court Coordinator.
15. Applicants and their parent(s) must sign the NWYRA Code of Conduct prior to tryouts.
16. NWYRA is not responsible for chaperoning the queen and court.

B. JUDGING

1. Judges for the NWYRA Court Tryouts will be selected by the Officers/Board of Directors and the Court Coordinator.
2. Three (3) Judges will judge the entire Court tryout.
3. Categories to be judged are as follow:
 - a) Horsemanship Skills:
 - 1) Riding a pattern
 - 2) Flag run
 - 3) Queen Run
 - b) Speech
 - c) Impromptu Questions
 - c) Personal Interviews

C. SCORING

1. The highest scorer will be named Queen and the second highest will be named Princess.
2. Judges will sign score sheets, place sheets in a sealed envelope and return to NWYRA President and Court Coordinator.
3. Coronation of the Queen and Princess will be announced at the NWYRA Year-End Awards Banquet.

D. COURT REIGN REQUIREMENTS

1. Nwyra Court will reign from January 1, to December 31.
2. Nwyra Court will be required to attend all Nwyra rodeos and Sponsor rodeos.
3. Nwyra Court will represent the association and its members throughout Oregon and Washington, appearing in parades, rodeos, luncheons, and other public and promotional activities.
4. Nwyra Court members are required to fund raise to cover court expenses. You must submit your money to the Treasurer of the Board. If you have any questions or concerns about fundraising and obtaining sponsors, please discuss this with one of this year's court members who can provide you with a list of sponsors and ideas for fundraising.
5. If a member of the court is unable to fulfill her term the Nwyra Officers/Board of Directors and Court Advisor will decide if that position shall be filled for the remainder of the term or will remain vacant.
6. Nwyra Court will be responsible to get themselves and their horse to every function
7. Nwyra Court may be required to attend two Nwyra board meetings, one at the beginning of your year and one towards the end of your year.
8. All travel is at the expense of the court members.
9. Nwyra Court are encouraged to attend coronation dinners for other courts.
10. Other activities and appearances will be agreed upon by the new court and Court Coordinator.
11. You will be responsible to raise money in sponsorships for the court.
12. Queen and court must be able to take care of their own horse and equipment.

E. DISQUALIFICATIONS

1. Contestants will be automatically disqualified for wearing of Spandex pants at any time while representing Nwyra. Note: Spandex is stretch type clothing similar to swim wear and is felt by the Board not to be appropriate.
2. Any reigning Nwyra Court member must relinquish crown and title for any of the following reasons:
 - a) Pregnancy during reign.
 - b) Marriage during reign.
 - c) Conduct which would subject her to Disciplinary Action under the Rules or By-Laws.
3. Queen Advisor will be subject to the same rules of conduct and disciplinary action as outlined in the Nwyra Rule Book. Violating any of the Nwyra Rules while on official business may result in dismissal from their official position.

F. Nwyra COURT COORDINATOR

1. Schedules appearances.
2. Assists with selection of court attire.
3. Communicates with the Officers/Board of Directors on court activities.
4. Accounting of Court's financial status with Officers/Board of Directors.
5. Organizing court members during appearances.
6. Carrying out directives from the Officers/Board of Directors concerning the court.
7. Assisting the court with obtaining sponsorships.
8. Encouraging court members to join in decision making, growing as individuals as well as learning to work as a team.

SECTION 8: GRAND ENTRY

A. GENERAL RULES FOR GRAND ENTRY

1. Grand Entry Coordinator will set guidelines, make all decisions, including national anthem, the order in how run-ins will be conducted, flag presentations, and which contestants will carry specific flags at all NWYRA Rodeos.
2. Grand entry will be held at a controllable pace and will be monitored for safety. All contestants should be aware of safety factors while participation in grand entry.
3. Contestants will not be allowed to ride double or lead another horse.
4. Flags will be carried appropriately and upright and will not be allowed to be swung in any direction
5. The American Flag can only be carried by a NWYRA Senior Contestants.
6. You must have your own flag boot, if you do not have one you cannot carry that day
7. If your horse is behaving in an unsafe way, the Grand Entry Coordinator may reassign your flag for the safety of the rest of the contestants.
8. You may sign up to carry a flag on NWYRA's website and will be contacted by the Grand Entry Coordinator.

SECTION 9: LOGO USAGE

Anyone who would like to use the NWYRA logo must have written permission to do so from the NWYRA Officers/Board of Directors.

SECTION 10: OFFICERS/BOARD OF DIRECTORS & COORDINATORS

1. The Officers/Board of Directors for the Northwest Youth Rodeo Association shall consist of:
 - a) President;
 - b) Vice President and Co-Vice President
 - c) Secretary;
 - d) Treasurer.
 - e) PrePeeWee Director;
 - f) Barrel Director;
 - g) Pole Director;
 - h) Goat Director;
 - i) Rough Stock Director;
 - j) Roping/Timing Director.
2. The Officers/Board of Directors shall perform the duties described in the By-laws.
3. All Officers and Board of Directors elected by the NWYRA shall serve for a term of (2) years.
4. The Officers/Board of Directors are nominated and elected by a majority vote of the Members present at the end of season membership meeting.
5. New Officers/Board of Directors shall take office when the year's business is over. This should be after the Awards Banquet.

6. The Coordinator positions shall be:
 - a) Grand Entry;
 - b) Court;
 - c) Volunteers;
 - d) Awards;
 - e) Sponsorship;
 - f) Scholarship;
 - g) Raffle Chair Person.
6. All Coordinators shall serve for a term of (1) year.
7. Purpose of Coordinators is to assure that the rodeo is conducted in accordance with NWFYA Rule Book to the best interest of the contestant.
8. Directors and Coordinators shall manage the arena during their respective event during the rodeo.

SECTION 11: STOCK CONTRACTOR

1. The Stock Contractor will be contracted by NWFYA and agrees to diligently and professionally perform all the services described in their contract with the NWFYA.
2. The Stock Contractor agrees to provide sufficient personnel for all five (5) rodeo weekends as described in their contract and as listed as follows:
 - a) One (1) person to assist with rough stock chutes and sorting;
 - b) Two (2) persons to pull flank straps;
 - c) Two (2) pick-up men for each bareback and saddle bronc event;
 - d) Two (2) bull fighters.
3. Stock Contractor will be required to have enough stock for each event. The amount of stock will be based on the number of contestants entered for that rodeo.
4. The NWFYA Secretary will provide the Stock Contractor with stock quantities for each rodeo the day following the Rodeo Books Close.
5. All rodeo livestock must be clearly identified with a brand or sticker numbers.
6. There will be five exact copies of the draw made;
 - a) One to be posted at the rodeo office for contestants;
 - b) One for each judge (2);
 - c) One to be provide to Stock Contractor;
 - d) One for the Secretary's records (Rodeo Notebook).

SECTION 12: NWYRA SCHOLARSHIP

1. NWYRA will provide up to three scholarships to graduating seniors that are pursuing a post-high school course of study at a college/university, other post-secondary educational institution, or trade school.
2. Scholarships will be reviewed and decided upon by the Scholarship Coordinator(s).
3. Applicants must be a contestant/member of NWYRA.
4. Applicants must be a graduated senior in the year awarded (or equivalent completion of HS e.g. GED or equivalent).
5. Academic scholarships will be awarded on an annual basis.
6. The deadline for submitting the academic scholarship applications will be decided by the Scholarship Coordinator(s) and the Officers/Board of Directors. Contestants will be notified of the deadlines on the application, through electronic mail, NWYRA's website and social media.
7. Applicants must complete the Academic Scholarship Application from the NWYRA website as instructed and submit all required documentation to the Scholarship Coordinator(s) by the deadline given on the application.
8. The Academic Scholarship Award(s) will be announced at the last scheduled rodeo during the End of Season Membership Meeting.

SECTION 13: PATTERNS

NWYRA ARENA LAYOUT

All Poles / Barrels need to be at least 20' from arena wall/fence
 PPW/PW Poles and Goats are to be nearest to the grandstands

