

Helotes Youth Rodeo Association

General Rules and Bylaws

Formation Date: August 2, 2016

Spring 2018



Helotes Youth Rodeo Association

H.Y.R.A
HELOTES YOUTH RODEO ASSOCIATION

ARTICLES OF ASSOCIATION & BYLAWS

ARTICLE I. NAME

Section 1. The name of the club shall be the Helotes Youth Rodeo Association, hereafter referred to as HYRA.

ARTICLE II. LOCATION

Section 1. The place in this state where the principle office of the Association is to be located is the City of Helotes, Bexar County.

ARTICLE III. PURPOSE

Section 1. The purpose of the club is to promote the competition of rodeo. The goals of this club are to improve and develop the capabilities of horsemanship and sportsmanship in young people.

Section 2. Said club is a non-profit organization exclusively for charitable and educational purposes, including: the making of distributions to organizations that qualify and except organization under section 501 © (3) of the Internal Revenue Code of 1954 (or the corresponding provisions of any future United States Internal Revenue Law).

ARTICLE IV. MEMBERSHIP

Section 1. Membership shall include any person or persons interested in promoting the goals and aims of the HYRA.

Section 2. Membership dues will be voted on each year before the first rodeo of the season (past amounts have been \$15 for one child or \$20 per family) membership will be good for 1 year or until the first HYRA rodeo of the next year.

ARTICLE V.

OFFICERS

Section 1. The officers will consist of a President, Vice-President, Secretary, Treasurer, Arena Directors, Point Keepers, Roping Directors, and Hospitality Coordinator.

Section 2. Quorum shall consist of 2/3 of the elected officers.

Section 3. An active officer must be a member of the Helotes Youth Rodeo Association and meet the requirements established in Article III, Section 1. The term of an officer shall be for a period of one year unless re-elected by the general club body.

Section 4. An elected officer can serve a maximum of two consecutive years in the same office

Section 5. There shall be a roll call or sign-in sheet and a record of officers at all officer meetings.

ARTICLE VI. POWERS OF THE ELECTED OFFICERS

Section 1. An elected officer, upon missing three consecutive regularly scheduled officer/club

Meetings, will be replaced by an appointment of the elected officers.

Section 2. The President shall have the power to call special meetings. In case of an emergency, the elected officers have the power to act.

ARTICLE VII. FISCAL YEAR

Section 1. The fiscal year shall be from January 1st to December 31st.

ARTICLE VIII. ELECTIONS

Section 1. Election of officers for the coming year will be held between the last rodeo of the year and December 31st of that year.

ARTICLE IX. MEETINGS

Section 1. Regular meetings and officer meetings shall be held as called.

Section 2. Meetings shall be held as designated.

ARTICLE X. FINANCES

Section 1. No part of the net earnings of the association shall inure to the benefit of, or be distributable to its members, trustees, officers, or other private persons, except that the corporation shall be authorized and empowered to pay reasonable compensation for services rendered and to make payments and distributions in furtherance of the purposes set forth in Article Third hereof. No substantial part of the activities of the association shall be the carrying on of propaganda, or otherwise attempting to influence legislation, and the association shall not participate in, or intervene in (including the publishing or distribution of statements) any political campaign on behalf of or in opposition to any candidate for public office. Notwithstanding any other provision of these articles, the association shall not carry on any other activities not permitted to be carried on (a) by a corporation exempt from federal income tax under section 501(c)(3) of the Internal Revenue Code, or the corresponding section of any future federal tax code, or (b) by a corporation, contributions to which are deductible under section 170(c)(2) of the Internal Revenue Code, or the corresponding section of any future federal tax code.

Section 2. The club's finances shall be audited once a year by a three member Auditing Committee appointed by the President. The Treasurer and President should be present to assist.

Section 3. Four approved signatures will be on file for signing of checks with any two signatures necessary for each check. The two signatures may not be husband and wife. The four approved signatures will be that of the President, Vice President, Secretary, and Treasurer.

Section 4. A voucher system shall be established for all purchases made. Any purchase made over \$25.00 shall have two elected officers approval before reimbursement can be made. Upon the dissolution of the club, three elected officers shall authorize payments for any outstanding liabilities of the club from the club treasury.

ARTICLE XI. POINT SYSTEM

Section 1. A ten point system will be utilized in this open rodeo series. Points will be awarded as such:

1 st place – 10 points	6 th place – 5 points
2 nd place – 9 points	7 th place – 4 points
3 rd place – 8 points	8 th place – 3 points
4 th place – 7 points	9 th place – 2 points

5th place – 6 points

10th place – 1 points

Section 2. We will also award on (1) participation point for every event the contestant rides in. You don't need to place to receive this point.

Section 3. The above point system will apply regardless of the number of entries.

ARTICLE XII. AGE LIMITS

Section 1. The age limit will be from 0 years to 19 years of age.

Section 2. Age of contestant will be as of January 1st of HYRA series. Proof of age is required upon registration.

Section 3. Age categories as follows:

0 – 7 years... Novice

8 – 10 years... Pee Wee

11 – 14 years... Junior

15 – 19 years... Senior

ARTICLE XIII. BY-LAWS

Section 1. By-laws cannot be changed unless presented at a regular meeting, along with copies of changes under consideration, and voted on at the next regular meeting.

Section 2. Copies of By-Laws will be distributed to each paid HYRA member.

ARTICLE XIV. DISSOLUTION

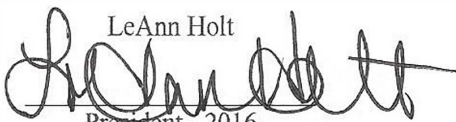
Upon the dissolution of the association, assets shall be distributed for one or more exempt purposes within the meaning of section 501(c)(3) of the Internal Revenue Service Code, or the corresponding section of any future federal tax code, or shall be distributed to the federal government, or to a state or local government, for a public purpose. Any such assets not so disposed of shall be disposed of by a Court of Comtenet Jurisdiction of the county in which the principal office of the association is then located, exclusively for such purposes or to such organization or organizations, as said Court shall determine, which are organized and operated exclusively for such purposes.

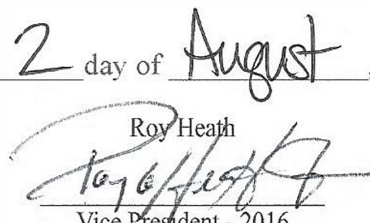
ARTICLE XV. RULES

Section 1. See following pages.

Section 2. The Board of Directors and Officers has the authority to interpret, clarify and enforce any rule they deem necessary.

In witness whereof, we have hereunto subscribed our names this 2 day of August, 2016.

LeAnn Holt

President - 2016

Roy Heath

Vice President - 2016

Helotes Youth Rodeo Association
(a.k.a. H. Y. R.A.)

General Rules:

- 1). All contestants and parents/legal guardians will be required to sign a Release and Indemnity Agreement releasing the Helotes Festival Association, their board of directors and officers, and the H.Y.R.A., their board of directors and officers. To be eligible to participate in any H.Y.R.A. sanctioned event contestant must pay the appropriate entry fee and have a signed Release & Indemnity Agreement on file.
- 2). In order for your child to ride at a HYRA function, there must be a responsible person on the premises. HYRA must have in possession a notarized letter giving the responsible person permission to seek medical attention should your child need it and you the parent are not present.
- 3). Each contestant is required to earn 8 work points, which can also be met by a representative of the ~~contestant~~ HYRA Board of directors and officers are exempt. One (1) work point is earned for each event worked. *Contestants will not qualify for end of year or series awards or point \$ if work points are not earned thru the last rodeo. This clause would be invalid if the event was just a one-time jackpot. No Exception.*
- 4). Contestants may ride as many different horses as they like, but can enter an event only once. Team ropers can enter more than once but can only get points for one ride designated at the time of entry.
- 5). Equipment failure shall cause a disqualification only if it causes the incompleteness of an event. No re-rides will be rewarded for equipment failure.
- 6). No contestant may be tied, or buckled, to the saddle in any way, with the exception to this rule being the use of the patented velcro "Magic Seat", and/or the use of rubber bands to keep the contestants feet in the stirrups.
- 7). Western equipment must be used. Use of bridles is the contestant's option. However, the judge may prohibit the use of any equipment that they consider to be severe or unsafe.
- 8). A contestant may be disqualified for unsportsmanlike conduct. The beating of any animal, throwing of equipment, or use of foul or vulgar language will be considered grounds for disqualification. If this occurs in the arena no placing or participation point will be awarded for that event. The series committee, at their discretion, may: disqualify a contestant from participation in the remaining events for that day. The contestant will be allowed back for the next rodeo.
- 9). Contestants may not run their horses outside of the arena except in designated warm-up area. If a contestant is reprimanded more than once for riding outside the assigned area, they may be disqualified from participation in the remaining events for that day. The contestant may also be asked to leave.
- 10). Contestants will be called to the gate three (3) times only approximately 30 seconds apart. If the contestant is not at the arena entrance gate after 90 seconds of the first call, they will receive a no time and no participation point.
- 11). Contestants, while on horseback in the arena, must wear boots or shoes with heels, no halter-tops, no t-shirts, no tennis shoes, and shirts must have collar and be tucked into their pants to receive a place and a participation point. No ball caps.
- 12). A contestant cannot move up or down to another age class, except for roping and they can only move up one age group (points will stay in age division they roped in)
- 13). Point system will follow what's outlined in H.Y.R.A. Bylaws
- 14). HYRA has written rules covering each event, please refer to these regarding any questions/concerns before approaching a HYRA official.
- 15). Contestants will be allowed a running start only if arena conditions permit, the gate will be closed after the contestants enter the arena. The contestant must have their horse under control before the gate will be opened allowing the contestant to exit the arena upon completion of their event.
- 16). No assisted runs will be permitted. A contestant will be allowed one assisting Person in the arena, that person may not cross the timer or starting line or the

contestant will receive a no time, with the exception of Lead line.

17). No stallions will be allowed.

18). Any horse that is felt to be a threat to the safety of the contestant by the HYRA Board of Directors both in/or out of the arena may be banned from use at a H.Y.R.A. function. Kicking horses must have red ribbon tied to tail.

19). Entry Fees & Rodeo Charges will be voted upon by the HYRA Board/Officers before the series is advertised.

20). Any arena judge's or HYRA Board/Officer's decision is final.

*****NO PROTEST WILL BE ACCEPTED*****

21). No alcoholic beverages will be allowed on the rodeo grounds during the rodeo series.

22). Age of contestants will be as of June 1st of the current year. Proof of age is required upon registration. For Age Categories refer to H.Y.R.A. Bylaws.

23). If a contestant, his/her father, mother, siblings, legal guardian or any other representative(s) acting on behalf of the contestant is guilty of un-sportsman like conduct, the HYRA Board of Directors can suspend the rights of contestant as judged appropriate.

24). On all timed events an electric timer or at least two watches will be used, with the time indicated by the timer or the average time of the watches.

25). A contestant must enter a set amount of rodeos from the series (voted on by the HYRA officers before the start of the series) to receive any earned awards (only exemption would be a one-time jackpot).

26). Entry fees are to be paid in full at the closing of the books of each rodeo. Contestants who have not paid their entry fees at the closing of the books will not participate in the rodeo.

27). When an NSF check is received there will be a \$25.00 NSF charge added to the amount. The contestants' future entry fees may be handled on a cash only basis.

28). Reruns will only be given when there is a timer malfunction.

29). When there is a tie for end of year or series, the average of the times will be awarded to the contestant with the fastest average time.

30). In the event the year end/series average is a tie then the contestant with the most 1st places wins and if that doesn't resolve it then will work way down to person with most 2nd places wins, etc. until a winner is found. No contestant will be allowed to win a buckle/saddle etc. at end of year or series with participation points alone.

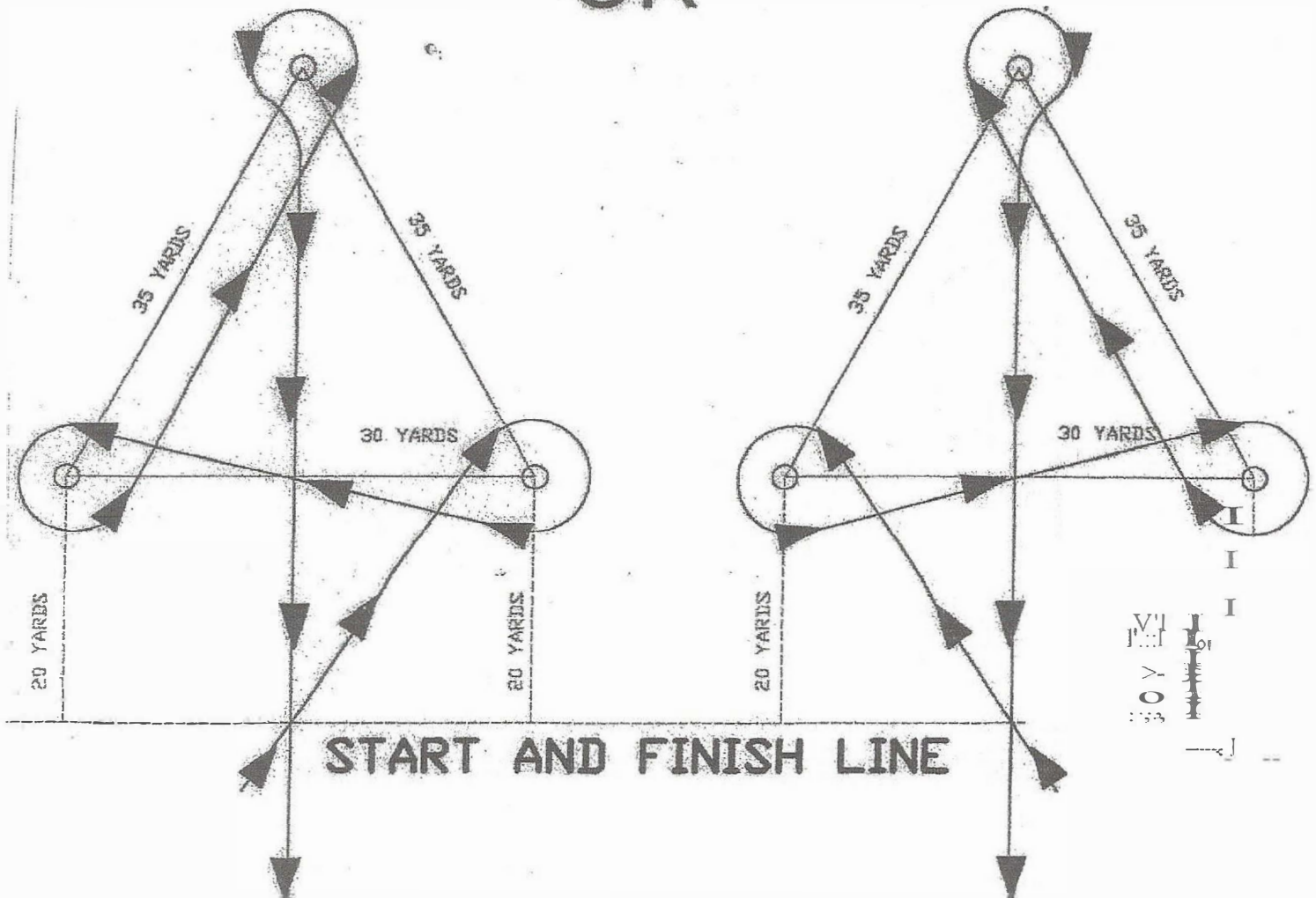
31). Books open 1 hour prior to roping/speed events, and close 15 minutes prior to start. HYRA Officers will vote on starting time and order of events prior to the first rodeo.

We encourage contestants to pre-enter. NO REFUNDS-NO EXCEPTIONS!

CLOVERLEAF BARREL RACING

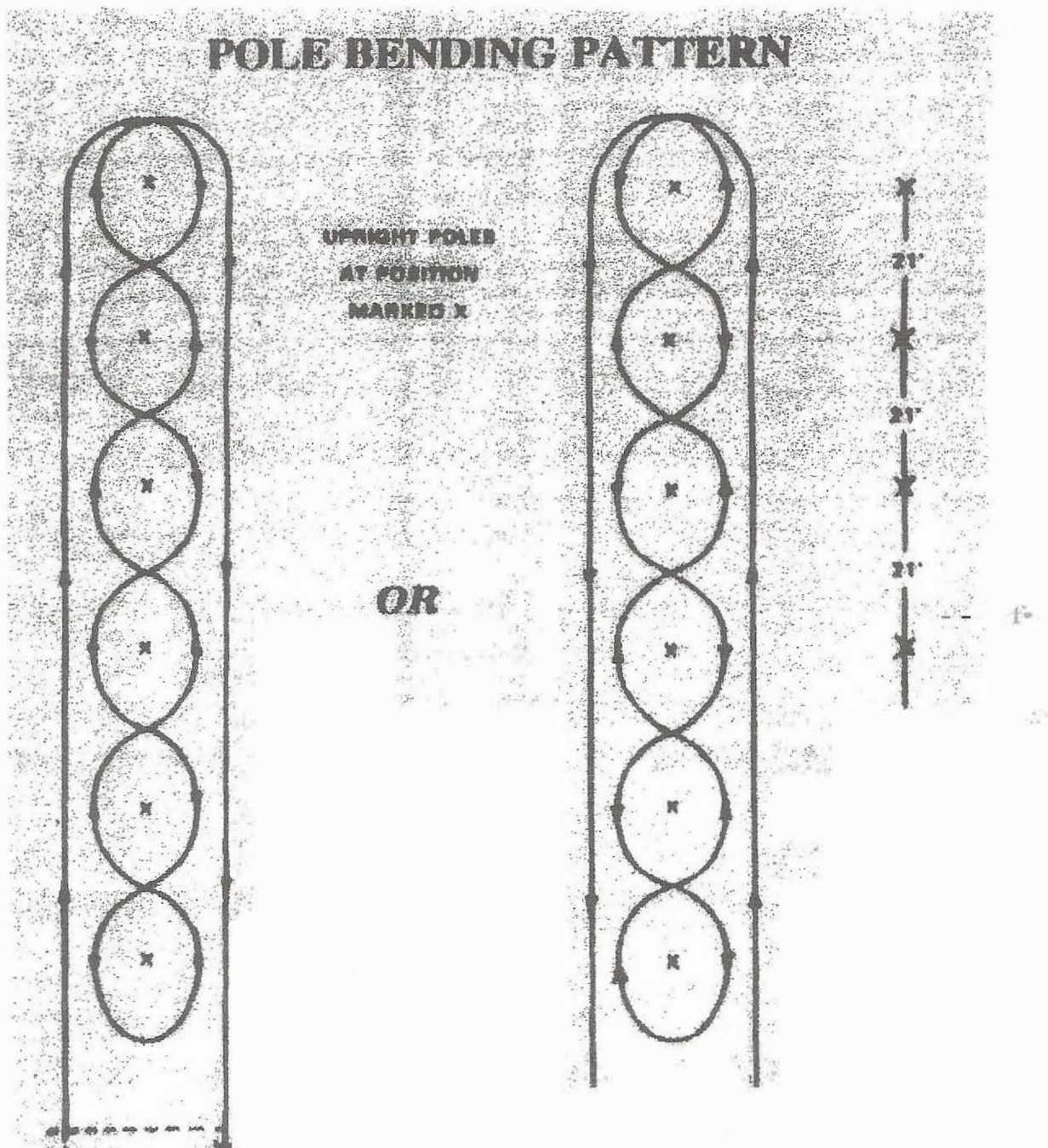
- 1.) This is a timed event. The contestant may begin from a running start and time shall begin and end as the horses nose crosses the line, or timer.
- 2.) Knocking over a barrel shall carry a 5-second penalty. The horse/rider shall receive a no-time for the following: 1) Loss of forward motion, re-crossing the plane of the pattern, or backing up, 2) passing the barrel beyond the point of the horses shoulder on the incorrect side requiring lateral (sideways) motion or backing up to recover, 3) Making- more than 3 turns during the pattern, 4) Crossing the timer line before completing the pattern.
- 3.) A contestant may touch a barrel with his/her hands without penalty.
- 4.) 55 gal. plastic or metal drums with both ends in will be used. If metal barrels are used, padded covers must be attached to top rim of barrel.
- 5.) The size of the barrel pattern will be set according to the arena size. A minimum of 8 feet from 1st and 2nd barrel to the fence and 36 feet from the 3rd barrel to the end of the arena is recommended. It is also recommended that the starting line be 45 feet from the end of the arena. All 3 barrels will be set *just inside and centered off the rope stakes*.

OR



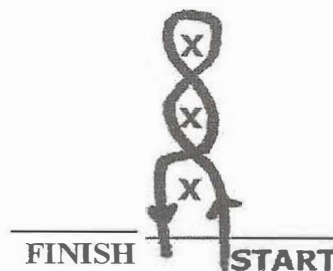
POLE BENDING

- I.) Pole bending is a timed event, which shall begin and end when the horse's nose crosses the starting line.
- 2.) A horse may start on either the right or left of the first pole and then run the remainder of the pattern accordingly (see pattern).
- 3.) Knocking over a pole will carry a five (5) second penalty. The horse/rider shall receive a no time for the following: 1) Loss of forward motion, re-crossing the plane of the pattern or backing up, 2) Passing the pole beyond the point of the horse's shoulder on the incorrect side requiring lateral (sideways) motion or backing up to recover, 3) Making more than the 12 turns during the pattern, 4) Crossing the timer line.
before completing the pattern. A contestant may touch a pole with his or her hand.
- 4.) The poles will be set 21 feet apart, with the first pole set 21 feet from the starting line. Poles shall be set on top of the ground, a minimum of 6 feet in height, with a base no more than 4 inches in diameter.



STRAIGHTAWAY BARRELS

- 1.) This is a timed event. The contestant may begin from a running start and time shall begin and end as the horse's nose crosses the timer line.
- 2.) Knocking over a barrel shall carry a 5-second penalty. The horse/rider shall receive a no-time for the following: 1) Loss of forward motion, re-crossing the plane of the pattern, or backing up, 2) passing the barrel beyond the point of the horse's shoulder on the incorrect side requiring lateral (sideways) motion or backing up to recover, making more than 3 turns during the pattern, 4) Crossing the timer line before completing the pattern.
- 3.) A contestant may touch the barrel with his/her hands.
- 4.) The barrels will be set according to the arena size with a maximum of 50 feet apart, and the last barrel set 126 feet from the starting line.
(This is the same spot as the 5th pole is set in Pole Bending.)



GOAT RIBBON PULLING

1. This is a timed event. It is a special event for Peewees only.
2. There will be a goat staked on a 10-foot rope at the end of the arena. The contestant will ride his/her horse to the goat, dismount, and remove the ribbon tied to the goat's tail. The contestant must pull the ribbon and run across the finish line. (if no ribbon then pull hair)
3. The finish line will be clearly marked and will be 15 feet from the stake.
4. The contestant will be disqualified if his/her horse runs over or touches the rope or goat while the contestant is mounted. There will be a person to assist the contestant with their horse, if requested.
5. The goat will be held.

GOAT TYING

1. This is a timed event.
2. There will be a goat staked on a 10-foot rope at the end of the arena. The contestant will ride his/her horse to the end of the arena and dismount horse. The contestant will then catch and tie the goat by 3 legs. The goat must be tied with at least 1 wrap and a knot. If the goat is not standing it must be cleared off ground before attempting to tie. When the tie is completed the contestant will throw hands in the air to signal for the time to stop and back away from the goat. The goat must stay tied for 6 seconds, if not it will be a no time. Contestant will be disqualified if he/she touches the goat or the string with their hands after they signal for a time.
3. Contestant will be disqualified if his/her horse runs over or touches the rope or goat while the contestant is mounted.

ROPING EVENT GENERAL RULES

- 1.) Roping type saddle must be used with proper equipment in Ribbon, Tie-Down, and Team Roping. Western type equipment must be used. Use of a hackamore or other types of bridles is the Contestants' option, however, the judge may prohibit the use of bits or equipment that may be considered too severe or unsafe. Contestant has the option of using a tie-down. In the Ribbon Roping, and Tie-Down Roping, the rope must be attached to the noseband of the tie-down, or neck rope. It cannot be attached to the bit or bridle.
- 2.) Contestant shall not attempt to rope the animal until the barrier flag has been dropped. Any attempt by the contestant to position his/her horse behind the barrier enabling the contestant to rope the animal without leaving the box shall be considered a disqualification.
- 3.) A 10 second penalty will be added to the time for breaking the barrier.
- 4.) The gate will be open at the opposite end of the arena for ALL CLASSES and a NO TIME will be given if calf crosses the entrance gate whether caught or not. Exception: In the Team Roping, a closed gate will be used unless arena director determines otherwise.
- 5.) The only contestants in the arena will be the roper, and the next one (1) roper. All other ropers are to remain outside of the arena.
- 6.) If the arena worker, **or a parent**, has to assist the horse, or touch the rope, or calf for safety precautions, the contestant will receive a no time.
- 7.) Barrier: 1) The same type of string must be used on the barrier at all times, 2) adjusting length of barrier trip rope will be accomplished only by tying knots in the rope on either end, 3) barrier equipment should be inspected by the judge before each timed event, 4) if barrier flagman is used, animal is to be flagged when its' nose reaches the starting line, 5) barrier judge shall be sure that no one will stand close enough to the barrier or barrier equipment to tamper with same.
- 8.) Once score line has been set in roping events, it will not be changed until the go round is completed.
- 9.) It is desired that the same man open all chute gates for the entire roping event.
- 10.) Contestant will be responsible for providing someone to push his own stock.
- 11.) In all roping events, there will be a 60-second time limit.
- 12.) The arena judge's decision WILL be final.**
- 13.) Roping director will designate someone as hazer. No parents will be allowed hazing.

OFFICIALS:

1. Two (2) time keepers
2. One (1) barrier judge
- 3.. One (1) field judge mounted on horseback

Disqualification and "No Time"

The following will result in disqualification and "No Time"....

- 1.) ... If a contestant is not present and ready when called to compete three times; it will be assumed that the contestant is not present and will be disqualified.
- 2.) ... If the roper does not rope calf.
- 3.) ... If tie comes loose of calf gets up before 6 seconds.
- 4.) ... If the tie is ruled illegal.
- 5.) ... Lost or broken rope
- 6.) ... No neck rope or keeper.
- 7.) ... Any Hazing (Unless permitted by Arena Director)
- 8.) ... If H.Y.R.A. Board of Directors/Officers disqualifies for not complying with "General Rules".
- 9.) ... In Breakaway Roping the roper breaks string with his/her hand.
- 10.) ... In Breakaway Roping the contestant is not mounted when calf breaks the string.
- 11.) ... In Breakaway Roping the flog or handkerchief is not attached to the end of the rope.

RE-RUNS

- 1.) If re-run is given, any penalties incurred during original run will be added to the re-run time.
- 2.) If roper does not ask for calf, he must stop his horse as soon as possible without throwing his rope and re-run will be given. If contestant throws his rope, he will forfeit his re-run.

TEAM ROPING EVENT

In the event of a courtesy run, the courtesy participant will pay the exhibition fee and will not receive points.

Barrier/Chute: Header will start behind the barrier using either box, and must throw the first loop at head. Heeler must start from behind the barrier line. There will be a 10-second penalty assessed for breaking the barrier. Barrier flag must operate in order for time to be considered. All changes in lists of roping order to split horses, etc. must be made before any stock for that event is loaded in chute. Barrier judge is responsible to change barrier string whenever it may have been weakened, or on request of next contestant. Closed gate will be used unless arena director determines otherwise.

Loops: Only 3 loops per team will be allowed. Each contestant will be allowed to carry only one rope. A dropped rope that must be recoiled is considered a thrown rope. Roping steers without turning loose the loop will be considered no catch. Header must dally to stop steer and heeler can either dally or use quick release. Dally means one complete turn around the horn. No tied ropes allowed. If steer is roped by one horn, roper is not allowed to ride up and remove loop or put loop *over* other horn or head with his hands. In case that the field judge flags out a team that still legally has one or more loops coming, the judge may give the same steer back lap and tap, plus time already lapsed.

Legal Catches: There are only three legal head catches: 1). Around both horns; 2). Half a head; 3). Around the neck. If hondo passes *over* one horn and the loop *over* the other, catch is illegal. If a loop crosses itself in a head catch, it is illegal. This does not include heel catches. Any heel catch behind both shoulders is legal if rope goes up heels. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from loop by hand, however, should the front foot or feet come out of the heel loop by the time the field judge drops his flag time will be counted. One hind foot receives a 5-second penalty.

Time Taken: Time will be taken when the steer is roped, secured between both partners, both horses are facing steer with ropes dallied (or q.r) and tight. Horses front feet must be on the ground and ropers must be mounted when time is taken. Steer must be standing up when roped by head or heels. Time is taken when flag is dropped, however, that time is not official until flagger or field judge gives indication. Flagger may flag a team out after time is taken on a run, based on an illegal catch or any other factor that was not clear when time was taken.

Cross Fire: The steer's entire body must be turned and moving forward in tow before the heel loop can be thrown. However, if the steer stops he must only be in tow for the heel loop to be legal. Any heel loop thrown in the switch is considered a crossfire and illegal.

Officials: There shall be two or more timers, a field judge and a barrier judge. A field flag must ask contestants if they want a second loop. Arena Director and field judge will make final call.

Other: *The steer must not be handled roughly at any time, and ropers may be disqualified if, in the opinion, of the field judge, they have intentionally done so.

*If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer *over* eight feet before steer regains his feet or team will receive a no time.

*No rerun will be given due to faulty or broken equipment furnished by contestant.

*If the judge sees he has made an error in flagging, he must declare a rerun before the contestant leaves the arena.

*A steer must be rerun before another contestant uses it.

*When both the digital clocks malfunction and no time was recorded from digital watches, if stock was qualified on in the field, contestant will be given a rerun at a time designed by the judges and the arena director, plus any barrier penalties. If barrier penalties, then lap and tap start

*If artificial horns are jerked off, contestant will receive rerun on same steer, with no penalties.

BREAKAWAY ROPING

1. This is a timed event. Time will be called from the drop of the flag at the barrier to the break of rope/string from the saddle horn. There will be a one (1) minute time limit in which to catch the calf.
2. Your rope must be tied to the saddle horn by a heavy string in such a manner as to allow the rope to be released from the horn when the calf reaches the end of the rope. When using two ropes, both must be tied to the saddle horn. A visible cloth or flag must be attached to the end of the rope, tied to the horn, to make it easier for the flagman to see it break free.
3. Should a roper desire to use a second loop, the roper must recoil his/her rope.
4. The roper will receive a no time should he/she break the rope from the horn, or touch the rope or string after the catch is made. If the rope dallies, or will not break free when the calf reaches the end of it, the contestant will receive a no time.
5. The roper must rope the calf with a clean bell collar loop.
6. Contestant must stay mounted until the calf breaks the string.
7. The horse must be moving out of the box to be a legal catch.

RIBBON ROPING

1. This is a timed event. The *time* will start from the drop of the flag at the barrier and stop when the ribbon runner crosses the finish line located in front of the roping boxes. There is a one (1) minute time limit in which to catch the calf.
2. A roping type saddle must be used with proper equipment.
3. A roper must be riding a horse that can work the rope when the calf is caught. This is a safety rule to protect the roper, the horse, the calf, and the arena workers.
4. Should a roper desire to use a second loop, the roper must recoil his/her rope. If the roper fails to catch with the second loop, he/she will retire from the arena with a NO TIME.
5. Any catch is legal. After a catch, the roper must be dismounted and touching the calf when the runner removes the ribbon. The roper must not remove the ribbon. Once the runner has the ribbon, he/she must run back across the finish line with the ribbon to stop the timer. The roper and runner must be a boy/girl team. The runner does not receive any points.

TIE DOWN CALF ROPING

1. This is a timed event. The time will start from the drop of the flag at the barrier, and stop when the flagman signals. There is a one (1) minute time limit in which to catch and tie the calf.
2. Contestant must be riding a TRAINED ROPING HORSE that can work the rope when the calf is caught. We do not want any horses dragging calves around the arena causing injury to roper, horse, calf, or arena workers.
3. The roper may carry one loop. Should a roper desire to use a second loop, the roper must recoil his/her rope. If the roper fails to catch, he will retire from the arena with a NO TIME. Any catch is legal. Roper does not have to remain on horse. If horse jerks calf down, the roper must re-throw the calf by hand, see daylight. A legal tie will be crossing any three (3) feet and tie with not less than one (1) complete wrap and a half hitch. After the tie is completed, the roper will mount and ride forward to loosen the rope and wait for the flagman to signal that everything is legal. Failure of the calf to stay tied six (6) seconds will carry a NO TIME.
4. The roper may dismount from either side of the horse and leg flank or nose calf to get it down.

STOCK

1. In any timed event, if the animal escapes from the arena, the flag will be dropped, and watch stopped. Contestant will get animal back with lap and tap start, and time already spent will be added to time used in qualifying. If time is not recorded, decision of flag judge will be final.
 - If rope is on animal, roper will get animal lap and tap with rope on it in the chute.
 - A field judge must ask contestant if they want second loop or jump. Once a contestant has been flagged out, he will receive no stock back.
2. If a calf or steer is not removed from the arena in time, or escapes into arena while next contestant is tying another animal, the contestant will get his stock over if chooses, IF the judge rules interference. Decision will be made before contestant leaves arena.
3. All stock will be chute run.