# Evangeline Riding Club
# 2026-2027 Rules and Regulations

**1. Membership**

A. Each contestant is encouraged to be a member.
B. Membership dues are to be paid the day you join. Membership fee is $50 for a single child and $25 per additional child.
C. A Family Membership applies to members of a single immediate family only—this includes parents/guardians and their children living in the same household. Extended family members (such as cousins, nieces, nephews, or grandchildren from other households) must purchase a separate membership.
D. You do not have to be a member to compete. Non-members can compete by purchasing a $20 day permit at each rodeo they choose to enter.

**2. Awards**

A. Money raised from entry fees, memberships, sponsorships and fund-raising activities will be used to provide members with awards at the end of the season.
B. To qualify for the Participation Awards each contestant must be a paid member in good standing and must attend at least 4 events.

**3. Event Registration/Entry Fees**

A. The Rodeo starts at 1pm! Please make every effort to register early.
B. Entries for the first event will close at 12:45pm. All other entries close at the end of the preceding event.
C. If you are running late and cannot make registration deadlines, call someone to register for you. This includes Entry Fees.

**4. Age Groups**

A. The age of contestants will be the age of the individual as of October 1st of the current year and shall be maintained throughout the year.
B. Lead Line: For any rider that needs help. A contestant cannot compete in aged divisions if they are in lead line.
C. Rookies: 8 years old and younger
D. Juniors: 9-13 years old
E. Seniors 14-18 years old
F. IF REQUESTED, BE PREPARED TO PROVIDE THE CLUB WITH A COPY OF PROOF OF AGE (birth certificate or driver's license) FOR PARTICIPANT.

**5. Dress Code**

A. Boots, jeans, western shirt (long or short sleeve, button or snap) and cowboy hat or helmet. Hat must stay on contestants head until rider breaks the plane of the arena.
B. No tennis shoes or sleeveless shirts are allowed.
C. Dress code applies to contestants only, not parent/guardian/help.

**6. General Club Rules**

A. NO swearing or profanity.
B. NO alcoholic beverages of any kind. If anyone is suspected of being intoxicated, they will be asked to leave.
C. NO abusing the animals.
D. NO fighting, rough housing, or disruptive behavior.
E. NO arguing with the Judge.
F. NO dogs.

**7. Coggins**

A. All horses are to have a current Coggins available upon request. Current is defined as within the last 12 months.

**8. Points and Awards**

A. The Lead Line class will not have points. The events are strictly for fun and to introduce the children to the sport. They are eligible for Participation Awards provided they meet the previously listed requirements.
B. Riders can move up from the Lead Line class to the Ride Alone class at any time during the year. The Rider will begin accumulating points once in the Ride Alone class. A rider may not move back down to lead line after moving up and riding in an event in the ride alone class. Events entered in lead line will count towards participation requirements.
C. Points/payout are awarded as follows:
    - 1st place = 10 points = $5.00
    - 2nd place = 9 points = $3.00
    - 3rd place = 8 points = $2.00
    - 4th place = 7 points
    - 5th place = 6 points
    - 6th place = 5 points
    - 7th place = 4 points
    - 8th place = 3 points
    - 9th place = 2 points
    - 10th place = 1 point

**9. Judging**

A. The decision of the Judge is FINAL!
B. Only the Judge can request a rerun. A member seeking a rerun must speak to the Judge before the next contestant competes.

**10. Dragging the Arena**

A. The Judge will determine if the ground condition warrants dragging.
B. The Arena will be dragged between every age division. An exception to this rule: If there are only a few contestants in a Division it will be the Judge's and ONLY the Judge's decision to drag or not between the Age Division.
C. During an event the arena will be dragged after every 10th rider or at the Judge's discretion.

**11. General Rodeo Information**

A. Any contestant not complying with the event rules will be disqualified from their respective event.
B. If a contestant's time is missed, the backup time will be used.
C. If the primary time and backup timer fail, and a rerun is granted; any penalties incurred from either run are applied to the rerun.
D. Age Division line up will be picked by a drawing or electronically.
E. It is the responsibility of the rider to remember the pattern.
F. It is the responsibility of the rider to be ready to ride when called by the announcer.
G. Contestants need to be in the 'back' and ready to ride when their Division is called.
H. The rider will have a total of 90 seconds to get into the arena. (The Judge has discretion to shorten the time between calls)
I. The announcer makes First call, after 30 seconds the Judge will tell the announcer to make Second Call, after 30 more seconds the Judge will tell the announcer to make Third and Final Call after 30 more seconds, with approval from the Judge, the rider is given a No Time, and the event will move on.
J. Once a contestant enters the arena and the timer starts, the horse and rider must maintain forward motion at all times. A loss of forward motion will result in a No Time. (Will be strictly enforced in junior and senior divisions.)
K. Once a contestant enters the arena and the time starts, the rider must remain on the horse, unless it is part of the event. Failure to stay 'in the saddle' will result in a No Time.
L. Only contestants whose Division is up are allowed in the back-alley area. Spectators will not be allowed in the back-alley area during the speed events.
M. Only Contestants and animals being competed on are allowed in warm up area.
N. Parents need to watch their children. That includes in the stands, around the main arena, and the warm up arena area as well.

**12. Event Rules**

<u>A. Lead Line Events</u>

- The events will include: Poles—4 pole pattern. Clover leaf barrel pattern. Flag—Rider will circle the barrel and place a flag in the bucket.
- All 3 events will be set up in the arena at the same time and ran simultaneously.
- The patterns will be smaller to accommodate the events in the Arena.
- The entry to each pattern will be marked with a cone.
- When a rider completes an event, they will proceed to the next event.
- A rider must not enter an event pattern until the previous rider has cleared the event pattern.

<u>B. Clover Leaf Barrel Racing</u>

- These Event Rules apply to all age groups except Lead Line.
- Time starts when the horse's nose crosses the start/finish line. Once the timer starts, the horse and rider must maintain forward motion at all times. A loss of forward motion will result in a No Time. Time will be stopped when the horse's nose crosses the start/finish line.

- If the contestant's horse crosses the start/finish line by backing through before starting the pattern, time will be considered started.
- The contestant may start with either the right or left barrel. The contestant is responsible for remembering the pattern.
- When starting on the right barrel, there will be one right turn and two left turns around the barrels.
- When starting on the left barrel, there will be one left turn and two right turns around the barrels.
- The clover leaf pattern is the approved pattern for this event. Once a contestant crosses the starting line, they can make no more than 3 turns.
- A broken pattern is defined as breaking forward motion to retrace their tracks to finish the pattern or the horses' nose passing the plane of the barrel on the off/wrong side.
- Knocking over a barrel is a 5 second penalty per barrel.
- Should a barrel be knocked over and stand up on its opposite end there will be a 5 second penalty.
- If the horse crosses the starting line at any time before the pattern is completed, the pattern will be considered broken, and the run will receive a no-time.
- The Judge will not flag a contestant out until time is recorded. The judge is to flag time, then flag contestant out if run is not legal.
- The arena gate must be closed immediately after barrel racer enters the arena and kept closed until pattern is complete and rider's horse is under control.

C. Flag Racing

- These Event Rules apply to all age groups except Lead Line.
- Time starts when the horse's nose crosses the start/finish line. Once the timer starts, the horse and rider must maintain forward motion at all times. A loss of forward motion will result in a No Time. Time will be stopped when the horse's nose crosses the start/finish line.
- If the contestant's horse crosses the start/finish line by backing through before starting the pattern, time will be considered started.
- Two barrels will be set up in the arena on the 1st and 2nd barrel markers for the clover leaf barrel pattern. One bucket will be placed on top of each barrel and be ¾ filled with dirt.
- The contestant must be mounted on horseback, cross the starting line with the flag, place the flag in the 1st bucket, retrieve the flag that is in the 2nd bucket, and cross the finish line. The contestant may enter the pattern from either the left or the right.
- The contestant must maintain forward motion. They may not circle the barrel. A broken pattern is defined as breaking forward motion to retrace their tracks to finish the pattern or the horse's nose passing the plane of the barrel on the off/wrong side. A broken pattern will receive a no time.
- A no-time will be given if the contestant knocks over the barrel or bucket or fails to put the flag in the 1st bucket or does not grab the flag out of the 2nd bucket.
- Riders may not touch their horse with the stick.
- The Judge will not flag a contestant out until time is recorded. The judge is to flag time, then flag contestant out if run is not legal.

- The arena gate must be closed immediately after the rider enters the arena and kept closed until pattern is complete and rider's horse is under control.

D. Pole Bending

- These Event Rules apply to all age groups except Lead Line.
- Time starts when the horse's nose crosses the start/finish line. Once the timer starts, the horse and rider must maintain forward motion at all times. A loss of forward motion will result in a No Time. Time will be stopped when the horse's nose crosses the start/finish line.
- If the contestant's horse crosses the start/finish line by backing through before starting the pattern, time will be considered started.
- A loss of forward motion is declared a broken pattern. A broken pattern is defined as breaking forward motion to retrace their tracks to finish the pattern or the horse's nose passing the plane of the pole on the off/wrong side. A broken pattern will receive a no time.
- The Pattern: There are 6 poles. The contestant may start on either the left or right side of the poles. The contestant rides down to the 6th pole, turns and commences a weaving pattern back through the poles. The contestant turns at the 1st pole and runs back thru the poles in a weaving pattern. The contestant turns at the 6th pole and rides in a straight line back to the starting line.
- Knocking a pole down will add a 5 second penalty per pole to their time.
- If a pole is knocked over and stands back up on its' own it is still considered knocked over and the 5 second penalty applies.
- The contestant is allowed to touch the pole to stop it from falling over.
- If a pole is down the rider must maintain the weave pattern around where the poles base was in the pattern.
- If the horse crosses the starting line at any time before the pattern is completed, the pattern will be considered broken, and the run will receive a no-time.
- The Judge will not flag a contestant out until time is recorded. The judge is to flag time, then flag contestant out if run is not legal.
- The arena gate must be closed immediately after pole bender enters the arena, and kept closed until pattern is complete and rider's horse is under control.

E. Goat Tying

- These Event Rules apply to all age groups except Lead Line.
- Leather string, pigging string, or rope can be used to tie goat. Contestant must cross and tie three legs together. To qualify as a legal tie, there will be one or more wraps, half hitch, hooey or knot.
- Rookie division will not be mounted on a horse.
- Rookie and Junior divisions may be male or female.
- Senior division is for female only.

○ Goat Tying (Rookie)

- Rookie division will not be mounted on a horse. Contestants will be on foot and start behind a starting line 10 feet from the stake.

- There is a starting line flagger and the Judge at the goat. Time starts when the the contestants crosses the starting line and time stops when the contestant completes the tie and signals to the judge by raising hands off of the goat.
- There is a 60 second limit for each run.
- The goat should be tied to a stake with a rope 6 feet in length.
- The goat handler will hold the goat facing the starting line. When the starting line flagger signals the start of time the handler will release the goat and back away.
- If the goat is down when the contestant reaches it, the goat must be stood on at least three feet and then thrown.
- The contestant must cross and tie three legs together with a leather string, pigging string, or rope. The contestant must signal the Judge the tie is complete with a hands 'up and out' motion.
- Time will stop when the contestant signals the completion of the tie.
- Legs must remain crossed and secure for 3 seconds after completion of tie.
- To qualify as a legal tie, there will be one or more wraps, half hitch, hooey or knot.
- THE CONTESTANT MUST MOVE BACK 3 FEET FROM THE GOAT before the judge will start the 3 second timer for the goat's legs to remain crossed and tied.
- Touching the tying string, goat or goat tether without the Judges permission will result in a no time.
- The tie will be passed on by a field judge, and if it is not secure for three seconds, the contestant will receive a no time.
- The Judge will not flag a contestant out until time is recorded.
- The judge is to flag time and flag the contestant out if run is not legal.

- <u>Goat Tying (Junior & Senior)</u>
  - There is a starting line flagger and the Judge at the goat. Time starts when the horse's nose crosses the starting line and time stops when the contestant completes the tie and signals to the judge by raising hands off of the goat.
  - There is a 60 second limit for each run.
  - The goat should be tied to a stake with a rope 10 feet in length.
  - The goat handler will hold the goat facing the starting line. When the starting line flagger signals the start of time the handler will release the goat and back away.
  - If the goat goes under the horse or the horse goes over the rope it's a 10 second penalty.
  - If the goat is down when the contestant reaches it, the goat must be stood on at least three feet and then thrown.
  - The contestant must cross and tie three legs together with a leather string, pigging string, or rope. The contestant must signal the Judge the tie is complete with a hands 'up and out' motion.
  - Time will stop when the contestant signals the completion of the tie.
  - Legs must remain crossed and secure for six seconds after completion of tie.
  - To qualify as a legal tie, there will be one or more wraps, half hitch, hooey or knot.
  - THE CONTESTANT MUST MOVE BACK 3 FEET FROM THE GOAT before the judge will start the 6 second timer for the goat's legs to remain crossed and tied.
  - Touching the tying string, goat or goat tether without the Judges permission will result in a no time.

- The tie will be passed on by a field judge, and if it is not secure for six seconds, the contestant will receive a no time.
- The judge is to flag time and flag the contestant out if run is not legal.

F. Breakaway Roping

- These Event Rules apply to all age groups except Lead Line.
- Horses must start from roping box.
- There is no livestock draw; cattle will be chute run.
- Contestant shall not attempt to rope the calf until the barrier flag has been dropped.
- A 10 second penalty will result if the contestant 'breaks the barrier.'
- Any unnecessary roughness to the horse will result in a no-time.
- The judge at his discretion may award a rerun.
- There will be a 60-second time limit.
- Only one loop will be permitted, no rebuild. Rope is to be tied to saddle horn by a nylon string provided, in such a manner as to allow the rope to be released from the horn when the calf reaches the end of the rope.
- A white cloth or flag must be attached to the end of the rope tied to the horn to make it easier for the flagger to see it break free.
- The contestant shall receive a no-time should they break the rope from the horn by hand or touch the rope or string after the catch is made.
- Time will be called from the drop of the flag at the barrier and will end at the break of the rope string from the saddle horn.
- Rope may not pass through the bridle, tie-down, neck rope, or any other device.
- Rookie and Junior divisions: Catch as catch can. Rope must go over the calf's head and break away from saddle for a qualified time.
- Senior division: bell-collar catch only. The rope must go over the calf's head and draw tight on only the calf's neck to receive a qualified time.

G. Tie-Down Roping (Junior and Senior)

- Junior and Senior classes are the only age divisions able to enter this event.
- These Event Rules apply to Junior and Senior class only.
- There will be a 60-second time limit in this event.
- The contestant starts from behind the barrier in the right-hand box. He must nod for the calf to be released from the chute when he is ready. The calf is given a predetermined head start.
- Breaking or beating the barrier will be a (ten) 10- second penalty and must be documented by the barrier judge.
- The contestant's horse must have a neck rope or similar device with a rope run through it to keep the horse facing the calf while roper is on foot. Anything except a standard neck rope must have approval from either judge.
- One loop. No rebuild.
- Rope(s) must be tied to saddle horn hard and fast.
- Roper must rope calf, catch as catch can, dismount, go down the rope, throw the calf by hand and cross and tie any three legs. When the roper is finished he must signal that he is finished by raising his hands in the air. Time runs from the time the calf releases the barrier until flagged by the Judge.

- If the calf is down when the roper reaches it, it must be let up or lifted up to its feet and then thrown by hand.
- If the roper's hand is on the calf when the calf goes down, he is considered "thrown by hand".
- The catch must hold until the roper gets a hand on the calf.
- To qualify as a legal tie, there shall be one or more wraps around 3 of the calf's legs and finished off with a half hitch or 'hooey'.
- The field judge will pass on the tie of calves through use of a stopwatch, timing (six) 6 seconds from the time the rope horse takes his first step forward after the roper has remounted and the rope has slack. The rope will not be removed from calf and rope must remain slack until field judge has passed on the tie. In the event a contestant's catch rope is off the calf after the completion of the tie, the (six) 6-second time period starts when the roper clears the calf. The field judge must watch the calf during the (six) 6-second time period and will stop the watch when a calf kicks free, using the time elapsed on the watch to determine if the calf was tied long enough to qualify.
- Arena help may not touch the calf until tie is passed on by field judge; field judge will signal arena help when time is up.
- Disqualifications will result from:
  - Roping calf without releasing loop from throwing hand.
  - Touching calf or tie with hands after signaling completion of tie.
  - Tie not holding for 6-seconds.
  - Failure to let calf back to its feet if down when roper reaches it.
  - Any intentional dragging of calf.

H. Tying From the Post

- Rookie, Junior, and Senior divisions able to enter this event.
- Calf will be tied off hard to the chute and held on the end of the rope.
- Contestant will start with one hand on the chute, time starts when their hand comes off the chute. They must get the calf down and tied.
- To qualify as a legal tie, there shall be one or more wraps around 3 of the calf's legs and finished off with a half hitch or 'hooey'. Time stops when contestant throws their hands up.
- Calf must remain tied for six seconds. The (six) 6-second time period starts when the roper clears the calf. The field judge must watch the calf during the (six) 6-second time period and will stop the watch when a calf kicks free, using the time elapsed on the watch to determine if the calf was tied long enough to qualify.
- There will be a 60-second time limit in this event.