

# 2009 ADKINS- CROCKETT series

## September 2009 – April 2010

### rules

All open events are open to men women & jnrs  
Open 3 division barrels  
Ladies breakaway roping  
open team roping -choose your partner & open draw pot  
Mens rope n tie/breakaway  
Ladies 18 years and over steer undec.  
Mens Steer wrestling / chute dogging

All events are a 2x run average

*\$10 entry fee (+\$20 add back optional)*  
*Draw pot team roping \$20 entry \$15 add back*  
*(no points are kept for this event)*  
*\$5 on the day late fee per event*  
*entries taken the day before on 9525 4300 or by e-mail below*

### rules

points for all round will be combined for anyone with points in 2x or more events eg)  
the choose your own partner - team roping , breakaway roping , rope n tie , steer wrestling , undec  
barrel racing (times calculated as 1 open barrel race)

(no - allround points will be given for men doing breakaway in the rope n tie, or chute dogging if there are  
steer wrestlers)

(juniors are not allowed to compete in steer undec.)

The points system will be 50=1<sup>st</sup> 40=2<sup>nd</sup> 30=3<sup>rd</sup> 20=4<sup>th</sup> 10= entering  
individual team roping points are ½ value

in the event of a tie there will be a count back on number of 1<sup>st</sup> places, the 2 / 3 / 4 etc  
you must have paid a full membership by the end of series to retain points

### The awards for each event end of series will be:

**1x Saddle – highest team roper,**

**1x saddle to the highest allround (men & women combined) RU= breast plate  
breakaway, rope n tie , steer wrestling , steer undec = 1st place –engraved spurs  
2nd place - saddle blanket  
3rd place – polo shirt**

team roping will be awarded by the first 2x highest combined points winners = 1st place awards  
3& 4 th highest combined points winners to receive the 2nd place awards  
5& 6 th highest combined points winners to receive the 3rd place awards

there will also be **rope bags** - highest team roping teams , **belts**- fastest times ,  
**polo shirts** -wooden spoons

**buckle – 1<sup>st</sup> ,2<sup>nd</sup> & 3<sup>rd</sup> division barrels , 1<sup>st</sup> div RU= saddle blanket, 1<sup>st</sup> div 3<sup>rd</sup>=polo shirt  
2<sup>nd</sup> & 3<sup>rd</sup> div RU= polo shirt**

## PAYOUTS

people	1st place	2nd place	3rd place	4th place
1 , 5	100%	0	0	0
6 , 8	60%	40%	0	0
9 , 11	50%	30%	20%	0
12 & over	40%	30%	20%	10%

10%- 4th place (substituted for the quickest time payout except in barrels and draw pot team roping)

### BARRELS

1 , 8	1 div , 1 place , 60%	2 div , 1 place 40%
	divisions will be split by the fastest time in round 1+ 2 sec to determine 2nd division	
	eg) rider (A) has the fastest time with a 17.00 sec run	
	division 1 is every time from 17.00 – 18.99 sec/ 4x quickest totals	
	division 2 is every time from 18.99 sec onwards	
9 , 11	1 div , 1place 50%	2 div , 1 place 30% 3 div , 1 place 20%
	divisions will be split by the fastest time in round 1+ 1.5 sec to determine 2nd division + 3.0 sec to determine 3rd division	
	eg) rider (A) has the fastest time with a 17.00 sec run	
	division 1 is every time from 17.00 – 18.29 sec/ 4x quickest totals	
	division 2 is every time from 18.30 – 19.99 sec	
	division 3 is every time from 20.00 sec onwards	
# 12-14 =	40% 1 div, 30% 2 div , 20% 3 div, 10% 2nd place in 1st div	
#15 -17 =	37% 1div, 27% 2 div, 19% 3div, 10% 1div 2nd , 7% 1 div 3rd	
#18 -20 =	34% 1div, 26% 2 div, 18% 3div, 10% 1div 2nd , 7% 1 div 3rd, 5% 2div 2nd	
#21 - 23 =	33% 1div, 24% 2 div, 17% 3div, 10% 1div 2nd , 7% 1 div 3rd, 5% 2div 2nd , 4% 2div 2nd	
#24 - 26 =	32% 1div, 23% 2 div, 16% 3div 10% 1div 2nd , 7% 1 div 3rd, 5% 2div 2nd , 4% 2div 2nd , 3% 3div	
#27+ over =	31% 1div, 22% 2 div, 16% 3div 10% 1div 2nd , 7% 1 div 3rd, 5% 2div 2nd , 4% 2div 2nd , 3% 3div 2nd , 2% 3div 3rd	

# if either time a competitor runs is within the division above then they will move up to that division

# knocked barrel penalty's are not included in working out the time divisions

# end of series winners will be determined by the highest points for their division

# if a day is run with only 2 divisions, points for the year will still be worked out in 3 divisions

# a competitor will gain points in 1st division and 2/3rd division on the one day if their 2/3rd div points are also within the 4x fastest totals for 1st

# 1 horse may be ridden by different people

# 1 rider may enter multiple horses but if both horses gain points on the same day these points will be tallied separate,

The rope n tie will be open to men wanting to just breakaway however they will receive a 25 sec penalty on each time and are not eledgible for allround points if there are rope n tie competitors on the day

The steer wrestling will be open to men wanting to just chute dog however they will receive a 25 sec penalty on each time and are not eledgible for allround points if there are steer wrestling competitors on the day

Competitors are now given the option of not having to pay the add back portion of the entry fees, however they will then not be entitled to win the added back pot , but they can still receive points

The Add back pot will still only be split between the people who add to it

## **ANIMAL WELFARE**

i) Competitors All members must comply with the relevant state regulations regarding animal welfare.

## **Time Event General**

### **Rules**

Team roping , steer wrestling , rope n tie , breakaway are all 30 sec time limited events (excluding penalties)

Except for 2<sup>nd</sup> & 3<sup>rd</sup> division barrel racing

Steer undecorating 10 sec event

All Flag Judges must be mounted on horseback.

The animal belongs to the Competitor after he has nodded, regardless of what happens, with the following exceptions:

- (a) Stock escapes from arena;
- (b) Mechanical failure of the Time Event chute
- (c) Beast stumbles or falls before the barrier is released;
- (d) Rope catches on the barrier or box

The Judge may give a re-run if in his/her opinion any of the above four (4) items have occurred.

In the event of a head of stock escaping from the arena, flag will be dropped and the time recorded so the Competitor may take a re-run with the same head of stock with the time added.

If the first run was clear of the barrier then no barrier will be required.

Barrier can be set for timing purposes.

If clock's are stopped incorrectly, re-run will be taken with the 10 second barrier penalty applicable.

Barriers are not mandatory but if used:

A broken barrier will constitute a ten (10) second penalty.

Electronic barriers are acceptable

All barriers must have a ring attached to the pin. Ring must fall within a two (1) metre radius of the pin to be a broken barrier.

Over two (1) metres this is classed as the carried barrier and no penalty applies.

If, in the opinion of the Barrier Judge the Competitor clearly breaks the barrier and there is a foul barrier, he will be given PLUS ten (10) seconds.

If the Competitor does not break the barrier and there is a barrier foul, he shall be given time if he goes on with the run.

Should there be a barrier foul and the Competitor does not attempt to run he will be given a re-run on the same head of stock or re-run stock.

Should the gate open before the Competitor nods and he doesnt claim his stock, he will receive a re-run.

If a re-run is awarded it will be taken only if the time elapsed is not greater than the four (4) fastest times already recorded.

A flag is to be set in the centre of the barrier and time will commence when the flag withdraws.

Time will finish when the Flag Judge drops his flag.

## **Men's Steer Wrestling**

If the Competitor leaves his horse on its off side, the steer must be thrown on its near side.

Competitors must not have any assistance after the run commences other than his hazer.

Competitor must have a hazer.

After catching the steer, the Competitor must bring it to stop or change direction and time will be taken when the steer is on its side on the ground with all four legs facing in one direction.

Competitor must have his hand on the steer when time is taken.

A running throw will not count (A running throw is when a contestant fails to stop or change direction of the steer before throwing him).

Steer must NOT be knocked down or thrown before it is brought to a stop or changed direction.

## **Women's Steer Undecorating**

Competitors aged 18 years and over.

Steer is accepted as sound and released on contestant's first call (signal)

Steer belongs to contestant after she crosses the score line, regardless of what happens, with one exception – if steer escapes from the arena, flag will be dropped and the undecorator gets the steer back lap and tap with the time added which was taken when the steer left the arena

Each competitor is allowed one hazer and competitor must furnish own hazer and horse.

Time limit shall be given during which the contestant must undecorate the steer. Time limit shall be ten (10) seconds.

Competitor shall undecorate the steer from the same side as that from which she leaves the

Time Keepers shall take the time from the judge mounted on horseback. Time will cease when the ribbon is raised above the competitor's head.

The ribbon must be held for a minimum of five (5) seconds after the time is taken (not necessarily in the raised position).

A complete re-run will be allocated if the ribbon falls off before the time limit has elapsed or the competitor has an opportunity to remove the ribbon.

The judge is empowered to disqualify a competitor who in his opinion is not in control of her horse.

## **Men's Rope & Tie**

The time limit to rope, throw by hand and complete the tie is thirty (30) seconds from when the barrier is released. After the tie is completed and the time signalled, the roper must immediately mount the horse and ride it forward to loosen the catch rope.

Rope & Tie Flag Judge must carry a stop watch to determine the five (3) second clear tie period from when the horse is mounted and moved forward.

Only one (1) loop is allowed per Competitor in an event

Roping the calf without releasing the rope from the hand is not permitted.

All ropers must use a neck strap on their horse.

It is NOT acceptable to pull an animal backward off it's feet , any stop deemed as abrupt will be disqualified (jerk down) or to drag a roped animal.

Competitors must use an appropriate technique and appropriate and properly fitting equipment to protect the animal against an abrupt stop after being roped and to prevent the rope horse from dragging a roped animal. If a Competitor drags calf two (2) metres he will be disqualified.

The drag mark will be measured from the rump of the calf to the start of the drag mark.

The Flag Judge may ride behind the horse if the horse is dragging the calf.

If a calf is down when a roper reaches it, it must be stood and thrown by hand. If the contestant has his hand on the calf when it is thrown, he may tie the calf without standing it.

Roper must rope the calf from horseback, rope must be on the calf when the roper reaches it, and three (3) legs may be cross tied. Time is taken from the finish signal.

There must be at least one (1) wrap and hooey.

The Roper will be given no time for touching the stock or string after giving the finish signal or making the horse drag the head of stock after he has mounted the horse.

Slack must remain in the rope until five (3) second safe tie period is up.

Rope is to be tied hard and fast to saddle horn.

## **Ladies' & Men's Team Roping**

Only two (2) loops are allowed in each round of the event (one for the header and one for the heeler). If a throw fails to catch the animal, the ropers are NOT permitted a second attempt.

Roping the steer without releasing the loop from your hand is not permitted.

The time limit to rope the head and the heels of the steer is thirty (30) seconds from when the barrier is released. The time will be taken when the steer is properly roped (at least one heel is in the heeler's rope and head is caught) with the catch ropes dallied and both horses facing the steer, with no slack in the ropes. To prevent the slack being taken up too hard, both front feet should be on the ground when the time is taken.

Horses front feet must be on the ground and both ropers must be mounted when time is taken.

Steer must be standing when roped by head or heels.

Ropes must be released from steer as soon as possible.

Legal head catches – there are only three (3) legal head catches:

- (a) Around both horns;
- (b) Around the neck;
- (c) Around a half head;

Any heel catch behind the shoulders is legal providing the rope goes up the heels.

Catching only one (1) hind foot receives a five (5) second penalty

All steers used for Team Roping must be fitted with protective horn wraps.

Header must change the direction of the steer before the heeler throws the rope.

If the steer is roped by one horn, the Roper is not allowed to put the rope over the other horn or head with his hand.

If a heeler ropes the front foot or feet in the heel loop, this is considered a foul catch. Neither Competitor may remove the feet from the loop by hand. However, should the front foot or feet come out of the loop by the time the Field Judge drops the flag, time will be taken.

### **Ladies' Barrel Race**

Competitors may go to either the right or left barrel first, but must take one right and two left turns or one left and two right turns.

Competitors will receive a five (5) second penalty for knocking down a barrel. If a barrel goes right over and stands on its end, the five (5) second penalty applies.

Touching the barrel with hand to prevent from falling is permitted so long as the top rim of barrel has not hit the ground.

With manual clocks, time will start and finish when the nose of the horse crosses the line. Electronic timers start and finish on the chest of the horse.

Time is to be taken to the thousandths of a second.

disqualification for Excessive use of the whip more than two (2) whips between barrels or four (4) whips coming home OR under and over

### **Ladies' Breakaway Roping**

Only one (1) loop is allowed per Competitor in each round of the event. If the first throw fails to catch the animal, the roper is NOT permitted a second attempt.

ropes are to be tied to the saddle horn with three (3) pieces of heavy duty string, a bright cloth of dimensions 15cm x 15cm must be attached to the end of the rope.

The Flag Judge will flag the Competitor when the flag breaks away from the saddle horn.

Calves must be FULL HEAD catch – the rope must pass over the head and then draw up tight on the neck of the beast – that is a clean neck catch.

Steers can be roped around the neck. Both horns or half head.

Competitor will receive no time should she break the rope from the saddle horn by hand or by touching rope or string after catch is completed.

Time limit of 30 seconds.

A ten (10) second penalty for broken barrier.

### **Event Equipment**

Equipment must perform in all respects to the specifications below:

#### **Neck Ropes**

The neck rope is used to maintain the horse's head towards the steer while the rider dismounts and to discourage dragging.

A neck rope must be fitted to horses used for Roping and Tying, through which the catch rope must pass before it is tied to the saddle horn.

Placement of the neck rope must be no more than half the distance down the roping horse's neck, as measured from the head.

#### **Jerk Line**

The jerk line is used for roping and tying events. It is a rope from the bridle, fed through a pulley on the saddle to the rider. As the rider dismounts to throw the calf, the jerk line plays out in a series of jerks which discourages the horse from moving forward and dragging the calf.

The competitor must adjust the catch rope, reins and jerk line to prevent the rope horse from dragging the roped animal.

#### **Judiciary**

Please refer to your Association handbook.

**THESE RULES ARE TO BE READ IN CONJUNCTION WITH  
THE CODE OF CONDUCT FOR THE WELFARE OF RODEO  
ANIMALS IN EACH STATE**