

I.G.R.A.

1992



RODEO RULES

1992 SANCTIONED RODEO RULES

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1992 I.G.R.A. ROYALTY

MR. I.G.R.A.

TO BE INCLUDED IN THE 1993 RULE BOOK.

MS. I.G.R.A.

TO BE INCLUDED IN THE 1993 RULE BOOK.

MISS I.G.R.A.

TO BE INCLUDED IN THE 1993 RULE BOOK.

IGRA SANCTIONED RODEO RULES

I. REQUIREMENTS

1. Have a veterinarian on call and provide name and phone number in contestant package.
2. Standard entry form.
3. All contestants' livestock shall be required to have a valid health certificate dated within thirty (30) days prior to the rodeo and a negative coggins certificate dated within six (6) months prior to the rodeo. Papers shall be checked and recorded by the official rodeo grounds personnel. If any questions regarding the paperwork exist, livestock will not be permitted on the rodeo grounds until verification by the Rodeo Director. Written resolution must contain person spoken to, date, time, reason for call, and results of conversation. A hosting state or facility having stricter requirements than those mentioned above shall be adhered to WITH NO EXCEPTION. The information must be included on the entry form or attached to.
4. Offer events from approved list.
 - A. Each Major Rodeo must provide:
 1. Four (4) Rough Stock Events.
 2. Three (3) Roping Events.
 3. Three (3) Horse Events.
 4. Three (3) Camp Events.
 - B. Each Unit Rodeo must provide seven (7) events.
(See I.G.R.A. Standing Rules and Procedures Rule XI, Section 3).
5. Follow approved point structure.
6. Provide following I.G.R.A. Certified Officials:
 - A. Arena Director.
 - B. One (1) Chute Coordinator.
 - C. Secretary.
 - D. Scorekeeper.
 - E. Judges - minimum of three (3) for a Major Rodeo and minimum of two (2) for a Unit Rodeo. Only one (1) Judge may be a first-time Judge. There must be one (1) experienced Judge sharing the officiating of each event.

7. Provide the following I.G.R.A. Non-Certified Officials:
 - A. Rodeo Director.
 - B. Three (3) Timers.
8. Professional Bullfighter for steer riding and bull riding events.
9. Professional Pick-Up Personnel. Minimum of two (2) for bareback bronc riding.
10. **WITH NO EXCEPTION:** Professional Medical Personnel and Ambulance must be present during the running of all events - performance and slack.
11. Follow specific lap and tap rules as defined in the General Rules for Roping Events and the General Rules for Horse Events:
12. Contestant numbers will be 100 to 999.
13. Contestant Event Control/Line Up Sheets for both performance and slack will be posted in a specified area convenient to the contestants prior to the first event.
14. Publish Rules, Regulations, and Guaranteed Minimum Pay-Offs prior to the rodeo.
15. Media/Photographer Control. Both public and private media/photographer personnel will be controlled in specific designated areas, i.e., arena, chutes, and contestant areas.
16. Unofficial rodeo results must be made available to all contestants no later than one (1) hour prior to the Rodeo Review Board meeting.
17. Must provide:
 - A. Regulation size arena. (Minimum 100' X 175').
 - B. Minimum of four (4) bucking chutes.
 - C. A roping chute.
 - D. Holding pens.
 - E. Easy access to arena, i.e., entrance and exit gates.
 - F. Variances must be approved by I.G.R.A. Board of Directors and must be included in package mailed to contestants.

18. After a rodeo has been approved by I.G.R.A., all printed advertising and promotional material used by a committee, management, or stock contractor to promote that rodeo shall have the official I.G.R.A. emblem displayed. This requirement does not permit the use of the registered trademark on products that are to be sold commercially. (Refer to Bylaws Article XIV).

19. All I.G.R.A. sanctioned rodeos must show proof of public liability insurance. I.G.R.A. shall be shown as an additional insured party on the policy.

20. Entry fees will be Seventeen Dollars (\$17.00) per event/per day/per contestant. Entry fees will be disbursed as follows: Fifteen Dollars (\$15.00) to go to contestant prize money and Two Dollars (\$2.00) to be held in escrow by I.G.R.A. to be used as prize money for the International Finals Rodeo. All of the Two Dollars (\$2.00) portion of contestant entry fees designated to be held in escrow by I.G.R.A. shall be paid to I.G.R.A. within seven (7) days after the completion of the rodeo. In the event there is no International Finals Rodeo held, refer to Standing Rule XIII, Section 6, for disbursement of these funds.

21. All prepaid monies are eligible for refund at the discretion of the Hosting Association if notified prior to close of registration.

22. Each rodeo shall have the following rodeo personnel wearing shirt designs approved by the I.G.R.A. Board of Directors, or the following colored vests:

- A. Judges - RED.
- B. Arena Director and Asst. Arena Director - BLUE.
- C. Rodeo Director and Asst. Rodeo Director - BLACK.
- D. Secretaries and Scorekeepers - ORANGE.
- E. Timers - YELLOW.
- F. Chute Coordinator - GREEN.

II. GENERAL RULES

1. All contestants must be of legal age (21) as prescribed by Federal Regulations.

2. All participants must fill out completely the standard entry and liability waiver form. There is no liability insurance provided for participants by I.G.R.A. or the host rodeo association and/or rodeo sponsor. Contestants agree to abide by the rules and regulations of I.G.R.A.

3. Each contestant will be issued a contestant number which must be worn on the contestants' back at all times during the rodeo. This will gain the contestant admittance to the grounds, the contestant and chute areas. Lost, stolen, or forgotten contestant numbers will be replaced for a fee of Five Dollars (\$5.00). No admittance or competing will be allowed without an authorized, issued number worn on the contestants' back. The contestant number must be visible when competing. Failure to comply will result in disqualification and forfeiture of fees.

4. Contestant Medical Form shall appear on the back of all contestants' numbers, and must be provided by the Hosting Association. (See Exhibit F).

5. All contestants must register using their legal name. However, under AKA (also known as) he/she may use an alias. This must be the name used by the Rodeo Announcer and released to the news media.

6. Any contestant can be disqualified by the acting rodeo officials and will forfeit all entry fees for any of the following:

- A. Fighting.
- B. Attempting to fix an event or bribe a Judge and/or Rodeo Official.
- C. Entering the arena or contestant area under the influence or in possession of alcohol, narcotics, or illegal drugs of any kind.
- D. Inhumane treatment of animals.
- E. Illegal or unauthorized drugging of animals.
- F. Intentionally subjecting the rodeo or I.G.R.A. to bad publicity.
- G. Contestants working rodeo livestock other than participating in the event or without authorization from the local Rodeo Officials.
- H. Sharing of contestant numbers and/or passes.
- I. Unauthorized entry into secretarial area.

7. Any contestant will be disqualified by the acting Rodeo Officials and will forfeit all monies earned, awards received and points for any of the following:

- A. Bad checks. A returned check received in the local Association office will mean immediate ineligibility. To regain eligibility, the face value of the check, the bank charge, and collection fee must be paid in full within ten (10) days.
- B. Nonpayment of entry fees.

8. It is mandatory that all contestants and arena personnel attend a meeting prior to competing or grand entry. The necessity for a contestant meeting prior to each performance, other than the first day, shall be the option of the Arena Director. Chute numbers and running order for each go-around will be assigned by random drawing by the Rodeo Secretary and posted before the first event. Failure to attend a meeting will result in a Twenty-Five Dollars (\$25.00) fine payable in cash before the contestant can compete.

9. Entries for all events (excluding Camp Events) must be postmarked fourteen (14) days prior to close of registration. For Major Rodeos, late entries may be accepted up until 10:00 p.m. the day prior to the first (1st) performance at an additional fee of Fifty Dollars (\$50.00) per contestant. For each Unit Rodeo, a separate four-hour registration will be established by the Rodeo Secretary for accepting late entries at an additional fee of Fifty Dollars (\$50.00) per contestant. The Fifty Dollars (\$50.00) late entry fee does not apply to first-time contestants. All entry fees paid during the late entries registration time MUST BE paid by cash, certified check, or money order only.

10. Contestants in Major Rodeos must enter a minimum of either one (1) event each day or two (2) events if only competing on one (1) day.

11. Entry fees are per contestant/per event/per day.

12. Rodeo Director shall designate a Medical Chairperson who will stay in contact with ambulance at all times and notify Arena Director if ambulance must leave.

13. All contestants are required to wear long-sleeve shirts, long pants, western hat and western boots. (Hats must be worn on the riders' head when they enter the arena). With approval of the Arena Director at registration, a contestant may choose to wear protective headgear and the requirement for wearing a western hat is waived. No rolled sleeves except when using a wrap during Rough Stock Events. Failure to do so will cause the contestant to be disqualified. Camp Events excluded.

14. All arena personnel shall adhere to the same dress code as rodeo contestants (i.e., long pants, long-sleeved shirt, western boots, western hat). Chute personnel - hat optional. Personnel wearing headsets may alter hat style, i.e., baseball caps.

15. Contestant must provide, or make arrangements, for their horse and/or the necessary equipment for these events.

16. Slack Time. Slack time may be run at the option of the sponsoring organization.

17. The I.G.R.A. rodeo year will begin on November 1 and end on October 31 of the following year.

18. Each I.G.R.A. sanctioned rodeo shall provide I.G.R.A. and the Member Associations a list of contestants disqualified under Rodeo Rule II.7.A and B. Contestants shall be ineligible to compete in any other I.G.R.A. sanctioned rodeo until cleared by the Association having disqualified them. Notice shall be given fourteen (14) days prior to the next rodeo.

19. Each I.G.R.A. sanctioned rodeo shall provide I.G.R.A. and the Member Associations a list of contestants disqualified under Rodeo Rule II.6.A through I. Multiple infractions may result in contestant becoming ineligible to compete in I.G.R.A. sanctioned rodeos.

20. All times and scores shall be announced during performance and slack. Every effort will be made to announce contestants' sponsors.

21. A contestant must be a member of an I.G.R.A. Member Association or an I.G.R.A. Recognized Association at the time of registration to be eligible to win day money, buckles, awards, and points. (Refer to Bylaws Article III - Membership).

22. Only a contestant may scratch himself/herself from any or all events.

23. No pets allowed.

24. All timed events that have a time limit for the contestant to compete in must have a horn, whistle, or buzzer signalling the end of the time allowed for that event.

25. In case of interference and/or equipment failure during the running of the event, the contestant will receive a re-run at the Judges' discretion.

26. I.G.R.A. members acknowledge that rodeos are a dangerous activity and that participation in a rodeo as a competitor, independent contractor, or volunteer, exposes the participant to a substantial and serious risk of property damage, personal injury or death. I.G.R.A. members acknowledge this fact and being fully aware that participation in I.G.R.A. sanctioned rodeos will expose a participant to such hazards, releases I.G.R.A., sponsors, rodeo production entities, their affiliates, related or subsidiary companies, and the Officers, Directors, employees or agents from liability for any and all property or personal damages incurred while participating in an I.G.R.A. sanctioned rodeo. I.G.R.A. members shall not now or at any time in the future, directly or indirectly, commence or prosecute any action against the before-mentioned parties. This provision shall be binding upon each I.G.R.A. member, his/her lover or spouse, legal representatives, heirs, successors, and/or assigns.

27. Any Director of I.G.R.A. shall have access to any part of the rodeo enclosure or arena when identification is presented. However, if an I.G.R.A. Official is a contestant, he/she is excluded from entering the secretarial area.

28. All key personnel (Rodeo Director, Asst. Rodeo Director, Arena Director, Asst. Arena Director, Chute Coordinator, Asst. Chute Coordinator, Judges, Timers, Scorekeepers, Secretary and staff) cannot compete as a contestant in an I.G.R.A. sanctioned rodeo in which they are officiating.

29. Video tapes may not be used as evidence in protest and/or judging decisions.

III. PROTEST PROCEDURES

1. The Ethical Practices Review and Rodeo Protest Procedures shall be two (2) separate and distinct processes. The Ethical Practices Review Board shall consist of the Trustees as stated in the Code of Ethics. They shall have complete and final decisions concerning the Code of Ethics.
2. All protests surrounding the functions of the rodeo or Rodeo Officials shall be resolved by a Protest Committee consisting of one (1) contestant representative from each participating Association. These contestant representatives shall be elected at the first contestant meeting prior to the first performance of the rodeo. Contestant representatives shall be elected by participating contestants and shall serve for the duration of that rodeo. The contestants shall elect one (1) of the Trustees attending the rodeo to serve as Chairperson for that rodeo. If possible, the Trustee should not be a contestant or working on the staff of that rodeo.
3. Function. The Protest Committee shall hear and rule on all protests brought by contestants.
4. Procedure. If a contestant has a protest, he/she will verbally register his/her complaint with the Protest Committee Chairperson who will contact the affected area. The Protest Committee Chairperson takes the protest to the affected area and that area will then render a decision. If the contestant is still dissatisfied, he/she shall then put the protest in writing and submit it to the Protest Committee Chairperson to be brought before the Protest Committee. **THE PROTEST COMMITTEE SHALL CONTACT ALL PARTIES INVOLVED IN THE PROTEST FOR FURTHER INFORMATION.**
5. Protests for Saturday's events must be submitted before the start of the first event on Sunday. Protests for Sunday's events must be done by the posting of final time of the last event on Sunday.
6. Protest forms will be made available at each rodeo. They will be located at a designated place at the rodeo, convenient to the contestants next to the event control sheets.
7. Protest decisions will be given in written form to the contestant and copy kept for rodeo records. All decisions by the Protest Committee will be final.

8. Protests and committee decisions must be kept on file by I.G.R.A. through that rodeo year. At the Annual Convention, these files will be turned over to the Rodeo Rules Committee to be reviewed.

9. The names of the Protest Committee members shall be registered with the Rodeo Secretary prior to the start of the first performance.

10. In no event shall the Protest Committee, Directors, Rodeo Officials, or any other member of I.G.R.A. overrule the decision of an acting Rodeo Official, except when involving misinterpretation of the rules.

11. A contestant may only register a protest in the event(s) in which the contestant is competing.

12. A meeting of the Protest Committee may be called only by the Protest Committee Chairperson or the I.G.R.A. President.

IV. TIMERS

1. Any rodeo using an electronic timer for speed events shall be required to use a minimum of two (2) back-up hand stopwatches. In the event, an electronic time is not available, the average time of the back-up hand stopwatches shall be used to determine the contestants' time. If this occurs, the averaged stopwatch times become the official times for all contestants in that event.

2. All back-up hand stopwatches used must be the same type and produce the same type of display.

3. Timed events shall be timed to the thousandth (three (3) decimal places). Example: 10.2 will be 10.234. Timed events will be recorded by the Scorekeeper to the thousandths of a second and will be recorded in the computer to hundredths. Thousandths will be used to break ties in the event of a tie recorded by the computer. Times will be recorded as hundredths in the computer by entering the first two (2) places after the decimal, not by rounding off using the third (3rd) place digit. Stopwatches to the hundredths will be used.

4. Timers will work from the same position during all contesting of that event.

5. Timers for a rodeo may not be changed after the first performance, except for sickness or injury, or by request of an I.G.R.A. Official because of timers' incompetence.

6. The timer who times the first performance of a riding event must time that riding event for the duration of that rodeo except as previously stated.

V. JUDGES

1. All Judges must be I.G.R.A. Certified in good standing.

2. At least one (1) Judge shall serve as a back-up timer in the bull riding, wild steer riding, and bareback bronc riding events. The Judges' stopwatch reading shall be used as a means of verification when the length of the qualified ride is in question. The Judge shall stop his/her watch when, in his/her opinion, the contestant has been disqualified for any reason or dismounts animal. In either instance, where the time is six (6) or more seconds on the Judges' watch, the contestant shall be entitled to a marking without penalty.

3. Barrier Judges shall keep a record of all barrier penalties. They will be furnished a complete list of contestants by the Rodeo Secretary, and their records and the Secretaries' must correspond.

4. A Judge has the authority to request that any person be removed from the arena if that person, in the Judges' opinion, is interfering with the contestant event.

VI. RODEO LIVESTOCK

1. All stock must be run through the event chutes and through the arena prior to start of the rodeo where conditions permit.

2. Arena Director may declare particular animals unsatisfactory. Upon notification, either written or verbal, the stock contractor shall remove such animal from competition.

3. Mulie bulls and calves should be requested from the stock contractor. It is the responsibility of the Arena Director to insure that all horned animals have their horns tipped or cut back to at least the diameter of a quarter or half-dollar. If an animal does not meet the above specifications, said animal shall be removed from competitive status.

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4. Approximate weight of livestock for the following events shall be:

- A. 700 to 900 pounds for Steer Riding and Team Roping.
- B. 500 to 600 pounds for Chute Dogging, Steer Decorating, and Wild Drag Race.
- C. 200 to 350 pounds for Calf Roping.

5. All effort shall be made by the stock contractor to provide Chute Dogging steers which have been dogged, but not used for Team Roping in the past. All Team Roping steers used at I.G.R.A. sanctioned rodeos shall be protected by horn wraps.

6. I.G.R.A. will request that all animals in riding events shall have been tried at least once as a bucking animal before being put into rough stock.

7. All crippled livestock must be removed from the arena before continuing the rodeo contest or performance.

8. Animals for all events will be inspected before the first rodeo performance, and no sore, lame, sick, or injured animal, or animal with defective eyesight, shall be permitted in the arena.

9. No animal shall be beaten, mutilated, or cruelly prodded. Standard electric prods shall be used as little as possible. Animal shall be touched only on the hip or shoulder area with prod.

10. The Arena Director and Chute Coordinator will inspect stock upon arrival. All I.G.R.A. stock requirements shall be included in the stock contract.

VII. APPROVED EVENTS

- 1. Rough Stock Events.
 - A. Bull Riding.
 - B. Steer Riding.
 - C. Bareback Bronc Riding.
 - D. Chute Dogging.
- 2. Roping Events.
 - A. Team Roping.
 - B. Mounted Breakaway Calf Roping.
 - C. Calf Roping on Foot.

3. Horse Events.
 - A. Barrel Racing.
 - B. Flag Racing.
 - C. Pole Bending.
4. Camp Events.
 - A. Steer Decorating.
 - B. Goat Dressing.
 - C. Wild Drag Race.

VIII. POINT SYSTEM

1. Cowboy (male) and cowgirl (female) will compete together but will be judged separately in all events except team events and will receive separate awards. Full points will be awarded to each member of the team in all team events.
2. All-Around Cowboy and All-Around Cowgirl titles will be awarded to each individual by points earned in their respective events.
3. To compete for All-Around Titles, each contestant must:
 - A. Participate in three (3) of the four (4) categories of events.
 - B. Place (1st through 5th) in two (2) categories.
 - C. Be a member in good standing of a Member or Recognized Association.
4. Contestants shall compete in any event only once per performance except for Team Roping.
5. Point Awards:
 - A. Points are equal for all events, and awarded per performance to the first five (5) places as follows:

1st Place	50 Points.
2nd Place	40 Points.
3rd Place	30 Points.
4th Place	20 Points.
5th Place	10 Points.
 - B. In team events, each team member will receive full points for placing.

6. Tie Decisions:
 - A. All Events - Tie for first (1st) place, equal points will be given to both contestants. The fifty (50) points for first (1st) and forty (40) points for second (2nd) will be added together and split evenly, forty-five (45) points going to each contestant. No second (2nd) place will be given. Third (3rd) remains third (3rd) and fourth (4th) remains fourth (4th). Ties between second (2nd) and third (3rd), third (3rd) and fourth (4th), fourth (4th) and fifth (5th) will be treated the same.
 - B. All-Around Titles - In the event two (2) contestants should earn the same number of points, the tie will be broken by giving one (1) point to the contestant who placed first (1st) in the most events. If a tie still exists, the tie will be broken by giving each contestant two (2) points for each event in which he/she placed (1st through 5th), and one (1) point for each event participated in.
7. Scores do not become official until the results are certified to the I.G.R.A. Trustees by the I.G.R.A. Rodeo Auditor. Such certification to be completed within twenty-four (24) hours after the rodeo.

IX. RODEO PRIZES AND PAYOFFS

1. Prize Money.
 - A. Sponsor advertises set amount of prize money to be paid for All-Around Cowboy and All-Around Cowgirl.
 - B. Sponsor advertises all entry fee prize money to be paid back in each event to the first four (4) places per go-around and ribbons will be given to the first five (5) places per go-around.
 - C. Entry fees will be divided as follows per placing in an event:

	1 Person	2 People	3 People	4 People
1st Place	100%	60%	50%	40%
2nd Place		40%	30%	30%
3rd Place			20%	20%
4th Place				10%

- D. If no one places in an event on the first (1st) day, that day's money will be added to the next days' purse for the same event. If one person places the first (1st) day, and no one places the second (2nd) day, both days' money goes to the person who placed once. If, in fact, no one places after both days, the money will remain with the sponsoring Association. Tied money will be treated the same as ties in the point system.
2. Sponsor advertises they will give buckles to:
- A. All-Around Cowboy and All-Around Cowgirl based on total points earned.
- B. Event buckles will be awarded to the contestant or team achieving the best combined time or score of both go-arounds. In the event that a contestant or team does not place in both go-arounds, buckles will be awarded to the best score or best time for a single go-around.
- C. In the event of a tie based on combined times or scores, placement points will be used to determine the buckle winner(s). If still tied, each contestant will receive a buckle.
- D. Non-awarded buckles will be returned to the buckle sponsor.
3. Unit Rodeos must award ribbons to the first five (5) places in each event. All-Around Titles do not need to be determined. Any buckle awards are at the option of the sponsoring Member Association.

X. RULES FOR EVENTS

1. ROUGH STOCK.

A. General Rules for Riding Events.

1. Any animal that becomes excessively excited so that it gets down in the chute repeatedly, or tries to jump out of the chute, or in any way appears to be in danger of injuring itself, should be released immediately and pulled from competition at the Chute Coordinators' discretion and the rider given a new animal.
2. At the Arena Directors' discretion, any animal stalling in the chute may be pulled from competitive stock for the remainder of the rodeo and the contestant given a new animal.

3. All riding events shall be timed for six (6) seconds; that time to start when animals' shoulder to the back of the chute passes the plane of the chute gate.

4. Hats must be worn to start the event (i.e., time start).

5. A qualified ride shall be scored a maximum of fifty (50) points by each Judge: one (1) to twenty-five (25) points for the animal and one (1) to twenty-five (25) points for the rider. A score of zero (0) will be used for a no ride, and a "DQ" for a disqualification. If one (1) Judge gives a "DQ", then the contestant is disqualified. The reason for the disqualification shall be noted on the Judges' score sheet.

6. A woman may elect to ride with one (1) or two (2) hands. Before she calls for the animal, her decision must be made and maintained throughout the ride. If she starts with one (1) hand, she will be disqualified for using the second (2nd) hand. (Riding with two (2) hands is an automatic ten (10) point reduction in score).

7. Men must ride one (1) handed.

8. Hooks, rings, or knots will not be used on bull ropes.

9. No hot-shots will be used on an animal in the Rough Stock Events after rider sits down on an animal unless rider requests such use.

10. The Chute Coordinator may request Judges disqualify a contestant who has been assigned an animal and cannot immediately provide rigging or who has been advised he/she is next to go if he/she is not above the animal with his/her glove on when the previous animal leaves the arena.

11. Rider must stay on animal for full six (6) second ride. Horn will sound at this time. Rider will be scored additional points for spurring.

12. This event has two (2) Judges.

B. Rerides.

1. Rerides will be given at the discretion of a Judge. Reasons for possible rerides are as follows: if an animal stops, falls, or fouls rider; stock contractors' equipment fails; or performance of the animal is inferior. It is the contestants' responsibility to ask the Judge(s) for a reride. If Judge(s) consent to the contestants' request for a reride, they will tell the contestant their current score. Contestant must decide immediately if they want their current score or a reride prior to the score being recorded.

2. If a contestant believes that he/she has been fouled by the animal in the chute or on the chute gate, the contestant may "declare" by immediately double-grabbing and getting off the animal as soon as safely possible. The Judges will then decide if the contestant was actually fouled (i.e., injured or knocked off balance so as to lose control of the ride), or if the contestant was only in a little trouble and jumped off in order to get a reride. If the contestant continues to try to make a ride on the animal, the contestant has accepted the animal, and has no reride coming because of the foul by the animal.

3. If, in the opinion of a Judge, any arena personnel interfere with a rough stock ride before the qualified time has elapsed, contestant will be given a marking with an option of a reride, providing contestant made a qualifying ride up to the point of the interference.

4. If, in the opinion of the Judges, a rider makes two (2) honest efforts to get out on a chute-fighting animal and is unable to do so, he/she may have two (2) more attempts on the current animal, another animal, or a scratch.

C. Bull/Steer Riding.

1. If the rider chooses the use of spurs, locked rowel spurs must be used. The rider is not to use sharp spurs.

2. If rider makes a qualified ride with any part of the rope in the riding hand, he/she is to be scored. Contestants will have the right to ask the Judge to pass on whether or not the animal is properly flanked to buck to the best of its' ability. The bell must be under the belly of the animal.

3. No more than two (2) people may be on chute to pull contestants' rope. Chute boss will designate who is qualified to assist rider.

4. Rider will receive a score of zero (0) for being bucked off and will be disqualified for any of the following offenses:

- a. If riding one-handed, touching the animal, equipment, hat, or person with the free hand or arm.
- b. Using sharp spurs.
- c. Placing spurs or chaps under the rope when rope is tightened.
- d. Using suicide wraps. Bubble must be visible.

D. Bareback Bronc Riding.

1. There will be no tape or any other adhesive material or substance other than dry rosin used on rigging or on a riders' glove, which will be a plain glove with no flaps, rolls, wedges, or gimmicks. Rider may have a single layer of sheepskin or leather under the one (1) handhold which will extend at least one (1) inch on both sides of the center of the handhold not to be shaved and either one (1) end shall be glued down. Rider may not take any kind of finger wrap or suicide wrap. Violators shall be disqualified.

2. Rigging must lie flat on horses' back while rigging is being cinched. Stock contractor may call on Judge to pass on whether rigging is being set or cinched in a way that might hurt the horses' back. No fiberglass or metal in rigging or handholds. Only leather or rawhide allowed for handholds; the only other metal allowed will be in the "D" rings. All riggings must have enough sheepskins or sponge rubber underneath to cover the bars. Pads used under riggings must be leather-covered on both sides. If they are hair pads, they must be at least one inch (1") thick, and if a foam pad, they must be at least one and one-quarter inch (1 1/4") thick. Pads will extend at least two inches (2") behind the riggings.

3. A one inch (1") thick pad may be used under bareback rigging if stock contractor requests its use.

4. Cinches on bareback rigging shall be at least five inches (5") wide.

5. Judges may require rider to take his/her hand out of rigging after a horse is cinched. If handhold is too tight, rigging will be declared illegal. Stock contractor may request such action to be taken.

6. Judges may disqualify riders for the following:
- a. If rigging comes off the horse.
 - b. Touching the animal, equipment, hat, or person with free hand or arm.
 - c. Riding with locked rowels.
 - d. If, in the Judges' opinion, the riders' rowels are too sharp.
 - e. Not following the Judges instruction to take feet from the neck of the horse stalled in chute.
 - f. Rider will be disqualified if he/she does not have the animal rigged and ready to go when called.
 - a. Finger or suicide wraps.

CONTINUATION OF RULE 6(E):

- a. A legal fall will have the steers' legs following the same clockwise or counter-clockwise turn of the head.
- b. A dog fall will have the steers' feet going one way while the nose is going the other way.
- c. In the case of a dog fall, contestant moves steers' head in either direction to obtain correct position.

7. To qualify for a score, the rider must have the spurs or boot heels over the break of the horses' shoulders and touching horse when horses' front feet hit the ground on the first move out of the chute. Rider will be scored additional points for marking and/or spurring. Contestants have the right to ask Judges to decide whether a horse is properly flanked.

E. Chute Dogging.

1. This event is set up in the bucking chutes.
2. Dogger will get into the chute with the steer and position self with hands and/or arms on animals' horns.
3. Dogger calls for the animal and has thirty (30) seconds to get animals' nose across the marked start line which is ten feet (10') from the chute box. The contestant then has thirty (30) seconds to dog the steer.
4. If the animals' nose is not across the marked start line within thirty (30) seconds, the Judge will inform the dogger that he/she is disqualified.
5. Dogger will be disqualified for any of the following:
 - a. If the steer is dogged before crossing the start line.
 - b. Placing finger(s) in steers' eyes.
6. A steer is considered down when it has been taken down by the strength/skill of the contestant so that it is lying on its' side with all four (4) feet pointed the same direction as the nose when in a natural position. If the steer is taken down in a manner other than specified below (i.e., tripping the steer, steers horns in dirt causing it to flip, etc.), the dogger shall allow the steer up and attempt to dog the steer in the following prescribed manner.

7. Event has two (2) Judges. One (1) at start line to flag and whistle and one (1) in arena to flag finish.

8. Event requires two (2) Timers for the dogging time, and one (1) Timer next to the starting Judge for the preliminary thirty (30) second time limit.

2. ROPING EVENTS.

A. General Rules for Roping Events.

1. Lap and tap timing will be used. Two (2) Judges will be used to start and stop time. One (1) Judge will flag the barrier line at the chute. Time starts when calf or steers' nose clears chute gate. The second Judge will be mounted on horseback and positioned in the arena to flag the finish of the event.

2. If a roping contestant is interfered with in the arena during run, or if the calf or steer is injured or gets out of the arena, field flag Judge will drop flag stopping time, and the roper will get an animal back in the chute. Contestant will have the remaining loops not used (i.e., in calf roping, if one (1) loop has been thrown, the contestant will have one (1) loop to throw. If no loops have been thrown, contestant will have two (2) loops). Lap and tap time will start again and be added to the time taken when the field flag Judge dropped the flag on first run. If a contestant claims interference on his/her first loop, he/she must "declare" interference immediately. He/she cannot call interference for the first loop after throwing his/her second loop.

3. It is the privilege of a contestant to allow other people within the confines of the timed event box.

4. Animal belongs to the contestant when he/she calls for it regardless of what happens, except in cases of mechanical failure. It is the ropers' responsibility to tell the gate person their signal for release of the animal.

5. Broken rope or dropped rope will be considered no time.

6. There shall be two (2) Timers, a Barrier Judge, and a Mounted Field Judge. Time will be taken between two (2) flags.

7. If the Judge determines that the catch is legal and no time is recorded, the contestant has the option of taking the maximum time allowed or having a reride. The decision must be made immediately.

8. If, for any reason, a lap and tap time is not recorded when there is interference, or an animal is injured or escapes from the arena, the contestant will get a complete rerun of the event.

B. Team Roping.

1. Lap and tap timing will be used with a ninety (90) second time limit, not including possible penalties.

2. Team will start behind the barrier using either box and header must throw the first loop at head.

3. The headers' horses' tail must clear the box before the loop is thrown. There is a ten (10) second penalty if either horse breaks the box before the steer starts.

4. Each contestant will be allowed to carry only one (1) rope. Each team is allowed three (3) throws in all. Roping steers without turning loose the loops will be considered no catch. Ropes must "dally" to stop steer. No tied ropes allowed. "Dally" is defined to mean one (1) complete turn around the horn.

5. Time starts when steers' nose clears the chute gate. Both ropes must "dally" and be relatively tight with both horse and the steer in a straight line. Time ends when both horses are faced with all four (4) feet on the ground and the ropes are tight.

6. All changes in lists of roping order to share horses, etc., must be made before any stock for that event is loaded in the chute. After stock is loaded, ropers must rope in order listed.

7. Steer must not be handled roughly at any time. Team may be disqualified, if in the opinion of the Field Judge, they have done so.

8. If header accidentally jerks steer off its feet or steer trips or falls, header may not drag over eight feet (8') before steer regains its feet or the team will receive no time.

9. Any heel catch behind both shoulders is legal if rope goes up heels. If only one (1) heel is roped, there will be a five (5) second penalty. If heeler ropes steer around any other part of the body, there will be no time. Ropers are allowed to work slack to complete the catch. Roping an animal without releasing the loop is not permitted. The loop must be thrown. Ropers cannot ride up and snare or put loop on the steer. The steer must be moving when the heel loop is thrown.

10. If the heeler ropes a front foot or feet in the heel loop, it is a foul catch. Neither contestant may recover the front foot or feet from the loop by hand; however, if the front foot or feet come out of the heel loop by the time the Field Judge drops his/her flag, time will be counted.

11. If the Field Flag Judge flags out a team that still legally has one (1) or more loops coming, the team will receive rerun on a steer.

12. If artificial horns are jerked off, ropers will receive rerun on a steer with no penalties other than barrier penalties.

13. Any question as to catches in this contest will be decided by the Judges.

14. In the event a team member is injured prior to the event, a substitute who is not already participating in the event may be allowed. The substitute must be someone who is already a contestant in the rodeo. Rodeo Secretary is to be notified of substitution.

15. Any individual may enter twice but must switch positions. Header must head; heeler must heel.

16. Legal catches.

a. There will be only three (3) legal head catches.

1. Both horns.
2. Half a head.
3. Around the neck.

b. Any heel catch behind both shoulders is legal if rope goes up heel.

c. One (1) hind foot receives a five (5) second penalty.

17. Illegal catches.
- If hondo passes over one (1) horn, and the loop goes over the other horn, the catch is illegal.
 - If loop crosses itself in head catch, it is illegal. This does not include heel catches.
 - Cross fire catches will receive no time. If, in the opinion of the field flagger, a heel loop is thrown before the header has dallied and changed direction of a steer, team shall receive no time.
- C. Mounted Breakaway Calf Roping.
- Lap and tap timing will be used with a sixty (60) second time limit, not including possible penalties.
 - Time is started when calf's nose clears the chute gate; time is stopped after legal catch when rope breaks string attached to the saddle horn.
 - Riders will be mounted on horse. Two (2) loops are permitted. If a contestant intends to use two (2) loops, contestant must carry two (2) ropes and must use the second rope for the second loop.
 - No loops can be rebuilt. Ropes must be secured to the saddle horn with string. If the string securing either rope breaks or comes untied from the saddle horn prior to being thrown by the contestant, that rope may not be used in the event. Animal must break rope from saddle horn to be a legal catch. A piece of cloth MUST be attached to the end of the rope to enable the Field Judge to flag the breakaway more accurately. If the second rope falls from the saddle before it is used, the first rope may not be used to build a second loop.
 - Catch as catch can. Clean catch. The loop must go completely over the calf's head and then catch around the neck, leg(s), belly, or any combination of these body parts. Animal must break rope from the saddle horn. If animal steps out of loop before rope is broken from the saddle horn, the roper may use the second loop. If roper breaks the rope from the saddle horn, the contestant will be disqualified.
 - Loop must be thrown. Roping the animal without releasing the loop is not permitted. Roper cannot ride up and snare or put the loop around the animal.
 - There shall be a ten (10) second penalty added on to the ropers' time for crossing the barrier line before the calf's nose clears the chute gate.

- Reasons for disqualification:
 - Abusive treatment of the calf.
 - Abusive treatment of the contestants' horse.
 - Roping the calf without releasing rope after the catch.
 - Accidental or intentional dally or hang up of rope.
- D. Calf Roping on Foot.
- Lap and tap timing will be used with a thirty (30) second time limit, not including possible penalties.
 - Each roper has the option of one (1) or two (2) loops, but must specify prior to his/her go and cannot change.
 - Ropers may rebuild first loop or may use a second rope.
 - Catch as catch can. Clean catch. Loop must go completely over the calf's head, then catch around the neck, leg(s), belly, or combination of these body parts.
 - Ropers will be positioned in the roping box behind the head gate and a clearly marked barrier line. Roper calls for the calf and time starts when Judge flags calf's nose clearing the chute gate.
 - Time will be flagged by mounted Judge when calf is roped. Legality of catch will then be judged.
 - There will be a ten (10) second penalty if the roper crosses the barrier gate line before the calf's nose clears the chute gate.
 - Reasons for disqualification:
 - Ropers must throw the loop; roping the animal without releasing the loop is not permitted.
 - Ropers may not step out in front of the chute and try to snare or trap the calf. Roper will be disqualified.
 - Ropers will be disqualified if entire rope is thrown at the calf.

3. HORSE EVENTS.

A. General Rules for Horse Events.

1. If, after crossing the start/finish line, riders' horse spins or crosses its traveled path, other than according to the prescribed pattern, the pattern is considered to be broken, and the rider disqualified.

2. Western type equipment must be used.

3. Horse events are timed events. Stopwatch times are based on lap and lap timing where the time starts and stops when the Judge drops the flag.

a. Timing shall begin as soon as the horses' nose reaches the start/finish line and will be stopped when the horses' nose passes over the start/finish line.

b. Starting markers or electric timers shall be placed, where at all possible, against the fence. Electric timer or at least two (2) stopwatches shall be used. The Scorekeeper shall record both the electric time and the average time of the stopwatches to be used as the official time. If the electric timer works throughout the entire event, those times shall become the official recorded times; if the electric timer breaks down or malfunctions at any time during the event, the stopwatch times become the official times for all contestants in that event.

4. A contestant is allowed a running start. At the discretion of the contestant, he/she may have the choice of open or closed gate at the start and end of the run, if in the opinion of the Arena Director, the gate position will not create a dangerous situation for the horse and/or rider.

5. The Judge, at his/her discretion, may disqualify a contestant for excessive use of a bat, crop, whip, rope, or spurs.

6. After a maximum of ten (10) riders, the travel area around all barrels and end poles shall be at least hand raked to ensure safe and fair completion of the course for each rider and horse.

B. Barrel Racing.

1. The course must be measured exactly. If the course is too large for the available space, the pattern should be reduced five (5) yards at a time until the pattern fits the arena. Remember to leave adequate space between barrels and any obstacles. The distance from barrel number three (3) to the finish line need not be reduced five (5) yards at a time if there is sufficient room for the horse to stop. Brightly colored fifty-five (55) gallon closed drums must be used.

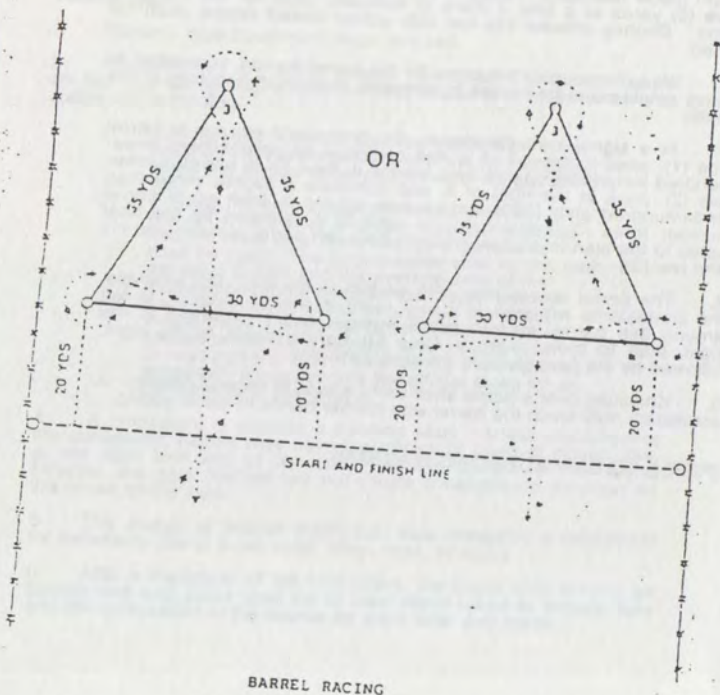
2. When measuring the arena for the barrel course, remember to leave ample room for horses to complete their turns and stop at the finish.

3. At a signal from the starter, the contestant will run to barrel one (1), pass to the left of it, and complete an approximate three-hundred sixty (360) degree turn around it, then go to barrel number two (2), pass to the right of it, and complete a slightly more than three-hundred sixty (360) degree turn around it, then go to barrel number three (3), passing to the right of it, followed by the final sprint to the start/finish line, passing between barrel number one (1) and two (2).

4. The barrel course may also be run to the left. For example, the contestants will start to barrel number two (2), turning to left around this barrel, then to barrel number one (1), turning to the right, then to barrel number three (3) turning again to the right, followed by the final sprint to the start/finish line.

5. Knocking over a barrel shall carry a five (5) second penalty. A contestant may touch the barrel with his/her hands in barrel racing.

(REFER TO BARREL RACING DIAGRAM).



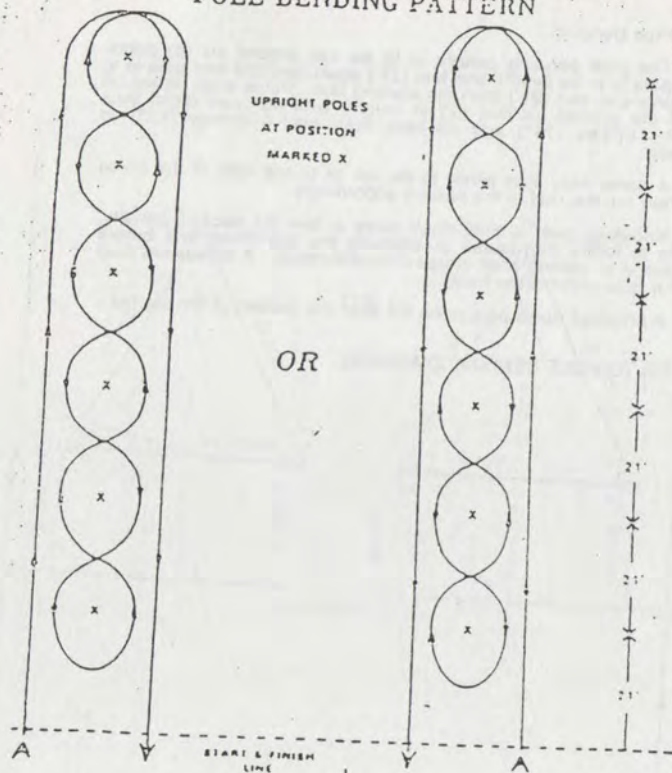
BARREL RACING

C. Pole Bending.

1. The pole bending pattern is to be run around six (6) poles. Each pole is to be twenty-one feet (21') apart, and the first pole is to be twenty-one feet (21') from the starting line. Poles shall be set on top of the ground six feet (6') in height, with no base more than fourteen inches (14") and no less than twelve inches (12") in diameter.
2. A horse may start either to the left or to the right of the poles and then run the rest of the pattern accordingly.
3. Knocking over a pole shall carry a five (5) second penalty. Failure to follow the course or crossing the start/finish line before completion of pattern shall cause disqualification. A contestant may touch a pole with his/her hand.
4. A knocked down pole does not alter the pattern of the course.

(REFER TO POLE BENDING DIAGRAM).

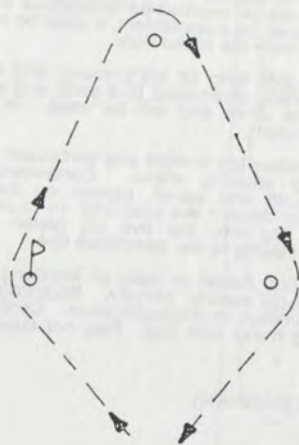
POLE BENDING PATTERN



D. Flag Race.

1. The flag race pattern is to be laid out in the same manner as the regular barrel pattern with the substitution of a pole in place of barrel three (3).
2. A five (5) gallon pail with a fill mark filled three-quarters (3/4) full with rabbit pellets will be placed on top of barrels one (1) and two (2). A proper level must be maintained throughout the event. Should a pail be knocked over by a contestant, it shall be refilled as described, not scooped up from the arena floor.
3. A two and one-half foot long (2 1/2'), round one inch (1") diameter pole with one (1) end sharpened to a point and an 8 1/2" X 11" flag attached to the other end will be used. A State or National Flag shall not be used.
4. Pattern may be run either left or right and contestant must call placement of flag before entering arena. Contestant crosses start/finish line, proceeds to first barrel, passes on the outside picking up the flag, passes around the pole and on to next barrel where he/she puts the flag into the five (5) gallon pail with sharpened end down and returns to the start/finish line.
5. Knocking over the first barrel or pail, or knocking over the pole, will result in a five (5) second penalty. Knocking over the second barrel or pail will result in disqualification. Contestant will be disqualified for striking horse with flag. Flag not staying in last pail results in no time.

(REFER TO FLAG RACE DIAGRAM).



Flag Race

4. CAMP EVENTS.

A. General Rules for Camp Events.

1. All Camp Events will be started by flag and whistle by the Judge.
2. Roughing of the Timers and/or Judges will result in disqualification.
3. In the event a team member is injured prior to the event, a substitute who is not already participating in the event may be allowed. The substitute must be someone who is already a contestant in the rodeo.

4. All Camp Events to have a two (2) minute time limit.

5. Each camp team will have their own Timer.

B. Steer Decorating.

1. Team event with two (2) people on each team.
2. Steer is in bucking chutes with alternating (every other) chutes, if possible, to be used for safety reasons.
3. Each steer will have a soft twenty-five foot (25') rope attached on:
 - a. Horns of a horned steer.
 - b. No mulie (non-horned) steers will be allowed. Rope to be furnished by rodeo sponsor. Knots are allowed in ropes.
 - c. Ribbon must be a minimum of 7/8" to maximum of 1 and 1/4" in width and twenty-four inches (24") length minimum and must be made of cloth material.
4. The team:
 - a. One (1) team member stands ten feet (10') from chutes holding the rope.
 - b. Second (2nd) team member stands at least forty feet (40') from the chutes. When the chute opens, he/she runs up to tie ribbon on steers' tail. Steers entire body must clear the chute box before ribbon can be tied on.
5. Time starts when the Judge blows the whistle and drops the flag. Time ends when the ribbon is tied on the steers' tail, the loop of the rope has been removed from the steers' horns, and the member of the team who tied the ribbon on the tail touches the Timer assigned to their team.

6. If a team loses their steer, they must recapture their own steer.
7. Disqualification:
 - a. If the ribbon is not tied to steers' tail when Timer is touched.
 - b. If the Timer is touched before the loop is removed from both horns.
 - c. Capturing another teams' steer.
 - d. Attempting to decorate the steer or remove rope from horns before its' entire body clears the chute box.
 - e. If contestant touches unassigned Timer.
 - f. Contestants placing finger(s) in steers' eyes.
8. Event requires one (1) Judge for each Team.
- C. Goat Dressing.
 1. Team event with two (2) people on each team.
 2. Goats must be spaced so that they cannot tangle up with each other. Goats shall be tethered with a ten foot (10') rope to a weighted object which the goats cannot drag. Goats must be held stationary at the point furthest away from the start line until the Judge drops the flag and blows the whistle. The shorts shall all be the same size, style, and brand.
 3. Contestants will stand at starting line fifty feet (50') from the point at which the goat is tethered.
 4. A Judge will flag and whistle the start. The team runs to their goat and as one (1) member of the team holds the goat, the other team member puts shorts on both back legs with one (1) leg of the goat in each leg-hole of the shorts.
 5. Time ends when both members of the team re-cross the start/finish line and touch the Timer with the shorts still on the tailbone of the goat.
 6. Disqualification:
 - a. Throwing the goat.
 - b. The shorts are not over the tailbone of the goat when contestants cross the start/finish line.
 7. Event is run in heats.
 8. Event requires two (2) Judges.

D. Wild Drag Race.

1. Team event with three (3) people on each team.
2. Steer is in bucking chute for safety reasons.
3. Each steer will have a halter with a twenty-five foot (25') soft rope attached. Knots are allowed in rope. The halter and rope are to be provided by rodeo sponsor. Ropes must be uniform.
4. The team:
 - a. Female must be female. Female stands ten feet (10') in front of the chute holding the rope attached to the steer. She is the only person allowed to touch the rope until the gate opens.
 - b. The drag may be male or female. The drag must wear female type drag clothing and a wig. Drag stands forty feet (40') from the chute next to the male.
 - c. Male must be male. Stands forty feet (40') from chute.
5. When the chute gate opens, the male and the drag may run to assist the female. The steer must clear the chute box before the drag attempts to mount it.
6. The finish line shall be at least half way across the arena from the chutes, but, if possible, no closer than forty feet (40') from the opposite wall.
7. Male and female may assist to help get the steer with mounted drag across the finish line. If team loses their steer, they may recapture their own steer. Capturing another teams' steer will result in disqualification.
8. Time stops when the steer with mounted drag crosses the finish line in the direction away from the chutes. All four (4) legs of the steer must cross the finish line before the time stops.
9. If the drag touches the ground before the steer has completely crossed the finish line, the team must bring the steer back across the finish line in order to make another attempt.
10. Each team in the Wild Drag Race shall have a Judge and the Judge shall be placed in a position at the finish line that would allow an unrestricted view of the finish line.
11. Contestants to be disqualified for placing their finger(s) in the steers' eyes.

ATTACHMENT C OF I.G.R.A. STANDING RULES
GENERAL RULES FOR CERTIFIED PERSONNEL

I. Certification Program

A. Any person interested in becoming a Certified Rodeo Official shall:

1. Contact the Chairperson of the particular area interested in to schedule training.
2. Be a member in good standing of a Member Association.
3. Attend required seminars and/or workshops.
4. Serve in associated area as required per each individual program.
5. Take and pass a written examination.
6. Upon satisfactory completion of specific program requirements, applicant and Committee Chairperson shall complete an evaluation of applicant, and Chairperson shall make a recommendation to the Board of Trustees for consideration for certification.

II. Certification Process

- A. All certification cards shall be in effect from November 1 through October 31 of the following year.
- B. All certifications and/or recertifications shall be considered by the Board of Trustees, and with a positive vote of at least 2/3 of the quorum, issuance of certification card will be made by the Chairperson of the Board of Trustees, and notice of updated list shall be sent to all Member Associations. Recertifications shall be voted on by the Board of Trustees at the Annual I.G.R.A. Convention.
- C. Failure to serve in at least one (1) rodeo during a rodeo year shall not be grounds for refusal of recertification.

III. Responsibilities

- A. If, after acceptance to serve, the certified individual is unable to keep the commitment, he/she shall communicate verbally in a timely manner and follow up in writing with rodeo management to allow time to find a replacement.
- B. Shall adhere to required dress code (i.e., long pants, long sleeved shirt, boots, western hat (optional in chute area), and areas proper color coded vest for each area of service).
- C. Shall notify local rodeo officials of arrival in area, location residing, and contact phone.

- D. Shall obtain a schedule of meetings, events, locations, and be in attendance when required.
- E. Shall act in a professional manner at all times and ensure that all rules and regulations are enforced.
- F. Shall complete any required paperwork and submit to proper rodeo officials within given time requirements for submission to I.G.R.A.

IV. Suspension from Certification or Recertification.

A. Grounds for suspension from certification or recertification shall include, but not be limited to:

1. Failure to comply with I.G.R.A. rules and regulations.
2. Failure to be in proper attire.
3. Failure to act in a professional manner.
4. Failure to complete required duties.
5. Failure to complete and submit required paperwork.
6. Entering the arena or contestant area under the influence or in possession of alcohol, narcotics, or illegal drugs of any kind.
7. Causing voluntary endangerment of livestock and/or contestants.
8. Fixing or changing scores and/or times.
9. Drugging of any livestock without written veterinary consent which includes description of medication, how often, and for what reason medication is necessary.

B. Suspension shall be by a two-thirds (2/3) vote of the Board of Trustees, and notification to the individual and all Member Associations shall be made in writing within thirty (30) days of the decision.

C. If suspended, the individual(s) may apply for recertification at the Annual I.G.R.A. Convention for reconsideration by the Board of Trustees at the completion of Finals Rodeo.

V. Seminars

A. Seminars will be offered during each rodeo year with pre-registration required. Seminars will be at:

1. Annual Convention on Thursday.
2. One (1) Major Rodeo in each Division.

B. Pre-registration fees of Twenty-Five Dollars (\$25.00) per person payable to I.G.R.A. and sent to the I.G.R.A. Executive Office, postmarked at least forty-five (45) days prior to the date of the seminar. Fees shall be refundable on attendance. Fees shall be forfeited for non-attendance. Late registration will be accepted at the discretion of the respective Committee Chairperson.

ATTACHMENT D OF I.G.R.A. STANDING RULES

I.G.R.A. JUDGES CERTIFICATION PROGRAM

I. Certification Program

- A. Shall attend one (1) Judges seminar and pass a written examination.
- B. Shall attend a minimum of six (6) days of Student Judging School at I.G.R.A. Major Rodeos, or equivalent days at I.G.R.A. Unit Rodeos. All rodeo events must be student judged a minimum of six (6) times.
- C. If applicant presents written documentation of previous rodeo judging experience, applicant must attend a minimum of two (2) days of Student Judges School at an I.G.R.A. Major Rodeo, or equivalent days at I.G.R.A. Unit Rodeos, to show they are knowledgeable. All rodeo events must be student judged a minimum of two (2) times.
- D. The Judges Committee may require additional Judges schools if, in the opinion of the committee, applicant needs additional training.
- E. Scores awarded by students will be compared with official rodeo results for analysis.

II. Recertification

- A. Each Certified Judge shall attend at least one (1) Judges seminar, pass a written test, and complete a Recertification Application each rodeo year prior to the I.G.R.A. Annual Convention.

III. Responsibilities

- A. To officiate rodeo events and ensure that all competition rules are enforced for the fairness of each contestant.
- B. Shall ensure that all Judges scores or scoresheets are turned over to the Official Scorekeeper.
- C. No Judge shall serve in a rodeo that his/her family (i.e., father, mother, sister, brother, husband/wife, son, daughter) is a contestant.

ATTACHMENT E OF I.G.R.A. STANDING RULES

I.G.R.A. ARENA DIRECTOR CERTIFICATION PROGRAM

I. Certification Program

- A. Be an I.G.R.A. Certified Chute Coordinator.
- B. Assist in coordination of:
 1. Horse events.
 2. Camp events.
- C. Serve as Assistant Arena Director in at least three (3) rodeos; two (2) must be Major Rodeos.
 1. If an applicant presents written documentation of previous rodeo experience, the Chairperson of the Arena Directors Committee shall evaluate this experience and determine whether this requirement may be reduced.
- D. Complete the following:
 1. Arena Directors Seminar.
 2. Judges Seminar.
 3. Student judge one (1) rodeo.
 4. Rodeo Secretaries Seminar.
 5. Student time one (1) rodeo.
 6. Chute Coordinator Seminar.

II. Recertification

- A. See General Rules for Certified Personnel, Attachment C, Section II.

III. Responsibilities

- A. Manage rodeo staff and to run an efficient, smooth, and safe rodeo.
- B. Coordinate with Rodeo Director to ensure ample staff is available for all areas of rodeo arena.

ATTACHMENT F OF I.G.R.A. STANDING RULES

I.G.R.A. CHUTE COORDINATOR CERTIFICATION PROGRAM

I. Certification Program

A. Work on the chute staff for a minimum of five (5) sanctioned rodeos.

1. One (1) in each area of the chutes (bucking and roping).
2. Three (3) as a recognized volunteer in chute areas.
3. One (1) as an Assistant Chute Coordinator.
4. Before certification as a Chute Coordinator, the person will serve as a Rookie Chute Coordinator with a Certified Chute Coordinator observing only. At the discretion of the Arena Director, the senior observing Chute Coordinator can be activated for any time period.

II. Recertification

A. See General Rules for Certified Personnel, Attachment C, Section II.

III. Responsibilities

- A. The Chute Coordinator is the coordinator and will act in such a manner to oversee the entire area.
- B. To coordinate the chute staffs, both in the bucking chutes and roping chutes areas, in regards to duties necessary, rules, dress code, livestock and equipment for a smooth, safe, and efficient running rodeo. To accomplish the above, the Chute Coordinator and Assistant will remain on or behind the bucking chutes during chute events except in the case of split chutes.
- C. To direct contestants and livestock to proper locations according to lineup of event and ensure all procedures and rules regarding event are enforced.
- D. To observe that all rules regarding livestock behaviors are acted upon as necessary.
- E. Shall inspect and ensure, with the assistance of necessary staff, that all necessary equipment (i.e., riggings, ropes, halters, chutes, etc.) are kept in working order or removed from usage.

ATTACHMENT G OF I.G.R.A. STANDING RULES

I.G.R.A. SECRETARY/SCOREKEEPER CERTIFICATION PROGRAM

SECRETARY

I. Certification Program

A. Serve as an Assistant Secretary at three (3) I.G.R.A. approved rodeos, one (1) of which served as Scorekeeper. Associations will not refuse any reasonable request from an applicant to serve as an Assistant Rodeo Secretary.

B. Attend and successfully complete one (1) Rodeo Secretary/Scorekeeper seminar.

C. Successfully pass the examination at the conclusion of the Rodeo Secretary/Scorekeeper seminar.

II. Recertification

A. Serving as the International Rodeo Auditor will constitute working on Secretarial staff.

B. See General Rules for Certified Personnel, Attachment C, Section II.

III. Responsibilities

A. Supervise Scorekeeper and other Secretarial staff.

B. Ensure that adequate Secretarial staff is available.

C. Work closely with the I.G.R.A. Rodeo Auditor to ensure that scores/times/results, etc., are recorded accurately and timely in the I.G.R.A. records.

D. Work closely with the Rodeo Announcer to ensure that times/scores are announced as quickly as possible.

E. Ensure that adequate Secretarial supplies and forms are available at the rodeo.

SCOREKEEPER

I. Certification Program

A. Serve as a Timer at one (1) I.G.R.A. approved rodeo. Associations will not refuse any reasonable request from an applicant to serve as a Timer.

B. Attend and successfully complete one (1) Rodeo Secretary/Scorekeeper seminar.

C. Successfully pass the examination at the conclusion of the Rodeo Secretary/Scorekeeper seminar.

II. Recertification

- A. Serving as the International Rodeo Auditor will constitute working on Secretarial staff.
- B. See General Rules for Certified Personnel, Attachment C, Section II.

III. Responsibilities

- A. Ensure that an adequate number of Timers are available at all times during the rodeo.
- B. Supervise activities of all Timers.
- C. Record all scores and/or times for the rodeo.
- D. Relay scores and/or times to the Rodeo Announcer as quickly as possible.

CONTESTANT MEDICAL FORM

CONTESTANT NUMBER: _____

INSURANCE COMPANY: _____

INSURANCE POLICY NO.: _____

LIST ANY ALLERGIES: _____

LIST ANY MEDICATION YOU ARE CURRENTLY TAKING: _____

OTHER MEDICAL INFORMATION WE SHOULD KNOW: _____

NAME AND PHONE NUMBER OF PERSON TO CONTACT IN THE
EVENT OF AN EMERGENCY: _____

UPON COMPLETION, I HEREBY RELEASE THIS MEDICAL
INFORMATION FOR EMERGENCY TREATMENT PURPOSES
ONLY.

SIGNATURE: _____ DATE: _____

(TO BE COMPLETED AT CONTESTANT'S OPTION)