

SNJR Rules

1. Contestants must wear long sleeved shirt, western hat or helmet, and boots.
2. Rough stock riders may roll one sleeve up to elbow on the riding arm only.
3. Contestant helper must also be dressed in western attire (hat, long sleeved shirt)
4. The contestant must present protests to event director; however parents of 0-5 age group may do so. Protest must also be known to event judge or arena director before the next contestant runs
5. Decisions of the event director are final.
6. Contestant is responsible for arena and should not call for stock or enter arena until it is clear and flaggers are ready.
7. Hats must be on when contestant enters arena.
8. No re-rides will be given for breakage of tack.
9. Contestant will be called 3 times for the gate and then will be disqualified.
10. The large arena will take precedence over the small arena.
11. Horses must pass through gate in a collected manner.
12. Stock will be chute drawn except in chute goat dogging and goat dogging.

Mutton Busting:

1. Rides will be timed and will begin as the sheep's shoulder passes through the chute.
2. Contestants may use one or two hands, no ropes.

Dummy Roping:

1. Timing will begin when contestant steps into box and will end when contestant pulls their slack.
2. Three loops will be allowed and parents may help build loops, but contestant must step out of box first.
3. Whole head, half head, and horns are the three legal catches.

Stick Horse Barrel Race:

1. Contestants will follow traditional clover leaf pattern.

Goat Undecorating:

2. All goat tying rule will be used except that a ribbon is removed from the goat's tail rather than the legs being tied. Contestant must remove all the ribbon from the tail and the time will end when the contestant hands are thrown up in the air.

Goat Dogging:

1. Goat will be staked the same as undecorating. Time begins when contestant passes 15' time line on foot.
2. Contestant must have both hands on head of goat when goat is taken to the ground.
3. Contestant must be on the side of the goat that is to hit the ground in the take down. The same as steer dogging. Curling of the contestants legs are permitted as long as they are not kicking or pushing on the legs of the goat. (Curling is to bend or kneel one or two legs under the goat's belly.)
4. Time will end when contestant and goat are on the ground and goat is on its side.

Calf/Steer Riding:

1. A qualifying calf ride is 6 seconds. A qualifying steer ride is 8 seconds. If there are less than four Qualifying rides, the awards will go to the longest non-qualifying rides.
2. Riding must be done with one hand, with a loose rope with or without a hand hold. Contestant must furnish own equipment.
3. Knots or hitches to prevent rope from falling off calf/steer when rider leaves animal are **NOT** permitted.
4. Ropes with knots, wires, or other devices used for placing spurs therein are illegal.
5. Only approved adhesive may be used on rope or glove. (Benzoin may be used)
6. Rowels must have $\frac{1}{4}$ turn movement.
7. Time begins when the calf's / steer's inside front shoulder passes the plane of the chute.
8. Rider cannot touch any part of the calf/steer with free hand.

Figure 8:

Contestant must make one right and one left turn or vice versa. Contestant must close or complete the eight to receive a time. There are four legal patterns for this event.

1. Contestant runs **straight** down to the first pole and turns left. The second pole is turned to the right and then the contestant must cross back over to the right side of the first pole in order to complete the event.
2. Contestant runs **straight** down to the first pole and turns right. The second pole is turned to the left and then the contestant must cross back over to the left side of the first pole in order to complete the event.