

8. *Before competing in your first rodeo of the current year, you must complete the following:*
 - a. First aid training refresher course each year.
 - b. Basic instructions for event and or events competing in (video, clinics, etc.).
 - c. If hauling, obtain hauling certificate.
9. A cut and sewn long-sleeve, wrist-length shirt with cuff and collar and long tail tucked into pants must be worn. Western boots must be worn.
10. No sweatshirts, t-shirts, pullovers, or cut-out shirts allowed.
11. Western hat is optional while competing in rodeo. No caps, visors, or “cut out” cowboy hats (that which exposes contestant’s head) will be worn. There will be a 5-second penalty assessed to the run if the hat is lost before the eye or before the barrier is broken.
12. In rodeo events a complete go-round must be finished before any contestant can compete on next head of stock or timed event.
13. No contestant may compete on the same head of stock twice at any one rodeo in the same event, except for rerides or reruns.
14. No stallions shall be ridden at any sanctioned 4-H rodeo including the Grand Entry or parade.
15. If any rule or circumstance is not covered by the 4-H rule book, PRCA rules will be followed. If not covered by PRCA, the next appropriate rule book that addresses that specific event/circumstance will be referenced.
16. 4-H Rodeo Sanction forms must be into the Rodeo Board Executive Secretary by February 1 of the current year. These forms must be complete. Forms that are not complete will be returned to the applicant until it is complete.
17. The first rodeo can be no sooner than March 1st, and no later than the last weekend in July without prior approval of the board. This is to allow time for the Executive Secretary to get all books audited, and packets sent to qualified finals contestants.
18. Finals applications must be received by the first sanctioned rodeo. Finals date can be 2 weeks to 30 days from the last rodeo. The date will be set by the first rodeo of the season.

STATE 4-H MEMBER AGE REQUIREMENTS FOR SANCTIONED RODEOS

For State 4-H Rodeo events, the following age limit eligibility has been established in the New Mexico 4-H program.

**Ages and grades as of January 1 of the current 4-H Year (October - September).*

o ice ents - 8 year olds and in the 3rd grade, 9 year olds, 10 year olds, or 11 year olds in the 5th grade.

Junior Events - 11 year olds in the 6th grade; 12 year olds; 13 year olds and in the 7th grade; and 14 year olds (regardless of grade).

Senior Events - 15 year olds (regardless of grade); 16 year olds; 17 year olds; 18 year olds. Youth who are 19 by December 31 of the current 4-H year are not eligible to enroll as a 4-H member.

A contestant must compete in his or her age group only.

4-H members who have participated in any college classes or collegiate teams related to a specific contest(s) are not eligible to compete in that contest.

CONTESTANT DISQUALIFICATIONS

1. Contestant can be disqualified by judges or arena director.
2. Contestant shall be notified as soon as possible by the person or persons disqualifying the contestant.
3. In case of contestant disqualification, the contestant is entitled to a hearing with the rodeo committee.
4. Any contestant will be disqualified from the event for any of the following offenses: Being associated with alcoholic beverages, narcotics or other non-medical drugs while in attendance at any approved 4-H rodeo, whether at a motel, rodeo grounds or going to or from the rodeo or any rodeo function.
5. All runs to be completed within a one minute time limit.

A. DISQUALIFICATION

Violation of any of the general rules on pages 3, 4, and 5 will result in disqualification.

B. ATTIRE

Shirt sleeves must be rolled down.

- a. The only exception to this rule will be in all rough stock events. Rider may roll up sleeve of riding arm, not past the elbow.
- b. Violators of this rule will be disqualified upon the discretion of the judges or the arena director.

C. CONDUCT

The following behavior will not be permitted:

Alcoholic beverages, narcotic or other non-medical drugs while in attendance at any approved 4-H rodeo, whether at a motel, or on rodeo grounds, or going to or from the rodeo, or at any rodeo function.

Rowdy behavior, quarreling or fighting in the actual domain of the arena at any time or any place during the duration of the rodeo.

Conduct or speech of any kind detrimental to the best interests of the New Mexico State 4-H program, or the sport of rodeo while in attendance.

Motel or property damage by contestants or their associates. Damage must be reported to their state directors, and if damage is not reported, contestant will be banned from 4-H rodeo permanently and reported to law authorities for prosecution.

Contestants will be disqualified for vandalism at any place or any time.

Cheating or attempting to cheat is not allowed.

Attempting to fix, threaten, bribe, influence, harass or coerce the judges at any time between opening and closing of a rodeo by contestant or parents will result in disqualification and forfeiture of all prizes or award.

Harassment of local officials, secretary, or Extension office personnel by contestant or parents will cause disqualification of contestant and forfeiture of all prizes or awards.

D. STOCK

Contestant will be disqualified for being in a pen with the livestock at any time except when accompanied by stock contractor, arena director, or a judge, or when assigned to work in those pens.

Mistreatment of rodeo stock or contestant's horse is not allowed.

No electrical devices may be used by a contestant on horse.

E. RODEO

If contestants draw out of an event once a rodeo has started, they will remain eligible in their remaining events with the knowledge that no refund of entry fees shall be made, and they will be disqualified in that event for the remainder of the rodeo.

Contestant will be disqualified for not being ready to compete when called upon.

Refunds:

- a. A medical doctor or veterinarian certificate will excuse contestant from an event and must be delivered to the rodeo secretary within five days after the rodeo.
- b. Contestant must notify rodeo secretary prior to the performance of the rodeo event for approval.

- c. When “a” and “b” are completed, all fees will be refunded.

EVENTS

The following events are to be held at the State 4-H Finals Rodeo.

NOVICE EVENTS

Steer Riding
Ribbon Roping
Break Away Calf Roping
Goat Tying
Cloverleaf Barrel Race
Pole Bending
Flag Race
Step Down Roping
Steer Stopping

JUNIOR EVENTS

Bull/Steer Riding
Ribbon Roping
Break Away Calf Roping
Goat Tying
Cloverleaf Barrel Race
Pole Bending
Tie Down
Dally Team Roping

SENIOR EVENTS

Bareback Riding
Saddle Bronc Riding
Tie Down
Bull Riding
Break Away Calf Roping
Ribbon Roping
Goat Tying
Cloverleaf Barrel Race
Pole Bending Race
Dally Team Roping
Steer Wrestling

SANCTIONED RODEO AND FINALS POINT SYSTEM

Point system for New Mexico State 4-H sanctioned rodeo and final will be as follows:

EVENT

Placing Points

1	10
2	9
3	8
4	7
5	6
6	5
7	4
8	3
9	2
10	1

The 10-point system will be used regardless of the number of contestants.

A contestant may carry points from 65% of the sanctioned rodeos to the finals.

Contestants must declare which rodeos they are using to count toward the 65% for finals points when they enter the rodeo. They MAY NOT change the rodeos once they have entered them. Contestants can enter and compete in all the 4-H Rodeos but only the rodeos they declare will count toward the finals.

Contestants may compete in more than their declared rodeo; however, the undeclared rodeos will not count toward the finals and year end awards or into the overall State Finals Rodeo standings. Any points won at undeclared rodeos will only be applied for day and/or weekend prizes ONLY. Additionally, the contestants who declared the rodeo and placed in an event, will receive the points of the undeclared contestant, thus moving their overall placing points up and replacing the position of the undeclared contestant. Example: if an undeclared contestant places first and a declared contestant places second, the declared contestant would receive the 10 points allocated for first place toward finals.

Contestant must compete in a minimum of 65% of the sanctioned rodeos and have received at least one point in each event competed in, to participate in those events at the State 4-H Rodeo Finals. There will be no call-ups.

In case of a tie for last position, all contestants tied will be eligible to attend. There will be two full go-rounds at State Finals.

For the Finals, a contestant can carry in 100 percent of the total points possible from all of the sanctioned rodeos for each event and the all-around. Points from all events earned throughout the year count toward all-around.

STATE 4-H RODEO FINALS POINTS

The State 4-H Rodeo Finals awards additional points for placings in the aggregate of both performances. The additional point system provides an incentive for contestants entering the finals, by providing them an opportunity to remain competitive for year-end prizes. The aggregate point system allows them to earn additional points at the finals for placing higher in the aggregate and applying those points to the points carried into the finals plus go round points.

Points for each go are figured the same as for a regular season rodeo; the aggregate is based on a half point system.

Explanation of chart for the finals:

1. The contestants receive times, placings, and points in the 1st go and 2nd go for their events.
2. Times from the 1st go and 2nd go are added together to get the total Time of Score.
3. The total Time or Score is then placed 1-10 with 1 being first place. This will determine the aggregate placing.
4. The placings (1-10) from the aggregate Time or Score are then given additional points for the Finals Rodeo Total.

Example:

Aggregate Points by placing.

1st	20.5
2nd	19.0
3rd	17.5
4th	16.0
5th	14.5
6th	13.0
7th	11.5
8th	10.0
9th	8.5
10th	7.0

5. The Finals Total is then added to the contestants carry-in points total from the sanctioned rodeos.

Suggested Payoff Schedule:

PAYOFF SCHEDULE

3 contestants:	Winner take all
4 to 8 contestants:	60% - 40%
9 to 12 contestants:	50% - 30% - 20%
13 to 19 contestants:	40% - 30% - 20% - 10%
20 to 35 contestants:	30% - 25% - 20% - 15% - 10%
36 and up contestants:	29% - 24% - 19% - 14% - 9% - 5%

With only one qualifying, winner take all. With only two qualifying, 60% - 40%, three qualifying, 50% - 30% - 20%, four qualifying, 40% - 30% - 20% - 10%, five qualifying, 30% - 25% - 20% - 15% - 10%.

Payback at Finals will be as follows:

30% each go plus 40% for average.

All sanctioned rodeos will pay back 100% of entry fee money.

Payback will be within 10 days following the final performance of rodeo.

Ground money will only be paid in an event in a go-round when no one qualifies.

State 4-H Finals Rodeo (Rules which apply specifically to the Finals Rodeo)

1. All contestants must enter and compete in the Finals Rodeo in order to qualify for end of year awards and standings. The only exception will be if a contestant is unable to compete at the Finals Rodeo due to a physical injury and has a doctor's release, and only then will a contestant still be eligible for year end awards and a refund of ONLY the event entry fees and stock charges.
2. A contestant is not officially entered in the Finals Rodeo until entries are paid to the Secretary before the First Go starts.
3. Contestants must be in appropriate western attire as set forth in this rule book whether competing or receiving awards, etc.

4. If contestant turns out of an event or doesn't compete in an event (regardless of reason) once a rodeo has started, they will remain eligible in their remaining stock or runs with the knowledge that no refund or entry fees shall be made.
5. Contestants must be present at the year-end awards banquet to receive their award(s). Failure to be present will result in forfeiture of award(s). The award(s) will be given to the next contestant in line. The only exception will be at the State Rodeo Board's discretion with a minimum of five board members meeting to make the decision.
6. **Go round event winners** will be determined by the fastest time. If a tie occurs, a flip of the coin will determine the winner.

Event winner for finals will be determined by the fastest combined time of the go rounds. If a tie still exists, the most money won will determine the winner. If a tie still exists, that winner will be determined by a flip of the coin.

Finals All Around winner will be determined by total points earned at the Finals. If a tie exists, then the fastest time in a common event will be used to determine the winner. If there is no common event, then the winner will be determined by a flip of the coin.

Year-end event winner (or aggregate winner):
Flip of coin. There is no way a single time from one rodeo can be used to break an 11 rodeo tie. Unless all times in a common event are available to compare, then fastest combined time on all rodeos win.

Year end aggregate winner for age group: (Novice, Junior, Senior)
Flip of coin.

7. Due to timing restraints at the Finals, stock draw may be conducted at any time but posted no later than one-half hour before performance at arena. **(APPLIES ONLY TO THE FINALS.)**

All rules hereafter apply to all sanctioned 4-H Rodeos and Finals Rodeo.

ALL AROUND

At the end of the rodeo, the contestant's points won in each event will be totaled to determine the all-around.

At all sanctioned rodeos, contestant must place in two or more events to qualify for the all-around at that rodeo.

A contestant may have accumulated points in more than four events, but will still be limited to entering four events at the Finals. However, all points accumulated will count toward year-end.

Additional rules:

There WILL NOT be any duplicate awards presented at the State 4-H Finals Rodeo due to a tie in points. If a tie should occur, the following system will be used to break the tie:

Event Winner:

The times from both days are added together to determine the winner; if a tie occurs, the fastest time in that event would be used to break the tie. If still tied, then the most money won will be used to determine the winner. If there is still a tie, then winner will be determined by a flip of coin.

Weekend All Around:

This would use fastest time in common event; if no common event, flip of coin. Explanation: an event that both contestants have competed in that day or weekend.

- 1) That in the event of a tie of an all around award, the fastest time or highest score will be used to break the tie using the common event(s) that said contestants competed in. If another tie occurs, go to rule #2.
- 2) Most money won in that event at the State 4-H Finals Rodeo will be used to break the tie. If another tie occurs, go to #3.
- 3) A flip of a coin will be the final decision to break the tie at the State 4-H Finals Rodeo. This will occur with both contestants and State 4-H rodeo Board members present.

ARENA DIRECTORS

1. The purpose of arena directors, at their discretion, is to assure that the rodeo is conducted in accordance with New Mexico 4-H Rodeo Rule Book to the best interest of the contestant.
2. Arena directors will be responsible for carrying out the duties stated herein:
 - a. Management of their respective arenas before and during the rodeo.
 - b. Stock contractors and host committee will abide by the arena directors' decisions.
 - c. Timed event arena director will also inspect stock prior to the rodeo.
 - d. Any undesirable conditions will be ruled on by the arena director.
 - e. The arena director will have the discretion of keeping arena cleared of unnecessary obstructions. For example: Keeping chute and gate area clear.
3. All judges will meet with arena directors before the rodeo and discuss their respective events and judging procedure.
4. An arena director may declare particular animals unsatisfactory. Upon notification, either written or verbal, stock contractor shall eliminate such animals from competition draw.
5. Arena directors are to be approved by the state directors before the coming State Finals (rough stock arena and timed events arena).
6. At no time shall anyone younger than 4-H age be in the arena or around the boxes, chutes, livestock, etc. It is the arena director's duty to see this safety rule is enforced.

RODEO OFFICIALS

STANDARDS FOR JUDGES, TIMERS, AND SECRETARIES

1. All 4-H rodeos will be responsible for obtaining the announcers, clowns, all judges, timers and secretaries. Each rodeo shall have an emergency vehicle present on the grounds at the start of the rodeo. Should extenuating circumstances cause the emergency vehicle to leave, the rodeo can continue with qualified personnel equipped with trauma equipment. This shall be the financial obligation of the host committee.
2. Salaries will be covered by contract.
3. Directors will not sanction a rodeo that requires contestants to purchase or sell raffle tickets unless approved by the state committee.
4. If possible, at least one judge or flagman for the Finals Rodeo should be a PRCA/CRCA member in good standing.
5. Arena directors, judges, timers, host committee, state director, secretaries and other officials will meet prior to the State Finals Rodeo.

RODEO SECRETARY

1. No one except the secretary will be allowed to accept entries.
2. Order of events will be set up by county and state secretaries ahead of sign-in deadline for rodeo.
3. Positions must be drawn in all events before the first performance at all sanctioned rodeos.
4. Order for Finals:
All events will be drawn first-go and reversed second-go.
5. There will be no trading out by contestants in any event, except in conflicting events due to multiple arena situations.
6. The secretary will draw for working order in each event.

7. The rodeo secretary is required to post information as to when and where the draw will be held.
8. The draw at all rodeos shall be posted where the contestants can examine it.
9. Rodeos that have slack stock to run before or after scheduled performances shall post the order of events and the draw on the bulletin board.
10. Contestants are privileged to see the records of all contestants in any event in which they take part at the end of each go-round, at a reasonable time so secretary and a judge may be present.
11. Judges' score sheets will be turned in to the rodeo secretary and posted after each performance.
12. Markings must be totaled by the judges and checked by the secretary in the presence of the judges.
13. Scores will not be changed once turned in except for an obvious mathematical error. Points or Scores may be challenged in writing within 7 days of the points being posted by the Executive Secretary. If a challenge is received, the Executive Secretary and an Executive Board Member will audit the points and determine if changes need to be made. Corrected results will then be posted if necessary.
14. Judges and secretaries shall make exact copies of each judge's book and post the copies on the bulletin board at the end of each go-round.
15. Master score sheets will not leave the office except with the approval of the state secretary.
16. Rodeo results must be audited prior to awards presentation.
17. 4-H rodeo secretaries are required to fill out the State 4-H result sheet and submit it to the State 4-H rodeo secretary's office, including the contestant's status with each winner's name. Each rodeo secretary will submit a complete set of books and award winners to the state secretary. Copies of the Judges' sheets with results and score cards, must also be turned into the Executive Secretary when points from the rodeo are submitted.

18. Results must be submitted to the State 4-H secretary within four days after the 4-H rodeo. Failure to do so will cause forfeiture of deposit. Payback will be within seven days following the final performance of the rodeo after the State Rodeo Secretary has audited the rodeo books.

TIMERS

Personnel

1. Personnel serving as timers must have had prior experience with electric timers.
2. Timers must work from the same position in all performances of the go-round.
3. Rodeo Committee must provide a place for official timers and announcers to work without obstruction or interference.
4. Rodeo Committee must position timers at a place that will assure good communications with the arena director, judges and announcers.
5. The timers who time the first performance of an event must time that event for the duration of the go-round, except as further provided for in this rule.
6. Timers for the go-round may not be changed after the first performance except for sickness or injury, or by the request of an official because of timer's incompetence, or through agreement of the rodeo committee.
7. Timers will record the electric eye times to the nearest 1,000th (example: 18.231).

Equipment

1. Electric Timers
 - a. Equipment necessary: Twin units of battery-powered electric eyes with one electric-powered digital clock and one battery-powered digital clock and two hand-held battery-powered digital watches shall be used with the time indicated by the electric eye timers. If necessary, the average of the watches can be used by the official timers for the official time.

- b. Complete electric timer must be backed up by a flagman who will stand directly behind one timer post in the arena. One timer will record the times that appear on the electric eye controlled read-out. Two timers will operate the digital watches and record the time which is shown thereon. These two timers will operate from the flagman's signals. In the event of electric eye failure, manual times for that contestant will be used.
- c. Permanent markers must be put in the ground for the electric eyes. Electric eyes should be placed on the score line no closer than the width of the first two barrels for the electric eye to be centered in each performance.
- d. Line on fence for flagman should be well marked. These markers should be checked every performance along with the barrel markers and restaked if pulled out. A record of these measurements shall be kept.
- e. Set timer beforehand in the same height and position and lock the legs.
- f. Barrels are not to be used as stands for the electric eye timer devices.

2. Electronic Timer Failures

- a. The battery digital clock will be the first backup time and digital handheld watches to be second back up time.
- b. When both the digital clocks malfunction and no average time was recorded from digital watches, contestant will be given a clean rerun at a time designated by the judges and arena director.

General

- 1. Events with one minute time limit may have penalties which will exceed the one minute time limit.
- 2. Lap and Tap - no barrier to be used. Time to start when animal's nose clears the gate.
- 3. All riding events shall be timed for eight seconds, except novice steer riding which shall be six seconds.

4. No circling of your horse will be allowed after entering the arena gate before starting an event run.

JUDGES - GENERAL

1. Judges and flagmen shall be chosen with regard to their integrity, ability and availability.
2. All judges will meet with arena directors before the rodeo and discuss their respective events and judging procedure.
3. Judges must read and be knowledgeable about the New Mexico State 4-H Rodeo Rule Book before judges' meeting with arena directors and officials.
4. No barrier judge, field flag judge nor riding judge may be changed during the course of a go-round except in the case of sickness, injury or incompetence, and then by the request of the local rodeo committee.
5. Judges must check all equipment in their respective arena one hour prior to the first rodeo performance.
6. Judges must be present and supervise drawing of stock and changing of positions.
7. Judges must remain available at all times.
8. Rodeo committee and judges will meet and discuss problems encountered during any event.
9. Judges must remain available to the rodeo office until the rodeo secretary has made a final check of the rodeo books.
10. Any misconduct on the part of the judge at any 4-H approved rodeo, such as drinking, immediately prior to or during the contest; the use of abusive language; showing obvious favoritism to, or discrimination against, either an individual or a horse performing in the contest, or any misconduct unbecoming to one in their position, will make the judge subject to a complete and impartial hearing of the cause of the complaint before the appropriate committee.
11. No riding judge is to judge more than two rodeos in succession for the same stock contractor.
12. If one judge is injured and cannot score a ride, the other judges' score will be used as other score.

JUDGES - SCORING

1. Judges are required to keep a record book and mark all penalties, no-times, and any change or working order of contestants in all events they are judging.
2. After each performance, judges will check their records with the recording secretary in the events they are judging and make necessary changes if an error has occurred.
3. Judges' score sheets will be turned in to the rodeo secretary and posted after each performance.
4. Markings must be totaled by the judges and checked by the secretary in the presence of the judges.
5. Scores will not be changed once turned in except for an obvious mathematical error. Judges alone will make these changes.
6. Judges and secretaries shall make exact copies of each judge's book and post the copies on the bulletin board at the end of each go-round.
7. Judges are required to mark in their books any turned out stock and report it to the rodeo secretary and the arena director.

RODEO LIVESTOCK

REQUIREMENTS

1. The state board of directors has the right to declare any stock unsatisfactory, and any stock so declared will be taken from the draw.
2. Stock requirements will be based on the number of contestants entered in that event.
3. 4-H rodeos will obtain the highest caliber of stock available.
4. Any stock declared by the state sponsoring group as unsatisfactory must be replaced.

INSPECTION

1. The stock will be inspected on arrival at the site by the Livestock Inspection Committee.
2. Timed event arena director will also inspect stock at least one hour prior to the rodeo.
3. An arena director may declare particular animals unsatisfactory.
4. Upon notification, either written or verbal, stock contractor shall eliminate such animal from competition draw.
5. Payment will be withheld on any stock rejected, and replacement costs shall be the responsibility of the stock contractor.

NUMBERING

1. All rodeo livestock must be numbered. No duplicate numbers shall be permitted including team roping cattle. Any exceptions must be approved by specific arena directors.
2. In timed events, leased calves or steers may be numbered with plastic ear tags.
3. In riding events, painted numbers may be used on tryout stock.

STOCK CONTRACTOR REQUIREMENTS

1. Stock contractor may be required to have enough stock for go-round in each event. The amount of stock is to be based on the number of contestants the previous year, plus ten percent (10%). This ten percent (10%) would be the cut to even up the stock.
2. Calf - Bovine animal requirements are 180-350 pounds. If horned, they are not to exceed two inches in length. (See individual events for weight specifications.)
3. It is the responsibility of the stock contractor and/or judges to supply qualified pick-up men and/or bull fighters in the arena during the bronc and bull events. If the local committee has a pick-up man they want to use, it's the responsibility of the contractor/or judge to approve this person.

DRAWING ROUGH STOCK

1. All stock is to be numbered and drawn for by number.
2. All stock in contest events must be drawn by number by a judge.
3. There must always be as many as four exact copies made of the draw: one to be posted, one copy for each judge, and one or more copies for the secretary's records.
4. Receptacle containing numbers to be drawn must be held above the drawing judge's head and the receptacle shaken between each number drawn.
5. Drawing must be conducted so that any contestant may witness the draw. Draw must be posted on the bulletin board or at the chutes.
6. In any final ride, contestants may draw their own animals in the presence of judges, if management desires.
7. In case stock is sick, crippled or already shipped, a replacement will be drawn from reride animals. The contractor must have the consent of judges and arena directors to remove any stock from the grounds.
8. No pens of stock may be drawn for more than one go-round in advance.
9. Pens of stock shall be drawn by the judge and secretary shall provide judge with an exact copy of the draw.
10. Stock will be drawn for contestants until they have actually been disqualified or turned stock out.
11. All stock used in the Finals and at all rodeos must be approved by arena director and judges.

DRAWING STOCK - OPTIONAL RULES IN RIDING EVENTS

1. All animals, including rerides, will be put in the draw.
2. Four head of feature animals per performance may be held out if used during that performance.
3. Pens of stock may be drawn in order to allow stock contractors time to get livestock to the arena.

DRAWING STOCK - RERIDES

1. Stock for rerides must be drawn and posted before go-round.
2. No contestant will ride two head in the same event during a performance except for rerides.
3. Feature animals may be held out of reride draw, then returned to the draw.
4. Any stock in original draw that is turned out, meaning not bucked or contested on, automatically goes into the reride if needed.
5. Any animal drawn for a reride but not used in that go-round may be held out of the draw for rerides in the following go-round along with feature animals, then will be returned for the go-round draw after the rerides have been drawn.
6. Rerides may be drawn before end of event during in which reride is given.
7. All contestants who have rerides for the event during that performance will have their rerides drawn at the same time from all reride stock, including turned out stock if necessary.
8. An animal can be drawn for a reride only one time in a go-round.
9. If an animal marked to go during the last performance of the go-round is drawn into the reride stock, that animal's position must be traded with one marked to go during the first performance before the second go-round is drawn.

10. After drawn rerides and those animals that are turned out are used up for rerides, all stock out that go-round, except feature animals and animals already doubled back, will be put in the hat and additional rerides for that go-round drawn.
11. Stock out the last performance of a go-round may be held out of the draw for additional rerides, unless it becomes necessary to draw back all animals out in the go-round to get enough rerides.
12. Rerides in the bull riding contest at all rodeos shall be drawn from all animals in the draw with no more than five feature animals excluded.
13. Feature animals equaling one half of the number of final riders may be held out of the rerides draw.
14. If reride is given on an animal twice in a row, animal will automatically be declared unsatisfactory and must be replaced and taken from the draw.

TIMED EVENT STOCK

Where conditions permit, all timed event stock shall be run through event chutes and through arena previous to start of contests.

DRAWING TIMED EVENT STOCK

1. It is recommended that calves be cut into groups that match the events and the contestants' ages. These calves will be used in the same events throughout the entire rodeo. Calves may be used in more than one event.
2. All stock is to be numbered and drawn for by number.
3. All stock in contest events must be drawn by number by a judge.
4. There must always be as many as four exact copies made of the draw: one to be posted, one copy for each judge, and one or more copies for the secretary's records.
5. Receptacle containing numbers to be drawn must be held above the drawing judge's head and receptacle shaken between each number drawn.

6. Drawing must be conducted so that any contestant may witness the draw. The draw must be posted on the bulletin board or at the chutes.
7. In case stock is sick, crippled or already shipped, a replacement will be drawn from rerun animals. The contractor must have the consent of judges and arena directors to remove any stock from the grounds. If an animal drawn in a pen in a timed event becomes sick or crippled before it is out that time, a judge must pass on the animal's inability to be used before it can be skipped or replaced in the draw.
8. No pens of stock may be drawn for more than one go-round in advance.
9. Pens of stock shall be drawn by the judge and secretary shall provide judge with an exact copy of the draw.
10. Stock will be drawn for contestants until they have actually been disqualified or turned stock out.
11. All stock used in the Finals and at all rodeos must be approved by arena directors, judges and Livestock Inspection Committee.
12. Contestants must compete on the stock drawn for them. **It is the responsibility for the contestant and/or parent/guardian to verify that they are competing on the stock drawn for said contestant. If contestant competes on the wrong head of stock, contestant will be disqualified.**
13. Stock in timed events shall be drawn by either judge of that event not more than two hours before the performance and posted one-half hour before performance at arena.
14. In timed events, no drawn stock can be held over from one performance to the next, or held overnight.
15. When calves are not fresh, reruns will always be drawn from the whole herd used in the draw, not from those calves that are missed.

