

- a. Payback will not exceed six (6) monies. Ground money will not be paid if there are no qualified rides. If there are less qualified times than places to pay all money will be paid to those that qualify. In case of ties, the monies will be added together and divided by the number of contestants tied.

Goat tying, Breakaway Roping, Calf Roping PO		Team Roping PO	
1-4 Contestants	1 money	1-10 Teams	1 money
5-8 Contestants	2 monies	11-20 Teams	2 monies
9-15 Contestants	3 monies	21-40 Teams	3 monies
16-24 Contestants	4 monies	41-60 Teams	4 monies
25-35 Contestants	5 monies	61-100 Teams	5 monies
36 or more	6 monies	101+ Teams	6 monies
		200+ Teams	8 monies 23/20/17/14/11/8/5/2
		300+ Teams	10 monies 21/19/16/14/11/8/4/3/2/1

- b. All Barrels will be paid in a 4D NBHA format. All Poles will be paid in a 3D format.

V. EVENTS:

Events	Age Group	Entry Fee	Additional Information
Lead-line Barrels	0-10	\$5.00	10-under before Exhibition barrels
Exhibition Barrels (before rodeo)		\$5.00/run	
Barrels Racing	Junior	\$15.00	18-under (age at the rodeo)
Barrel Racing	Open	\$25.00	Open
Pole Bending	Junior	\$15.00	18-under (age at the rodeo)
Pole Bending	Open	\$25.00	Open
Goat Tying	Open (see note)	\$15.00	Open (girls), Boys 14-under eligible
Breakaway Roping	Open (see note)	\$35.00	Open (girls), Boys 14-under eligible
Tie-Down Calf Roping	Open	\$35.00	Run with barrier
Team Roping	Open	\$35.00/Man	Run with barrel

VI. GROUND RULES:

- The emphasis is always on the SAFETY OF THE RIDER first and the horse next. Please keep an eye on your children and BE AWARE OF WHERE HE/SHE IS AT ALL TIMES.
- Horses cannot be tied to the outside of the pens, in alleyways or under the bleachers. Horses may not be ridden in the area directly in front of the concession stand, in front of the bleachers or under or between the bleachers. This is for the safety of the children playing in these areas. Riders are asked to please be alert at all times and watch for all other children and animals.
- All horses must be under control at ALL TIMES. An uncontrollable animal will not be allowed to remain on the grounds. An adult must accompany any child who cannot control his/her horse.
- PARENTS...please do not allow your child to climb on the fences, hang from the bleachers or climb the stairs to the announcers stand. Members of the board have the authority to remove a child from any of these places, if you as the parent, do not do so.
- No alcoholic beverages will be allowed on arena grounds. The board reserves the right to evict violators from the premises. We also ask that you refrain from using profanity.
- We are asking that everyone do their part by picking up after themselves and their children. Trashcans are available to dispose of trash.

VII. EVENT RULES

- Attire
 - Contestants must wear the following attire while competing in the arena; Western jeans; Western boots; Western Shirt – wrist length sleeves shirt with collar and cuffs (sleeves must be rolled down). No sweatshirts, T-shirts or pullover sweaters will be allowed unless over a western shirt.
 - Shirts must be tucked in when contestant clears the arena gate.
 - Cowboy Hat/Helmet may be worn in lieu of western hats while in competition. Hat must remain on the contestants head until they clear the arena gate entering the arena. No hat when entering the arena will result in a 5 second penalty.
 - Hat penalty during run will only be applied if excessive hat loss interferes with the progress of the rodeo.
- 60 second time limit will apply once contestant enters the arena. 3/call gate rule will apply in all events.

VIII. INJURY OF RIDERS

- The contractors assume no responsibility for injury or damage to person, property, or stock of any owner, contestant, assistant, or employees.

****Failure to comply with any of the above will result forfeiture of all points and/or awards!**

- b. Each participant, by the act of signing the waiver, waives all claims against any agent, management, stock contractor, and the association for the injuries he or she or their property may sustain at the rodeo or on the road to and from the rodeo.

IX. AMENDMENTS

- a. Amendments to any rule can be made at any time by a majority vote of the rodeo producers. Decisions will be made based on the safety of the contestants and the best interest of the rodeo as a whole.

X. COMPLAINTS

- a. Complaints of any type shall be taken to the rodeo producers and not to the judges!! A fee of \$25.00 will have to be paid prior to complaint being heard by the LA-TE Board. If the judgment is in favor of complainant, the fee will be returned. If the complaint is denied, the \$25.00 will remain in the LA-TE Rodeo Funds.
- b. In all events the judge or event directors decisions are final.

General Racing Rules (All Age Groups)

1. There will be one electric timer. If the electric timer malfunctions contestant will be given a re-run. The re-run will be added to the bottom of the list in that event or have at least five (5) minutes to rest horse. During the re-run time from the second run stands and the penalties from the first run apply. (Example: If first run is clean, time from second run will stand. If barrel knocked over on the first run, a 5 second penalty will be added to the second run.);
2. Any contestant crossing the time line before completion of pattern or breaking a pattern will receive a no time;
3. A five (5) second penalty will be assessed if the contestant enters the arena without the proper attire.

Barrels – Clover-Leaf

1. Clover-leaf pattern is the only approved pattern in this event;
2. Touching barrel is permitted by horse or contestant;
3. Knocking over a barrel is a five (5) second penalty, per barrel;
4. Not following the clover-leaf pattern will receive a no time.
5. Barrels will be set a minimum of 21ft. from the fence.

Pole Bending

1. There will be six (6) poles used, to be 5' to 6' tall. Pole bases must be standard in height and diameter (no metal bases). Poles are to be placed on the ground in a straight line. The distance from the starting line to the first pole will be 21' and the distance between poles will be 21';
2. There will be a five (5) second penalty assessed for each pole knocked down during a run. Contestant may start on either the right or left side;
3. Contestant will receive a no time for not following the pattern;
4. If a pole is down contestant must pass on the correct side of the downed pole base.

Goat Tying (Open Groups)

1. Goat is to be staked on a 10' rope. The stake is to be driven below ground level;
2. Goat is to be held until contestant crosses the starting line;
3. The contestant will receive a no time if he/she touches the goat or string after he/she signals for time;
4. Must cross and tie any 3 legs with a goat string, rope, leather thong or piggin' string.
5. Goat must stay tied for 6 seconds;
6. If the contestant crosses over the goat or rope with horse, or if the contestant's horse comes in contact with the goat or rope at any time, a **10 second** penalty will be assessed. Contestant will not be assessed a 10 second penalty after the time has stopped. When flag is dropped and contestant has stepped back, if horse crosses rope no penalty will be assessed;
7. Goat must be thrown by hand. If goat is down, contestant must lift goat to feet and throw again. If contestant's hand is on goat when the goat falls, the goat is considered thrown by hand;
8. Goats must be of equal size and weight. Weight of goat should be appropriate to contestant's age group;
9. If more than 5 contestants are entered, there must be at least 2 goats of approx. the same size. Each goat will be tied an equal number of times. Goats will not be tied more than 5 times in a row;
10. Fresh goats will be tied at least once before the rodeo;
11. If goat breaks away because of fault of horse, contestant will be given a no time;

12. Contestant must stand back 3' from the goat before judge will start the 6-second time after the contestant clears the goat;

General Roping Event Rules (All Age Groups)

1. There will be a field judge and a barrier judge. Arena conditions will determine length of score. Judges, stock contractors and Board of Directors will set length of score;
2. Roping boxes are considered inside the arena. Contestant must have hat on their head when they call for the livestock;
3. If the livestock leaves the arena, other than out the out gate, roper will receive the livestock back lap and tap with the time, that was expired prior to the livestock leaving the arena, added;
4. Dropped loop is a thrown loop;
5. If the Field Judge flags a roper that still legally has another loop coming, he she will get the livestock back lap and tap with the time, for the first loop, added.

Break Away Calf Roping (Girls - Open, boys 14-under)

1. See General Roping Event Rules above;
2. There will only be one loop allowed. In all age groups there will be a 60 second time limit;
3. Contestant will receive a no time if he/she breaks the rope from the saddle horn by hand or by touching rope or string after rope is released;
4. Loop is required to go over the calf's head, then catch as catch can;
5. Time will stop when rope breaks from saddle horn;
6. Roper must have a bright colored flag tied to rope where string ties the rope to the saddle horn;
7. All saddle horn ties will be inspected by officials.

Tie-Down Calf Roping Jackpot

1. See General Roping Event Roping Rules above;
2. Horse must have a neck rope, and/or other proper equipment to prevent abuse of livestock;
3. Rope must be tied on hard and fast;
4. Contestant must rope, dismount, daylight and throw calf by hand and cross and tie any three (3) legs. Rope must hold calf until roper gets his/her hand on calf. Legal tie is considered 1 or more wraps and a ½ hitches or "hooey";
5. Tie must hold for 6 seconds after roper mounts and gives slack. If rope is not on calf after the tie is called complete the 6 seconds starts after roper signals for time;
6. Field judge must watch calf and inspect tie during the 6-second time period. The judge is to stop the watch should the calf kick free before he calls for a clean tie. The judge is to then refer to the watch to determine if the calf stayed tied long enough;
7. Roper must not touch calf after signaling for time. There will be a 60 second time limit.

Dally Team Roping: See General Roping Event Rules above.

1. Partners chosen at time of entry WILL NOT be changed for any reason; (The way you enter is the way you rope) UNLESS the partner you enter with is a no show. In this case, you will be allowed to pick another partner.
2. Teams will only be allowed two (2) loops.
3. Time will be taken when both ropers are dallied around saddle horn and horses face each other in a line with rope tight and horses' front feet on the ground.
4. Roping a steer without releasing rope will be considered a no catch.
5. There are three (3) legal head catches: slick around the horns, half head, or around the neck.
6. If either roper does not dally or drops their rope the team will receive a no time.
7. There will be a 5 second penalty for catching one (1) heel.