

NEW MEXICO SOUTHWEST JUNIOR RODEO ASSOCIATION OFFICIAL RULEBOOK

GENERAL RULES:

1. **Age limit:** 19 and under- all ages as of January 1st prior to the start of the current rodeo season.
2. **Dress Code-** All contestants are required to wear western attire including a hat, long sleeve shirt, and western style boots in the arena. Contestants absolutely NO CAPS Allowed in the arena. (Hat rule may be waived at judges discretion.)
 - a. A contestant who has not broken the time line or who has not called for his/her stock, may replace hat, or comply with the western attire rule while in the arena and before the run/ride has begun.
3. **Unusual, unnecessary or inhumane treatment of stock** in any event will result in a no time or no score, and will result in the following:
 - a. 1st offense - \$75 fine
 - b. 2nd offense – suspension from next rodeo (1 day)
 - c. 3rd offense – will not be allowed to enter the rest of the season.
4. **Verbal or physical abuse** toward any NMSWJRA official personnel or contestant will result in the following:
 - a. 1st offense - \$75 fine – must be paid before you can compete again.
 - b. 2nd offense – \$150 plus suspension- (the board will decide how long this suspension will last.) Must be paid prior to competing, if you allowed to come back.
 - c. 3rd offense – **YOU WILL NOT** be allowed to enter a NMSWJRA again.
5. **Use of alcohol or illegal drugs** will not be tolerated at any time and will result in suspension from NMSWJRA for the season.
6. No one is to be in the pens with the livestock at any time, except when accompanied by the stock contractor, judge, or when assigned to the pens.
7. A contestant will be given **3 gate calls**. If not present, the contestant will be disqualified at the judge's discretion.
8. If a contestant cannot get his/her horse to cooperate in a timely manner, contestant may be flagged out at judges discretion.
9. All dogs must be on a leash and contained at all times. **NO DOGS ALLOWED IN THE ARENA OR BUILDINGS PERIOD!**
10. Any form of restraint and/or seatbelt or anything used to hold a contestant in the saddle will not be allowed in any event. **NO TIEING ON!!!** Rubber bands on feet/stirrups are excluded and can be used.
11. Leading of contestants once they enter the arena will not be allowed. **EXCEPTION 5 and under. You may lead from foot or from another horse. You CANNOT ride the same horse with the contestant.**
12. **Age groups and or boys/girls may be combined depending on the number of contestants, and /or each rodeo.**

13. **Summer Series: An age group must have at least 3 contestants for a saddle or event awards to be awarded, unless donations allow otherwise.**
14. **No ground money will be given in any age group or any event. In the case of no qualified times/rides, all entry fee money will go toward year - end awards or daily awards.**
15. The NMSWJRA reserves the right to amend or review any rule or event at any time.
16. AGE GROUPS: (age as of Jan. 1st of that year)
 - 5 & Under
 - 6-9
 - 10-13
 - 14-19

ENTRY METHOD:

1. A contestant may enter any event in his/her age group. A contestant may age up one age group.
2. Each parent/guardian will be required to sign a release form and provide proof of age **before the contestant may receive any payout or awards.**
3. Entries **MUST BE IN HAND BY 5PM THE MODAY BEFORE THE RODEO, OR MAY BE CALLED IN with a credit card ON THE SPECIFIC DATE GIVEN FOR EACH RODEO or late fees will apply.**
4. Late entries will be accepted with a \$20 per day/per contestant.
5. **Entries can be dropped off by 5pm the Monday before the rodeo.**
6. **NO PERSONAL CHECKS!!!!** Must be paid with cash, money order, or cashier's check!
7. Mail entries to: Kelly McConnel
202 Utah St.
Bloomfield NM, 87413
8. Contestants will be able to draw out by **Tuesday prior** to the rodeo at noon and get 100% of their entry fees. Otherwise, entry fees will only be refunded if contestant has a doctor's note or vet release prior to rodeo time, or if injured while competing in a NMSWJRA rodeo. In case of injury, or draw outs after Tuesday, refunds (excluding office and credit card charge) will be made for those events not competed in.
9. Entry fees are subject to change each season.

POINT SYSTEM:(For Series)

1. Contestant must compete in order to win points and money. Compete is defined as:
2. **a.** Must start and stop time.
3. AWARDS- will be given based on the following point system: **A CONTESTANT MUST COMPETE AND RECEIVE POINTS IN MORE THAN ONE EVENT IN ORDER TO WIN ALL-AROUND AWARDS!!!!**

10 or more in Event

1st place – 10pts.

9 in Event

1st place – 9pts.

2nd place – 9pts.
3rd place – 8pts.
4th place – 7pts.
5th place – 6pts.
6th place – 5pts.
7th place – 4pts.
8th place – 3pts.
9th place – 2pts.
10th place- 1pt.

8 in Event

1st place – 8pts.
2nd place - 7pts.
3rd place – 6pts.
4th place – 5pts.
5th place – 4pts.
6th place – 3pts.
7th place – 2pts.
8th place – 1pt.

6 in Event

1st place- 6pts.
2nd place- 5pts.
3rd place- 4pts.
4th place – 3pts.
5th place- 2pts.
6th place – 1pt.

4 in Event

1st place- 4pts.
2nd place- 3pts.
3rd place – 2pts.
4th place – 1pt

2 in Event

1st place- 2pts
2nd place – 1pt.

2nd place – 8pts.
3rd place – 7pts.
4th place – 6pts.
5th place – 5pts.
6th place – 4pts.
7th place -3pts.
8th place – 2pts.
9th place – 1pt

7 in Event

1st place – 7pts.
2nd place – 6pts.
3rd place – 5pts.
4th place – 4pts.
5th place – 3pts.
6th place- 2pts.
7th place – 1pt.

5 in Event

1st place – 5pts.
2nd place – 4pts
3rd place- 3pts.
4th place- 2pts.
5th place – 1pt

3 in Event

1st place- 3pts.
2nd place – 2pts.
3rd place –1pt.

1 in Event

1st place – 1pt.

4. If a rodeo is stopped for some uncontrollable reason, event points will only be awarded in events that were competed in.

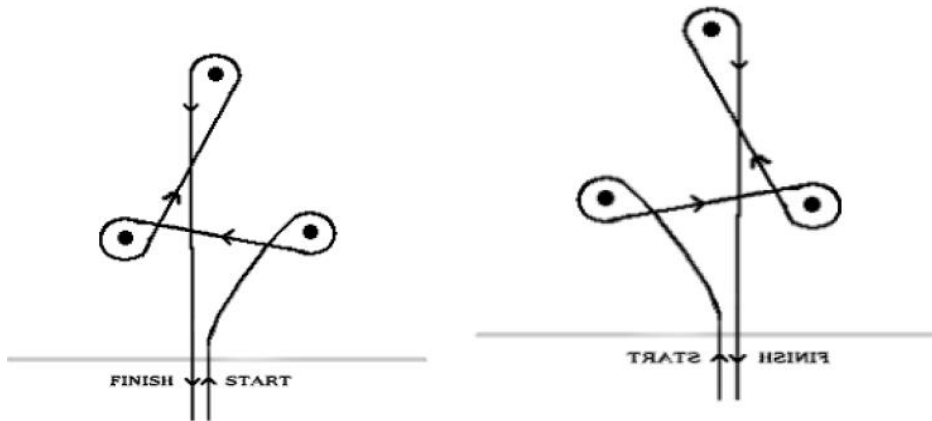
SPEED EVENT GENERAL RULES:

1. Electronic timers will be used. In the event of a timer malfunction, ALL contestants will receive a backup time. If both timers fail, that contestant will receive a rerun.
2. Announced times are unofficial.
3. A 60 second time limit will be used in all timed events, age 6 and above, excluding penalties.

4. Drag after 6 positions all performances in barrels, flags and poles regardless of age group. (this can be changed at judges/ NMSWJRA discretion)

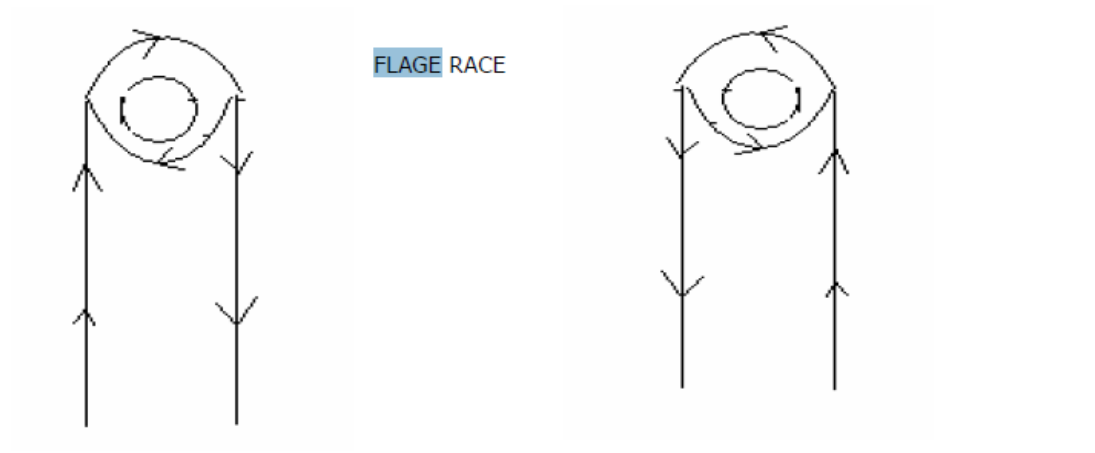
BARREL RACING:

1. Clover-leaf pattern will be followed. Contestant may start on either the right or left barrel.
2. A five (5) second penalty will be assessed for each overturned barrel.
3. Failure to complete the pattern will result in a no-time.
4. All barrels to be 55-gallon steel drums with both ends intact.
5. Correct pattern required.
 - a. Extra turns are broken patterns
 - b. Wrong way turns are broken patterns.



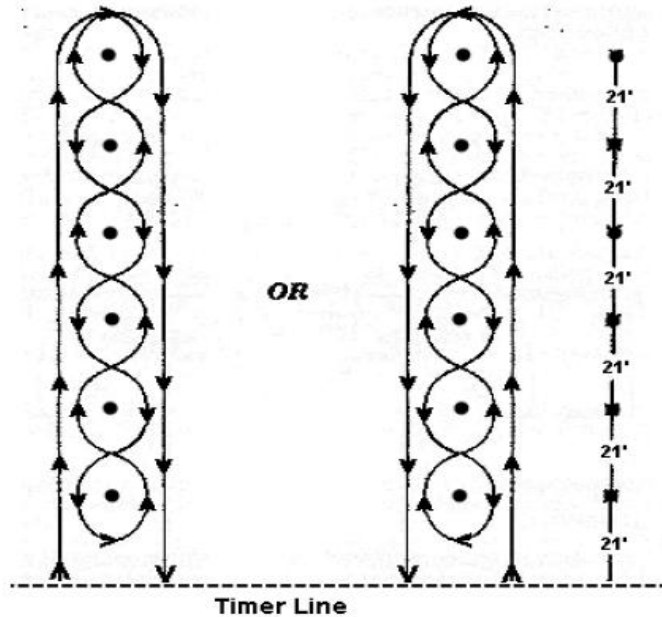
FLAG RACE:

1. Bucket on barrel must be a three-pound coffee can, filled to the top with soil.
2. A minimum of six flags the same color and size should be available.
3. A horse may start either to the right or left of the barrel and then run down and around the barrel and return to the starting line.
4. Contestant may circle barrel but must return on opposite side of approach. Knocking over the barrel and bucket is a (10) second penalty. Knocking over the bucket only, is a (5) second penalty.
5. Not following the pattern will result in a no time.
6. Rider may not use the flag to whip the horse. Flag must be carried past finish line. Contestant will be disqualified for whipping horse with flag.
7. Not following the pattern shown in the rule book with allowance for circling the barrel to pick up the flag, will be a no time.



POLE BENDING:

1. There will be six (6) poles used. Height of the poles to be 5 to 6 feet tall. Pole base size must be standard in diameter (no metal bases). Poles to be set on top of ground in a straight line.
2. The distance from the starting line to the 1st pole will be 21 feet and the distance between every pole will be 21 feet.
3. There will be a five (5) second penalty for each pole knocked down.
4. Contestants will receive a no-time for not following the pattern. a. Extra turns are broken patterns.
- a. Wrong way turns are broken patterns.
5. Contestants may start from either the left or right side.
6. Failure to complete pattern (return past start line) is a no-time.
7. If a pole is down, horse must pass on proper side of base to be a qualified run.



GOAT TYING:

1. Goat will be staked on a ten (10) foot rope. Stake will be driven below ground level.
2. Goat will be held until contestant crosses the starting line.
3. Contestants must cross and tie any three (3) legs with a piggin string, a rope, or a leather string. No other materials will be permitted.
4. Goat must stay tied for six (6) seconds. If horse runs over the goat or rope, with or without contact, there will be a ten (10) second penalty.
5. Goat must be thrown by hand. If goat is down, contestant must lift goat to it's feet and throw again. If a contestant's hand is on the goat when the goat falls, it is considered thrown by hand.
6. Contestant must stand back three (3) feet from the goat before judge will start time for the 6 second time limit.
7. A no-time will result if contestant touches goat or string after signaling for time.
8. If the goat breaks away because of fault of the horse, contestant will receive a no-time. If for any other reason the goat breaks free before contestant calls for time, it will be left to the judge's discretion whether the contestant receives a re-run.

Goat Tagging Rules:

1. Time will start when the contestant crosses the starting line and will stop when the contestant has pulled the ribbon off of the goat and signaled for a time.
2. Should the horse come in contact with the goat or goat rope any time during the run, a (10) second penalty will be assessed. If the goat should break away because of fault of the horse, the contestant will receive a no time for that run.
3. The goat is to be tied to a stake with a rope of 10 ft in length.
4. Contestant must ride mounted on a horse from starting line to goat, dismount from horse and pull the ribbon from the goats tail.
5. The goat will be held by field help the entire run.
6. The same goat will be used for all contestants.
7. If helping a contestant off, the contestant must be placed close by where he or should would be getting off his/her horse.
8. Judges decisions will be final

ROPING EVENTS GENERAL RULES:

1. All roping events will be chute ran.
2. A ten (10) second penalty will be added for breaking the barrier.
3. The barrier will be considered broken if the ring drops within ten (10) feet of the pin.
4. If barrier equipment hangs on animal, the decision about getting animal back will be made by the barrier judge.
5. If automatic barrier fails to work and stock is brought back, contestant must take another animal over, during or immediately after the same performance.
6. If in the opinion of the line judge, the contestant is fouled by the barrier, the contestant shall get a re-run, providing the contestant declares himself by pulling up immediately.
7. If stock leaves the arena, the contestant shall come back for a lap & tap with the time added which had elapsed when the stock left the arena.
8. A dropped loop is considered a thrown loop.
9. Length of score to be set by the arena/roping director. The length of score will be no longer than the length of the roping box minus three (3) feet, unless other arrangements are made by the roping director or the person of his choice.
10. There shall be two (2) or more timers, a field flag judge, and a barrier judge. Time is taken between two flags.
11. Roping stock without releasing loop from the hand is not permitted and shall result in a no-time.
12. Field flag judge must watch calf during the six (6) second time period and will stop time when the calf kicks free, using the time shown on the stop-watch to determine whether calf was tied long enough to qualify.
13. Roper will be disqualified for removing rope from calf after signaling for time, before the tie has been passed on by the field judge.
14. If roper intends to use two (2) loops where permitted, he must carry two (2) built loops and must use the second rope for the second loop.

15. In case the field flag judge flags a roper out, that still has another legal loop to use, the roper shall get a lap & tap with the elapsed time added for the one loop already thrown. Only one (1) loop will be allowed with the lap & tap.
16. The stock contractor will furnish barrier equipment and breakaway string.
17. Arena must be cleared before contestant competes.

BREAKAWAY ROPING:

1. Two (2) loops allowed must carry both using strings provided by NMSWJRA.
2. Calf must break string. If contestant breaks string, a no-time will be given.
3. Contestant will receive a no-time should they break rope from the saddle horn by touching the rope or string after the catch is completed. However, if the rope should dally around the saddle horn, the contestant may ride forward, undally the rope, and then stop his horse to allow rope to break away.
4. Loop must go over calf's head, and then catch as catch can.
5. Barrier must be used – ten (10) second penalty for breaking the barrier.
6. Time will be flagged when rope breaks from the saddle horn.
7. Roper must have bright colored flag attached to rope where string is tied to rope.
8. All saddle horn ties may be inspected by NMSWJRA designated official.

CALF TOUCHING:

1. Rope must be tied hard and fast to saddle horn.
2. Contestant must rope calf, dismount, go down rope, and touch calf with either his/her left or right hand. The opposite hand must also have a hold of the catch rope at the same time. If not, the contestant will receive no flag until such is done.
3. The calf does not have to be on his feet when touched.
4. Horse must have neck rope.
5. Two (2) loops allowed. Contestant must carry both.

TIE DOWN ROPING:

1. Rope must be tied hard and fast.
2. Contestant must rope, dismount, daylight and throw calf by hand and cross tie any 3 legs.
3. Two (2) loops allowed. Contestant must carry both.
4. Horse must have neck rope.
5. Catch as catch can.
6. A legal tie is one (1) or more wraps and a half hitch or hooey.
7. Tie must hold for six (6) seconds after roper mounts and gives slack.
8. If at any time during a run the flagman feels that the livestock or roper is in danger, he can stop the run and assist or ask for assistance in helping with the problem. Any outside assistance will result in a no-time. The roper may cut his rope to free livestock from harm and will be allowed to receive his time.

9. Once a roper has signaled for time, he cannot touch the calf or the rope while walking back to his horse. This will result in a no-time. a. Exceptions to this rule will be a judgment call by the judge such as: Taking the rope off the bits, freeing the rope from the horses' legs, head, or parts of the saddle, cutting the rope to free animals from a wreck or impending wreck.
- b. All these exceptions must be done by the roper with no outside assistance.

RIBBON ROPING:

1. Two (2) loops allowed. Contestant must carry both.
2. Mugger can be a boy or a girl in any age group.
3. Catch as catch can.
4. Loop does not have to be removed before runner crosses the line.
5. Ribbon will be flagging tape.
6. Roper must remove ribbon from the calf's tail. Mugger does the running of the ribbon. Mugger must remove ribbon and run back into roping box, for a complete time.
7. If no ribbon on calf, roper must touch the tail and complete the run.
8. Horse must have neck rope.
9. Rope must be tied hard and fast.
10. Roper can, but does not have to dismount horse.

STEP DOWN:

1. Time will be taken between two flags.
2. Rope must be tied hard and fast to saddle horn.
3. Roper must rope calf and dismount, when the foot of the contestant hits the ground the flagman will signal time. Rope must stay on calf until roper's foot touched ground or it is a no time.
4. Catch as catch can rule applies.
5. All contestants must have their rope through a neck rope.
6. Two (2) loops allowed. Contestant must carry both.
7. There will be a 60 second time limit.

STEER STOPPING: **(DALLY ONLY)**

1. Roper will come out of the header box and will start from behind the barrier. There will be ten (10) second penalty assessed for breaking barrier. Steer belongs to roper after he crosses score line regardless of what happens; with one exception: if steer gets out of arena, flag will be dropped and roper will get another steer, lap and tap plus time stopped when animal left arena.
2. LEGAL CATCHES
 - Both horns
 - Half head
 - Neck catch

3. Roper must dally.
4. Time will be taken between two flags only after roper has faced and steer and horse are facing each other in straight line with rope dallied and tight and horse's front feet are on the ground.
5. Time will be taken between two flags.
6. There will be a 60 second time limit.
7. If contestant ropes a front leg it is an automatic no time.
8. Roper may use two loops; the roper may rebuild the missed loop.

TEAM ROPING:

1. Three (3) legal head catches:
 - a. Both horns
 - b. Half a head – includes one horn and nose
 - c. Around the neck
2. Front leg in head loop at any time will result in a no-time.
3. If hondo passes over one horn and the loop over the other, catch is illegal.
4. If loop crosses itself in a head catch, it is illegal. This does not include heel catches.
5. A cross-fire is an automatic no-time.
6. One hind foot is a five (5) second penalty.
7. Contestants may enter twice. Partners will receive equal points, but only in their highest placing will be given. Example: if a team/individual wins 3rd place and fifth place – the team/individual will only get points for 3rd place for awards. All money will be awarded for placings.
8. If entering team roping twice the contestant must change ends, or change partners.
9. If partner does not show, roper may choose any other eligible contestant of that rodeo, provided they are not entered in the team roping already.
10. Three (3) loops allowed.
11. Time will be taken when both ropers are dallied around the saddle horn and horses face each other with a tight rope and horse's front feet on the ground. Ropers must be mounted before time will be taken.
12. Contestant must enter with partner.
13. Contestants may rope with a partner from any age group that offers team roping.

Steer Daubing

1. Contestant starts in the roping side of the heading box.
2. Judge will decide if a barrier will be used or not.
3. A hazer WILL NOT BE USED!!
4. Contestant will have a 4' daubing stick with a ball attached to the end of the stick, the ball will be dipped in paint or mustard.
5. The contestant will follow the steer and daub the steer (touch the steer with paint)
6. The steer MUST be daubed behind the shoulder blade and in front of the flank.
7. The contestant is allowed a SINGLE DAUB! Once you have touched the steer, you cannot try again.

8. If the daubing stick is dropped, contestant will receive a NO Time
9. The contestant must raise the daubing stick to call for time
10. Arena judge will verify if daub is legal.

OPEN EVENTS

NO POINTS WILL BE GIVEN FOR THE FOLLOWING OPEN EVENTS:
PARENT/CHILD TEAM ROPING, AND THE RESCUE RACE. PAYBACK ONLY!!!!

Anyone competing in the open events must have a waiver signed and notarized.

Parent/child TEAM ROPING

Any parent may rope with any child. The child does not have to belong to the parent. If no team catches, money will go toward year-end awards.

ORDER OF EVENTS:

9:00 AM – Prayer

(5 and Under will start first and move up to older age groups)

Barrels

Flags

Poles

Goats

Rough stock (when offered)

Calf Roping Events

Steer Roping Events

