

Luzarrow Rodeo Productions

"Say When" Tournament of Champions Rodeo Series 2025

RULES



GENERAL STATEMENTS

1. The Luzarrow Rodeo Production company provides its own rules for rodeo contestants. The CPRA rulebook will be consulted for circumstances not covered within these rules.
2. All contestants shall read and know the rules and by-laws for this rodeo series. Failure to know the rules will not be accepted as an excuse.
3. Discrimination of any kind against other contestants will not be permitted.

UNAPPROVED CONDUCT

Any contestant guilty of any of the below offenses will be subject to dismissal from the rodeo upon notification from staff of Luzarrow Rodeo Production company. We reserve the right to refuse entry to anyone for previous violations to these rules. Unapproved conduct includes:

1. Failure to abide by or disobedience to this rulebook.
2. Quarreling, fighting, or any unprofessional conduct in the arena, behind the gate, at the roping box or anywhere on the rodeo grounds property will receive a warning for the 1st offense and upon 2nd offense will result in disqualification and expulsion from the rodeo.
3. Attempting to fix, threaten, bribe, influence, or harass a judge, official secretary, rodeo staff member, contract labor, or facility staff will receive a warning for the 1st offense and upon 2nd offense will result in disqualification and expulsion from the rodeo.

HUMANE TREATMENT OF LIVESTOCK

1. No animal shall be beaten, mutilated, or cruelly prodded. Standard electric prods will be used as little as possible. The animal will only be touched with an electric prod on the hip or shoulder area. Animals for all events will be inspected before the draw. No sore, lame, sick, injured animals or animals with defective eyesight will be permitted in the draw at any time. Should an animal become sick or injured between the time it is drawn and the time of scheduled use in the competition, that animal will not be used in competition. Another animal will be drawn for that contestant as provided in the rulebook.

GRIEVANCE PROCEDURE

1. All complaints must be presented and are required to be handled through the proper channels

2. Judgment calls during competition may be addressed to the judge, but only immediately following the run in questions and ONLY BY THE COMPETITOR. After contestant has left the arena, without addressing the judge/s, contestants automatically accept the call of the judge on that run.

3. NO PARENT OR ACCOMPANYING PARTY to competitor may start a grievance on behalf of a competitor. If this does happen, one warning will be given, then on second occurrence, subject may be asked to leave premises and could potentially disqualify competitor from said event.

4. Any grievance that is rodeo related can be turned into the rodeo secretary on the day of incident and it will be reviewed by judges, secretary and Luzarrow Rodeo Production staff with a final decision made by the end of that day. ALL DECISIONS WILL BE FINAL.

REQUIRED WESTERN ATTIRE

1. Western style, collared, button or snap down shirts with long sleeves with the sleeves rolled down. The shirt is required to be tucked in and buttoned up to the 2nd button from the top.
2. Western boots, long pants, and a western saddle are required. No tennis shoe style boots allowed. Sweatshirts and jackets may be worn over a shirt that is tucked in; cuffs and collars must be visible when sweatshirts or jackets are worn.
3. Western style hats or safety type helmets are to be worn when entering the arena. For Barrel Racing, the alley is considered to be part of the arena. Intentional discarding of a hat will result in disqualification. Not wearing the described attire will result in disqualification from the event.

“Say When” Tournament of Champions Rodeo Series 2025

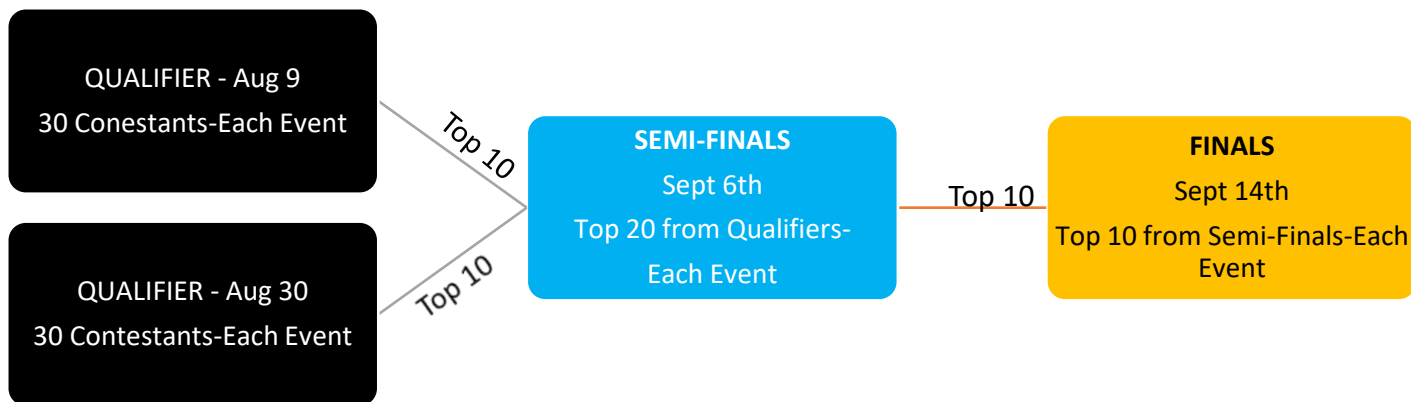
ENTRY RULES

****AMATEUR ENTRANTS ONLY**:**

The “Say When” Tournament of Champions Rodeo Series is OPEN to ALL AMATEUR RODEO CONTESTANTS of any age ONLY. Contestants must be in an AMATEUR STATUS at all times during the series with NO MEMBERSHIPS HELD currently or within the past 5 years in the PRCA, WCRA or other professional rodeo associations. While we appreciate the efforts of those who have taken the next steps to join a professional rodeo membership, it is our sole intention to keep this rodeo open to ONLY AMATEUR CONTESTANTS.

TOURNAMENT STYLE RODEO SERIES

1. This tournament style rodeo series will be run as follows:



QUALIFIER RODEO ENTRIES

1. Entries will open and close at a designated time and date before the rodeo. This will be communicated thru Luzarrow Rodeo Productions website, Facebook and Instagram. Entries will be accepted online and payment for entries MUST accompany entry in order to secure spot for that rodeo.
2. NO CHECKS will be accepted for entry fees. ONLY CASH, CREDIT/DEBIT CARDS or other ONLINE PAYMENT methods shown on entry forms will be accepted.
3. When entering the contestant must have:
 - a. Full Name, Address and Phone number of all contestants on the entry. Entries will not be considered complete without this information.
 - b. Events for all contestants on the entry.
 - c. Contestants will be given a confirmation number and must have this number for callbacks or to make changes on an entry. The confirmation number is necessary for any entry or competition discrepancy.
4. LATE Entries – If max number of entries have not been met and it is past the entry deadline and you failed to enter the rodeo by the scheduled entry date, you will be assessed a late entry fee of \$15 by the secretary's office in addition to the regular entry fees to enter the rodeo.
5. Draw-Out after 5pm the day prior to the entered rodeo will be considered to be a turnout and penalties related to turnouts will apply. To avoid rodeo entry charges, you must draw-out prior to 5pm the day before the rodeo by contacting us at our website www.LuzarrowRodeoProductions.com or phone 720 - 415-1883. Any action after that is considered a turnout.
6. All team ropers must have partners set up when entering. Luzarrow Rodeo Productions will not set up teams. A team is considered two (2) people, one header and one heeler.
7. Contestants are responsible for keeping entry confirmation numbers for any entry or competition discrepancy.
8. Luzarrow Rodeo Productions staff will not take abuse from any contestant on the telephone. This will result in the contestant's entry being deleted and the contestant may be refused entry on future rodeos.
9. Maximum of 30 contestants will be allowed to enter in each event/division at each qualifier.

SECONDARY QUALIFIER IN SAME SERIES:

1. If a contestant did not qualify into the top 10 spots that move into the semi-finals, they may enter a secondary qualifier to attempt to qualify again. Those contestants will have priority on entries into the secondary qualifiers before others.

RODEO RULES - GENERAL

1. Nonpayment of entry fees and related fees:
 - a. All entry fees **MUST** be paid to the secretary by 5:00 PM the day prior to rodeo.
2. Standard order is as follows:
 - 1) Team Roping
 - 2) Ladies Breakaway Roping
 - 3) Tie-Down Roping
 - 4) Goat Tying
 - 5) Barrel Race
 - 6) Pole Bending.
3. No stock in any event may be taken before that event is scheduled. All animals drawn for that event must be run as scheduled. Likewise, no stock may be held beyond the end of the draw in that event.
4. The original number of cattle will determine the designated end of the run. No contestant will be held beyond the designated end of the run.
5. Announced times are subject to verification by rodeo secretary.
6. **3-CALL RULE WILL** be used during ALL rodeos. The 3-CALL RULE is utilized to help speed up the rodeo. A contestant will get 3-CALLS by the announcer to be ready and at the gate/roping box when called or be flagged out. A contestant should not be flagged out if the delay is beyond his/her control and this is communicated with either the judge, rodeo secretary or a member of Luzarrow Rodeo Production staff. Once a head of stock is turned out because contestant is late, that contestant is considered to have turned out and under no circumstances will the stock be brought back.

TIMED EVENT STOCK:

1. Luzarrow Rodeo Productions staff will be responsible for selecting the cattle used in all of their events.
2. Luzarrow Rodeo Productions will provide a minimum of 15 head of desirable and useable animals.
 - a. A pen of 12 animals and 3 extras will be cut prior to the first performance and designated by Luzarrow Rodeo Production staff which extra animals will be cut.
 - b. These extras will become "designated extras" to be used in order drawn, to replace any sick or injured animals from the original pen.
3. Stock draw will be posted 1 hour before rodeo begins.

TURN-OUTS

1. Turnouts and Holding of Stock - Once a head of stock is turned out because a contestant is late, that contestant is considered to have turned-out, and under no circumstances will the stock be brought

back. If contestant gets hurt at the beginning of the rodeo, contestant may be moved to the end of the section or go-around at the Finals.

2. Team roping - Because this event involves two (2) people there have been some specific rules set up for situations where one partner is present, and the other is not.
 - a. Team roping - If one partner is not present, the other person has the option of finding a partner among those who are entered in the rodeo. If he is able to fill the position, that person will pay applicable fees.
 - b. If unable to find a suitable partner, turn-out policy will apply to both partners. The partner who did not show up will be penalized as a turnout.
 - c. TEAM ROPING: ONCE YOU ARE ENTERED, AND BOTH PARTNERS ARE AT THE RODEO, THAT TEAM MUST COMPETE AS ENTERED
3. To facilitate turnouts and medical emergencies please call/text the rodeo secretary at least three (3) hours before the performance in which you are entered. This advance notice will save you the cost of full entry fee. In the event of a release you will be refunded your full entry fee but there is no refund on stock fees and office charges.
4. Notified Turnout means the contestant has called/texted rodeo secretary at least three (3) hours before the beginning of the performance in which he/she is entered. The contestant will be refunded only 50% of entry fees. There will be no refund of stock fees and office charges.
5. Non-Notified Turnout means the contestant did not call/text rodeo secretary. The contestant is liable for the all entry fees, stock fee and office charges. There will be no refund provided on entry fee, stock fee or office charges.

DRAWING STOCK

1. All stock in the contest events will be drawn by number. The judge and rodeo secretary will draw stock.
2. There will always be as many as four exact copies made of the draw, one to be posted, one copy for each judge, one or more copies for the secretary's records.
3. Stock numbers will be drawn from receptacle held above the judge's head, and numbers shaken between each number drawn.
4. In all events, stock will not be drawn for a contestant if he/she has notified that he/she is turning out in that performance/slack.
5. No contestant may compete on the same head of stock twice at any one rodeo in the same event,
6. Same stock must be used in all draws at same rodeos. If there is a turnout or medical release and the stock is already drawn for that contestant, the animal must be turned-out and no re draw takes place.

PAY-OUTS

1. Entry fees will be set at:
 - a. Team Roping (per team) \$100 entry + \$16 stock fee + \$20 office fee
 - b. Breakaway \$50 entry + \$20 stock fee + \$10 office fee
 - c. Tie-Down \$50 entry + \$20 stock fee + \$10 office fee
 - d. Goat Tying \$50 entry + \$8 stock fee + \$10 office fee

- e. Barrel Race \$50 entry + \$10 office fee
 - f. Pole Bending \$50 entry + \$10 office fee
2. Each qualifier will pay out 35% of entries paid into each event/division. 25% of those fees will be held back for Finals. Places paid will be: 5 contestants or less = 1 place paid = 100%; 6-10 contestants = 2 places paid = 60%, 40%; 11 or more contestants = 3 places paid = 50%, 30%, 20%.
 3. Semi-Finals will pay out 50% of the entries paid into each event/division. 10% of those fees will be held back for Finals. Places paid will be: 10 contestants or less = 2 places paid = 60%, 40%; 11 or more contestants = 3 places paid = 50%, 30%, 20%
 4. Finals will pay out 60% of entries paid into each event/division PLUS monies held back from qualifiers and semi-finals. Places paid will be: 3 places paid in ALL Divisions = 50%, 30%, 20%. TROPHY BUCKLES to be awarded to top contestants in each event/division.
 5. Should there be added money from sponsors, these added funds will be spread out and applied to the Finals payouts in each event/division. The number of places to be paid will be determined after added money is included.
 6. If no qualified scores are made during qualifier, monies that would have been paid out will roll over into the next rodeo of the series. If no qualified scores are made in the finals "ground money" will be paid out as: 60% of your entry fee for that event. Office fees, stock fees and fees retained by producer will not be refundable.

JUDGING GENERAL

1. Judge's Decision Final: With respect to matters of authority which has been specifically delegated to the judges by these rules or the by-laws, decisions of the judges will be final and may not subsequently be overturned by action of Luzarrow Rodeo Production staff, rodeo secretary or any other party.
2. Contestant Talking to Judge: No contestant may talk to a judge or timer in any way while the event is going on except to notify judge or timer that there is a question about the run so the official may choose to elect a re-run if they deem required. All re-runs will be worked out at this time, if the decision requires such. Any contestant violating this regulation will be reported to the Luzarrow Rodeo Production staff by the judges, the rodeo secretary, or the stock contractor of the rodeo where the violation occurred. For the first offense, contestant will receive a verbal warning as to misconduct taking place. The second offense, contestant may be DQ'd from event/rodeo and dismissed from remaining events.
3. Authority to Have Interfering Individual Removed: A judge shall have the authority to request that any person be removed from the arena if that person, in the judge's opinion, is interfering with the contest event.
4. Barrel Pattern: Judges will be required to mark the barrel pattern, set-up the electric eye, and flag the barrel race. Prior to each performance or section of slack, judges will check barrel markings and score line to see that they are of the same measurements as when the rodeo started. Judges will be responsible to see that barrels are placed correctly with the markers.
5. Barrier Judge: Barrier Judge is responsible for checking barrier eye whenever it may have been bumped or moved, or on request of next contestant. The judge before each timed event must inspect barrier

equipment. If equipment is faulty, it must be replaced. Barrier judge shall ensure that no person can stand close enough to barrier or barrier equipment to tamper with it.

6. Flag Judge: Flag judge will position himself for roping events, mounted on a horse, in the arena, allowing him to move toward the roper, in a position that will allow him a clear view of the catch.
7. Barrier Judge May Assist Flag Judge: Barrier judge is allowed to assist the field flag judge in making a call in the field.

EVENT RULES AND JUDGING GUIDELINES

TEAM ROPING RULES — #7 ROPING

Entry Rules:

1. Enter Two Times: Contestants may enter twice in each division but they must either switch ends or enter with different partners if roping same end twice. There will be NO DOUBLE ENTRIES of same team allowed.
2. Entry Fee: \$136.00 per Team. Full fees must be paid before competing.
3. Partner Required: All entries must be made with a named partner at time of entry. NO DRAW teams allowed.
4. Divisions:
 - a. 13-17 years of age, Co-Ed
 - b. All Ages, Co-Ed
5. Handicap Limit: The combined roping number of the team (header + heeler) must not exceed a #7. Each end is capped at #4.
6. Roping Number Verification: Ropers must use their current, recognized handicap numbers (Global Handicap). Global Handicaps membership will be used and card must be valid and shown at time of entry. Producers reserve the right to adjust or verify numbers as needed.

Competition Rules:

1. Standard Team Roping Rules Apply
 - a. Header must catch one of three legal head catches: around both horns, around the neck, or half-head.
 - b. Heeler must catch both hind feet. A five-second penalty will be assessed for catching only one hind foot.
 - c. Flag on the heels rule will be in effect
2. Barrier and Penalties
 - a. An electric eye barrier will be used. Breaking the barrier adds a ten-second penalty to the run.
3. Time Limit
 - a. Teams will have a maximum of 30 seconds to complete their run.
4. No Cross-Firing
 - a. Heeler must wait until the header has changed the direction of the steer and the steer is moving forward before throwing.
5. Disqualification

- a. No time will be given for illegal head catches, lost ropes, or if the steer is not roped in accordance with the rules.
- b. Rough handling of steers will result in disqualification at the judge's discretion.

General

1. Ropers must compete in the order drawn unless excused by a judge.
2. Roper must nod for calf and be ready in the box.
3. Judges' calls are final.
4. No abusive treatment of cattle will be tolerated; subject to immediate disqualification.
5. Breakout declare rule in effect.

TIE-DOWN ROPING RULES

Entry Rules:

1. Entry Fee: \$80.00 per contestant. Full fees must be paid before competing.
2. Divisions:
 - a. 13-17
 - b. 18+
3. Stock Draw: Contestants will rope the calf assigned to them through a random draw.

Competition Rules:

1. Barrier and Start
 - a. An electric eye barrier will be used. Breaking the barrier adds a ten-second penalty to the run.
2. Catch
 - a. The roper must rope the calf around the neck in a legal catch.
 - b. If the rope comes off the calf before the contestant touches the calf, it is a no time.
 - c. 2 loop rule will be in effect, however, roper MUST carry second rope already tied on.
3. Dismount and Tie
 - a. After catching the calf, the roper must dismount, flank the calf (bring it to the ground by hand if it's standing), and tie any three legs securely.
 - b. If the calf is down when the roper reaches it, the calf must be allowed to stand, and the roper must then flank and tie it.
4. Tie Completion
 - a. The tie must consist of at least one complete wrap around three legs and a half-hitch (hooey) or two wraps and a knot.
5. Time Limit
 - a. Contestant will have a maximum of 30 seconds to complete their run
6. Time Stops
 - a. The official time stops when the roper throws up his hands after completing the tie and taking a step back.

7. Calf Must Stay Tied

- a. The calf must remain tied for 6 seconds after the roper remounts his horse and gives slack to the rope.
- b. If the calf kicks free before 6 seconds pass, it is a no time.

Disqualifications

1. Illegal catches (anything other than a neck catch).
2. Failure to complete the tie correctly.
3. Dragging calf excessively (subject to judge's call).
4. Abuse of livestock will result in immediate disqualification.

General:

1. Ropers must compete in the order drawn unless excused by a judge.
2. Roper must nod for calf and be ready in the box.
3. Judges' calls are final.
4. No abusive treatment of cattle will be tolerated; subject to immediate disqualification.
5. Breakout declare rule in effect.

BREAKAWAY ROPING RULES

Entry Rules:

1. Entry Fee: \$80.00 per contestant.
2. Divisions:
 - a. 12 and Under Co-Ed
 - b. 13-17 Girls
 - c. 18+ Ladies
3. Stock Draw: Calves will be assigned by random draw.

Competition Rules:

1. Barrier and Start:
 - a. An electric eye barrier will be used. Breaking the barrier adds a ten-second penalty to the run.
2. Catch Requirements:
 - a. A legal catch is a "bell collar" catch around the calf's neck.
 - b. No legs, no front-leg catches, and no figure-eight catches allowed — neck only
3. Breakaway Rope and String:
 - a. The rope must be tied to the saddle horn with a string (provided by producer or approved beforehand).
 - b. A flag must be attached to the rope near the saddle horn for visibility by the flagger.
4. Time Limit:
 - a. Contestant will have a maximum of 30 seconds to complete their run

5. Time Stops:

- a. Time stops when the calf pulls the rope tight enough to break the string from the saddle horn.
- b. If the string does not break, or if the rope falls off without breaking the string, it is a no time.

6. Misses and Re-runs:

- a. If a roper misses, after second loop (see loop rules below), it is a no time.
- b. If a calf is found to be lame or unfit during a run, the judge may call for a re-run (at producer's discretion).

7. Rope Handling:

- a. No intentional dallying is allowed — the rope must be tied with string only.
- b. Rope must not be tied hard to the horn in any way other than the approved breakaway setup.

Breakaway Loop Rules:

1. Number of Loops:

- a. Contestant may throw two loops per run, however, contestant must carry a second rope tied on in order to throw two loops. Time limit in effect.
- b. Excessively large loops, "trap loops," or anything considered unsafe or unfairly advantageous may be disqualified at the judge's discretion.

General:

- 1. Ropers must compete in the order drawn unless excused by a judge.
- 2. Roper must nod for calf and be ready in the box.
- 3. Judges' calls are final.
- 4. No abusive treatment of cattle will be tolerated; subject to immediate disqualification.
- 5. Breakout declare rule in effect.

GOAT TYING RULES

Entry Rules:

- 1. Entry Fee: \$68.00 per contestant.
- 2. Divisions:
 - a. 12 and Under Co-Ed
 - b. 13-17 Girls
 - c. 18+ Ladies
- 3. Order of Go: Contestants must compete in the drawn order unless excused by a judge.

Competition Rules:

- 1. Start and Barrier:

- a. Contestant must start from behind a electric eye/judge.
2. Run to Goat:
 - a. Contestant must be mounted at the start.
 - b. Rider must ride to the goat, dismount from the horse (either running or jumping off), and catch the goat by hand.
3. Dismounting:
 - a. Contestant must be in control of their horse upon dismount.
 - b. Horse must not cross over the goat's rope or touch the goat. Penalties or disqualification apply if so.
4. Tying the Goat:
 - a. Contestant must flank the goat (bring it to the ground by hand).
 - b. Using a pigging string or goat string, contestant must tie any three legs together securely. Goat must stay tied for 6 seconds once contestant has thrown hands up and stepped away from animal.
 - c. If the goat kicks free before 6 seconds are complete, it is a no time.
5. Goat Change Out:
 - a. Goats will be change out will be determined by number of entries but will change after no more than 7 contestants.
6. Time Limit:
 - a. Contestant will have a maximum of 30 seconds to complete their run
7. Time Stops:
 - a. Time stops when the contestant throws up their hands to signal completion of the tie.
 - b. Contestant must step back a minimum of three feet from the goat after finishing the tie.
8. Penalties and Disqualifications:
 - a. Horse Contact:
 - i. If the contestant's horse touches the goat's rope, a 10-second penalty will be incurred.
 - ii. If the contestant's horse touches the goat, contestant will be disqualified.
 - b. Rough Handling: Any rough or abusive treatment of the goat will result in immediate disqualification. NO SLAMMING GOATS DOWN TO THE GROUND.
9. General Conduct:
 - a. Contestant must complete the run in a sportsmanlike manner.
 - b. All judge's decisions are final.

BARREL RACING RULES

Entry Rules:

1. Entry Fee: \$60.00 per contestant.
2. Divisions:
 - a. 12 and Under Co-Ed
 - b. 13-17 Co-Ed

c. 18+ Co-Ed

3. Order of Go: Contestants must run in the drawn order unless excused by a judge.

Competition Rules:

1. Course Layout:
 - a. Standard cloverleaf pattern.
 - b. Producer may adjust distances if arena space is limited but pattern must remain proportionate.
2. Pattern Requirements:
 - a. Contestant may choose to start to the right or left barrel, but must complete a full cloverleaf pattern:
 - b. One right turn and two left turns, or one left turn and two right turns.
 - c. Failure to complete the pattern correctly (e.g., turning the wrong direction around a barrel) results in a no time.
3. Timing:
 - a. Electronic timers will be used; if malfunction occurs, a flagger will be used with judge's backup stopwatch. Time will be calculated to the tenths (.00) only.
 - b. Time starts when the contestant crosses the start line and stops when they cross it again after completing the pattern.
4. Penalties:
 - a. Knocking over a barrel results in a 5-second penalty per barrel.
 - b. Missing a barrel or incorrect pattern results in a no time.
 - c. If the electric eye is in any way moved or knocked over by contestant, it will result in a disqualification.
5. Re-runs:
 - a. Only if both timers have a malfunction will a re-run be granted, at the producer and judges discretion.
6. Horse Equipment:
 - a. No restrictions on tack unless stated otherwise. Over and unders and crops are allowed.
 - b. Humane equipment only — no abusive or illegal tack.
 - c. No intentional hitting of horse around the head, ears, or eyes — subject to disqualification.
 - d. For the safety of contestants, NO STRAPPING INTO SADDLE will be allowed unless it is medically necessary and there is written evidence from medical professional stating such. This is excluding the use of rubber bands on the stirrups.
7. Raking of Arena: Raking of arena will be determined by number of contestants in that division but will be no more than 7 contestants between rakes.
8. General Rules:
 - a. Contestant must be ready when called; failure to do so may result in disqualification.
 - b. When contestant enters the arena, they must be ready to go directly into the pattern to complete the event. There will be no circling around inside the arena before crossing the timer eye.

- c. Contestants will be allowed to have another mounted contestant assist them to the gate but MAY NOT CROSS THE GATE OPENING. If a person is leading the horse from the ground, they may not enter the gate opening of the arena.
- d. You must be mounted on your horse when entering the arena to start the pattern. No walking horses through arena gate then mounting inside the arena.
- e. All judge and timer decisions are final.
- f. Unsportsmanlike conduct, unsafe behavior, or abuse of animals will not be tolerated and will result in disqualification.

POLE BENDING RULES

Entry Rules:

1. Entry Fee: \$60.00 per contestant.
2. Divisions:
 - a. 12 and Under Co-Ed
 - b. 13-17 Co-Ed
 - c. 18+ Co-Ed
3. Order of Go: Contestants must run in the drawn order unless excused by the judge.

Competition Rules:

1. Course Layout:
 - a. Six poles are set in a straight line, 21 feet apart.
 - b. The first pole is placed 21 feet from the starting line.
 - c. Poles must be 6 feet tall and mounted on bases no larger than 14 inches wide.
2. Pattern Requirements:
 - a. Contestant crosses the start line, runs to the far end of the poles, turns around the last pole, weaves through the poles, turns around the first pole, and weaves back to the last pole before returning straight home.
 - b. A missed pole or broken pattern results in a no time.
3. Timing:
 - a. Electronic timers will be used; if malfunction occurs, a flagger will be used with judge's backup stopwatch. Time will be calculated to the tenths (.00) only.
 - b. Time starts when the contestant crosses the start line and stops when they cross it again after completing the pattern.
4. Penalties:
 - a. Knocking over a pole results in a 5-second penalty per pole.
 - b. Breaking the pattern (not completing the weave correctly) results in a no time.
5. Re-runs:
 - a. Only if both timers have a malfunction will a re-run be granted, at the producer and judges discretion.

6. Horse Equipment:
 - a. No restrictions on tack unless stated otherwise. Over and unders and crops are allowed.
 - b. Humane equipment only — no abusive or illegal tack.
 - c. No intentional hitting of horse around the head, ears, or eyes — subject to disqualification.
 - d. For the safety of contestants, NO STRAPPING INTO SADDLE will be allowed unless it is medically necessary and there is written evidence from medical professional stating such. This is excluding the use of rubber bands on the stirrups.
7. Raking of Arena: Raking of arena will be determined by number of contestants in that division but will be no more than 7 contestants between rakes. A rake in Poles will be considered removing both end poles and raking the ends thoroughly, not in between each pole.
8. General Rules:
 - a. Contestant must be ready when called; failure to be ready results in disqualification.
 - b. When contestant enters the arena, they must be ready to go directly into the pattern to complete the event. There will be no circling around inside the arena before crossing the timer eye.
 - c. Contestants will be allowed to have another mounted contestant assist them to the gate but MAY NOT CROSS THE GATE OPENING. If a person is leading the horse from the ground, they may not enter the gate opening of the arena.
 - d. You must be mounted on your horse when entering the arena to start the pattern. No walking horses through arena gate then mounting inside the arena.
 - e. All judges' decisions are final.
 - f. Unsportsmanlike conduct or animal abuse will not be tolerated and will result in immediate disqualification without refund.