

Rulebook
2026-2027

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THIS RULEBOOK WAS REVISED OCTOBER 2026 AND SUPERSEDES ANY PREVIOUS MRCA RULEBOOK.

WELCOME MRCA RODEO CONTESTANTS

The Mid-South Rodeo Cowkids Association (MRCA) would like to thank you for your support and participation in the MRCA. We strive to make this an organization that everyone can enjoy and be proud of. If you have a question, please do not hesitate to ask one of our board members or directors. All comments and suggestions are greatly appreciated. Please let us know and we will do our best to make this organization the best it can be.

We would like to thank each one of our sponsors that have contributed to these rodeos. We would like you to take a minute and give them your business at every opportunity.

MRCA MISSION STATEMENT
To establish a safe, family friendly rodeo series for youth up to 19 years old, providing an opportunity for rodeo kids to learn, grow, and improve while emphasizing good sportsmanship in a fun and competitive environment.

WE HAVE PROVIDED YOU WITH THIS RULEBOOK TO INFORM YOU OF OUR RULES. PLEASE BE SURE YOU KNOW THE RULES FOR YOUR EVENT/EVENTS.

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GENERAL RULES FOR ALL CONTESTANTS

These are Mid-South Rodeo Cowkids Association Rules that govern operation of MRCA-sanctioned events and MRCA specific events. This rulebook will be the first document referenced when dealing with rule issues during a MRCA rodeo. If at any time a situation arises which is not covered in the MRCA Rule Book, the MRCA Event judges' and directors' decision will be final.

1. Judges' decisions are final. Judges and directors can work together for rule clarifications, but the final call belongs to the judge or director.
    a. Announced times are unofficial. Timer's sheets (timed events) and judges' sheets (rough stock) will be official. Director's sheets can be used to clarify penalties.
    b. Safety issues: If at any time 5 or more directors agree that a contestant's horse is unsafe for either the contestant or others, that horse will no longer be allowed at a MRCA rodeo or to be used in the way deemed unsafe. This will be at the discretion of the directors. The directors shall notify the President, then the President will discuss with member.

2. Each contestant must pay an entry fee, secretary fee, non-member fee if applicable and any late fees when you enter. Anyone who writes a check returned to the MRCA as insufficient funds, you will pay a $40.00 NSF fee and can be put on a CASH BASIS for the remainder of that rodeo season. (This is up to the secretary)

3. Before any competition, contestants shall have signed all the appropriate forms furnished by the MRCA including the minor's release signed by the contestant's parents or legal guardian.

4. All contestants shall obey ground rules set by the MRCA.

5. Only contestants will be allowed to register complaints, and these must be placed first through the Event Director before the end of the performance in which the question arose. Contestants 9 and under may have a parent/guardian assist them in registering said complaints.

6. No person shall be allowed in the arena during a rodeo performance unless entered in an event or as an Assistant This rule shall be enforced by the Arena Director, Event Director and Rodeo Officials.

7. Each contestant will be allowed one, and only one assistant in the arena and only one assistant behind the chutes when he or she is contesting. Assistant helping contestants will not be allowed to go past the plane of the main arena gate when they are entering the arena. If assistant passes the plane of the chute gate in rough stock events and the timer line during timed events contestants will receive no time or score.

8. All contestants will leave the arena immediately after contesting or assisting.

9. Contestant helpers must leave the arena immediately after they have assisted.

10. The decision of any judges, flagmen or timers will be final, and no protest by contestants will be permitted, except first through the Event Director. Such protest shall be made before the end of the performance. If the Event Director determines that the protest is based upon a possible misinterpretation of an event rule, the Event Director shall, at the first convenient opportunity, describe the protest and the interpretation of the rule upon which it is based to the judge. If the judge agrees that an erroneous ruling was made and that the error is correctable, then the judge shall modify the ruling accordingly. Otherwise, the decision shall stand.

11. No contestant may talk to a judge or timer in any way while an event is going on.

12. Questions may be addressed to the judge no sooner than at the end of the event for that performance.

13. Any contestant violating this regulation may be disqualified by the judges or the Event Director.

14. All contestants are required to read the rules carefully, particularly those relating to the contests or events in which they enter. Failure to understand rules will not be accepted as an excuse.

15. Contestants, contestant helpers, adults, and committee helpers must wear Western attire, Western hat, or a safety helmet. Long-sleeved shirt with sleeves rolled down, shirt must be buttoned or snapped closed, cuffs must be buttoned, shirt tail must be tucked in. Sleeves must be wrist length, with collar and cuffed. These requirements will be interpreted and enforced by the judge who may also modify these requirements at will.

16. Cowboy Western boots must be worn in the arena. Sneaker type "sport shoes" are not acceptable footwear unless a safety concern exists.

18. Cowboy Hat – 6 & Under are excluded from this rule unless riding up in an age group where a hat is required. Helmets may be worn in lieu of western hats while in competition.

19. Violation of the hat rule or dress code will result in a $25.00 fine for the first and/or second offense. A third offense will result in disqualification.

20. No electrical devices may be used that modify livestock's performance, by a contestant or on his horse. With the exception of medical devices that are required to be worn by contestant.

21. In rodeo events a complete go-round must be finished before any contestant can compete on his next head of stock or timed event.

22. Rodeo Judges and/or Event Directors may inspect any contestant's equipment before, during or after a rodeo performance for safety and rule infractions.

23. There will be no less than three (3) events for each age group. There will be four (4) age groups: 6-under, 7 - 9, 10 - 13, and 14 - 19.

24. Points accumulated in three (3) or more events will count toward All-Around standings.

25. Contestants can compete in their age group and/or a higher age group (riding up). Contestants will be eligible for all monies.

26. Stock Producers may collect a Cattle Charge at any/all MRCA approved rodeos in an amount approved by MRCA Board of Directors. Stock Producers may also have jackpots at any/all approved rodeos, if approved by the Board of Directors, only after MRCA rodeo is completed.

27. All stock producers will pay a $5.00 per head charge if they are late for a performance, except for a breakdown.

28. All Stock Contractors must be approved by the Board. Members may also serve as Stock Contractors. The size of the stock will be determined by that event's directors. This includes Roping Calves, Goats and Rough Stock.

29. Misconduct by any individual member, or family member, or spectator shall be considered by the Event Judges and Directors and if deemed necessary the contestant shall be fined $100.00. The membership of the individual may be suspended after their second offense of the season at the discretion of the Board of Directors. Acts of misconduct will be defined at the discretion of the Board/Officials/Directors.

30. Anyone caught and/or proven cheating will be suspended for one (1) year from date of infraction, fined $100.00 and must pay back any/all monies received illegally to MRCA before rejoining MRCA. If the Board of Directors deems necessary, contestant can be permanently banned from MRCA.

31. All Rodeos must be approved by the MRCA Board of Directors to be an MRCA approved event.

32. Rodeo contestants cannot be timers (official or back up).

33. MRCA Finals will be produced by and for the MRCA with money accumulated from membership dues, office charges, honorary membership, donations and fundraisers.

34. There will be a one (1) minute time limit (including penalties) on all timed events (excluding lead line barrels) from the time the timer starts.

35. Any deliberate abuse of animals may result in disqualification. This includes personal animals or stock.

36. Every horse brought to a MRCA sanctioned rodeo must have current coggins papers.

37. No feed buckets, hay bags or other aids will be allowed in the arena during rodeo performance.

38. Any official ruling by the director or judge must be made before the next run in that event.

39. The director's decision is final. The directors are responsible for making sure everything is set up for their event.

40. Unless assisting in an event, no one other than judges, directors, or parent/guardian are to be in the arena

during the rodeo.

41. Slack- You can choose to run your slack runs on either Saturday or Sunday but you have to mark it on your entry sheet. You will not be allowed to call in and change your entry.
    a. There is a $50 fee per contestant or $100 fee per family for slack.

41. There is a $25 late fee for any entry received after they are due. Entries are due on the Monday before the rodeo. Please pre-enter to avoid any late fees.

CONTESTANT QUALIFICATIONS

1. The MRCA is open to any boy or girl who is 19 years old or younger as of September 1st of the current year.
2. Each contestant must pay membership dues (lead line and on foot events are not events requiring membership) or pay a non-member fee per rodeo.
3. Each contestant must provide a copy of their birth certificate.
4. Each contestant must provide a completed W-9 form.
5. Each contestant must turn in a Minor Release form
6. The contestant's age as of September 1st of the current year defines the contestant's age group.

CONTESTANT DISQUALIFICATIONS

Contestants can be disqualified by Judges or Event Director, for any offense listed under this section.

1. Contestant shall be notified as soon as possible by the person or persons disqualifying the Contestant.

2. All disputed calls must be settled in the arena for rough stock events and before the completion of the event for roping, goats, and speed events by the judges and event directors.

3. Any contestant will be disqualified from an event for any of the following offenses. If they are disqualified for any of these offenses, they may be disqualified from all events at the Rodeo, at the discretion of the event directors.
    a. ATTIRE: Contestants must wear western attire: western hat, long sleeved shirt (must be wrist length sleeved shirt, with collar and cuffs. Refer to prior section regarding dress code).
    b. STOCK: Mistreatment of Rodeo Stock or contestant's horse.
    c. RODEO:
        i. Refusing to contest during a performance on an animal drawn for him.
        ii. Any contestant that scratches an event after registration that he signed in for at registration.
            Except for the following:
            1. A contestant may drop out of any event due to injury to him or herself or horse. A doctor's or D.V.M.'s excuse must be presented to the rodeo secretary to release the contestant.
            2. Contestants must notify the Rodeo Secretary and Event Director for authorization.
            3. A contestant with a visible injury or illness may turn out of any event at a rodeo without a doctor's written excuse provided notification of such turn out is authorized by a judge or Event Director at that given rodeo.
            4. If a contestant has drawn out with a visible injury, he/she must have a doctor's release to resume competition.
            5. Any contestant that has been injured and has received medical care at a hospital or urgent care facility must have a doctor's release before the contestant is allowed to resume competition. If a contestant has presented a doctor's release to draw out, he/she must present another doctor's release to resume competition.
        iii. Not being ready to compete when called upon.
        iv. All contestants must make an effort when competing in the arena. If an effort is not made, it shall result in disqualification.

    d. CONDUCT:
        i. Having any association with alcoholic beverages, vaping, marijuana products, tobacco products, and narcotic or other non-medicinal drugs while in attendance at any MRCA, whether at or on rodeo grounds or going to or from the rodeo. Contestants will be disqualified for the use of those products.

ii. Rowdyism, quarreling, or fighting in the actual domain of the arena at any time, or any place during the duration of the rodeo and on rodeo grounds.

iii. Conduct or speech of any kind detrimental to the best interests of the MRCA or the sport of rodeo while in attendance or coming to and going home from a rodeo.

iv. Cheating or attempting to cheat.

v. Any contestants or parents attempting to fix, threaten, bribe, influence, harass or coerce any rodeo official at any time between opening and closing of a rodeo.

vi. Exhibiting any overly negative, unwarranted emotional behavior.

REFUND POLICY

1. No draw out will be allowed after books are closed.
2. If a rodeo is stopped for uncontrollable circumstances, entry fees can be refunded for events canceled.
3. Entry fees will be refunded if a contestant cannot participate due to illness or injury. A written doctor's note must be provided. Stock fees will not be eligible for a refund.

PARENT & SPORTSMANSHIP CODE OF CONDUCT

Violation of the parent and sportsmanship code of conduct will result in the disqualification of contestant. There are no exceptions.

1. Any egregious unsportsmanlike behavior by contestants, parents, assistants, and spectators two or more times in the same season will cause the suspension of the contestant or the violator, for the remainder of the season.
2. Examples of egregious unsportsmanlike behavior.
a. Spectators, contestants, parents, assistants verbally attacking judges and or directors, rodeo volunteers, or secretaries.
b. Spectators, contestants, parents, assistants physically attacking judges and or directors, rodeo volunteers, or secretaries.
c. Spectators, contestants, parents, assistants verbally or physically attacking other contestants including their own child
3. Violators will receive one warning, upon violation of the rule for the 2nd time will be asked not to return for the remainder of the season.

ON FOOT & LEAD LINE CLASS EVENT RULES

(Goat undecorating on foot, dummy roping, and lead line barrels)

1. On foot Goats and Dummy Roping are 6 years and under, on foot lead line Barrels is 10 years and under.
2. On foot events and lead line classes will accumulate points for the individual events to determine an end of the year champion.
3. On foot and lead line events are not eligible for All Around awards and no saddles will be given in these events.
4. On foot and lead line events will be eligible for champion awards and prizes. An individual may choose to compete in on foot and lead line events OR in the 6 & Under Age division for barrel racing and Goat Undecorating, but not both.
5. On foot and lead line events will not require purchasing a membership or honorary dues to qualify for finals. Other final's qualifications will apply.
6. There will be NO PAYOUT for on foot and lead line events. All entry fees will go toward the purchase of year end awards.

GENERAL ROPING EVENT RULES

1. A manual or laser barrier must be used.

2. If a contestant's rope comes in contact with any fixed part of the box, chute, or arena, no rerun will be given

even if the contestant declares him/herself.

3. A ten (10) second penalty will be added for beating or breaking the barrier.

4. Animal belongs to the contestant when he calls for him when the calf's/steer's head crosses the score line regardless of what happens, except in cases of mechanical failure. If a contestant accepts an animal, he accepts it as sound. Asking for calf/steer will be up to Line Judge's determination.

5. Calf's/Steer's head must cross the score line to be considered a qualified start.
.
6. Roping a calf/steer without releasing the loop from hand is not permitted.
.
7. Roping calf/steer before the calf/steer crosses the score line is not permitted.

8. Ropers will carry and use only one (1) loop.

9. When an average is to be paid,
   a. Ropers in the 14-19 age groups must carry two (2) loops except in the ribbon roping and then the roper will carry one (1) loop and rebuild.
   b. Ropers in the 10-13 age groups in breakaway may carry two loops; or a roper may choose to rebuild their second loop.
   c. Ropers in the 10-13 age groups will carry one (1) loop in the ribbon roping and tie-down and will rebuild.
   d. Ropers in the 7-9 coed breakaway can only carry 1 loop, they must rebuild.

10. In all Roping Events, a dropped rope that touches the ground and must be recoiled to be rebuilt is considered a thrown rope.

11. Flag Judge will flag contestants at completion of run, then flag out contestants if run is not legal.

12. All reruns will be made at the end of that event. (Except at finals)

13. In event of a rerun, any penalty the contestant had at the time rerun was awarded, that penalty will be carried with contestant and contestant gets calf/steer back (lap and tap) plus penalty carried (if calf/steer qualified on in field).

14. There shall be two (2) or more Timers, when stopwatches are being used, a field flag judge and a barrier judge. Time will be taken between the two (2) flags. Arena conditions will determine score, length of score to be set by Arena Director and Timed Event Spokesman or Director if present.

15. At all rodeo's length of score may be no longer than length of box, minus (4) feet, unless other arrangements are approved by the Roping Director or a man of his choice.

16. Roper will be disqualified if he receives assistance of any kind from outside except for Ribbon Roping Runner.

17. Back gate of the arena will be closed during 7-9 Coed roping. If gate man leaves gate open and calf leaves arena through open gate, flag man will immediately flag roper's time and calf will be rerun lap & tap (no barrier). Back gate will be open in the 10-13 & 14-19 roping events, and team roping, unless an average is to be paid. A no time is given if the calf/steer's head crosses the plane of the back gate.

18. If the laser barrier fails to work and official time has not started, contestant will get calf/steer back if calf/steer is qualified on in the field.

19. During any performance, if any animal in timed events escapes the chutes or pens before it is called for by contestant; or if the automatic barrier fails to work, contestant will take rerun immediately after the same performance.

20. The decision of whether calves/steers are to be lined/loaded will be made by the Roping Director.

21. If a calf/steer escapes from the arena, flag will be dropped, and watches stopped. Contestants will get calf/steer back (providing calf is still sound) with lap and tap start and time already spent will be added to time used in qualifying. If time is not recorded, the decision of the Flag Judge will be final. If calf/steer is not sound another will be drawn.

22. Roping Directors and Judges have the option of changing score or length of box after completion of each age group if quality of calves/steers or arena conditions necessitates change to be fair to contestants in general.

23. Both a neck rope and keeper must be used (breakaway roping excluded). Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf/steer. Any deliberate abuse or excessive dragging of calf/steer may result in disqualification by Judge. The Judge's decision is final.

24. Roping stock will be chute ran.

25. Directors may pull stock at their discretion.

26. In any of the roping events or chute dogging, if for any reason the judges and directors (together in agreement) determine that due to the fault of the stock only, a contestant was given “no opportunity” to compete, contestant will be given a re-run, on the same stock or the first available extra. Stock determined by directors. If lack of opportunity was due to the fault of anything other than the stock, (contestant or contestants’ horse, helper or equipment) no re-run will be given.

27. In roping timed events and chute dogging, the contestant is allowed a helper in the box to assist in settling the horse and keeping the horse in the corner of the box. When the contestant calls for the animal, no further assistance can take place after that. No encouragement can take place by the assistant after the contestant calls for the animal. The helper may have his hands on the horse at such time that the contestant calls for the animal but if the helper starts the horse or holds the horse in any way that affects the contestant’s scoring process, the contestant will receive a no time.

28. All roping events will have a barrier judge. The expectations and requirements for the barrier judge will be the same as the NHSRA/NJHRA rulebook.

29. No artificial horns.

BREAKAWAY ROPING

1. All breakaway roping (all age groups)- Rope must go over calves’ head and draw up anywhere on some part of the animal’s body and hold until rope comes loose from the saddle by the calf and not the roper.

2. All breakaway ropers will have to use a WHITE FLAG at all rodeos and finals. NO EXCEPTIONS. If you do not have a white flag, you will not be allowed to enter the box and your calf will be turned out. If this happens, you will be considered as a turn out and will receive no participation points.

3. The white flag must be tied directly on rope and flag placed nearest saddle horn rope tied with string that will hold until the calf is roped and rope jerks loose from saddle horn. Any length of rope will not be allowed past the saddle horn (no excess rope of any kind). Flag Judge will signal for rider’s time the moment he determines rope and flag leaves saddle horn.

4. No time will be given if rope comes loose from the saddle horn for any reason before the calf is roped, or if rope does not have a flag attached. All contestants will use string supplied by roping directors and none other. No exceptions.

5. Field flag judge is to position himself in the best possible position to see calf and rope, preferably toward the back of the arena, to see the calf coming toward him.

6. Two Judges will be used, whenever possible, one on the line and one in the field.

7. 7-9 Coed Breakaway Ropers will only receive 1 loop with a 60 second time limit without exceptions. Only when an average is to be paid (at the finals) ropers will be permitted to rebuild a second loop, 60 second time limit remains.

RIBBON ROPING

1. Runner may come from a lower age group but not a higher age group than the roper. Roper must be on the ground and have his hands-on calf before the ribbon is removed. Runner will not be required to have hands on the calf anytime while removing ribbon from the calf's tail. However, roper must have hands on calf before the rope comes off. In the 10-13 age group an adult must be the mugger and the roper is the runner.

2. If there is no ribbon on the calf when the runner reaches the calf for any reason, the runner should slide hand

down the calf's tail. Failure to do so will result in a no time. Runner must remove the ribbon from the calf and the removal of the ribbon from calf by the runner will be at the judge's discretion.

3. A short length of ribbon of about 1/2 inch in width and 6 inches or more in length should be fastened close to the root of the calf's tail while it is in the chute. There should be enough ribbon to allow the runner to grab and remove it without any trouble.

4. The finish line (flag line) will be the score line in the vicinity of the roping chute. The Flag Judge must be on ground on the flag line. Finish line will be the flag line and will be imaginary extending from one side of the arena to the other. A second judge or director will be in the field to determine if the roper had hands on calf.

5. The runner removes the ribbon and runs back across the flag line for time. If the event ribbon is pulled from calf behind the flag line, the runner will cross flag line in the opposite direction to receive time. Only the roper entered in the event shall receive points. In the points award system, the helper (or runner) will not receive points.

6. Any part of the ribbon is legal. Runner must show ribbon to the Flag Judge. Judge must see ribbon in hand when the runner crosses the line. Disqualification for this infraction is at the discretion of the Flag Judge. In the 14-19 age group A boy and girl must work together in this event. If a boy is the roper, then a girl must be the runner. If a girl is the roper, then a boy must be the runner. The runner must get the ribbon, the roper may hold the calf while the ribbon is being removed but not get the ribbon. The calf does not have to be on its feet when ribbon is removed. Runner must be a member of the Association.

7. ANY action by roper to cause the horse to work rope after ribbon has been removed or any abuse to calf or horse may result in a disqualification. This is determined by the flagman or director.

CALF ROPING (TIE DOWN)

1. Rope must be tied hard and fast. Contestant must rope calf, dismount, go down rope, throw calf by hand and cross and tie any three feet. To qualify as a legal tie, there shall be at least one complete wrap around at least three legs, a half hitch and hooey.

2. If the calf is down when roper reaches it, calf must be stood on at least three feet (calf must be elevated high enough that the calf can regain its feet), and the calf must be re-thrown, with the exception of the 10-13 age group.

3. In the event a calf has one or more feet roped, calf must be let up on what feet that are not roped. This will be the Judge's opinion and decision if the calf was let up properly. After roper signals for time and Judge flags roper, that tie is complete. Then and only then, will the roper be given a no time for failing to let the calf get up. If the roper's hand is on the calf when the calf falls the calf is considered thrown by hand.

4. Rope must hold until the roper gets a hand on the calf. Tie must hold and three legs remain crossed until passed on by the Judge, and roper must not touch calf after giving signal until Judge has completed his examination. If the tie comes loose or the calf gets to its feet before the tie has been ruled a fair one, the roper will be given a no time.

5. The Field Flag Judge will flag roper when hooey is pulled, and hands leave piggin string.

6. Catch as catch can and should the roper miss, he must retire, and a no time is given.

7. The Field Flag Judge will pass on the tie of calves through use of a stopwatch, timing six (6) seconds from the time the roping horse takes his first step forward after the roper has remounted. Rope will not be removed from calf and rope must remain slack until Field Judge has ruled on tie.

8. In the event the contestant's catch rope is off the calf after completion of the tie, the six (6) second time period is to start when roper clears the calf.

9. Flag Judge must watch during the six (6) second period and will stopwatch in the event the calf kicks loose and use the time shown on the watch to determine whether the calf was tied long enough for a qualified time.

10. Roper will be disqualified for removing rope from calf after signaling for time, until the tie has been ruled on by the Field Judge.

11. If a roper touches the rope after signaling for time but before mounting, the roper will be given a no time.

12. After re-mounting horse, if the contestant intentionally does not ride forward immediately and give slack, he will be subject to disqualification. ANY action by roper to make horse work rope after signaling time or any deliberate abuse of calf or horse may result in disqualification. This is determined by the flagman or director.

PULL-BEHIND SLED DUMMY ROPING RULES (6U & 7-9)

Age Divisions
6 & Under: 8 MPH
7–9: 10 MPH

Event Rules

1. Contestants must compete horseback and start from the roping box.
2. The dummy sled will be pulled by an ATV at the designated speed for each age division.
3. No barrier will be attached or used in this event.
4. Starting Procedure: The dummy sled will start in front of the chute at the end of the neck rope. The contestant will nod when ready. A line judge will be positioned at the plane of the roping box. Time will begin when the contestant and horse break the plane of the box, as determined by the line judge.
5. Contestants must use a ribbon to secure their rope to the saddle horn. String is not permitted.
6. Each contestant is allowed one loop.
7. Catch-as-catch-can. The dummy's head must pass through the loop for a legal catch.
8. The ribbon must break for time to stop. The judge will drop the flag when the ribbon breaks, signaling the end of the run.
9. Contestants have a 30-second time limit to complete their run. Contestants exceeding the time limit will receive a no-time.
10. A legal catch must be made and the ribbon must break within the 30-second time limit to receive a qualified time.

DOUBLE MUGGING

1. HARD & FAST TIE. Rope must be tied hard and fast to the saddle horn.
2. QUALIFIED RUN.
    a. Contestant must rope the calf, dismount, go down rope (at which time the Mugger will throw the calf down by hand) and the contestant will tie the calf.
    b. Contestant must cross and tie and three (3) feet.
    c. To qualify as a legal tie, there shall be one or more wraps around all three legs and a half hitch.
    d. If the tie comes loose or the calf gets to his feet before the tie has been ruled a fair one, the roper will be disqualified.
3. Double Mugging is a catch-as-catch-can event.
4. The six (6) second time will start once the contestant and his helper are clear of the calf.
5. If there any concerns of safety with the size of the stock the judges can modify the capacity in which the mugger can assist

EXPLANATION OF MUGGER ASSISTANCE

1. After roping the calf, contestant must dismount and wait for the mugger to throw the calf by hand.
2. Rope must hold the calf until mugger has his hands on the calf; if mugger's hand is on calf when calf falls, calf is considered thrown by hand. If calf is down when mugger reaches it, the calf must be let to his feet and thrown by hand
3. Mugger holds the foreleg and gives the foreleg to the contestant. At this time the mugger must step away from the calf.
4. Mugger may remove rope from the calf (before roper has finished tie) if deemed necessary for safety reasons. This will not disqualify the run. However, after the roper has signaled for time the rope may not be removed until the judge has passed on the six (6) second tie rule.
5. After the contestant has completed the tie and throws hands in the air signaling for time, the mugger must step away from the calf.
6. Mugger can re-flank a calf if the calf gets up until the 60 sec time limit is reached.

STEER BREAKAWAY

1. Roper to come from the heading box.

2. 60 second time limit, before penalties.

3. Ropes are to be tied to the saddle horn with a string provided by the Association. "Unaltered" nylon string will be provided. The rope may not be run through the bridal, tie down, neck rope or any other device. Horn knots must be removed. All saddle horn ties may be inspected by the official.

4. A white flag must be tied directly on rope and the flag placed nearest saddle horn rope tied with string that will hold until the calf is roped and rope jerks loose from saddle horn. Any length of rope will not be allowed past the saddle horn (no excess rope of any kind). No ribbons will be allowed. Flag Judge will signal for rider's time the moment he determines rope and flag leaves saddle horn.

5. 3 legal head catches:
    a. Head or both horns
    b. Half head, includes 1 horn & nose
    c. Around the neck

6. If the 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.

7. Front leg in head loop is a no time.

8. Steer must break string, no time if the contestant breaks the string. Contestant will receive a no time should they break the 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 the horse to make rope break away.

9. Time will be flagged when rope breaks from saddle horn.

10. For a qualified catch, the rope must be thrown. The roper may not place the rope on the steers by hand.

PRO AM TEAM ROPING

1.A Team Roper can enter two times (as a contestant each time) as they wish as a header or heeler, twice in each category (heading or heeling) or once in each category (heading & heeling). The event will be set up as Pro/Am.
    a. Ropers can enter twice as contestants, but they will only be paid and awarded points for their highest placing run.
2.Header will start behind the barrier using the header box and must throw the first loop at head.
3. Heeler must start behind the barrier line.
4. Time will be taken when steer is roped, both horses facing steer in line with ropes dallied and tight, horses front feet must be on the ground. Any abuse to horses or livestock may result in a no-time. This will be determined by the flagman or director.
5. Each contestant will be allowed to carry only one rope.
6. Each team allowed 2 throws in all except when an average is paid', then 3 loops are allowed. In this case if the header misses the healer CANNOT head the steer. Headers MUST head and heelers MUST heel.
7. Roping steer without turning loose of the loop will be considered a no catch.
8. Roper must dally to stop steer in the 14-19 age group only.
9. In 10-13 team roping, when heeler's slack is picked up and tight, time will stop.
10. The word "dally" means one complete turn around the horn.
11. Steer must be standing up when roped by head or heels.
12. No foul catches can be removed by hand.
13. If a steer is roped by one horn, the roper is not allowed to ride up and put rope over the other horn or head with his hands.
14. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from the loop by hand. However, should the front foot or feet come out of the heel loop by the time the Field Flag Judge drops his flag, time will be counted.
15. In case the Field Flag Judge flags out a team that still legally has one or more loops coming, the Judge may give the same steer back lap and tap, plus time already lapsed and any barrier penalty.
16. Steers horns must be tipped.

17. Steers will be chute run by the stock contractor or an official employee designated by the stock contractor. Positions will still be drawn with the exception of splitting teams for time's sake.
18. If a header goes to the horn with a front leg in the loop in an attempt to pop it off the foot, the team will be automatically flagged out and given a no time. (This is considered mistreatment of the steer). This goes for all season rodeos and finals.
19. Flagging on the heeler

SCORING AND PENALTIES

1. For time to be considered official, the barrier must operate.
2. Timed event Judge will not flag contestants out until time is recorded.
3. Judge is to flag time, then flag contestants out if run is not legal.
4. There will be a ten (10) second penalty assessed for breaking the barrier.
5. Roping steer without releasing loop from hand will disqualify catch.
6. Contestants will be disqualified for any abusive treatment of steer or their horses. Steers must not be treated roughly at any time. To be determined by the flagman or directors.
7. There will be only three (3) legal head catches: Both horns, half a head or around the neck.
8. If Hondo passes over one horn, the loop over the other, the catch is illegal.
9. If the loop crosses itself in head catch, it is illegal. This does not include heel catches.
10. Any heel catch behind both shoulders are legal if rope goes up heels.
11. One hind foot receives a five (5) second penalty.
12. Cross fire catches will receive a no time. If in the opinion of the field flagger, a heel loop is thrown before the header has dallied and changed directions of a steer, the team shall receive no time. NOTE: Heel loop cannot be thrown "in the switch"; the steer must be "in tow".
13. In the event a team roper is disqualified or injured, that team will be eliminated from that event.
14. If the header accidentally jerks steer off its feet or steer trips or falls, header must not drag steer over eight (8) feet before the steer regains its feet or the team will receive no score.
15. Broken rope or dropped rope will be considered no time.
16. If the head loop picks up a front or hind foot, this is an automatic no time. No attempt will be made to turn the steer or to attempt to allow the steer's foot to come out of the loop and complete the run.

ROPING RERUNS

1. If time is not recorded, contestants will be given a rerun.
2. If rope is on the animal, when the animal escapes the arena, contestants may get animal lap and tap with rope on it in the chute.
3. No rerun will be given due to faulty or broken equipment furnished by contestant.
4. If the Judges sees he has made an error in flagging, he must declare a rerun before the contestants leave the arena.
5. When there is an electric timer and backup timer malfunctions, contestants will be given a clean rerun at a time designated by the Judges and Arena Director.

DUMMY ROPING

1. Calf dummy will be used. The Dummy will be provided by the MRCA and that will be the official dummy that is used all season.
2. Bell collar catch is the only legal catch.
3. Roper must stand behind the designated line to deliver rope and must not step over the line. Ropers stepping over the line will be disqualified.
4. Roper gets one (1) loop per round, rope until you miss. Ropers will have a rope-off if tie occurs.
5. The board (line) will be moved back approximately 1 ft for each round.
6. Roper may "fish" the rope on before completing the run.
7. Roper must deliver loop and pull slack tight around calves' neck to show completion of run.
8. "Fishing" is legal but slack must be pulled tight around the calf's neck to show completion of the run.
9. Last contestant roping will win the event. Remaining contestants will split points as appropriate.

10. On foot (e.g., dummy roping) and lead line events will not require purchasing a membership or honorary dues to qualify for finals. Other final's qualifications will apply.
11. There will be NO PAYOUT for on foot and lead line events. All entry fees will go toward the purchase of year end awards.

RACING EVENTS

Arena gate will be open at each rodeo for safety reasons unless there is a local club rule for that arena. A competitor may ask for gate to be closed for their run.

1. All barrels and poles will be staked. Also start and finish line.
2. A backup stopwatch timer will be used. The backup timer will be used if the official timer fails. In the case where both timers fail the entire event will be rerun and flagged. In the event only 1 person is missed they will rerun at their choice either at the end of their age group or upon completion of the event.
3. Name will be called 3 times, if the contestant is not making an attempt to enter the arena they will be disqualified.
4. Running out of order (unless your **name** is called by **alley director only**) will result in a no-time.
5. Drags will be done before each age group begins. Each event will have 5 live drag runs. New day drags (slack) will be done before each event and slack runs will have 5 live drag runs.

POLE BENDING

1. There will be six (6) poles used, height of poles to be from 5 to 6 feet. Pole base size must be between 8 to 14 inches in diameter. Poles to be set on top of ground in a straight line. Poles are to be taped or rubberized for protection unless naturally safe material is used, such as plastic pipe, etc. The distance from the starting line to the first pole shall be 21 feet. Each pole must be set 21 feet apart. There is no penalty for touching a pole with hands or any part of the body or the horse, unless poles are knocked down. Top of the pole must hit the ground.

2. There will be a five (5) second penalty for each pole knocked down. Contestants will receive a no time (disqualification) for not following the pattern and for stopping horse and backing up. Contestants may start either from the left or right side. (Standing AQHA pattern will be used)

3. Pattern definition: The pattern will be considered broken when the horse makes a wrong turn or horse backs up.

4. If a pole is down, the horse must pass on the proper side of the base to be qualified run.

5. If you break the pattern, you **cannot start a run over**, but you can complete the run.

6. Any penalties incurred during the original run will be added to rerun if penalty takes place prior to being told the timer malfunctioned. However, contestants will not be penalized more than once for each pole knocked over. For example, if the second pole is knocked down in both the original run and rerun, only one five second penalty will be incurred.

BARREL RACING

1. Contestants may start with either the right or left barrel. If starting with the right barrel, there will be one right turn and two left turns around the barrels. If starting with the left barrel there will be one left turn and two right turns around the barrels.

2. The first two (2) barrels will be staked at least fifteen (15) feet from the fence and the third barrel at least twenty (20) feet from the end of the arena.

3. Where the arena will tolerate, a standard pattern is recommended. The first and second barrels will be sixty (60) feet from the score line, ninety (90) feet between first and second barrels, and one hundred five (105) feet from first to third barrel and second to third barrel. A standard pattern will not be exceeded. However, the pattern will ultimately be determined by arena size, always adequate room from score line to end of

arena to stop.

4. If the arena is too narrow to set barrels #1 and #2 - 90 feet apart and 15 feet off the fence, the barrels will be set 15 feet off the fence. Barrel #3 will remain at 105 feet from #1 and #2 as long as arena allows 105 feet to barrel #3.

5. Barrels will be set to the inside of the stakes, making sure the stake is wrapped close to the barrels.

6. There is no penalty for touching a barrel. There will be a five (5) second penalty for each barrel knocked over. Disqualification (no time) will result in breaking the pattern. The pattern will be considered broken when the horse makes a wrong turn or backs up. The standard clover leaf pattern will be used.

7. There will be no practice runs after the barrels have been staked unless the practice barrels are set at least twenty (20) feet off stakes. Whenever a contestant practices on stakes, the contestant will be fined the amount of the entry fee.

8. Any penalties incurred during the original run will be added to rerun if penalty takes place prior to being told the timer malfunctioned. However, contestants will not be penalized more than once for each barrel knocked over. For example, if the second barrel is knocked down in both the original run and rerun, only one (5) second penalties will be incurred.

9. No plastic barrels (unless necessary) or pads.

10. After breaking the pattern, **do not start the pattern over!** Complete run from point of mistake.

LEAD LINE BARREL RACE CLASS

1. **On Foot** Runner/**On Foot** Leader must remain in contact with the horse at all times.
2. The lead line must be four feet or less.
3. A broken pattern will result in a no time.
4. On foot (e.g., dummy roping) and lead line events will not require purchasing a membership or honorary dues to qualify for finals. Other final's qualifications will apply.
5. There will be NO PAYOUT for on foot and lead line events. All entry fees will go toward the purchase of year end awards.

ROUGH STOCK EVENTS

1. All rough stock will be drawn.

2. Once stock is in the draw it will stay unless decided by Directors. Stock Producer must notify Directors one (1) hour before rodeo if he wishes to remove stock from the draw. Directors may pull stock at their discretion.

3. Judges may disqualify a rough stock rider who has been advised he is next to go if he is not above the animal with his glove on when the previous stock leaves the arena, unless at the Judges request to move to another animal. Judges may turn an animal out if the rider is not attempting to set rope within two (2) minutes after the animal is put in the chute.

4. In order to receive participation points in all rough stock events, the rider must be on stock, with hand in rope, and cross plane of the gate at latch or no participation points or ground money will be given, and the ride will be considered a turn out.

5. Flank Ropes are required. It is up to the directors to designate the person in charge of adding the flank rope.

6. There will be no buying, selling, or trading of steers, calves, or bulls. Riding is to be done with one hand and a loose rope, with or without handhold, with no knots or hitches to prevent rope from falling off stock when rider leaves his back. Rope must have a bell when stock leaves the chute. No bell, no marking (score).

7. Stock will be ridden for eight (8) seconds, with the time to start when the animal's inside front shoulder passes the plane of the chute gate. Except in the 7-9 age group stock will be ridden for six (6) seconds.

8. Riders, who are knocked off at the chute or if the steer falls on its side, will be entitled to a re-ride at the discretion of Judges. Riders using sharp spurs will be disqualified. Bell on the rope must be under the belly

of the steer.

9. If the flank comes off stock, the option of re-ride may be given, provided the rider makes a qualified ride.

10. Rider must declare himself when fouled. Riders are not to sit on stock or spur steer until they are called for.

11. Riders may be disqualified for any of the following offenses
    a. Being bucked off.
    b. Using sharp spurs or placing spurs or chaps under the rope when rope is being tightened.
    c. Any assistance beyond the plane of the gate. Latch to hinge
    d. Rider touching steer, his hat or any part of himself with his free hand.

12. If either Judge scores the stock 9 points or below, the Judge will give the contestant an option of a re-ride. Decision to take re-ride or score for that ride will be left to the contestant. Decision to be made before the next contestant performs. If the contestant does not want a re-ride, he must accept the score given by the Judges.

13. Protective equipment must be worn in accordance with state law. Vests are required for all rough-stock events except chute dogging.

14. All parents and contestants are to be behind the chutes keeping the arena clear at all times.

15. All re-rides are given at the judges discretion.

16. Finals: When average points are to be given and no one covers their stock; or there is a tie for the average: average will be calculated by time stayed on stock until they fell off during all three rounds.

17. Air Horn, or buzzer, will be required to signify end of ride, must be used in all rough stock events.

18. The judges stopwatch reading will be used as the official means of verification when the duration of qualified ride is to be over.

CALF BULL RIDING

1. Rider must ride with 1 hand for six (6) seconds with the time to start when animals inside front shoulder passes the plane of the chute gate. Judges will time the length of the ride with a stopwatch until contestant disqualifies. Placing will be based on contestants score on a qualified ride.
2. Calf riders may have two (2) assistants in the chute to help. Any assistance past the plane of the gate or starting of time will result in a no-score.

BRONC RIDING

1. Contestants must wear single stitch, leather sole boots.
2. Contestant is not to use sharp spurs.
3. Fall – If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
4. Contestants may pull riggings, and cinch saddle from either side.
5. Time to start when the animal's inside front shoulder passes the plane of the chute.
6. If the rider does not have spurs over the break of the shoulders and touching horse when horse’s front feet hit the ground on its initial move out of the chute they will receive a 5 point penalty.
7. Either stock contractor or contestant has the right to call the judges to pass on whether or not the horse is properly saddled and flanked to buck its best.
8. Riding rein and hand must be on the same side, rein cannot be wrapped around hand. Horses are to be saddled in the chute.
9. Rider may cinch own saddle.
10. Saddles shall not be set too far ahead on horse’s wither.
11. Middle flank belongs to the rider but the contractor may have rider put the flank behind the curve of the horse's belly.
12. Flank cinch may be hobbled.
13. One arm must be free at all times and must not touch the animal with the free hand. Except in ranch bronc.
14. The judge on the latch side of the chute gate shall serve as a backup timer in the saddle bronc riding event or

a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight seconds, the judge must go with the whistle.

15. Night latches can be used in ranch broncs only.
16. Rider and animal will be judged separately.

DISQUALIFICATIONS

A rider will be given a no score for any of the following reasons:
1. Being bucked off.
2. Changing hands on reins.
3. Wrapping rein around hand.
4. Pulling leather.
5. Losing stirrup in saddle bronc riding.
6. Riding with locked rowel or rowels that will lock on spurs.

MUTTON BUSTING

1. **REQUIREMENTS**: Protective helmets and vests must be worn.
2. Riders may ride holding onto sheep's wool or a rope may be used if contestant chooses.
3. If a rider makes a qualified ride with any part of rope in riding hand, he or she is to be marked.
4. From the middle of the chute gate, measure 10 feet into the arena. If the sheep falls with the contestant within the 10-foot half-circle and the contestant dismounts, then the contestant will be awarded a re-ride.
5. If the sheep falls outside of the 10-foot radius, it will be at the discretion of the judges whether a reride is given.
6. **MARKINGS:** The ride and animal are to be marked separately. Ride will be marked according to how much control the rider has. Figures used in marking the mutton bustin' shall range from zero to 25 per judge on both sheep and rider by using the full spread. The total may reach a maximum of 100 points.
7. **TIMING:** All mutton bustin' events shall be timed for six (6) seconds. That time starts when the animal's inside front shoulder passes the plane of the chute gate. Contestants must complete the six second qualification limit to be eligible for a marking.
8. Contestants and parents need to be behind chutes keeping the arena clear at all times.

DISQUALIFICATIONS

1. Being bucked off.
2. Using sharp spurs or placing spurs or chaps under the rope when rope is being tightened.
3. Intentionally leaving the chute with spurs hooked or lodged in the sheep rope loop(s).
4. Any assistance of any kind past the plane of the chute gate (hinge to latch) or after time starts.
5. At director's or judge's discretion any **excessive handling** of the sheep to alter or hinder his direction or performance.

CHUTE DOGGING

1. The event is open to 14 – 19 co-ed.
    a. Once the score line has been set, it will not be changed in that go-round. The score line will be parallel with the open gate.
2. The line judge will flag the start when the animal's nose crosses the score line. Steer drawn will be released to contestant when he calls for it, regardless of what happens, with the following exceptions:
    a. In any timed event if an animal escapes from the arena, the steer judge will drop flag and all watches will stop. Contestant will receive the original animal with lap and tap start.
    b. In case of mechanical failure.
    c. If the opinion of the line judge the chute fouls the contestant, contestant shall get his steer back, providing contestant declares himself by pulling up.
3. It shall be the arena director's responsibility to see that contestants compete on stock drawn for them. In the event of a mistake, stock drawn for the contestant must be run during that performance only and that time for score taken.

4. This event shall not be conducted with an open catch gate at any arena.
5. All steers shall be turned out in the same direction and the same chute will be used. (All steers shall be run out of the same chute).
6. The steers loaded in chute, dogger gets beside steer, both hands behind ears and horns, when dogger calls for steer the chute gate will be opened, dogger must keep both hands behind ears and horns until steers nose crosses score line. If the dogger moves into throw position, or intentionally touches either horn or either ear, or attempts to slow steer down in any manner before the steer's nose crosses line, there will be a ten (10) second penalty. (this will be considered breaking the barrier). If a steer is thrown before crossing the line, the dogger will receive a no time.
7. The hold is optional as long as either hand does not come in contact with either horn or ear before crossing the score line. The steer must be stopped, or the steer's forward motion changed before twisting down. Flag stops time.
8. There will be one (1) flagman to designate a legal fall, which shall be all four (4) feet extended in the same direction.
9. If a steer breaks away from the dogger, the dogger may take no more than one (1) step to catch the steer.
10. Hotshot may be used at the discretion of the contestant.
11. Any steer accidentally knocked down without being thrown must be let to his feet and thrown by hand.
12. There shall be a sixty (60) second time limit.
13. All doggers must keep a hand on their steer until the Judges drops the flag.
14. Contestants may have one (1) helper, helpers must enter from the back of the chute only. Helper cannot cross the plane of the chute gate until time is stopped or the contestant is disqualified. Any **excessive** tailing or altering of a steer's performance by helper will result in a no-time.
15. Contestant must start his run with his hat on.
16. Contestants and parents must stay behind the chute, keeping the arena clear.
17. Steers' horns must be tipped to a safe length determined by the director.
18. Contestant is required to turn the steer's head so that he can get up.
19. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.
    a. In order for time to be considered official, the barrier flag must operate. (flagman)
    b. Timed event judges will not flag contestants out until time is recorded.
    c. Judge is to flag time, then flag the contestant out if run is not legal.
    d. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.
    e. Fresh steers may be added to the herd
    after they have been released from the bucking chute and thrown down. It is the responsibility of the steer wrestlers to throw the cattle, at a time mutually agreed upon with the stock contractor.
    f. A field flagger is required to watch contestant and steer until the animal is turned loose.
    g. Barrier judge will stand on the start line on the right side of the steer and flag when the animal's nose crosses the line indicating the start of the run.
    h. The field flagger will flag when the animal is legally thrown indicating the end of the run.
    i. Once the score line (gypsum line) has been set it will not be changed in that go.
20. No opportunity. In any of the roping events or chute doggin', if for any reason the judges and directors (together in agreement) determine that **due to the fault of the stock only,** a contestant was given "no opportunity" to compete, contestant will be given a rerun on the same stock or the first available extra. Stock determined by the directors. If lack of opportunity was due to the fault of anything other than the stock, (contestant or contestants' horse, helper or equipment) no re-run will be given.

GOAT TYING

1. The starting line should be fifteen (15) yards from either end of the arena or set at the discretion of the directors. The goat should be held back behind the stake facing the contestant. The rope should be tight. The goat should be released when the flagman signals for the time to start. All goats must be tipped.

2. The distance from the starting line to the goat will be set at 100 feet. At one go-round and/or two or more go-rounds and average rodeo, position should be drawn before the first performance begins for all performances. If more than five (5) contestants are entered there must be two (2) goats or more of approximately the same size. Each goat should be tied an equal number of times if possible. One goat may be tied one more time than the other or others over a full rodeo; however, goats should be changed after not more than five (5)

contestants.

3. The goats should be tied to a stake with a rope which is ten (10) feet in length, not to exceed eleven (11) feet in length.

4. Stake should be pounded completely into the ground. No part of it should be visible or above the ground. When fresh goats are being used, they should be tied down at least once before the rodeo starts. It is not recommended to mix fresh goats with those that have been tied at rodeos or in practice.

5. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from their horse, and throw the goat by hand.

6. If goat is down when the contestant reaches it, goat must be stood on a least three (3) feet (goat must be elevated by contestant so that at least three (3) feet must be dangling straight underneath goat, and goat must be re-thrown) and then cross and tie any three (3) legs together with a leather thong, piggin' string, or rope. If the contestant's hand is on the goat when the goat falls, the goat is considered thrown by hand.

7. The tie will be passed on by a Field Judge and if it is not secure for five (5) seconds, the contestant will receive no time. To qualify as a legal tie, there will be one or more wraps and a half-hitch. A half-hitch only is not a legal tie and should be a no time. In the event a contestant is tangled with a goat, the flagman can stop time.

8. Timing will start when the contestant crosses the starting line and will stop when contestant signals the completion of the tie. Deliberately holding the goat down after completion of the tie will result in disqualification. If the contestant does not stand clear from the goat immediately after completion of tie, he/she will receive a no time. You must clear the rope with both hands before the flag is given.

9. Should the horse cross over or touch either the rope, stake or goat, with or without contact to the goat, the contestant will be fined ten (10) seconds. If the goat should break away because of the fault of the horse, the contestant will receive a no time for that run. If the goat should break away any other time, the contestant will receive a rerun. If a horse/rope violation is declared but timer fails to get time, and a rerun is awarded, a ten (10) second penalty will go with the contestant on rerun. If a horse does run over/cross rope, but the flag has been dropped and time has been stopped, there will be no ten (10) second penalty.

10. Goats should be staked at the same point each night on a one go-round rodeo, or when running slack. When using two or more goats, the rope should be tied back or snapped in the same place so length will remain the same for all contestants.

11. The same goat or goats should be used on consecutive nights of a one go-round. When a rodeo has two or more go-rounds and an average of two or more goats are used, no contestant should compete on the same goat more than once that rodeo. Positions will be drawn for contestant and contestants will alternate goats.

12. Once the horse has crossed the timer line – the run has started. Once the run has started, you cannot cross the timer line again mounted. Doing so will result in a no time.

13. If time is missed, rerun will be given at the end of the goat tying event, not at the end of that age group.

14. In the event of a scratch, the goat will be tied (by someone other than a goat tying contestant that has yet to run) before the next contestant.

15. Running out of order, (unless your name is called by alley director only) will result in a no-time.

GOAT UNDECORATING (ON FOOT)

General Rules:

1. Starting lines in goat undecorating will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The stake and the starting line will be permanently marked for the entire go-round.
4. Time to be taken between two flags.

5. On foot (e.g., dummy roping) and lead line events will not require purchasing a membership or honorary dues to qualify for finals. Other final's qualifications will apply.

6. There will be NO PAYOUT at the rodeo for on foot and lead line events. All entry fees will go toward the purchase of year end awards.

Event Rules:

1. The goat should be held back behind the stake facing the contestant. The rope should be tight.
   The goat should be released when the flagman signals for time to start.
2. The goat should be tied with a rope that is at least ten (10) feet in length.
3. The contestant must be standing behind the start line and must run from the starting line to the goat, remove the ribbon from the tail of the goat and cross to the finish line with the ribbon.
4. The goat will be staked a maximum distance of 100 feet from the timer line.
5. The finish line will be fifteen (15) feet to left of the goat stake and must be clearly marked. Judge must stand on the line.

GOAT UNDECORATING ON HORSE (6 & under)

1. The starting line should be fifteen (15) feet from either end of the arena or set at the discretion of the judge / directors. The goat should be held back behind the stake facing the contestant. The rope should be tight. The goat should be released when the contestant's feet touch ground after dismount.

2. Ribbon must be at least 6” and tied to the base of the goat's tail. The contestant must ride from the starting line to the goat, dismount from the horse and remove the ribbon from the goat and cross the finish line. The finish line will be fifteen (15) feet left of the goat stake and must be clearly marked. Judge must stand on the line.

3. Time will start when the contestant crosses the starting line and will stop when the ribbon is removed from the goat's tail and the contestant crosses the finish line with ribbon in their hand. Any part of the ribbon is legal. Contestants must show the Judge the ribbon to receive a time.

4. If the goat is down when the contestant reaches the goat, the contestant can pull the ribbon. The goat does not have to be cleared or standing.

5. Should the horse cross over or touch either the rope, stake or goat, with or without contact to the goat, the contestant will be fined ten (10) seconds. If the goat should break away because of the fault of the horse, the contestant will receive a no time for that run. If the goat should break away any other time, the contestant will receive a rerun. If a horse/rope violation is declared but timer fails to get time, and a rerun is awarded, a ten (10) second penalty will go with the contestant on rerun.

6. Once the horse has crossed the timer line – the run has started. Once the run has started, you cannot cross the timer line again mounted. Doing so will result in a no time.

7. If the ribbon falls off the goat's tail before the contestant reaches the goat, a rerun will be given.

8. Running out of order (unless your name is called by alley director only) will result in a no-time.

9. A parent may stand behind the goat holder and catch the horse after the contestant has dismounted. Any attempt to stop the horse or interfere with the run will result in the contestant receiving a no time. (THIS APPLIES TO THE 6 & UNDER RIBBON GOATS ONLY)

POINTS & AWARD SYSTEM

1. Only approved MRCA events will count for points.

2. Points will be awarded only to members who qualify in an event thru ten (10) places. If a non-member places ahead of a member in the same event, then the member receives non-members points. Example: Nonmember places 2nd and member places 3rd in that same event, the member who placed 3rd receives 2nd place points and all members will move up accordingly.

3. Points will be awarded through ten places on the following scale:

Placing	Points
1st	50
2nd	45
3rd	40
4th	35
5th	30
6th	25
7th	20
8th	15
9th	10
10th	5

4. Rodeo books and score sheets will be provided to the MRCA secretary after each rodeo for the purpose of awarding points.

5. If an event is not offered in an age group, a contestant may ride up and accumulate points in that event and may compete for prizes in that event however the points accumulated may not be counted towards that contestant all around.

6. Members must compete in 50% of the rodeos during the rodeo year in the same three (3) or more events in order to qualify for All-Around Awards and Year end Awards. Contestants must compete in all performances of events entered in the Finals and be present at the award ceremony to be eligible for the prizes. **On foot and lead line events will NOT qualify for the All around award.**

7. Anytime two or more go-rounds and average are paid, points for the average will be equal to the points for each go-round. Each go-round to be completed before starting the next go-round. Average placements are calculated based on times or scores for each round.

8. When a rodeo must be stopped due to uncontrollable circumstances allow the event points to count toward the completed events only. These points will not count toward the All Around. Refund entries to the events that could not compete.

9. Five (5) points will be awarded to each member in each event who competes or makes an honest effort in said event to be determined by Event Judges / Directors including the Finals.

10. All contestants must attend the awards presentation to receive awards. Contestants must attend the awards presentation in official rodeo dress.

11. Saddles will be given if funds allow. For a saddle to be given in an event, that event must have five (5) contestants in the event for 50% of rodeos. All-Around saddles will be given if funds allow and will take priority over event saddles. At least 1 all-around saddle in each age group will be given.

12. The top point winner in each event will receive a Championship Award or saddle if funds allow.

13. In the event of a tie for a championship award.
    a. The 1st option for tie to be broken will be determined by the Average time/score at finals rodeo. If there is still a tie the following tie breaker will be used in order until the tie is broken
    b. Rodeo points accumulated during the finals
    c. Average time/score in the event throughout the season

14. An All-Around Award will be awarded in each age group for the high point winner in three (3) or more events.
    To be eligible for each individual event awards:
    a. Contestants must compete in each go-round of Finals unless excused by the Board of Directors.
    b. In the event a contestant does not compete in all go-rounds of the finals and missed round is not excused by the board all prizes for contestants in that event will be forfeited.

PAYOUTS

1. Payout checks will not be cashed or traded into cover fees at the rodeo, and all checks will be held until all entry, stall, hookup, etc. fees have been paid for the weekend.
2. Stock Charge and $5.00 for MRCA awards are included in the entry fees.
3. All ground monies will be kept by the association.
4. Maximum number of monies paid out will not exceed six (6) except for ties and/or splits.
5. Ground money is defined as entry fee money from an event or go-round in which no contestant records a qualified ride, time, or score. When fewer qualified scores exist than payout positions, payout money shall be redistributed among qualified scores only, any unpaid payout positions shall not be retained by the association or treated as ground money.
6. Payout Scale:

Contestants	Payout
1-3 Contestants	100%
4-7 Contestants	60% - 40%
8-11 Contestants	50% - 30% - 20%
12-15 Contestants	40% - 30% - 20% - 10%
16-19 Contestants	33% - 27% - 20% - 13% - 7%
20-UP Contestants	29% - 24% - 19% - 14% - 9% - 5%

PAY-OFF OF AVERAGE MONEY

In rodeos when an average is to be paid the entry fee will include day money and average money. If less qualify in the average on all go-rounds than the amount of money to be paid, drop back and take the best times/scores of those qualifying in the highest number of go-rounds. To qualify for the average a contestant must compete in each go-round of the rodeo unless excused by the Board of Directors for injury or other extenuating circumstance. Payoff of each go-round and average will be made using the pay-off schedule listed above.

EVENTS OFFERED

1. Rough Stock
    a. Bareback Broncs
        i. 7-9
        ii. 10-13
        iii. 14-19
    b. Saddle Broncs
        i. 7-9

ii. 10-13
iii. 14-19

c. Ranch Broncs
i. 7-9
ii. 10-13
iii. 14-19

d. Mutton Busting (6U)
e. Calf Riding (7-9)
f. Steer Riding (10-13)
h. Bull Riding (14-19)
i. Chute Dogging (14-19)

2. Dummy Roping (to be done during Calf Riding outside of the arena)

3. Barrel Racing
a. Lead Line
b. 6 & Under
c. 7-9
d. 10-13
e.14-19

4. Pole Bending
a. 6 & Under
b. 7-9
c. 10-13
d.14-19

5. Goat Undecorating
a. Undecorating on foot
b. 6 & Under Goat Undecorating

6. Goat Tying
a. 7-9
b. 10-13
c. 14-19

7. Roping Events
a. Breakaway
i: 6u sled roping
ii. 7-9 sled roping
i. 7-9
ii. 10-13
iii. 14-19

b. Double Mugging
i. 7-9

c. Tie-Down Roping
i. 10-13
ii. 14-19

d. Ribbon Roping
i. 10-13
ii. 14-19

e. Steer Breakaway
i. 10-13
ii. 14-19

f. Pro Am Team Roping
i. 10-13
ii. 14-19

AGE DIVISIONS & EVENTS

On Foot/Lead Line 6 & Under
1. Lead Line Barrel Racing
2. Goat Undecorating
3. Dummy Roping

6 & Under
1. Barrel Racing
2. Pole Bending
3. Goat Undecorating
4. Mutton Busting

7-9
1. Barrel Racing
2. Pole Bending
3. Goat Tying
4. Calf / Mini Bull Riding
5. Bronc Riding
6. Breakaway Roping
7. Double Mugging

10-13
1. Barrel Racing
2. Pole Bending
3. Goat Tying
4. Steer / Mini Bull Riding
5. Bronc Riding
6. Breakaway Roping
7. Tie Down Roping
8. Ribbon Roping
9. Steer Breakaway
10. Pro Am Team Roping

14-19
1. Barrel Racing
2. Pole Bending
3. Goat Tying
4. Bull Riding
5. Bronc Riding
6. Breakaway
7. Tie Down Roping
8. Ribbon Roping
9. Steer Breakaway
10. Chute Dogging
11. Pro Am Team Roping

EXCERPTS FROM MRCA BYLAWS

GENERAL PROVISIONS

The Mid-South Rodeo Cowkids Association is based in southern Oklahoma.
The principal purpose of the Association shall be to provide and promote the competitive events of rodeo among its youth members.

The Board of Directors shall have the power to make, amend and repeal the Bylaws of the corporation. Furthermore, the Bylaws may be amended, altered or repealed by vote of two-thirds of the Members present at any regular meeting, or at a special meeting of the members if notice of the proposed amendment, altercation, change or repeal be contained in the notice of the meeting.

The membership list and complete bylaws, as amended, shall be open to inspection upon the written demand of any member, at any reasonable time, and for a purpose reasonably related to his/her interests as a member (as

determined at the discretion of the President).

The Board of Directors shall establish and publish a set of Rodeo Rules by which to operate its rodeo activities. A copy of such Rodeo Rules shall be provided to all members at no charge at the time of application for membership or within a reasonable time thereafter. The Rodeo Rules may be altered, amended or repealed by a majority of the Board of Directors at any regular meeting; or at any special meeting, provided that the notice of such special meeting contains a statement that amendment or repeal of the Rodeo Rules will be the subject of such meeting.

Amended on 09-22-2025 Approved on 09-22-2025

MEMBERSHIP ELIGIBILITY
Membership status shall be based on the "Rodeo Year" defined as: September 1st through the Finals of the following year.

Qualifications for and Types of Membership
Youth Members. Membership in the Association is open to any single boy or girl who meets the age requirements as the Board of Directors may set in the Rodeo Rules from year to year. The "age" of a member for this purpose shall be determined as of September 1 of the beginning of the Rodeo Year. If a Youth Member has his/her birthday during the Rodeo Year, his/her membership may continue through the conclusion of the Rodeo Year, including the Finals for that Rodeo Year. The Youth Member must furnish, upon application for membership, a birth certificate or permanent school record evidencing his/her age as of September 1 of the Rodeo Year. The Youth Member must also provide a completed and notarized Minors Release form with his or her membership application. All Youth Members must be enrolled and attending an accredited school or alternative educational program and will provide documentation to substantiate such school eligibility if requested by the Board. Each contestant must furnish 2nd proof of school enrollment to be included with finals entries. A Youth Member must pay the Association the membership fees and/or other charges as set by the Board of Directors in its Rodeo Rules. Each Youth Member is entitled to one (1) vote at membership meetings Non-contestant Members. Parents or guardians of Youth Members are granted (without additional cost) non-contestant membership status, with a limit of two (2) Non-contestant Members to each Youth Member. Non-contestant members will be allowed one (1) vote each at all membership meetings.

Annual Membership Meetings
The annual meeting of the membership shall be held in conjunction with the end-of-year Finals and the business conducted thereat shall come into effect for the ensuing Rodeo Year. Included in the business of such annual meetings shall be the election of new directors for the ensuing Rodeo Year. Other business may be transacted at the annual membership meeting, which may be properly brought before the meeting.

Special Membership Meetings
Special meetings of the membership may be called by the Board of Directors with at least fifteen (15) days' advanced notice of the time, place and general purpose of such meeting.

VOTING
At each meeting of members, each member, Youth and Non-contestant alike, shall be entitled to one (1) vote. The voting at all members meetings shall be registered by voice or hand count, but any qualified voter may demand a vote by written ballot, whereupon such vote shall be taken by written ballot, each of which shall state the name of the member voting. There is no provision for absentee or proxy voting.

DIRECTORS
The business and affairs of the corporation shall be managed and conducted by the Board of Directors. The number of directors which shall constitute the whole Board shall be not less than five (5) or more than thirty (30). Within the foregoing limitation, the Members at their annual meeting shall determine the number to constitute the Board for the ensuing Rodeo Year, and the number so determined shall remain fixed until changed at a subsequent member meeting. The Members may designate class(es) and number(s) of Directors to be elected to each respective class.

All directors shall continue to hold office until the next annual meeting or until their respective successors are

elected.

A director must be a Non-contestant Member of the Association.
Vacancies in the Board resulting from the death, resignation, disqualification, removal from office, or other cause, shall be filled by appointment of the President. The President's appointment of a replacement director shall be final, subject only to: (I) veto by a majority vote of the remaining Directors at a special meeting called specifically for that purpose within fifteen (15) days of the President's appointment; or (ii) veto by a vote of two-thirds of the members at a special meeting called specifically for that purpose within fifteen (15) days of the President's appointment. Any Director appointed to fill a vacancy shall hold office for the remainder of the unexpired term of the directorship being filled.
A regular annual meeting of the Board of Directors shall be held each year immediately following the adjournment of the annual membership meeting. Regular meetings of the Board are open for observation to members; however, the Board, upon motion duly made, seconded and passed, may recess into executive session, at which time members shall not be allowed to attend. Special meetings of the Board of Directors for any purpose(s) shall be called at any time by the President [or, if he/she is absent or unable to act, by any Vice President] or by any three (3) directors. Special meetings of the Board are open for observation to members; however, the Board, upon motion duly made, seconded and passed, may recess into executive session, at which time members shall not be allowed to attend.
Each Director is entitled to cast one (1) vote. There is no provision for absentee or proxy voting by any director. The President, acting in his capacity as a director, shall have no vote unless in the situation of a tie vote among the other voting directors.

OFFICERS
President- The President shall be the chief executive officer of the corporation and shall, subject to the control of the Board of Directors, have general supervision, direction and control of the business and officers of the corporation

Vice President- In the absence or disability of the President, the Vice President, if any, shall perform all the duties of the President and, when so acting, shall have all the powers of, and be subject to all the restrictions upon, the President. The Vice President shall have a vote as a director, except when acting in the capacity as president when he/she will then be a non-voting member of the Board of Directors.

Secretary- The Secretary shall keep or cause to be kept, at the principal office of the corporation or such other place as the Board of Directors may order, a book of minutes of all meetings of directors and members, with the time and place of holding, whether regular or special, and, if special, how authorized, the notice thereof given, the names of those present at directors' meetings, the number of members present at members' meetings, and the proceedings thereof. The Secretary shall keep, or cause to be kept, a current copy of the corporation's Bylaws and of the Rodeo Rules, as they may be amended from time to time. The Secretary shall keep, or cause to be kept, a membership list showing the names of the members, their category of membership (youth or non-contestant), their addresses and the ending date of their membership. The Secretary shall give, or cause to be given, notice of all meetings of the members and of the Board of Directors required to be given by the corporation's Bylaws or by law, and he/she shall keep the seal of the corporation in safe custody. He/She shall also sign, with the President or Vice President, all contracts, deeds, licenses and other instruments when necessary. He/She shall make such reports to the Board of Directors as the directors may request and shall also prepare such reports and statements as are required by the laws of the State of Oklahoma and shall perform such other duties as may be prescribed by the Board of Directors or by the Bylaws. The Secretary shall attend to such correspondence and perform such other duties as may be incidental to his/her office or as may be properly assigned to him by the Board of Directors. In lieu of payment for services the secretary may receive entry fees at no cost for 1 contestant during the rodeo season and finals. If stalls or electric hookup is needed that is the responsibility of the contestant and will not be covered by the association.

The Assistant Secretary(ies), if any, shall perform the duties of the Secretary in the case of his/her absence or disability and such other duties as may be specified by the Board of Directors.
Points Auditor- Points Auditor shall be charged with the duty of maintaining accurate record of the points as awarded to Youth Members under the Rodeo Rules. Points will be updated no more than 72 hours after a rodeo. Contestant will have up to (1) week after points are posted to dispute. After the (1) week time period is over, contestant must accept points.

Treasurer- The Treasurer shall keep and maintain, or cause to be kept and maintained, adequate and correct accounts of the properties and business transactions of the corporation, including account of its assets, liabilities,

receipts, disbursements, gains, losses and contributions. The Treasurer shall deposit all monies and other valuables in the name and to the credit of the corporation with such depositories as may be designated by the Board of Directors. He/she shall disburse the funds of the corporation as may be ordered by the Board of Directors, shall render to the President and directors, whenever they request it, an account of all his/her transactions as Treasurer and of the financial condition of the corporation, and shall have such other powers and perform such other duties as may be prescribed by the Board of Directors or the bylaws.

The Assistant Treasurer(s), if any, shall perform the duties of the Treasurer in the event of the Treasurer's absence or disability and such other duties as the Board of Directors may determine.

At the expense of the Association, the offices of the Treasurer and/or Assistant Treasurer shall be bonded by a commercial, licensed bonding agency in an amount to be set by the Board of Directors, unless the requirement for such a bond is waived by resolution of the Board of Directors.