**Membership Package**

 Thanks for your interest in the RLHA Rodeo Series. This packet of information is what you will need to get started in this rodeo series. It is with great honor; we offer your child(ren) the opportunity to participate in this rodeo series.

RLHA is comprised of four (4) divisions: Peewee, Junior, Senior, High School. All ages are determined based on the contestants age as of September 1st.

**DRESS CODE**

Dress code is required for the series; cowboy boots, button-up long sleeve shirt tucked in, and cowboy hat or riding helmet, NO EXCEPTIONS -No points will be awarded to anyone out of dress code. If your hat falls off before you enter the arena, no points will be awarded.

**SLACK**

We will be offering slack for school events and 4-H, but they must be run the month before the rodeo that will be missed.

**MISCONDUCT**

Misconduct by any individual member, or parent/guardian of a member shall be considered by the RLHA officers and if necessary, the membership of the contestant shall be suspended. A contestant may be suspended for the following:

• Profanity

• Use of alcohol or drugs

• Mistreatment of rodeo stock or contestant’s horses in or outside of arena will be cause for automatic disqualification for the rodeo.

**EVENTS OFFERED**

**PEEWEE** division is for contestants ages 3-6. There are five (5) approved events.

1) Barrel Racing 4) Dummy Roping

2) Pole Bending 5) Goat Ribbon Pull (undressing)

3) Mutton Busting

**JUNIOR/SENIOR/HIGH SCHOOL**

Junior division is for contestants ages seven (7) years to age ten (10). Senior division is for contestants ages eleven 11) years to age fourteen (14). High School division is for ages fifteen (14) years (must be in high

school) to age nineteen (19). Each division is as follows:

1) Jr Steer riding -Jr only 7) Pole Bending-all

2) Steer riding -Sr & HS 8) Goat Flanking -Jr only

3) Tie Down roping -Sr & HS 9) Goat Tying -Sr & HS

4) Dummy Roping -Jr only 10) Team roping -Sr & HS

5) Breakaway roping-Sr & HS 11) Barrel Racing-all

6) Chute Dogging-all

All events are open to boys and girls.

**LIVESTOCK DRAW**

Jr steer riding, steer riding, breakaway, tie down and team roping stock will be by draw for each contestant, for

each rodeo. All stock will be chute run for all rodeos. The goats will be rotated on a regular rotation determined by the arena director and/or judge.

**POINT SYSTEM**

1ST -10 points 6th -5 points

2nd -9 points 7th -4 points

3rd -8 points 8th -3 points

4th -7 points 9th -2 points

5th -6 points 10th -1 point

Headers and heelers can have partners, or we will draw for one.

**AWARDS QUALIFICATIONS**

• Attendance rules – to qualify for awards contestants must compete in 5 of the scheduled rodeos. To

 qualify for that event, contestants must compete in that event at 5 rodeos.

• End if season awards – To qualify for these contestants must have paid membership fee, sponsorship

 fee, the required amount of raffle tickets and meet the attendance requirement of 5 rodeos.

• Final points – Points are earned throughout the rodeo season and accumulated and carried through

 the final rodeo.

• Tie breaker – In the event of a tie for awards placing at the last rodeo, there will be a runoff or rope off

 following the last round. The runoff will consist of one (1) run, fastest time wins.

• All around is accumulated from all points that were awarded from events participated in.

• Saddles will be awarded to a boy and a girl in JR, SR and HS for all highest all-around.

**EVENT RULES**

• All events will have a 60 second time limit except high school division, they will have a 30 second time

 limit.

• Dismounting – The Peewee division is the only division able to have assistance mounting or

 dismounting their horse in any event.

• Year-end awards – are based on attendance and participation in that event.

• Issues – all issues during an event will be handled in this manner and must be addressed before the

 end of the event:

 A) Ask to have the event paused.

 B) Ask to speak to the arena director and event judge.

 C) The arena director and judge’s decision are the final call.

• If a call by the arena director or judge is questioned, you must see the arena director before the end of

 the event, if you fail to do so the call is final.

• In any event if a contestant is called 3 -times and has not showed, they will be put on a 60 second

 clock, after 60 seconds they will be given a no time.

• Order of events will be posted before the start of rodeo series. The arena director will have the right to

 change the order, the change will be posted 1 hour before the rodeo begins.

• The arena director will have the right to change any pattern in a event due to arena conditions.

**MUTTON BUSTING**

• Ages 3-6 years under the maximum weight of 50 pounds.

• The contestant who rides the longest wins.

• Time stops when any body part touches the ground.

**BARRELS**

• Contestant may start on either the right or left barrel. The cloverleaf barrel pattern will be used.

 Any additional turns will result in a no time.

• There will be a 5 second penalty for each barrel knocked down.

• Horse and rider must maintain forward motion at all times, or the pattern will be considered broken

 and result in a no time.

• We will drag the arena according to the conditions of the ground, normally after 5 riders.

• If electric eyes fail to work, we will take the stopwatch times from the timekeeper.

**POLE BENDING**

• The pole bending pattern is to be run around six poles. Each pole is to be 21 feet apart and the first

 pole is to be 21 feet from the timer line.

• A horse may start either to the right or left of the first pole and run the remainder of the pattern

 accordingly.

• Horse and rider must always maintain a forward motion or pattern will be considered broken and

 result in a no time.

• We will drag the arena according to the ground conditions, normally after 5 riders.

• When a contestant starts the timer, the contestant has accepted the arena conditions and the order of

 the run as is. There will be no rerun.

• If electric eye fails to work, we will take the stopwatch time from the timekeeper.

**PEEWEE GOAT RIBBON PULL (undressing)**

• Contestant will cross the starting line on horse (May be lead lined), or on foot.

• Race to where the goat is staked, remove ribbon from goat’s tail and run to the designated bucket

 provided, place ribbon inside the bucket and that will stop the time.

• If the contestant misses the bucket with the ribbon, they will then have to pick up the ribbon and place

 it in the bucket for the time to stop.

• If ribbon is on ground when you get to the goat, grab the ribbon, and put it in the bucket.

**GOAT FLANKING**

• Time will start when the contestant crosses the starting line and will stop when judge drops the flag

 with completion of flank.

• Contestant must ride mounted on horse from starting line to goat, dismount from horse, flank goat

 with all four legs pointing out in the same direction, flank is complete with contestant kneeling on

 goat, and raise hands.

• Should the horse cross or come in contact with the goat or goat rope at any time during the run then a

 10 second penalty will be assessed.

• If goat is down when contestant reaches it, the goat must be cleared of the ground before the flank is

 made.

**GOAT TYING**

• Time will start when the contestant crosses the starting line and will stop when she/he signals the

 completion of the tie.

• Should the horse cross or come in contact with the goat or goat rope at any time during the run, then a

 10 second penalty will be assessed.

• Contestant must ride mounted on horse from starting line to goat, dismount from horse, throw goat by

 hand, cross and tie any 3 legs with tie string.

• The goat must remain tied for 6 seconds to receive a time.

• After signaling completion, contestant must step back at least 3 feet from the goat and wait for the 6

 second time completion, then the contestant will remove string from goat upon judge’s approval.

• If goat is down when the contestant reaches it, the goat must be cleared of the ground before tie is

 made.

• When a contestant starts the timer, the contestant has accepted the arena conditions and the order of

 the run as is. There will be no rerun.

• Judge’s decision will be the final say.

**PEEWEE DUMMY ROPING**

• Each contestant will rope from designated line.

• May rope from ground or horse but must rope thru the series the same as begun.

• A calf dummy will be used.

• If contestant crosses the line no points will be awarded.

• Contestant will have 2 loops

• In case of a tie, there will be a rope off, the line will be moved back in 5 feet increments until a winner

 is decided.

**JUNIOR DUMMY ROPING**

• Each contestant will rope from the breakaway roping box, time will start with timer eye.

• A calf dummy will be used.

• Points will be awarded from fastest time down

• The judge will flag completion of catch

• Contestant will have 2 loops, must rebuild loop.

• There will be a 60 second time limit.

**JR/ SR/ HS BREAKAWAY**

• The rope must pass over the calf’s head

• Rope must be on calf when it breaks free from saddle horn for time to count.

• Contestant cannot break the rope free.

• JR/ SR contestant may use two loops, but contestant cannot rebuild loop. HS contestant only gets one

 loop.

• All contestants must have a white cloth tied on the end of their rope or ropes. Cloth must be at least 3”

 x 6”.

• JR/ SR time limit is 60 seconds; HS is 30 seconds.

**JR CHUTE DOGGING**

• One judge will start the time be dropping his flag when the stock breaks the start line, the second

 judge will stop the time when stock has been thrown and all 4 legs pointing in the same direction.

• The stock will be tailed by a tail man.

• Stock will be steers or mulley calves depending on available stock.

• Contestant may wrap arm around neck and grab horn before leaving chute.

• Once contestant loses contact with stock, it will result in a no time.

• Points will be awarded to the fastest time, not to exceed the time limit.

**SR & HS CHUTE DOGGING**

• One judge will start time by dropping his flag when the stock breaks the start line, the second judge

 will stop the time when stock has been thrown and all 4 legs pointing in the same direction.

• Points will be awarded to the fastest time, not to exceed the time limit.

• Stock will be steers or mulley calves depending on available stock.

• There will be NO tail man, just someone to help make sure steer leaves in a forward motion.

• Contestant will have one hand/arm around neck and one in the air when chute is open and until judge

 drops flag at start line. Any contact with free hand/arm before start line will result in a 10 second penalty.

• If contestant loses contact with stock this will result in a no time.

**STEER RIDING**

• A qualifying time for JR and SR age division is 6 seconds and 8 seconds for HS.

• Points will be awarded off scores first, if more than one qualified ride.

• Judge will drop flag when stock breaks plane of chute gate to start time.

**TIE DOWN CALF ROPING**

• Roping calf without releasing rope from hand is not permitted.

• Catch as catch can.

• There shall be no outside help. If so, this will result in a no time.

• Rope must be tied off to saddle horn.

• Contestant must cross and tie 3 feet.

• If calf is down, he must be stood up and thrown down prior to tying.

• SR contestant can rebuild first loop if calf is missed. HS contestant gets only one loop.

• Contestant must mount horse, ride forward, releasing tension from calf neck, then the 6 second time

 period will begin. Tie must hold until approved by judge as completed tie.

• Contestant cannot touch calf after giving finish signal. If the tie comes loose before the 6 second time

 period, the roper will receive no time.

**TEAM ROPING**

• Team roping will be an open class.

• Contestant must declare yourself as a header or heeler. You cannot pick both for points.

• Contestant can have a partner, or we will draw one.

• Points will only be awarded once. However, ropers may enter twice.

• The Sr team will have 3 loops total, HS two loops total.

• There are only 3 legal head catches - slick, half head, and neck. All other catches will receive a not time.

• There will be a 5 second penalty for one leg.

All roping events will receive a 10 second penalty for a broken barrier.

NO questions or complaints will be addressed on social media, only by phone or text.

**FINANCIAL FEE’S**

Membership fee $45 per contestant or $60 per family due in October or $10 non-member fee each month –

no points.

Event fee’s $

Peewee JR SR HS

Barrel 20 20 20 20

Poles 20 20 20 20

Mutton Busting 25

Dummy Roping 20 20

Goat Undressing 25

Goat Flanking 25

Goat Tying 25 25

Chute Dogging 25 25 25

Jr Steer Riding 25

Steer Riding 25 25

Breakaway 25 25 25

Team Roping 25 25

Tie Down Roping 25 25

Everyone will pay a $10 ground fee each month or $15 per family.

Sponsorship $100 per family due before fourth rodeo.

Mandatory Fund Raiser – raffle tickets $200 per family. Ticket stubs and money are due at the fifth rodeo.

Must sign up through Saddlebook.