



PRODUCTIONS

2021 HIGH ELEVATION PRODUCTIONS

"IMPORTANT TO KNOW INFO"

High Elevation Productions is a non - profit organization dedicated to promoting the western lifestyle for our youth and families. We pride ourselves by modeling Christian principles inside as well as out of the arena by encouraging our members to exhibit characteristics consistent with these ideals. We demand sportsmanship, leadership, and professionalism in our youth as well as adults. We affirmatively promote, preserve, and protect the safety of our participants, volunteers, staff, and livestock. We are dedicated in teaching cultural awareness and diversity, self-worth, and self-esteem while providing wholesome family time and entertainment.

One of our primary goals is to procure sponsorships for operating and awards costs to allow families to enjoy their time together without the burden of excessive expense. Any help with sponsors is greatly accepted.

Primary Goals:

- ❖ To promote the sport of rodeo among children and youth up to the age of 18 years.
- ❖ To target children and youth in the above said area who are already participating in youth rodeo to some extent and to target those children and youth who are not participating but would have a desire to do so.
- ❖ To promote a Christian and family atmosphere.
- ❖ To promote and foster friendly competition in various rodeo events.
- ❖ To foster professionalism among families and participants in and out of the rodeo arena.
- ❖ To create an environment of encouragement for each participant.
- ❖ To create opportunities for notoriety and recognition for those participants who achieve excellence in their individual events.
- ❖ To prepare participants to ascend to the next level of the rodeo industry (Jr. & High School Rodeo, College Rodeo, Professional Rodeo, etc.).

Members compete in traditional rodeo events in 4 different age groups for both girls and boys.

7 & Under, 8-12, 13-15, 16-18.

HIGH ELEVATION GOVERNING BOARD

Julie Innes (719)221-0716

Julieinnes02@gmail.com

Jessie Lewis (928)830-1614

cowkampcoltcompany@gmail.com

Keri George (720) 320-1829

Coachkeri14@hotmail.com

Debora Lynn (719) 371-5006

Pnthrses6@gmail.com

Website: Highelevationproductions.com

Any info requests can be emailed to: Info@highelevationproductions.com

Scheduling/event questions can be emailed to: highelevationproductions@gmail.com

Facebook: High Elevation Productions

Send sponsor money to:

High Elevation Productions

Rodeo Secretary Keri George

907 co Rd 744

Almont, Co 81210

Should you Choose to donate and become one of our precious Sponsors, you will be supporting our events right here in the heart of Gunnison's mountain community. If you would like to target potential customers in this area, give our association a platform for your advertising dollars and help support a great bunch of kids in the process.

ENTRY METHOD

- Entries due TWO Fridays prior to rodeo
- ✓ May 8/9 Entries Due Friday April 23,2021
- ✓ June 12/13 Entries Due Friday June 4, 2021
- ✓ August 28/29 Entries Due Friday August 20, 2021
- ✓ Finals - September 24,25,26 Entries Due Friday September 17, 2021
- ✓ Please check in with office to settle up PRIOR to start of event. Once opening ceremonies commence, office will be closed. Checks will not be cashed until the Monday following the rodeo.

HIGH ELEVATION RULES & REGULATIONS 2021 TIMED EVENT SERIES

EVENTS – (not necessarily the order) we will release that info prior to each event.

Rodeo to start at 9:00 A.M. both days unless otherwise stated

16-18 Girls Barrels

13-15 Girls Barrels

8-12 Boys Barrels

8-12 Girls Barrels

7 & under Boys Barrels

7 & under Girls Barrels

*** Dummy roping will start immediately following 7 & Under Barrels (On track Grand stand side) ***

7 & Under Boys Dummy Roping 7 & Under Girls Dummy Roping

16-18 Girls poles

13-15 Girls Poles

13-15 Boys Poles

8-12 Girls Poles

8-12 Boys Poles

7& Under Girls Poles

7& Under Boys Poles

7& Under girls Sheep

LATE ENTRIES

Late entries will be accepted no later than Friday before the rodeo at 6:00 P.M. with a \$30 late fee. Late fee goes directly into prize fund. You cannot enter at the rodeo.

REFUNDS / DRAW OUTS

Must be confirmed by 6:00 pm Friday Night with the Rodeo Secretary. Weather Draw outs will be handled on a case by case basis.

Must have an approved doctor's or vet's release prior to start of rodeo. No draw outs after rodeo start time.

FINALS ENTRIES

Entries must be turned in with entry fee money at last regular rodeo of the series.

All checks will be cashed the Monday after finals weekend.

POINTS

To be awarded 10-9-8-7-6-5-4-3-2-1 for 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, and 10th places respectively, no matter how many entries per event. In addition to placing points, 1 participation point will be given to each participating entry.

If a non-member places, points revert to highest placing member below that placing. If not enough entries in an event for 10 placings, points will be awarded to only those members placing. Points will be awarded at the finals toward year end totals.

PAYOUT

1. Winnings will be combined; checks will be mailed to the address on membership form within the week following the event.

2. 30% of entry fee (jackpot money excluding stock charge) in each event paid back to contestant.

3. Payout is as follows:

1-4 entries 1 money 100%

5-9 entries 2 monies 60/40%

10-14 entries ... 3 monies 50/30/20%

15-19 entries ... 4 monies 40/30/20/10%

20-24 entries ... 5 monies 37/27/17/12/7%

25 & over 6 monies ..29/24/19/14/9/5%

*If there is a qualified time or score, all prize money will be paid. If no qualified time or score, all money goes to the High Elevation award Fund.

7& Under Boys Sheep

16-18 Boys Goats

13-15 Boys Goats

8-12 Boys Goats

7 & Under Boys Goats

16-18 Girls Goats

13-15 Girls Goats

8-12 Girls Goats

7 & Under girls Goats

16-18 Boys Flags

16-18 Girls Flags

13-15 Boys Flags

13-15 Girls Flags

8-12 Boys Flags

8-12 Girls Flags

7 & Under Boys Flags

7& Under Girls Flags

16-18 Boys Ribbon Roping

16-18 Girls Ribbon Roping

16-18 Boys Steer Breakaway/ Dobbing

16-18 Girls Steer Breakaway/ Dobbing

13-15 Boys Steer breakaway/ Dobbing

13-15 Girls Steer Breakaway/ Dobbing

8-12 Boys Steer Breakaway/ Dobbing

8-12 Girls Steer Breakaway/ Dobbing

FEES

All entry fees must be PAID IN FULL before contestant can compete.

**** If contestant is a no show, entry fee will remain in jackpot for distribution. If medical or vet release is presented timely, jackpot money will be refunded to contestant. ****

GENERAL RULES

1. Age limit: 18 and under. All ages are determined as of January 1, 2021.

✓ Contestant may enter an older age group if they so wish, but will only be allowed to compete and acquire points in that age group for the entire series. Contestant must declare which age group they wish to be in upon entering first rodeo.

2. Each member's parent or guardian will be required to sign a release form before competing.

✓ Must furnish a copy of legal proof of age (birth certificate) to rodeo secretary by 2nd rodeo entered.

3. Unsportsmanlike conduct, profanity, fabrication of name, age or other facts will not be tolerated. Such action may bring suspension. Use of alcohol or drugs by members or parents will not be tolerated and will result in suspension.

4. All contestants must wear long sleeve shirt, boots & jeans during their ENTIRE RUN. (no tennis shoes). Alleyway is considered part of the arena. Flagrant or deliberate action to prevent compliance to this rule will result in a no time. Sweat shirts, coats, vests are allowed.

✓ *****NOTE *****Hats are not required, but if you choose to wear a hat please make sure it stays on during the entire run. If you cannot keep your hat on, then please do not wear it. No ball caps allowed when competing. If Hat comes off will forgive the first occurrence, however the next you will be Charged \$ 10.00.

✓ *****NOTE***** Contestants may not be secured to saddle. Ex. - Velcro or straps

5. Unusual, unnecessary or inhumane treatment of stock in any event will result in a no time and carry the following penalties:

✓ 1st offense - \$25 fine

✓ 2nd offense - Suspension of member from next rodeo

✓ 3rd offense - membership revoked. JUDGES DECISIONS ARE FINAL.

6. Any verbal or physical abuse toward any high Elevation judge, official, stock contractor or any other personnel or volunteer will not be tolerated. The following penalties will apply: (

✓ 1st offense - \$100 fine

✓ 2nd offense - Suspension of member from next rodeo

✓ 3rd offense - membership revoked

7. All goats will be drawn. All calves & steers will be chute run, no draw.

8. 2 Electric timers will be used for barrels, poles & goats, with #1 timer being designated as the official time and #2 timer being designated as the backup time. In the event of the #1 timer malfunctioning, contestant will receive back up time from timer #2. If timer #1 malfunctions on more than 3 runs all backup times will be used.

9. Announced times are UNOFFICIAL.

10. 3 gate calls will be made - If not present or mounted, contestant will be disqualified. (A time limit of one-minute starts when second gate call is made by announcer.

Note One minute will be given to enter arena or contestant will be disqualified at judge's discretion.

11. Contestant must compete to qualify:

1. Must start & stop time while mounted.

2. No leading horse into arena to mount before the run.

3. If horse's nose crosses the plane of the gate, with or without the rider, the run is considered started.

4. If contestant falls off before timeline it will be considered a no time.

5. Forward motion must be maintained after the contestant crosses the plane of the gate when using a center gate. Ex. – barrel racing

6. No Circling or stopping once time has started. Forward motion must be maintained until end of run.

7. Must compete without assistance to receive a time. No riding double to compete.

• 7 & Under - Parent can assist but cannot cross the plane of the timeline or the contestant receives a no time. (with exception of Lead line participants)

• All other age groups – Parent can assist but cannot cross the plane of the gate or the contestant receives a no time.

13. Insufficient funds must be taken care of before contestant can enter any more rodeos.

Collection fee is \$35.00 per check. Cash-only entries may be required at the discretion of High Elevation personnel.

14. High Elevation Productions administration team reserves the right to amend or revise any rule or event at any time during the rodeo season. Any major change in events will be announced and/or posted.

15. All protests must be accompanied with a \$35.00 cash protest bond. A written protest along with protest bond must be presented to the Rodeo Secretary. If protest is ruled in favor of protestor, the protest bond will be refunded. The decision will be made by the High Elevation admin team who are present at the performance. * Protests are not to stop the rodeo. They will be handled accordingly afterwards.

16. In order to be qualify for awards at High Elevation Productions timed event challenges, each contestant must be a paid member in good Standing and compete at three of the four scheduled rodeos. The contestant must compete in a minimum of three events to be eligible for all around awards.

17. Finals will be 3 go rounds. Finals contestant order will be drawn for the 1st day and run in reverse order the 2nd day. 3rd day will be a new draw. Points will be awarded for the top 5 places in each round and the top 5 places in the average. The average is calculated by adding the times together. Points go toward year end awards. Finals awards will be given on times (not points).

18. Contestant/member must compete at finals at least one of the days and pay all fees in order to receive year end awards and finalist coat. (You may purchase coat at cost if unable to compete. Hardship cases will be reviewed by High Elevation admin on a case-by-case basis, and must include a doctor release.)

19. Contestant/member must be present at finals awards banquet to receive prizes. Hardship cases will be reviewed by High Elevation on a case-by-case basis.

20. If rodeo is cancelled due to weather or uncontrollable circumstances. Rodeo may or may not be rescheduled. Cancelled rodeo may count as a qualifying rodeo for the events in which a contestant was entered in that particular rodeo. If an event is completed, money will be jackpotted and event points will be awarded but no points will be awarded toward the All Around. Any entry for an incomplete event will be rolled to the next rodeo. If contestant cannot attend next rodeo, they must notify rodeo secretary no later than regular entry deadline, which is TWO Fridays before rodeo at 5pm.

21. To be eligible for All Around prizes, contestant must have qualified to compete in 3 or more events.

22. Tie Breaker Rules:

1. Year End Event Tie Breaker Rules:

1. Go back to highest number of 1st places for the year.
2. Go back to the highest number of 2nd places for the year, etc.

(Includes finals points - each round and average)

2. Finals Event and/or Finals Average Tie Breaker Rules:

1. Fastest time at finals
2. If still tied, prize will be duplicated. Another prize will be ordered to match.
3. All - Around Tie Breaker Rules: (Includes finals points – each round and average)

1. Most number of events qualified in to compete at finals
2. Most number of 1st places
3. Most number of 2nd places, etc.

EVENT RULES

All Dummy Roping

High Elevation personnel will use 2 Ribbons and a board to mark the distance from the dummy. Area within the ribbons is considered the timeline/arena. Once the contestant enters the area between the ribbons, no more physical assistance may be given. Verbal assistance is allowed. Parents may build loop, but it must be done outside the designated area. Only the contestant is allowed in the area between the ribbons. If the contestant is assisted, they will receive a no time. Within the 5 Seconds the contestant must draw enough slack out of the loop i.e. Pull slack to make it clear that a legal catch has been made

7 & UNDER BOYS & GIRLS - DUMMY ROPING

1. Rope until you miss.
2. First run – contestant must rope from behind steer's head.
3. Steer will be moved 1 ft. after each run.
4. 3 legal head catches ONLY – (see team roping).
5. Fishing will be allowed with a 5 second time limit.
6. Roper will be disqualified if any part of body goes over the line at any time.
7. Last contestant left roping will win event. Remaining contestants will split points & jackpot as

appropriate. If 3 contestants missed on 3 ft. & 4th contestant catches at 4 ft. – he will win event & 10 points – last 3 will split 2nd, 3rd & 4th. If only one contestant catches – he receives 1st place points and money.

ALL BARREL RACING 7 & Under – 60 second time limit 8-18 - 45-second time limit

1. All barrels to be 55gallon steel drums with both ends intact.
2. Barrels to be set in a clover leaf pattern a minimum of 15 feet from fence or standard pattern.
Standard Barrel Pattern: If arena size allows; 60 ft from start to 1st and 2nd barrels - 90 ft between 1st & 2nd barrel - 105 ft. between 3rd and 1st or 2nd barrels - 75 ft from score line to fence. If the size must be reduced, do so by even increments.
3. There will be a five second penalty for each turned over barrel.
4. Contestant may start from left or right side; but must complete a “standard” pattern as referenced in the WPRA rule book.
5. Center gate is used, so the contestant must be mounted and maintain forward motion once the horse has crossed the plane of the gate, until the end of the run.
6. Failure to complete pattern is a no time. If contestant or horse breaks the plane of the start line, except at the beginning and ending of the run, it is a no time.
7. Gates will be closed during run.
8. We will drag after 5 in all age groups, we will NOT drag at the beginning of each age group
9. 7-18 age groups - Upon broken pattern contestant must go onto next barrel or exit the arena. No circling the barrel twice or starting over. Please adhere to this policy to keep it fair for all contestants. Repeated infractions could result in suspension from next rodeo.
10. 6 & Under age groups are allowed to “correct” their patterns and will be given a time.

ALL POLE BENDING 7 & Under – 60 second time limit 8-18 - 45-second time limit

1. There will be 6 poles used, height of poles to be 5 to 6 feet tall. Pole base size must be standard in diameter (no metal bases).
2. Poles to be set on top of ground in a straight line. The distance from the starting line to the first pole will be approximately 21 ft. and distance between poles will be approximately 21 ft.
3. There will be a 5 second penalty for each pole knocked down.

4. Contestant may start from left or right side.

5. Failure to complete pattern is a no time.

1. Wrong way turns are broken patterns.

2. If a pole is down, horse must pass on proper side of where the base should sit in a "stacked" pattern to be a qualified run.

3. If contestant or horse breaks the plane of the start line, except at the beginning and ending of the run, it is a no time.

6. Gates will be closed during run.

7. Upon broken pattern contestant must go onto next pole or exit the arena. No circling the pole twice or starting over. Please adhere to this policy to keep it fair for all contestants. Repeated infractions could result in suspension from next rodeo.

8. In all age groups we will drag after 8 runs maximum - less depending on ground conditions - at the discrepancy of High Elevation personnel. We will not drag at beginning of age group.

9. 7 & Under age groups are allowed to "correct" their patterns and will be given a time.

*****PLEASE NOTE THE NEW RULES FOR THIS EVENT THIS YEAR*****

7 & UNDER GOAT TAIL UNTYING – 45 second time limit

1. Goat staked on a 3 ft. rope/tether. Stake to be driven below ground level.

2. Goat to be held by a goat holder until contestant crosses the starting line.

3. Contestant must ride their horse across the start line, race to where the goat is tethered, dismount, catch the goat, remove the ribbon from the goat's tail, and run back across the chalked time line, for flag to drop. Time line will be located (ten) 10' feet back from tether stake back in the direction of the start line. Contestant must finish across time line with ribbon in their hand.

1. Once time has started, if the ribbon falls off the goat's tail prior to the contestant dismounting, the contestant will be issued a re-run. If the ribbon falls off the goat's tail after the contestant has dismounted (relinquished control of horse), the contestant will pick up the ribbon and run to the finish line with ribbon in hand.

4. Contestant will receive a no-time for running over the goat. If horse runs over the rope, without contact of the goat, there will be a 10 second penalty. If horse runs over the rope, with contact of the goat, the contestant will receive a no time.

5. High Elevation will have another "horse catcher" positioned behind the goat holder to help catch contestant's horse. Contestant's safety is the top priority. If the helper steps in to rescue the contestant because the contestant's safety is at risk, the contestant may continue their run once safely on the ground.

ALL GOAT TYING - 45 second time limit

1. Goat staked on a 10 ft. rope. Stake to be driven below ground level.
2. Goat to be held until contestant crosses the starting line.
3. Goat must be thrown by hand. If goat is down, contestant must lift goat to feet & throw again. If contestant's hand is on goat when goat falls, it is considered thrown by hand.
4. Must cross and tie any three legs (legs must be crossed above the hoof).
 1. Boys will string and tie goat same as a calf (see tie-down roping rules). Boys must use a piggin' string, no other material permitted.
 2. Girls must use a rope, piggin' string or leather thong, no other material permitted. Legal tie -1 or more wraps and a ½ hitch, hooley or knot.
5. Contestant must stand back 3 feet from goat before judge will start time for 6 second time limit.
6. Goat must stay tied for 6 seconds.
7. No time if contestant touches goat or string after signaling for time.
8. Contestant will receive a no-time for running over the goat. If horse runs over the rope, without contact of the goat, there will be a 10 second penalty. If horse runs over the rope, with contact of the goat, the contestant will receive a no time.
9. Goats to be changed after 3 runs.
10. All fresh goats to be run at and tied down before each rodeo. In case of draw-out, goat will be tied by director or contestant.
11. If goat breaks away because of fault of horse, contestant will be disqualified.
12. Goats may have horns but they must be tipped.
13. Goats will be of equal size and weight within each age group.
14. All goats will be drawn before each performance.

ROPING EVENTS - GENERAL RULES

1. A 10 second penalty will be added for breaking the barrier.
2. Barrier will be electric rope barrier.

3. If barrier equipment fails, the decision concerning getting animal back will be made by the barrier judge.
4. If barrier fails to work and stock is brought back, contestant must take same animal over, during or immediately after the same performance.
5. If animal leaves arena, judge will drop flag to stop time, roper gets calf back lap & tap with the time added which was taken when the calf left the arena.
6. Calf Roping & Breakaway Roping All Ages; Barriers to be set by High Elevation team which may or may not include designated volunteers.
7. There shall be 2 or more timers, a field flag judge, and a barrier judge. Time to be taken between 2 flags. Animals used for roping events should be inspected & objectionable ones eliminated.
8. One loop per roper in all steer roping events, including the finals. Should the roper miss with one loop, he/she must retire and no time will be allowed.
9. One loop per roper in all calf roping events.
10. Roping calf/steer without releasing loop from hand is not permitted and shall be a no time.
11. In Calf Roping the field flag judge must watch calf during the 6 second period and will stop the time on stopwatch when the calf kicks free using the time shown on the watch to determine whether calf was tied long enough to qualify.
12. Roper will be disqualified for removing rope from calf after signaling for time, until the tie has been passed on by the field judge.
13. In all roping events, the pusher cannot push calf or steer past the end of the chute.
14. Panels may be used to haze cattle in calf roping events.
15. Animal belongs to contestant when they call for it, regardless of what happens, with the following exceptions:
 1. If animal escapes from arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with lap & tap start. Time accumulated will be added to time used to complete qualifying run. If time is not recorded, contestant will receive a 10 second penalty. Contestant will also take any barrier or field penalties with him on lap & tap.
 2. In cases of mechanical failure.

3. If, in the opinion of the line judge, contestant is fouled by equipment, contestant shall get their same stock back, providing they declare themselves by pulling up.

STEER BREAKAWAY –ALL AGES –

8-12 45 Second time limit and Closed gate

13-15 and 16-18 30 Second time limit and open gate

1. One loop only.
2. Roper to come from box of their choice.
3. Use string provided by High Elevation. All saddle horn ties may be inspected by official.
4. Roper MUST HAVE WHITE FLAG TIED TO END OF ROPE. Rope will be tied to saddle horn at the end of the rope.
5. Barrier must be used - 10 second penalty for broken barrier.
6. 8-12 Only 3 legal head catches:
 1. Head or both horns
 2. Half head, includes 1 horn & nose
 3. Around the neck
- 13-15 and 16-18 Slick Horns only
7. If loop crosses itself in the head catch, it is illegal. If hondo passes over one horn & loop is over the other, the catch is illegal.
8. Front leg in head loop is a no time.
9. Steer must break string, no time if contestant breaks string.
10. Contestant will receive no time should they break rope from saddle horn by hand or by touching rope or string after catch is complete. However, if the rope should dally around the horn, the contestant may ride forward, un-dally the rope & then stop horse to make rope break away.
11. Time will be flagged when rope breaks from saddle horn.

STEER DOBBING Option – Same rules apply with the exception that the paint mark must be on the back half of the steer. Once mark is made, contestant will stop and raise their pole and that shall stop time.

RIBBON ROPING

A team event which shall consist of one boy, who shall be "Roper" and one girl, who shall be "Runner". 2

1. There shall be no time limit; provided, however, Roper must rope calf within 60 seconds. Team may then complete run and receive time.

Equipment: 1. A short length of ribbon about 1/2 inch in width and six inches in length must be fastened to the calf's tail while it is in the chute. The ribbon itself must be fastened on the tail with a rubber band. It should be fastened at the top of the tail and there should be enough ribbon to allow the contestant to grab and remove it without any trouble.

General Rules:

1. All general rules for contestants and members previously stated in the AJRA Rule Book shall apply. V. Event Rules:

1. Rules governing timed roping events as previously stated in this Rule Book shall apply to this event.
2. Contestants may change horses.
3. Recommended formula for setting score in this event is at least 2/3 of the length of the roping box, i.e., a 12 foot score for a 16 foot box.
4. The Roper's horse must clear the box before a loop is thrown.
5. Only one loop will be permitted and should the rope miss, contestant must retire and a no time will be recorded.
6. The sole exception to event rule No. 5 above shall be the Finals Rodeos at which time contestants will be allowed a second loop; provided, such second loop and rope is carried on horse. No rebuilding will be allowed.
7. Catch as Catch Can rules shall apply for all age groups.
8. Rope must remain on calf until either contestant of team has hand on calf.
9. Roper must give Runner's name upon request
10. Roper shall be permitted to have hands on rope and/or calf while ribbon is being removed by Runner; provided, however, Roper shall not be permitted to touch ribbon at any time.
11. The Runner must be on foot and start from a designated spot or behind a designated line declared by the Event Director. This does not mean behind the barrier itself. If the Runner crosses the designated line before the calf crosses the barrier line, the team will be disqualified. Runner shall not be allowed to haze calf until she crosses designated line.
12. Upon the Roper roping the calf, the roper must dismount and touch the calf, then the Runner must remove the ribbon and run back across the barrier line for time. In the event that calf is positioned on the chute side of the barrier line at the time that Runner removed the ribbon, the Runner must first cross the barrier line to the arena side before then crossing back across the barrier line for time. In the event that the Roper doesn't touch the calf before the Runner pulls the ribbon the run will result in a no time.
13. Upon Runner crossing barrier line for time, Runner must hand ribbon or any portion thereof, to Judge. Failure to do so or throwing ribbon to ground shall result in a disqualification or no time.

Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Flag Judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. If calf gets out of arena with rope on, the team including Roper gets calf back with rope on it in same spot as where the calf exited the arena.
5. Upon the call of Roper, if calf exits chute and it is discovered that calf does not have ribbon on tail, either contestant of team (Roper or Runner) must immediately declare such fault or equipment failure and team must immediately stop run without throw of rope in order to receive a rerun. In the event that team chooses to pursue a calf without ribbon on tail, and Roper throws rope, calf must be caught in order for team to be awarded a rerun.
6. In the event that the Roper doesn't come in contact with the calf before the ribbon is pulled, the run will result in a no time. Judge's decision is final.

. Miscellaneous:

1. This is a team event that consists of a boy roper and a girl runner.
2. Male roper is responsible for recruiting their own runner. Runner must be a female and in same age group as roper. A runner may run for more than one roper. Secretary need not be notified of who runner is.
3. Runners will not pay an entry fee or receive awards, payout or points.

MUTTON BUSTIN

Contestants:

6 and under Boys and Girls

Maximum 80lbs or less with gear on

1. Contestant must follow dress code, Helmet and Vest required
 2. Contestants may use a rope to ride, or they can choose to hold on.
 3. Sheep must be ridden six (6) seconds and Contestant must be astride the sheep when it leaves the chute
 4. Contestant may use one or two hands
 5. Must have lead sheep in the arena for all Contestants
 6. Points will count toward All-Around
 7. One of the two (2) judges will have a stopwatch to double check buzzer/whistle time
- Judges are to sign all score sheets

FLAG RACE

1. Five gallon buckets filled at least 2/3 full of whole oats or shavings on 55 gallon barrels will be placed no less than 25 feet from arena fence, and 100 feet from starting line. In small arenas, it is recommended that pattern be reduced proportionately.
2. Flag standard must be at least 14" long with 7" clearance on staff to anchor in bucket.
3. Contestant may run course from the right or the left. In either case, bucket on first barrel is empty, bucket on second barrel contains flag.
4. Time begins when horse's nose crosses starting line. Contestant will not be penalized for circling barrel, but must continue in forward motion.
5. Contestant is given flag at starting line, races to barrel with empty bucket, deposits flag in bucket, races to other barrel with bucket containing flag, retrieves flag, and races back to finish line.
6. Flag must remain in first bucket, and contestant must have 2nd flag when he crosses finish line, or will receive no time.
7. Contestant will be disqualified for knocking over bucket or barrel, or using flag as a whip.