

MRRA RULE BOOK

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I POINT SYSTEM

1. All participating ranches must enter all compulsory events in order to be eligible for the team championship.
2. A total of 26 points shall be awarded in each event, in each round. These points shall be given to the top five (5) placing and accumulated throughout the year.
First (1)st Place – ten (10) points
Second (2)nd Place – seven(7) points
Third (3)rd Place – five(5) points
Fourth (4)th Place – three (3) points
Fifth (5)th Place – one (1) point
3. The team/contestant with the most points is the winner.
4. Each member must compete in forty (40)% of rodeos to qualify for the finals.
5. Ladies and Juniors do not need to compete in both Barrels and Goat Tying to be eligible for placings. Exhibition runs will not be rewarded points.
6. Contestants without memberships may compete for day money and weekend prizes. After the weekend is completed all points will adjust down the placing to competitors with memberships. This will occur in each team event as well as ladies, juniors and pee-wee events.

II FINALS

1. The Board of Directors will annually establish a “Finals Committee”.
2. Ground Rules for the finals will be developed cooperatively by the Finals Committee and the Sponsorship Committee.
4. The top ten (10) teams/contestants will qualify for the finals.
5. Each member must compete in forty (40)% of rodeos to qualify for the finals.
6. Entry fee will be determined by the Board of Directors.
7. Anyone withdrawing from the finals without one (1) week notice will be obligated to pay entry fees.

III ENTRY FEE/PAYOUT/CALCUTTA

1. a. For four (4) and five (5) event rodeos the entry fee will be \$160.00 per team with \$20.00 going to MRRA, and \$40.00 going towards stock charges.
b. Ladies barrel and goat tying is set at \$20.00 per event with \$5.00 per event going to MRRA, Junior barrel racing and goat tying is \$15.00 per event with \$5.00 going to MRRA. Peewee barrel racing is \$5.00. Exhibition runs are \$5.00 per run and are allowed only at judge’s discretion.
2. The entry fees will be added together for the total purse. Stock charges will go to the host committee. If not enough stock is supplied stock charges will be altered and extra monies will go into the purse.
3. If any added prize money is allotted, it will be disbursed according to payout.
4. In event of a tie the monies for the tied placings will be combined and split equally.
5. Calcutta monies will be added together and then, 10% will be allotted to Rodeo Committee, 10% to MRRA, and 80% will be in pot for winnings.
6. Payout for Calcutta and entries of eight (8) or more teams/ladies/juniors will be as follows:
First (1)st receives – 40% of payout
Second (2)nd receives – 30% of payout
Third (3)rd receives – 20% of payout
Fourth (4)th receives – 10% of payout

Payout for less than eight (8) teams/ladies/juniors will be as follows:
First (1)st receives – 50%
Second (2)nd receives – 30%
Third (3)rd receives – 20%
7. ENTRIES: One designated member from a team to either, (1) collect all team member’s cheques or, (2) write one cheque for the team entry, and hand in to the Secretary at least one(1) hr. before performance. A receipt will be issued with the designated team member’s name. ALL TEAM MEMBERS WILL STILL BE RESPONSIBLE TO SIGN IN INDIVIDUALLY. Ladies, Juniors, and Peewees will enter individually or as a family.

8. PAYOUT: Rodeo payout will be disbursed either at the following rodeo or mailed within seven (7) working days whichever comes first. Calcutta payout will be after each performance. Winning Teams will be issued one (1) cheque in the name of the designated entry person for the team. This person will be responsible to make team divisions of the funds. Ladies, Juniors, and Peewees will be paid out as individuals or family.

IV CENTRAL ENTRIES

1. Entries will be made to the home phone number of the current Secretary.
2. Entries will be made the Monday prior to the event unless otherwise listed.
3. Entry time is set by the Board of Directors until renegotiated the time will now be as followed: Teams, Ladies, Juniors, and Peewees to phone in entries any time prior to 10:00 p.m. the Monday prior to the event. No late entries to be accepted. If you plan to attend all the Ranch Rodeos you can make one entry for the year. However if you do this cancellation must be reported by 10:00 p.m. Monday, prior to the Ranch Rodeo otherwise you are responsible to pay entry fees.
4. Competitors are responsible to call back to find out if they are in the slack or performance at designated time.
5. Contestants must notify Secretary of desired performance and state that they decline to compete on alternate performances. If not complying with above, team will be subject to fine.
6. All fines must be paid and received by Treasurer before sign in will be allowed at following rodeo.
7. To enter a Ranch Rodeo, a team must have at least four (4) eligible team members.
8. Hometown teams/ladies/juniors/peewees will be expected to follow MRRRA rules and entry deadlines.
9. All contestants must be signed in and fees paid one (1) hr. prior to the start of the Ranch Rodeo. If not, teams will be subject to a \$50.00 fine. Double entry fees will be paid by Ladies, Juniors, and Peewees that don't sign in one (1) hr. prior to the rodeo. No exceptions.
10. Ranch Rodeo cancellation: If a rodeo has started and some events have been completed (slack and performance) entry fees will not be reimbursed and points will count towards year end for those completed events. If only slack has run and the rodeo is cancelled, stock charges will be paid by all entered teams. If rodeo is cancelled before rodeo date no stock charges will be paid. Committees will be responsible to find out cost for rain out from stock contractor. Ladies, Juniors, and Peewee events follow same ruling amendment.
11. Hometown team members/ladies/juniors/peewees may only compete in one (1) town without buying a MRRRA membership.

V CONTESTANTS

1. Anyone (contestants or otherwise) entering the arena shall be wearing long pants, a long sleeved shirt, boots, and a cowboy hat. Shirts rolled up will be considered short sleeves and be fined accordingly.
2. Abuse of either personal animals or event animals, (kicking, whipping, tripping, gouging of eyes, or any other action which is totally unnecessary), is STRICTLY PROHIBITED. No Exceptions! Anyone caught mistreating animals will be automatically disqualified at the Judge's Discretion.
3. Alcoholic beverages are prohibited in the arena. No alcoholic beverages permitted outside the arena where prohibited by the committee.
4. No loud, obnoxious profanity or unsportsmanlike conduct. Such conduct is subject to fine by Judges or Directors.
5. Violations of the above stated conduct rules will result in team disqualification.
6. Captains should bring any complaints in writing to the Judging Director. Complaints taken to the judge during the rodeo are subject to a minimum \$50.00 fine.
7. A team may finish their event as long as all animals are safe. While still in the arena upon completion of the event the TEAM Captain has the ability to ask for clarification on the judge's decision.
8. JUDGES DECISION IS FINAL!
9. Four team members must be signed up by the first rodeo you attend. You are allowed to sign up six (6) members during the season. Each member must compete in 40% of the rodeos to qualify for the finals.
10. Stallions will be allowed on grounds. No one under the age of 18 years old will be allowed to ride/handle a stallion.
11. MRRRA will honor only their own suspension list and not any other Association's list.

12. No unauthorized personnel are allowed in the announcer's booth one (1) hr. prior and one (1) hr. after rodeo performance. NO EXCEPTIONS! People not complying with rule are subject to fine.
13. Contestants must be ready to compete. All contestants have thirty (30) seconds to enter the arena after the announcer has called for the third time. Failure to show up will mean disqualification from that event.
14. MRRA members can enter on a maximum of two teams. At no time can more than two members compete together on two different teams.
15. Contestants who are competing on two teams **can only** be the lead roper for **one** team in each event.
16. Designated roper has to cross the start/trash line first.

VI DRAWING/NUMBERING OF STOCK

1. Steers will be numbered with the approved numbers by a person designated by the Board of Directors.
2. Steers must be numbered ½ hr. prior to performance.
3. Number of team's steer will be announced as first (1st) roper crosses the designated starting line.
4. Steers approx. 500-600 lbs and uniform in size.
5. Cows used for wild cow milking are to be either mulies, scured or dehorned cattle.
6. All animals must be fit and healthy. Injured or sick animals must be taken out of draw.
7. Wild cows will be numbered prior to rodeo and drawn by the judges for each team. As the cow is cut the appropriate team must be ready to compete. The teams will be given notice of their turn one run prior.
8. In the case of stock questioning there will be a team captains, stock contractors, and judges meeting. Each captain and judge will have a vote on as to whether the animal will stay in the draw or be removed. Meeting must occur before performance.

VII SLACK

1. All slack performance must also be considered a performance and all rules shall be followed.
2. Slack will be considered if more then 15 teams for a four (4) event rodeo, and 10 teams for a six (5) event rodeo. These numbers are left to discretion of the Board of Directors and Hosting Committee.
3. Same stock can be used in slack and performance.
4. Hosting Committees will be charged extra fees for Judges, Timers, and Secretary, to run slack performance.

VIII JUDGES AND JUDGING

1. All judges must be persons of experience. These people must have attended a Ranch Rodeo judge's clinic. The Board of Directors has the discretion of what experience a person must possess before becoming a MRRA judge. **Judges are to attend a Judging clinic when they are new judges or when rules have been changed or amended.**
2. The Judging Director will appoint two (2) judges to attend each rodeo approved by MRRA.
3. Salary for judges will be left up to the discretion of the Board of Directors. Judges fees have been set at \$200.00 per day per judge for both single and two (2) day rodeos.
4. Judges are able to compete at Ranch Rodeos that they are not judging. Where judges are appointed their teams are allowed to compete without them.
5. The judge's decision is final and no protest will be permitted.
6. Judges will be allowed to fine/disqualify contestants that are not complying with MRRA rules.
7. Judges are required to have stopwatches and other event equipment.
8. Judges are responsible to measure out start lines and Barrel Patterns must be marked prior to the rodeo.

9. If a judge identifies an infraction of the rules he/she will drop a flag, this will not stop the time or signal disqualification. This flag will make competitors aware of a possible infraction. Decision regarding possible infraction after discussion between the two judges present.
10. Judges will not be allowed to make their own ruling on an issue that is in black and white in the rule book. The rule book must be abided by.

IX TIMERS

1. A minimum of two (2) timers are required for each rodeo.
2. Timers will be appointed by the judging director.
3. Timers may not change after the first event except for just reasons.
4. Timers must work from the same position during entire performance.
5. At 30 seconds a buzzer, whistle, or announcement will notify teams that a second herd helper can help roper to move animal out of the herd. The second buzzer, whistle, or announcement will notify team that allotted time for the event is done.
6. Timers are required to meet with the Secretary after each performance to review correctness of time.
7. No contestant is to talk to a timer while event is going on. Any contestant in violation of this rule is subject to fine.
8. Timers will be paid \$50.00 a performance, \$25.00 for slack, and \$25.00 extra for out of province rodeos.

X TURN OUTS/MEDICAL

1. A team who does not notify the Secretary of turnout before 10:00 pm the Monday before the rodeo is responsible for entry fees. They will have to be paid before entering the next rodeo.
2. If a team member is injured at the Ranch Rodeo and other members of the team are unavailable, the team may borrow another member, but not a roper or bronc rider for the duration of that Ranch Rodeo.
3. A doctor's certificate must be present to obtain reimbursement for entries upon turnout at the Ranch Rodeo.

XI HUMANE TREATMENT OF STOCK

1. Humane treatment of livestock rules applies to any and all animals in or around the Ranch Rodeo grounds.
2. Judges or directors may inform contestants that they are being warned, fined or suspended for their actions.
3. No sore, lame, sick, injured, or debilitated animals shall be permitted to be used.
4. The judges can cull any animal they feel to be unfit to compete.
5. The Ranch Rodeo arena shall have sufficient footing and be free of excessive rocks and holes or objects that can cause injury.
6. Water must be available at all times while contestants and rodeo stock are on grounds.
7. A conveyance must be available and used to remove animals from arena in case of injury. Animals must be moved and situated in an isolated and comfortable area.

XII FINES AND SUSPENSIONS

1. Members or contestants may be fined or suspended for failure to abide by rules of MRRA.
2. The Board of Directors and Judges are empowered to suspend and/or disqualify any contestant for rule infraction.

XIII AWARDS

1. The Association shall determine Yearend and Finals Teams, Ladies, Junior, and Peewee Champions.
2. Only members of the MRRA are eligible for these awards.
3. All awards for Finals and Year End will be presented at an Award Ceremony and all members are requested to attend.

4. All Champions and Runner-ups for Finals and Year End will be announced up to 10th spot at the Finals.
5. Top Hand, Top Mugger, Top Ranch Horse, and Top Barrel/Goat Tying Horse may be awarded, at the discretion of the committee hosting the rodeo or the Board of Directors.
6. Tie breakers for Year End buckles will be determined by the person who entered most Ranch Rodeos. If the same number of Ranch Rodeos were entered then it will go to the person with the lowest total Year End Times.
7. In case of a 1st Place tie at the Finals, equal awards will be granted.
8. In the event that there are less than five (5) paid members competing in an event, Runner-Up prizes will not be handed out for Year-End or Finals.
9. All year end prizes will stay the discretion of the MRRA board of directors.

XIV GENERAL DEFINITIONS

1. LEAD ROPER: Rider on the team designated to sort and make first attempt to rope animal.
2. HERD: four (4) or more animals.
3. SECOND ROPE: an extra rope carried by a roper.
4. PASSING ROPE: the passing of a rope (lariat) from one person to another.
5. LEGAL HEAD LOOPS: around the horns, around the neck, and half head.
6. HERD HOLDERS: person working outside the start line holding cattle within the start line.
7. DEAD ROPE: A rope that was not dallied and lost, or a dallied rope that is lost when there is no control of the rope or animal from the ground crew. JUDGES DISCRETION in decision if rope was dallied or control of animal or rope prior to loss of rope.

EVENT RULES

STEER MUGGING

1. Four (4) person team. All must be mounted.
2. First team up in the event has the option to settle herd excluding 1st roper of the team. In the event that the 1st team declines the 2nd team has the option but no other team thereafter.
3. A herd of yearlings will be held behind a line approximately 60 ft. from the end of the arena. As riders approach the line, the announcer will call a number which has been drawn for them.
4. Time begins when the Lead roper crosses the line. (The lime/chalk line is just used to start the event and as a trash line). Without loping into or disturbing the herd, roper can cut his/her numbered steer from the herd, drive it across the start line, and proceed to rope it. If the animal gets back across the line before it is roped, roper must not chase it through the herd, but must slow down and cut it out again prior to the 30 sec.
5. After 30 seconds the Lead Roper can rope their numbered animal inside the start line. The Lead Roper must throw the first loop. The trash line will remain until the animal is caught and dallied. Only your numbered animal may be roped. (A whistle, buzzer, or call from announcer, will be given at the 30 second point.) .
6. No more than three (3) animals may cross the line at one time. Including their animal.
7. If any other numbered animal is roped you are disqualified.
8. Roper must dally.
9. Three (3) minute time limit.
10. You can only dally on any three (3) legal head catches. Roper must not dally on an illegal catch, if dallied team is disqualified for the event.

11. Steer must be standing when it is roped and also before it is being mugged. If the animal lies down, it must be made to get up before it is mugged. No passing ropes.
12. Any three (3) legs must be tied in a cross bow fashion. NO leather straps allowed, but cotton/ nylon piggin strings must be used. Any team members can tie the steer. Animal must be on its side before tying.
13. Time will end when the judge sees that the animal is tied. All ropes must be clear from the animal and cowgirls/cowboys must be free from touching the animal.
14. Time will be official when the judge sees the animal is securely tied.
 - a. judges will allow six (6) seconds for the animal to get free
 - b. no time if animal breaks free within six (6) seconds
15. Animals cannot be tripped, either from horseback or on foot, with the rope.
16. 30 second penalty for loping in the herd or disturbing the herd.
17. Rope must be clear of horse and saddle and rider before roper dismounts.
18. Any number of ropes can be carried by any combination of team members. First loop must be thrown by the designated lead roper.
19. Unlimited loops allowed.
20. If a team feels their drawn animal is tired or ill, etc., the roper can ride out of the herd (over the line) and let the judges know. If the judges feel this is true they will redraw another animal for that team. If the judges feel the animal is fine, the team will be flagged out.

TEAM DOCTORING

1. Four (4) person team. All four (4) team members must be mounted. Three shall act as herd holders while the roper cuts their numbered animal out of the herd.
2. First team up has the option to settle the herd excluding 1st roper of the team. In the event that the 1st team declines the 2nd team has the same option but no other team thereafter.
3. A herd of yearlings will be held behind a line approximately 60 ft. from the end of the arena. As riders approach the line, the announcer will call a number which has been drawn for them.
4. Time begins when the Lead roper crosses the line. (The lime/chalk line is just used to start the event and as a trash line). Without loping into or disturbing the herd, roper can cut his/her numbered steer from the herd, drive it across the start line, and proceed to rope it. The animal will be headed by one of the three legal head catches. If the animal gets back across the line before it is roped, roper must not chase it through the herd, but must slow down and cut it out again.
5. After 30 seconds the Lead Roper can rope their numbered animal inside the start line. The Lead Roper must throw the first loop. The trash line will remain until the animal is caught and dallied. Only your numbered animal may be roped. (A whistle, buzzer, or call from announcer, will be given at the 30 second point.)
6. Thirty (30) second penalty for loping into the herd or disturbing the herd.
7. Lead Roper, after crossing start line, has thirty (30) seconds after which a second roper can assist the first roper to cut the steer out. A whistle, buzzer, or call from announcer, will be given at the thirty (30) second point. This is optional.
8. No more than three (3) animals may cross the line at one time, (including their animal).
9. You can dally on three (3) legal head catches. Roper must not dally on an illegal catch. Animal must be headed first.
10. Steer must be standing when it is headed and heeled.
11. Head loop must be removed and placed on the front feet and both back feet must be in the heel loop. (This will require the ground crew to place both front and back feet in the loops).
12. After the animal is stretched out on its side and all four feet in the two designated loops, a mark must be placed on the head, between its eyes, with a designated livestock marker. When flag is dropped and event begins, tams must have their livestock marker or they will be disqualified.
13. Once doctored the animal is to be released. All riders are to be mounted and cross the start line. All ropes are must be across the start line.

14. If you rope behind the line in the herd you must go across the line and then back again. Once all mounted riders and ropes cross the line the time will stop.
15. Two (3) minute time limit.
16. Any number of ropes can be carried by any combination of team members. First loop must be thrown by the designated lead roper. Ropers are allowed unlimited loops. No passing of ropes.
17. Ropers can not dismount. If either roper dismounts the team will be flagged out.
18. If a team feels their drawn animal is tired or ill, etc., the roper can ride out of the heard (over the line) and let the judges know. If the judges feel this is true they will redraw another animal for that team. If the judges feel the animal is fine, the team will be flagged out.

TEAM BRANDING

1. A six person team, including, one(1) roper, two(2) flankers, one(1) brander, and two(2) herd holders. (If the team does not have enough members to have the herd holders they may ask for help from another team.) This should be noted with the announcer so that they can mention good sportsmanship and good working relationships between ranches.
2. A herd of calves, uniform in size, are held behind a line 60 ft. from the end of the arena by the herd holders who can cross the line.
3. Two (2) teams will run at the same time. This will require two (2) fire buckets, for the irons, and two (2) judges. Buckets will be marked odd and even. The number of your team, Odd or Even, will determine which pot you start at.
4. The ropers will start together. Time begins when they have crossed the line, no loping into or disturbing the herd.
5. They will have a three (3) minute time limit to drag out two (2) calves each, allowing all the loops they need.
6. Calf must be **double** hocked (rope must be below the hocks) and pulled across the start line. Catching calf by one leg will not be accepted.
7. The roper may not rope outside the line.
8. If roper loses his/her rope they can use a rope either carried on their saddle or go back to the pot to get a new one.
9. There is a two (2) rope limit.
10. The flankers may not touch the calf until it has been dragged across the line. The branding may happen after the calf is flat on its side in the proper branding position.
11. All ropes, including dead ropes, must be clear of branding animals before branding iron is removed from the bucket. Then the iron can be removed from the bucket, and the calf can then be properly branded on its ribs on either side, and then iron is returned to the bucket.
12. The iron must be returned to the bucket after each brand. Time stops when the branding iron is returned to the bucket after the 2nd calf.
13. The winner is the fastest time on two (2) calves. At the discretion of the judge a minimal thirty (30) second penalty will be given or the team will be flagged out for the horse moving out, loping in the herd, or loping while dragging calves out.
14. If two (2) ropers rope the same calf or get entangled in each others ropes, both must release ropes to continue.
15. Each team cannot rope the same calf twice unless the calf has returned amongst the herd; herd meaning between four (4) or more animals.
16. At the discretion of the judges any team that does not drag out a calf at a WALK will be given a minimal thirty (30) second penalty or be flagged out.

WILD COW MILKING

1. Four (4) person team. If one roper misses he/she has the option to rebuild his loop or let the other ropers rope.
2. All four (4) team members must be mounted.
3. Team will be let into the arena but must stay behind the start line. The cow will be released from the opposite end of the arena. When the cow clears the gate a judge will drop the flag starting the roper and the time.
4. Should use good, healthy, wet, cows, of uniform size.

5. Two (2) minute time limit. Unlimited loops allowed.
6. Catch as catch can, but cow's head must pass through the loop, or horn or ½ head catch. Roper must dally and may redally as many times as necessary in wild cow milking.
7. Ground crew must have contact with the cow or rope when dally is lost for it to remain live. If no contact with the cow Or rope happens when dally is lost, the rope is dead.
8. Rope must be off the saddle horn and off the saddle and the rider before the milking commences. Rope must be clear of horse and saddle before roper dismounts. Milker can step into the circle before flag drops but time will not stop until the rope and milk are both brought to the circle.
9. The muggers hold the cow with help from the roper, while the milker milks the cow into the bottle. Anyone of the contestants may milk the cow. The milker may pass the bottle to another team member to run to the judge. The rope must also come to the circle before time will stop. (Runner must hand the bottle to the judge, and the JUDGE will pour the milk out.) There must be a minimum of one (1) drop of milk in five (5) seconds, or else the team will receive a "no time".
10. Any number of ropes can be carried by any combination of team members. No passing of ropes.
11. All ropes must be off the cow, the milk and one of the ropes off of the cow must be taken to the circle before time will stop.
12. When flag is dropped and event begins, teams must have their bottle or they will be disqualified.

RANCH HORSE RACE

1. This is a four (4) person event which will consist of one (1) roper, one (1) horse holder, and two (2) ground crew members.
2. There are unlimited loops, and a three (3) minute time limit.
3. The ground crew and roper must start the event behind the start line.
4. Horse and holder is behind the score line. Once the horse is let loose the holder must leave the arena, not touching or spooking the horse. NO INTERFERING.
5. Time will start when the horse is released and handler has left the area. Roper then must first cross the score line before they rope the team's own horse. (Roping another team's horse will result in immediate disqualification.)
6. After horse is roped, it must be taken back behind start line to ground crew members. The roper must proceed to the designated corner.
7. Control of the horse is given to the saddlers. Roper must remain mounted for the duration of the event but can give no further assistance to ground crew members.
8. Ground crew members have to saddle and bridle the horse. All latigos, in keepers, back cinch, front cinch, throat latch, and chin strap must be used, as well as saddle pad or blanket, bridle (no halters), and saddle. It does not need a breast collar.
9. Horse has to be saddled and ready for use. The rider must cross the score line and then rope and stop a steer. When the steer is stopped and facing the horse, the time will stop.
10. Only the three legal head catches will be allowed on the steer.
11. Tackleberries are not allowed.
12. Studs may be ridden by the roper, but must not be turned loose.
13. If rider is bucked off, you may retrieve your horse and continue. You do not need to go back to the start line.
14. Once steer is caught and released, the rider cannot leave the arena, adjust equipment, or dismount until judges have checked their equipment.
15. Horse used in the race must have been used in at least 2 team events of that day including Ranch Horse Race. The horse roped may only be used for one team.
16. Two teams shall compete at a time with six (6) head of cattle to rope.

BARREL RACING

1. Ladies Barrel Racing event must be run on a horse ridden by a female. Junior and Peewee barrel racers can be male or female.
2. Barrels must be, 45 (forty-five) gallon drums with both ends intact.
3. Barrels and score line must be permanently staked for the entire event.
4. A five (5) second penalty will be given, per run, for each knocked over barrel.
5.
 - a. The regulation barrel pattern for the Barrel Race shall be 60 ft. between 1st and 2nd Barrel, and 120 ft. arc from 1st barrel and 2nd barrel to 3rd barrel. The score line should be a maximum of 40 ft and a minimum of 30 ft with stopping distance a minimum of 45 ft. on a closed gate and 30 ft on a safe open center gate.
 - b. When arena conditions are suitable, the following distance may be used: 90 ft. between 1st and 2nd barrels, and 110 ft arc from barrel one(1) and two(2) to barrel three(3).
 - c. Exceptions to above rules would be in a very small outdoor arena and most indoor arenas. In these arenas the barrels would be marked 15 ft. off the walls and fences and 18 ft off of the chutes. The score line would be a minimum of 20 ft with stopping distance of 45 ft measured from the center of the arena.
6. Times are to be timed to the 1/100th of a second. When available an electric eye will be used. When not available stop watch times are to be used as the official times for the contestants. Contestants will be timed by two (2) stop watch timers and recorded in one-one hundredths.
7. Official time taken when any part of the horse crosses score line, start and finish. All timed events must be flagged by a judge.
8. Either Barrel #1 or Barrel #2 may be taken first, but contestants will be disqualified for not following the clover leaf pattern or for not being ready to compete when name is called.
9.
 - a. A horse can be ridden more then once in a performance by different girls, but a girl may only compete on one horse in a performance, thereby allowing contestants to change horses between go rounds.
 - b. If a contestant is injured during competition, a substitute contestant cannot take her place.
 - c. Contestants may not change order of run in a performance or slack as specified by ride without approval of both judges.
10. Contestants may, from a riding position, hold barrel from falling.
11. Whenever arena conditions permit, contestants may come into the arena and start the race on the run or they may start from a standing position.
12. The arena gate can be open or closed for the Ladies Barrel Racing as left up to the show committee's discretion, except for Peeweess and Juniors – gate must be closed at the end of the run.
13. The use of bats and spurs is allowed; however, excessive use of the bat prior to the race, during the race, or after the race, will mean automatic disqualification for that particular race.
14. Anyone running the barrel pattern with assistance, after the start line, will not be considered for points or payout.

GOAT TYING

1. Goats should be tethered approximately ½ to ¾ distance down the arena and that spot should be marked.
2. The goat should be firmly tied to a stake with a rope which is at least 10 ft in length, and an approved humane form of tethering equipment used.
3. The contestant must be mounted on a horse and made to run from behind the score line to the goat, dismount, throw the goat by hand and tie any three feet securely with leather thong or piggin string. A score line of 15 ft. or more from the end of the arena may be used.
4. Timing will start when any part of the contestant's horse crosses the start line; and will stop when she/he signals the completion of their tie by releasing the thong or piggin string. The contestant cannot touch the goat after completing the tie until the judge completes their examination.
5. Goats to be tied down five (5) seconds, as timed with stop watch by Flag or Field Judge. Contestant must walk back approximately 10 ft. from the tied goat before five (5) seconds timing begins.

6. If the goat is down when the contestant reaches it, then the goat must be let up to its feet and then thrown by hand.
7. Fresh goats must be tied down prior to show.
8. Should a contestant run over or contact the goat or rope with her/his horse, they will be disqualified.
9. If the goat should break away with no fault of the contestant or her/his horse, they will not be disqualified.
10. Should a contestant be injured before or absent from their run, the goat must be changed for the next contestant.
11. Person holding rope with which the goat is tied, must release the rope when the flag is dropped.
12. Gate must be closed after the horse passes through and remain closed for the duration of the run.
13. Two goats will be tethered in the arena when possible. Competitors will alternate (left, right, left, right...) through the order of draw to determine their goat.