



RULE BOOK
2022-2023

MISSION

To provide a safe, beginner friendly learning environment to those who are new to the sport of rodeo and provide a competitive competition for the advanced riders. While ensuring that we are helping to provide the opportunity to enhance the skills to produce tomorrow cowboys and cowgirls. With the desire to instill the Rodeo/Western heritage to future generations. Most importantly serving God by serving others and being an example to all.

Message from the President:

My husband and I would like to thank you for joining our association. The GFYR was started in 2014. It is our desire that we provide you with a place where all feel that they are welcome, that friendships are developed and competition that will help build tomorrows cowboys and cowgirls.

RODEO YEAR

The official rodeo season shall be from September 1st through July 31st. The point award year shall begin with the first GFYR rodeo in September and points will end at the last rodeo in May.

NONPROFIT ORGANIZATION

The GFYR shall be a nonprofit should the association be dissolved at any time, all funds of the association, after payment of debts, shall be given to some recognized charity as directed by the President and no member shall share in such funds.

LOCATION

All rodeos by the GFYR will always be held at
J2 Arena - Quitman, Ga.
GPS: 125 Roberts Rd 198, Quitman, Ga. 31643

WAVIER: It is agreed and understood by the Parent(s), Legal Guardian, and contestant that for and in consideration of the opportunity of participating in the GFYR. He /she does hereby forever release and hold harmless the Georgia Florida Youth Rodeo Association, J2 Arena, Charles W. Johnson and N. Serena Johnson, the producers thereof, stock contractors, any and all of the employees/volunteer of the aforementioned parties from any and all liability; for any and all damages, injuries and death by reason of any and all activities connected with the Georgia Florida Youth Rodeo Association, held or sponsored by the aforementioned, while the said undersigned is contestant, participant, viewer, or visitor, paying or otherwise, of said GFYR activities. Any person becoming a member or permit rider of the GFYR shall comply with all its rules and decisions and shall be bound by same.

Rodeo is a dangerous sport and ultimately can result in the loss of body parts or death.

This waiver is for both inside and outside of the rodeo arena, bovine and equine and applies to both contestants and spectators.

SECTION 1

1. This is an evolving rule book and rules will be updated as unique situations arise to ensure fairness for all members.
2. The GFYR will be open to children ages 19 and under as of Jan 1st of each year. The division in which a contestant competes will be determined by the contestant's age as of September 1st, of the current rodeo season. Division will be determined at call-in and can be adjusted as need.
 - a. PeeWee Division ages up to 5
 - b. Junior Division ages 6 to 9
 - c. Senior Division ages 10 to 13
 - d. High School 14 to 19
3. Any event with less than 3 entries will be moved into the next age division for both points and awards. This does not apply to the PeeWee Division or Special Needs Division
4. At the beginning of the rodeo season. If any event has less than 3 entries and there is not a division, it can combine with; it will be considered an exhibition event or deleted (association choice). Points and awards will not be given in exhibition events.
5. MEMBERSHIP / FEES
 - a. \$150 for first member and \$250 for family membership (2 or more).
 - b. Each rodeo will have a \$10 per day/per family grounds fee for a total of \$20 for the weekend.
 - c. Entry Fees are due in cash; however, if a check is returned there is a returned check fee. A \$35.00 fee will be charged for ALL returned checks; after the 1st returned check. This fee and the amount of the

returned check must be paid before contestant is allowed to participate again.

- d. If joining after the fundraiser is completed the cost of membership will increase by the required fundraiser requirements.

6. Entry Fees

- a. Entry Fees will NOT be refunded after fees are paid.
- b. PeeWee - Ribbon Class – \$10 per event
- c. Special Needs – Ribbon Class – \$10 per event
- d. Junior, Senior and High School - \$20 per event
- e. Bulls and Broncs \$50

7. Family Definition: This is going to be a broad definition.

If you are financially responsible for paying the contestants entry fee(s), then you are considered a family. Please do not take advantage of this or we will have to break this down by physical households. NOTE: Hauling together does NOT constitute a family membership. You must be financially responsible for those on your membership to be considered a family.

8. Horse Usage: A horse can be used more than once in an event should the contestant riding not have a horse to compete on.

9. Fundraisers

- a. There will be one required fundraiser. The requirement is \$150 for individuals and \$50 for each additional child; max \$250 per family. The tickets will be issued to each family at the 1st rodeo and the drawing will be held at the Sunday Rodeo in Dec.
- b. There will be one or more items on the raffle ticket that are association funded. Once a theme is

determined we ask that all families participate in donating.

- c. 50/50 Raffle Tickets will be sold at each rodeo. It is the responsibility of the Queen and Princess to sell the tickets.

10. Finals Fee – There is a \$10 per contestant finals fee. This is to help cover the additional cost associated with finals.

11. Permit Rule

- a. A contestant wishing to ride on a permit may do so for a permit fee of \$10.00 per rodeo (not per weekend) plus entry fees and ground fees
- b. Permit riders **MUST** pay entry online before being entered into the rodeo.
- c. Permit riders can sign up at the rodeo, if doing so there is a \$15 per rider/per day late fee.
- d. Bulls and Broncs must sign up in advance. Permit riders cannot sign up at the rodeo for these events.
- e. Permit riders **WILL NOT** be eligible for points but will be eligible for payout.
- f. Permit riders that convert their permit to membership on the day of the rodeo will receive points for that day. The permit fee will only be applied towards membership fee; if joining the same day the permit fee is paid.

SECTION II

1. Dress Code

- a. A "WESTERN HAT", boots, and a shirt with long sleeves, collar and buttons/snaps down the front must be worn. Shirt sleeve s must be rolled down.

Boots: no wide, lug soled boots will be allowed, i.e..
Shirts must be tucked in completely. No cropped shirts allowed. Approved riding helmets may be worn in lieu of a western hat.

- b. Contestants are required to be in full dress code while competing and at awards. Full attire is not required outside of the arena.
- c. Back numbers must be worn by all contestants or on the horses saddle pad during the weekend.
- d. If you go to Quitman, Ga contestants must wear their back number. This shows our sponsors that we are supporting their business in return.
- e. Hats – Contestants must have their hat on when they start their run. We do not penalize or enforce a hat fine should it come off once you enter the alley way. Failure to have a hat on violates the dress code a no time will be given.

2. Online Entry

- a. After the first rodeo any changes to a contestants current events should be done online
<https://www.cognitofirms.com/SerenaJohnson/>
Change requests need to be done 8 days prior to the rodeo weekend. If you have questions call or text (229)740-1420.
If you need to make changes after the call in/out date there is a \$15 per rider change fee.
- b. After the initial call in there is no need to call in for the next rodeo; unless you have changes or need to call out.
- c. If you call out you must call back in or you will not be entered.
- d. Exception –Permit riders will be accepted onsite the day of the rodeo and will be added to the bottom of the run order.

- e. All unpaid entry fees must be paid; that result from a contestant not being called out.
 - a. If you need to make changes after the online entries close there will be a \$15 per rider change fee.
 - b. All unpaid entry fees must be paid; that result from a contestant not being called out.

3. Medical Exemption

Should a contestant not be able to attend due to illness/injury they can receive attendance credit for the rodeo. The exemption does not allow the rodeos to be made up. This is attendance credit only. The following criteria must be met to qualify:

- a. A doctor's excuse must be provided.
- b. There will be a \$50 per rodeo exemption fee.
- c. The missed rodeos will not be made up and no points awarded.

4. Parent/ Guardian Responsibility

1. The GFYR is a volunteer ran association and all families are expected to help with the rodeos. Examples: Calling contestants names, picking up hats, barrel and pole setters, assisting with goat tying, Time keeper/backup and other stock events.
2. Draw: Verify the draw to ensure it is correct. This includes events and division.
3. Rodeo Results: Please verify your child's times are entered correctly after each event when results are posted.
4. Points Verification: Rodeo results will be posted after each event at the rodeos. It is everyone's responsibility to review the results. Points are in a pending status until

the following months rodeo and then they are considered final.

5. Updates: The GFYR uses multiple means for communication. It is each family's responsibility to ensure they stay informed. Updates: Facebook, GroupMe and posted at the arena.
6. Reading the rulebook and meeting the guidelines as outlined.

SECTION III

1. **Judges** – Should you have a question regarding an event call. Please see the Event Director immediately. Do NOT go to the announcer stand. All judges' decisions are final. All disputes/questions should be addressed prior to the end of the event in question.
2. **Announcer Stand** – Only the Rodeo Secretary, Timekeeper/backup, and announcer are allowed in the announcer stand, No one should enter the announcer stand once the rodeo has started. This is to help reduce distractions and ensure the rodeo runs as quickly and smoothly as possible.
3. **Points and Award:** Points will be awarded to the top 10 contestants in each event. Points will be distributed according to the placing in each event. Events will be distributed as follows:
 1. First will receive 10 points
 2. Second 9 points
 3. Third 8 points
 4. Fourth 7 points
 5. Fifth 6 points
 6. Sixth 5 points
 7. Seventh 4 points

8. Eighth 3 points
9. Ninth 2 points
10. Tenth 1 points

- Bull Riding: Points will be assigned based on total number of seconds ridden. Example; 4.6 was total time will be 4.6 points. However; if a full ride is made the ride will be given a score for their ride and points will be assigned accordingly.
- Permit Riders: Do not receive points
- Points earned in the combined divisions will be awarded to the division the contestant competes in.
- Any event with less than 4 entries will be moved into the division closest to their age for both points and awards. This does not apply to the PeeWee Division or Special Needs Division
- Headers and Heelers will earn points individual and will not be viewed as team.

4. Rodeo Pay Table

1-3	1	100%
4-8	2	60%, 40%
9-15	3	50%, 30%, 20%
16-25	4	40%, 30%, 20%, 10%
26-35	5	34%, 27%, 20%, 13%, 6%
36 or more	6	29%, 24%, 19%, 14%, 9%, 5%

All payout and awards are conditional based on finances of GFYR and are subject to change throughout the year. The computer program rounds payout to whole dollars so the percentage is not exact.

5. **Entry Fees** - Are to be paid in cash
6. **Event Payout** – Payout will be given out on Sunday. Exception is for Permit riders. If you will not be there on Sunday and want your payout sent to you via Paypal or Venmo this is an option. If not picked up on Sunday and not sent electronically it can be picked up at the following rodeo.
7. **Attendance Rule** - In order to attend the finals, contestant must enter and compete in 67% of scheduled rodeos. The attendance requirement is from September through the last rodeo in April.

Attendance Requirement From September – April there are 18 rodeos. Contestants must attend 67% of the rodeos. This means you **MUST** attend 12 of the 18 rodeos to meet the attendance requirement for finals.

Back to Back Events (those done only on Saturday) From September – April there are 9 Saturday Rodeos. Contestants must attend 67% of the rodeos. This means you **MUST** attend 6 of the 9 rodeos to meet the attendance requirement for finals.

8. **Finals Slack**

We expect all contestants to attend Finals. However; we do understand during the month of finals there are multiple conflicts and we want all contestants who qualify to be able to attend. Should your family have a conflict with finals please complete the slack request form in advance for consideration.

9. **Event Requirement:** In order to attend the finals, contestants must meet the attendance requirement above and must compete in at least 50% of the events from Sep – Apr.

- 10. End of Year Awards:** You must have paid entries at the finals to receive awards. In order to qualify for yearend awards contestant must have joined as a member, sold required raffle tickets, met the Attendance Requirement of 62% and Event Requirement of 50%. All contestants who qualify are expected to compete at the finals.
- 11. Finalist/Qualifier:** If a contestant qualifies for finals and does not have paid entries at the finals they will **NOT** be eligible for any awards; this includes the qualifier buckle and any other items given to finalist.
- 12. Finals Points.** Points are earned throughout the rodeo season are accumulated and carried through to the finals. At the finals, contestants receive points as normal for first rodeo and then again at the second performance. The times/scores for these two rodeos are averaged and the third rodeo is created. The total points for the finals as well as total points throughout the season are totaled and awarded as such.
- 13. Finals Fee –** There is a \$10 per contestant Finals Fee.
- 14. Tie Breaker.** In the event of a tie the contestant's total points for the rodeo season prior to the average will be used to determine the event placing.

The following will be used to break ties if the criteria above result in a tie.

- a. Fastest average time / score from the finals
- b. If both tiebreakers above, we will use the fastest time / score from the Finals.

15. Awards/Buckles/Saddles: Awards are determined by number of contestants, and amount of money raised during the rodeo season. All Finalist will receive a buckle based on their level of accomplishment. IE, Champion and Reserve Champion do not get a finalist buckle as well. Event Saddles will be awarded for any event having 15 or more contestants in all rodeos for the rodeo season.

16. Family contribution/sponsor. If a contestant wins a Champion or Reserve Champion in an event and a saddle is not awarded. The family can choose to purchase an award saddle. This saddle will not be paid for by the GFYR.

SECTION IV

1. **SAFTEY GEAR** – The GFYR **REQUIRES** the use of safety gear. Each contestant is responsible for providing and using protective gear; as appropriate for each event.
2. **INSURANCE** - The GFYR does not provide contestant/Spector insurance. It is up to each family to obtain insurance for their family as they see fit.

3. **EVENT RULES AND TIME LIMITS**

1. Roping events will have 45 second time limit.
 - i. Exception: Jr Breakaway will have 60 seconds and Calf roping; the calf must be roped in 45 second. There is no set time limit requirement for the tie.
2. Mutton Bustin – 20 Second Time Limit if a contestant riders longer a score of 20 will be entered in for time rode

3. Mounted Speed Events – No time limit; Must maintain forward progress. No training of horses during the rodeo.
4. Chute Dogging – 60 Second Time Limit
5. Goat Ribbon Pull – 60 Second Time Limit
6. Goat Tying – 60 Second Time Limit
7. Dismounting – Contestants in the Peewee, Jr and Special Needs division can have assistance dismounting if needed. This is for the safety of the contestant.
8. Leading – We realize that not all contestants are independent riders. Therefore; should any contestant need assistance with the pattern can be lead. This will be allowed for all divisions. Leading must be done on foot; not leading by horse will be allowed.
9. If a contestant's time is missed for any reason and results in a rerun regardless of the outcome of the first time the contestants time on the second run will stand.
10. For all events. When a contestant starts the timer, the contestant has accepted the arena conditions and the order of the run as is.

4. Back to Back Events & One Time Events

1. Team Roping - Both Saturday and Sunday rounds will be held on Saturday only. There will be no makeups on Sunday.
2. Weekend Family Grounds fee will still apply.
3. Mutton Bustin, Bulls, and Broncs will be held on Saturday only and is one round on 1 day of grounds fee will apply.

5. Events By Divisions

1. PeeWee ages up to 5 - Barrels, Poles, Goat Ribbon Pull, Dummy Roping and Mutton Bustin

2. Junior ages 6-9 - Barrels, Poles, Goat Ribbon Pull, Goat Tying, Dummy Roping, Breakaway, Chute Dogging, Jr/Sr Heeling and Team Roping, Bulls, Mini bronc riding.
3. Senior ages 10-13 - Barrels, Poles, Goat Tying, Jr/Sr Heeling, Bulls, Broncs, Breakaway, Tie Down, Team Roping, and Chute Dogging.
4. High School ages 14-19- Barrels - girls only, Poles - girls only, Goat Tying - girls only,
5. High School - Boys and Girls – Breakaway, Tie Down, Team Roping, Chute Dogging, Bulls, Broncs

PeeWee / Special Needs Division – Ribbon Class

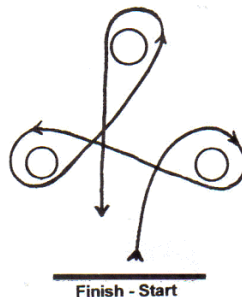
1. All Contestants will qualify for the finals if the requirement as outlined above are met
2. End of Year Awards will be given based on participation not events points. Awards vary year to year based on donations and sponsorship.
3. Leading is acceptable but must be done on foot. No leading from a horse will be allowed.

Mutton Busting – PeeWee Only

1. Maximum weight maximum of 50lbs. If there is a question regarding weight limit a scale will be used.
2. The contestant that rides the longest wins; max time is 20 seconds.
3. Time stops when any body part touches the ground.
4. There will be a designated starting line. Time will start when contestant crosses the line. The contestant cannot be held on once they cross the line. If they are a no time will be given.
5. Contestant can use a mutton rope if they desire; the contestant must provide their own rope.

Barrels

1. PeeWee Leadline barrels will be moved in 3 steps on each barrel for a reduced barrel size.
2. All other divisions will run the standard pattern
3. Contestant may start on either right or left barrel. When starting on the right barrel, there will be one right and two left turns around the barrels, and when starting on the left, there will be one left and two right turns around the barrels. (See pattern) Cloverleaf barrel patterns only. Any additional turns will result in a no-time.
4. The barrels must be at least 15 feet from the fence. The starting and finishing line must be no less than 15 yards from the end of the arena.
5. There will be a 5 second penalty for each barrel knocked down, even if it bounces back upright.
6. Horse and rider must maintain forward motion at all times or the pattern will be considered broken and result in a no time. Forward motion is enforced once the timers are started.
7. Drag the arena according to the conditions of ground.
8. When a contestant starts the timer, the contestant has accepted the arena conditions and the order of the run as is.

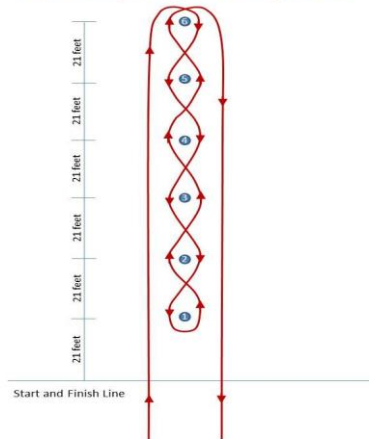


Pole Bending

1. The pole bending pattern is to be run around six poles. Leadline Poles will only have 3 poles.

2. Each pole is to be 21 ft. apart and the first pole is to be 21 ft. from the starting line.
3. A horse may start either to the right or left of the first pole, and run remainder of the pattern accordingly.
4. Poles should be at least 6 ft. tall. If the base is metal – 12 to 18 inches in diameter.
5. There shall be five (5) second penalty for each pole knocked down
6. Horse and rider must maintain forward motion at all times or the pattern will be considered broken and result in a no time. Forward motion is enforced once the timers are started.
7. Drag the arena according to the conditions of ground.
8. When a contestant starts the timer, the contestant has accepted the arena conditions and the order of the run as is. There will be no re-run.

Pole Bending Set-up and Riding Pattern



PeeWee Goat Ribbon Pull

1. Contestant cross the start line either riding solo or via lead line.

2. Rider can have assistance dismounting if needed
3. Race to where the goat is tethered, remove ribbon from goat's tail, and hold it up in the air.
4. Time starts from the time the contestant crosses start line, the flagger drops flag starting the time until the judge drops flag when the contestants holds flag up in the air.

Junior Goat Ribbon Pull

1. JR division event only
2. Contestant cross the start line either riding solo or via lead line.
3. Rider can have assistance dismounting if needed
4. Race to where the goat is tethered, remove ribbon from goat's tail, and hold it up in the air.
5. Time starts from when the contestant crosses start line, the flagger drops flag starting the time until the judge drops flag when the contestants holds flag up in the air.
6. Age restriction – Contestants can Goat Ribbon Pull until they are 8 years old or have not competed in a prior rodeo season of GRP. Ages 9 must Goat Tie if they have competed in GRP in a prior rodeo season. The purpose of GRP is to help the beginner goat tyers learn the dismounting and getting to the goat. By the time they are 9 they should be moving on to Tying.
7. Should the horse cross or come in contact with the goat or goat rope any time during the run a five (5) second penalty will be assessed.

Goat Tying – JR, SR, HS

1. Time will start when the contestant crosses the starting line and will stop when the Judge signals the completion of the tie.

2. Should the horse cross or come in contact with the goat or goat rope any time during the run a five (5) second penalty will be assessed.
3. If the goat should break away because of the fault of the horse, the contestant will receive a no time for that run.
4. There shall be no interference with the contestant's horse prior to dismounting unless in the Jr/Special Needs division and assisting with dismounting.
5. Anyone in the arena must stay behind the judge until the tie is completed.
6. Contestant must ride mounted on a horse past the starting line, dismount from horse, throw goat by hand, cross and tie any three legs together with tie string of contestant's choice in a 3 bone cross.
7. The tie will be passed on by judge and if it is not secure for six seconds the contestant receives no time.
8. After signaling completion, contestant will step back at least three (3) feet from the goat and wait the six (6) second time limit. After the six (6) second time limit has passed the contestant will remove the string from the goat.
9. After completing tie. If the contestant is tangled in the rope raise your hands to stop your time, and stand/sit still pending direction from the judge.
10. If the goat is down when the contestant reaches it, the goat must be cleared of the ground before tie is made.
11. If contestant's hand is on the goat when the goat falls, goat is considered thrown by hand.
12. When a contestant starts the timer, the contestant has accepted the arena conditions and the order of the run as is.
13. SR and HS division Parents will not be allowed in the arena unless they are helping with the event.
14. Junior and Senior Division - If a contestant is using a pigging string there must be at a minimum of one wrap and a half hitch.

The half hitch must be around all three legs to be a legal tie.
The tie must stay tied or will result in a no time.

Chute Dogging – Jr, Sr and HS Girls

1. One judge will start the time by dropping a flag and the other will stop the time by dropping a flag
2. Points will be awarded on fastest time not to exceed time limit
3. Contestant can hold both horns when leaving the chute
4. Time stops when all 4 feet are laying in the same direction on the ground
5. JR Contestant must wait until crossing throw line and the judges says “GO”. At this point tails will be release.
6. Sr and HS Girls there will be no Tailman
7. If contestant has loss of contact or control of the steer he/she has 2 steps to make contact back with the steer.
8. JR If the steer gets away prior to the starting line the contestant will default to the next steer in the line. Max number of steers a Contestant can have is two. If both get away a No Time will be given.
9. SR and HS If the steer gets away prior to the starting line the contestant will receive a no time.

Chute Dogging – HS Boys

1. One judge will start the time by dropping a flag and the other will stop the time by dropping a flag.
2. Points will be awarded on fastest time not to exceed time limit.
3. Stock will be steers.
4. There will not be a tailman to hold the steer back. There will be a person designated to be in the chute to help ensure the steer leaves straight.
5. Steer will not be thrown until judge says “GO”.
6. If a steer is knocked down or falls the steer had to be standing on all four feet before the throw begins the steer must be stood back up.
7. Time stops when a legal throw is made.

8. If contestant has loss of contact or control of the steer at any point in the run, he has 2 steps to make contact back with the steer.
9. Contestant arms must be behind the horns when the steer is turned out.
10. If the contestant goes to both horns or reaches over the steer head before the line it will be a 5 second penalty.
11. Contestant must maintain forward motion and can not circle the steer until crossing the line and judge says go.
12. Attempting to slow down or circle the steer prior to line will result in a no time.

In order; to be a legal throw as steer must stopped or change directions, thrown on his side with all four feet pointed out with the nose in the same directions (neck twisted the same way as the feet fall.)

Rough Stock Disclaimer: Stock is randomly drawn / not assigned. We do not take responsibility for your level of riding skills to cover the stock. It is your personal responsibly to make the decision of riding or not riding. These are live animals and have their own moods that change just like ours do. Somedays they may buck or be aggressive more than others. Reminder: This is a dangerous sport and can result in injury or death.

Steers, and Bull Riding – All divisions

1. A qualifying time for Jr and SR age division is 6 seconds and 8 seconds for HS
2. Points will be awarded based on scores
3. Must have a qualifying ride to be eligible for points and payout
4. Time will stop if bull is touched with free hand or rider double grabs.
5. Assisted riders will receive a no time.
6. All bulls will be flanked

Bronc Riding

1. Must attempt to mark horse out.
2. Touching with free hand is a disqualification.
4. Qualifying time Junior and Senior 6 second; and High School 8 seconds.
5. Must have a qualifying ride to be eligible for points and payout
6. Time will start with the plain of the chute is broken.
7. Time will end at fouling the stock, when hand comes out of riggin, double grabs, or a stirrup is lost or a qualifying time is reached. Judge will be the official time.

All Roping Events:

1. Barrier will be used for Senior and High School; broke barrier will have a 10 second penalty.
2. No one is to be past the judge's line
3. If you are using 2 loops you must notify line judge when entering box. You cannot rebuild.
4. The line judge will examine all breakaway ropes for correct tie
5. All roping stock will be chute run. Contestants will be drawn for position by the computer program. Should a contestant need another run for any reason they will drop the bottom of the run order.

Tie Down Calf Roping

1. Roping calf without releasing rope from hand is not permitted.
2. Catch as catch can. The rope must be on the calf when the roper reaches it. If the rope comes off the calf and the roper has hands on then he/she can continue with the tie for a qualifying time.

3. A neck rope must be used and contestant must adjust rope and reins in such a manner that will prevent the horse from dragging calves. IF the horse drags the calf, judge may stop the horse.
4. Rope must be tied “hard and fast” to saddle horn.
5. Can carry 2 ropes. Please ensure the contestant and horse is prepared and trained to handle 2 ropes. No rebuilding allowed.
6. The judge can and will cut ropes should they feel there is a safety issue.
7. The judge can contact the ropers horse for safety reasons.
8. Contestant must cross and tie three feet in a 3 bone cross.
9. If the calf is down he must be stood up and thrown prior to tying.
10. Tie must hold until passed on by judge and roper must not touch calf after giving finish signal. If tie comes loose before the tie has been ruled a fair one, the roper will be given no time.
11. The flagman will pass on the tie on the calf by use of a stopwatch, timing six (6) seconds from the time roper has remounted and given slack to rope. Rope will not be removed from calf and rope will remain slack until field judge has passed on tie.
12. The flagger is to stopwatch when calf kicks free, using the time on the watch to determine if time limit of six (6) seconds was reached to qualify time.

Breakaway Calf Roping

1. Breakaway string will be provided.
Unapproved string will result in a NO time.
2. The rope must pass over the nose to be a legal catch. If a calf has 2 inch or longer horns and the rope passes over one horn but not the other it will be considered a legal catch.

3. Rope must be on calf when it breaks free from the saddle for time to count. The calf must break the rope free from the saddle horn.
4. Rider cannot break the rope free.
5. Two loops can be used but rider cannot rebuild.
6. If a barrier is used it cannot be changed until all contestants have roped.
7. If a change to the barrier is required, all prior ropers time will be invalid and will rope again

Team Roping

1. There will be a team roping meeting at the start of the first rodeo. This will allow ropers the chance to meet each other. Points partners will be declared at the meeting.
2. You must declare yourself as a header or heeler.
3. You can draw a partner for the first 3 rodeos. After the 3rd rodeo you must have a designated partner.
4. Once Points Partners have been declared there will be no changes. Exception: Points partner does not enter a rodeo or leaves the association.
5. Ropers can rope only once. However; can rope more than once if selected as a draw partner or needed to make a points partner due to odd number of ropers.
6. Draw partners must pay entry fees to be eligible for payout.
7. If points partner misses a rodeo, you can draw a partner.
8. Payout will be based on paid entries
9. This event will have 3 loops.
10. If rope comes out of hand / dropped it is considered thrown.
11. Only 3 legal head catches; slick, half head, and whole head all other catches will receive a no time.
12. There will be a 5 second penalty for one leg and 10 second penalty for broke barrier

Jr / Sr Heeling

1. Designated header will have steer roped prior to leaving chute.
2. There will be a 5 second penalty for roping one leg.
3. If rope comes out of hand / dropped it is considered thrown.
4. Heeler will only get 1 loop
5. Heeler doesn't have to dally, if they are still in the learning stages. Heeler can just lift the rope to stop time. However; once heeler is able to dally they must continue for the remainder of the season.

Signature Page

I certify that I have received a copy of the rulebook and agree to read it.

I also understand that the GFYR is a volunteer ran association and our family is to help with events during the rodeo season.

Print: _____

Signature: _____

Date: _____