



2024-2025 COMPETITION RULES FOR THE AMERICAN CONTENDER TOURNAMENT REGIONAL FINALS, THE AMERICAN CONTENDER TOURNAMENT FINALS AND THE AMERICAN RODEO

1. DEFINITIONS

- 1.1. THE AMERICAN RODEO: Is an international invitational event. Qualification into this prestigious event is by advancement through the “Contender Tournament” events and/or special invitation as denoted in The American Rodeo Contender Tournament Advancement Procedures document.
- 1.2. TETON: Refers to TR The American, LLC, the owner and Producer of The American Rodeo.
- 1.3. RULES: Refers to the 2024-2025 Rules of Competition for The American Rodeo, as set forth herein.
- 1.4. ARENA: The dirt playing field where the competitors compete.
- 1.5. ATHLETE: A cowboy or cowgirl that participates in rodeo events.
- 1.6. ATHLETE AGREEMENT: Refers to the agreement between each Athlete and Teton, to which these Rules are attached as “Schedule 2.”
- 1.7. COMPETITION RULES: Competition Rules are in affect except where The American Rodeo Ground Rules supersede.
- 1.8. CONTENDER BONUS: The one million (\$1,000,000) in bonus money that eligible athletes who have advanced through The American Rodeo Contender Tournament AND that win his/her respective individual final Discipline AND are crowned The American Rodeo Event Champion(s) will be eligible to win per the parameters set forth in The American Contender Tournament Rules, “Schedule 6.”
- 1.9. CONTENDER TOURNAMENT: The process and procedures established to qualify Athletes to compete in The American Rodeo as defined herein.
- 1.10. CONTESTANT: Another term for Athlete competing in Event.
- 1.11. DISCIPLINE: Refers to each of the nine rodeo events – Bareback Riding, Saddle Bronc Riding, Bull Riding, Steer Wrestling, Team Roping-Header, Team Roping-Heeler, Tie-down Roping, Barrel Race and Women’s Breakaway Roping.
- 1.12. DISQUALIFICATION: An infraction to a code of conduct during or outside of competition as determined by event management. Based on the severity of the infraction, Athlete may not be allowed to further compete or advance in the Discipline of the Contender Tournament as determined by event management
- 1.13. GROUND RULES: The overall general procedures to be adhered to while conducting and competing in the Event.
- 1.14. INJURY: Contestant is unable to compete in the Performance due to a physical injury.
- 1.15. INVITEE: A rodeo Athlete that has been selected to compete in The American Rodeo based on certain qualification measures.
- 1.16. JUDGE: Event official responsible for the subjective analysis of participants’ competitive performance(s). In roughstock events, each ride is worth a maximum of one hundred (100) points – fifty (50) for the athlete’s ride and fifty (50) for the stock. The athlete and the stock are each scored separately on a zero (0) to twenty-five (25) point scale by each judge. The scores from each judge are then combined to determine the (0-50) score of both the athlete and stock then added together to get the final total ride score (0-100).

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- 1.17. In a four (4) judge system, all four (4) judges' stock scores and ride scores are added together, then divided in half to get the total (0-100). A fifth judge (back judge) will be added at certain events with the option of an Instant Replay judge.
- 1.18. Judges shall have the authority in their sole discretion to eject athletes, bulls, horses, media, and any other participants who interfere with the safety or quality of ACT events.
- 1.19. PERFORMANCE: Actual competition time of The American Rodeo, American Contender Tournament Regional Finals, and American Contender Tournament Finals rodeos.
- 1.20. QUALIFIED RIDE/RUN: A ride/run which completes the necessary requirements for the Discipline and thus receives a score marking higher than a zero (0) from the Judges or a recorded time. In the roughstock events, buck-off times may be used for the purposes of advancement.
- 1.21. REGION: The American Rodeo Contender Tournament Round 1 (Qualifying events) are divided into three (3) separate Regions – Contender Tournament (Qualifying) Events West, Contender Tournament (Qualifying) Events Central and Contender Tournament (Qualifying) Events East. Contender Tournament (Qualifying) events will be assigned to a Region based primarily on geography, but other factors may be considered.
- 1.22. RIDING EVENTS / ROUGHSTOCK EVENTS: Bareback Riding, Saddle Bronc Riding and Bull Riding.
- 1.23. TERM: From the date of execution to ten (10) days after the last Performance in 2025, except as provided in this Agreement.
- 1.24. TIMED EVENTS: Steer Wrestling, Team Roping, Tie-down Roping, Barrel Race and Women's Breakaway Roping.
- 1.25. VENUE: The location at which the competition takes place.
- 1.26. INSTANT REPLAY REVIEW: The competing athlete may call for Instant Replay Review (IRR) of his or her run or ride at the American Contender Tournament (ACT) Semifinals, ACT Redemption Rounds, ACT Regional Finals, ACT Finals, and at The American Rodeo. IRR is done by the designated IRR judge. The replay must be requested prior to the next run or ride and within reasonable time so as not to interfere with timing and overall production of the rodeo or slack competition.
 - 1.26.1. When IRR is used, the ACT Competition Team will designate the IRR judge. The IRR judge's rulings will be final. Whether the designated IRR judge determines that the call in question stands or is overturned, there is no cost to the contestant.
 - 1.26.2. Qualifying challenge infractions include:
 - Roughstock:** Mark Out, Slap, Qualified Ride, Catching Knots, Fouled (leaving the chute), livestock stumbles.
 - Timed Events:** Barrier Malfunction, Legal Catches, Crossfire, Jerk Down (tie down), Knock Down (steer wrestling), Contestant Touching Steer when flat (steer wrestling).
- 1.27. No other rulings are subject to IRR, including timing and scoring. If it is deemed by the lead judge that an athlete is intentionally taking advantage of the IRR option, a fine of up to \$500 may be imposed per occurrence.
- 1.28. Certain reviewable calls are predicated by the athlete declaring themselves as stipulated in discipline specific rules.
- 1.29. The IRR Procedures outlined below govern the IRR process:

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- A. The competing Contestant may throw a flag in the arena and then the run or ride in question goes to the IRR judge for a review.
- B. The designated IRR judge may call for an official IRR, or the IRR judge may simply ask to “see” a run or ride again to make sure no official IRR is needed.
- C. Any in-arena judge may throw a flag to call for a ride or run to go to the IRR judge for review.
- D. In all cases, the designated IRR judge communicates the resulting call to the in-arena Red Hat.
- E. The Red Hat in turn communicates to judges on the arena floor. The Red Hat DOES NOT call for IRR, he or she only communicates the results of the IRR.
- F. In cases when a call is reversed as the result of IRR, then that outcome is communicated to all crowd-facing communications channels including broadcast and in-arena announcers.
- G. When the IRR has been ruled upon that outcome is the final decision and will stand.

1. FORMAT OF COMPETITION AND RULES; ORDER OF PRECEDENCE

- 1.1. The American Rodeo is an independent production of Teton and is not subject to or bound by other rules or requirements of any sanctioning bodies. In general, Teton intends to follow the generally accepted rules of each individual rodeo Discipline. However, due to the unique nature of The American Rodeo, including, without limitation, as a combination of various Disciplines and scoring systems, Teton reserves the right to depart from generally accepted rules of rodeo competition, including, without limitation, those established by various approved sanctioning bodies, and to establish its own rules and procedures in order to implement the unique nature of The American Rodeo, as embodied in these Rules. Therefore, in case of and to the extent of any conflict between the generally accepted rules of a rodeo Discipline and the Rules, the Rules shall prevail. Further, in case of and to the extent of any conflict between the terms of these Rules and the terms of the Athlete Agreement, the terms of these Rules shall prevail to the extent necessary to resolve such conflict.
- 1.2. These Rules may be modified and supplemented from time to time for purposes of fairness, operational matters, exigent circumstances and as may be otherwise determined by Teton in its sole discretion.
- 1.3. Notwithstanding anything herein to the contrary, any and all determinations in connection with all aspects of The American Rodeo and the Contender Tournament, including, without limitation, rodeo operations, interpretation and implementation of these Rules, judging, scoring and timing, eligibility to compete, disqualification from competing, issuance of invitations to compete, payouts and prizes, and otherwise, shall be made by Teton in its sole discretion, shall be final, and shall not be subject to challenge or appeal.

2. TIMED EVENT RULES

- 2.1. All Timed Events:
 - 2.1.1. Athletes must act in accordance with the Texas Animal Health Commission Regulations: **Texas Animal Health Commission:** The following guidelines are established in compliance with the Texas Animal Health Commission Regulations governing admission of livestock into fairs and exhibitions and additional rules implemented by The American Rodeo to ensure the health and well-being of livestock during all events and rounds of competition.

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*Equine may enter Texas for shows, fairs, exhibitions, or assembly purposes when accompanied by a valid interstate passport or equine identification card and a completed VS Form 10-11 showing negative results to an official EIA test within the previous six (6) months or a certificate of veterinary inspection and a completed VS Form 10-11 showing negative results to an official EIA test within the past 12 months. (*The veterinary certificate of inspection will be accepted as valid within 30 days.)*

- 2.1.2. No Athletes or Athlete Teams may be in the Arena during the live event, except for those Athletes actively competing in the respective ride/run being conducted.
- 2.1.3. No more than two (2) people may stand within the roping box during the Timed Events. The Judges and/or Teton have the full authority to stop the competition and remove people from the roping box or the Arena floor. Further, they may also disqualify individuals that do not respect this rule.
- 2.1.4. Beginning in the Contender Tournament Regional Finals, an Athlete must begin his/her run or call for his/her animal within 45 seconds of receiving the “all clear” from the lead Judge or designate. A verbal warning will be provided 15 seconds prior to expiration of the time limit. If the Athlete exceeds the time limit, except in the case of mechanical failure or animal problems, Judge has the option to disqualify the Athlete from that round of competition. Taking excessive time applies in the case of all events, including the barrel racing, and places a contestant at risk of disqualification subject to judge’s discretion.
- 2.1.5. If an animal is injured during competition (the injury must be obvious to the Judge), the run will immediately stop (signaled by the Judge flagging the Athlete or Team out and the timer sounding the horn upon the Judge flagging the Athlete to stop the run). The Athlete will be required to maintain control of the animal until the Timed Event Chute Boss or the Show Veterinarian excuses him/her.
 - 2.1.5.1. The injured animal will immediately be removed from the Arena for assessment and treatment.
 - 2.1.5.2. If the Judge flags the Athlete or Team out due to animal injury that is not the fault of the Athlete or Team or due to the handling of the animal, the Athlete or Team will be granted a re-run (whether the animal was actually injured or not).
 - 2.1.5.3. If the Judge flags the Athlete or Team out due to an animal injury which was the result of the way the Athlete or Team handled/treated the animal, they will be disqualified from that respective round of competition. The Teton management and staff and the Judges have the sole authority to disqualify Athlete/Team from future rounds of competition or The American Rodeo future events, should the treatment be deemed outside of The American Rodeo’s Livestock Welfare policies.
- 2.1.6. If a timed event animal escapes or a re-run is granted for any other reason, the extra will automatically be used and become part of that herd, and the escaped animal will

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become the extra. All re-runs must compete in that performance during that respective Discipline.

- 2.1.7. If an animal gets out of the Arena, the field Judge will drop his flag and time will be stopped and recorded. The Athlete will get the animal back lap and tap with the time added which was taken when the stock left the arena plus any penalties.
 - 2.1.8. Running out of order will result in a No Time.
 - 2.1.9. Intentionally running an animal that was not drawn for the Athlete/Team will result in a No Time.
 - 2.1.10. A broken barrier will add ten (10) seconds to an Athlete's/Team's total time.
 - 2.1.11. In the Disciplines where a barrier is used, if an Athlete competes before the barrier is released, they will receive a No Time.
 - 2.1.12. Teton, the Judges, and/or the Rodeo Secretary have the ability to change the competition order to manage splits and conflicts.
 - 2.1.13. All timed event cattle must be drawn at least an hour-and-one-half prior to event start time.
- 2.2. Barrel Racing Discipline Rules:
- 2.2.1. Official times will be entered and displayed to the thousandth.
 - 2.2.2. There will be two (2) electronic eyes used for the barrel race. If the designated primary timer fails, the secondary timer will be used. It is the Judge's responsibility to check the timers before any Performance. In live televised performances, a flagger and stopwatches will be used as a backup if both electronic timers fail. Two timekeepers with stop watches will be used for flagging. In all other performances, the rider will be given a re-run.
 - 2.2.3. If the primary timing system fails on one more than half of the go round of competition, all times for that performance of competition will default to the backup handheld stopwatches.
 - 2.2.4. The start line is defined as the plane across the entire Arena, fence to fence, regardless of the position of the electronic timers. Crossing the start/finish line any time before the horse breaks electric eye beam to start the run will result in a No Time.
 - 2.2.5. Time will start when Athlete crosses the start/finish line and will stop after completing the pattern and crossing back over the start/finish line.
 - 2.2.6. Placement of the barrels and the electric eye start/finish line will be marked prior to the first slack or Performance and will remain the same for each of the subsequent slack and/or Performances.
 - 2.2.7. Athletes may have one (1) helper on foot, but the helper must not step inside the Arena and helper must be in full Western dress code.
 - 2.2.8. If the gate is open and it is a run in and run out situation, the Athletes must run in and out. Failure to be in forward motion entering the arena will result in a No Time.
 - 2.2.9. If the gate is open or closed for the first Athlete to run, it will remain that way for the entire Event.
 - 2.2.10. A tractor will drag the barrel pattern after every five (5) Athlete draws.

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- 2.2.11. The barrel pattern consists of a cloverleaf pattern around three (3) barrels with one (1) right turn and two (2) left turns, or one (1) left turn and two (2) right turns.
- 2.2.12. A five (5) second penalty will be added to the total time for each barrel knocked over. A barrel must hit the ground before the Athlete crosses the electric timer for penalty to be accessed.
- 2.2.13. Athlete may touch a barrel or set barrel(s) back up with his/her hands while running.
- 2.2.14. Breaking the barrel pattern will result in a No Time.
- 2.2.15. Athlete must be mounted on horse when he/she crosses the electric timer line to start and stop the competition time. If an Athlete is dismounted for any reason during the competition run, he/she will receive a No Time.
- 2.2.16. Barrel Racers must submit and confirm the registered name of their horse with Teton prior to each round/bracket of competition. Barrel Racers must compete on the same horse during that respective round/bracket of competition, unless the horse is injured and released by a vet (resulting in the injured horse being disqualified from use in subsequent round/bracket).
 - 2.2.16.1. Except where stated below, Barrel Racers may substitute horses between each round/bracket of competition for any reason so long as a horse is only used one time in each round/bracket.
 - 2.2.16.2. Barrel Racers must compete on the same horse in both the Round of 10 and the Round of 4 of The American Rodeo.

2.3. Breakaway Roping Discipline Rule:

- 2.3.1. Official times will be entered and displayed to the hundredth of a second.
- 2.3.2. All Breakaway Athletes must be female, as denoted on their original birth certificate.
- 2.3.3. One (1) loop only. A dropped loop is considered a thrown loop. Should the Athlete miss with her loop, that Athlete will receive a No Time.
- 2.3.4. Rope must be tied to the saddle horn with brightly colored string approved by the Arena Director and have a brightly colored handkerchief or other colorful cloth attached to the rope at the saddle horn.
- 2.3.5. Athlete will start behind a barrier system.
- 2.3.6. Only the Athlete may call for animal and chute to be opened.
- 2.3.7. This is a timed event.
 - 2.3.7.1. Neck rope attached to animal will pull the barrier to release once the animal has crossed the score line.
 - 2.3.7.2. Time starts when barrier releases across the front of the box.
 - 2.3.7.3. Ten (10) second penalty will be imposed for breaking the barrier.
 - 2.3.7.4. The Judge will flag Athlete when the rope breaks away from the saddle horn and time will be taken.
 - 2.3.7.5. Time ends when the Judge drops the flag signaling the end of the run.
- 2.3.8. The only legal catch is a bell collar catch. A bell collar is defined as passing over the animal's head and must not include any appendages, including a figure eight over the tail.

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- 2.3.9. Athlete will receive a No Time should she break the rope away from the saddle horn with her hand. However, if the rope should dally around the horn, the Athlete may ride forward, un-dally the rope and stop her horse to make the rope breakaway from the horn.
- 2.3.10. Athlete must be on her horse when the Judge drops the flag to stop the time.
- 2.3.11. There will be a 30-second elapsed time limit. If a completed run has not been made within the time limit, a No Time will be recorded. This rule does not apply to legal throws completed in less than 30 seconds but which, due to a penalty, are recorded as having taken more than 30 seconds.
- 2.3.12. Possible Re-Runs:
 - 2.3.12.1. Bad gate. Athlete must declare.
 - 2.3.12.2. Neck rope fouls Athlete. Athlete must declare.
 - 2.3.12.3. Barrier fouls Athlete. Athlete must declare.
 - 2.3.12.4. The animal stops, turns around or stumbles before the barrier line. Athlete must declare.
 - 2.3.12.4.1. Definition of a stumble: A visible change in stride or misstep where the animal's knees or hocks touch the ground.
 - 2.3.12.5. Animal gets out of chute.
- 2.4. Steer Wrestling Discipline Rules:
 - 2.4.1. Official times will be entered and displayed to the hundredth of a second.
 - 2.4.2. The steer wrestling event will consist of one (1) Athlete competing and one (1) hazer assistant.
 - 2.4.3. All hazers must check-in with The American Rodeo Athlete Relations office, prior to the Performance to sign a Release of Liability and obtain a hazing back number/pass.
 - 2.4.4. Athlete will compete from the left side of the box and hazer will assist from the right.
 - 2.4.5. Only one (1) jump allowed.
 - 2.4.6. Only the steer wrestler may call for animal and chute to be opened.
 - 2.4.7. Steer wrestler will start behind a barrier system.
 - 2.4.8. This is a timed event.
 - 2.4.8.1. Neck rope attached to animal will pull the barrier to release once animal has crossed the score line.
 - 2.4.8.2. Time starts when barrier releases across front of box.
 - 2.4.8.3. Ten (10) second penalty for breaking the barrier.
 - 2.4.8.4. Time ends when Judge drops the flag signaling end of the run.
 - 2.4.9. Athlete must catch and change animal's direction or stop before throwing animal by hand.
 - 2.4.10. An animal is considered thrown when he is flat on his side with all four (4) feet and the head laying in the same direction.
 - 2.4.11. If Athlete loses contact with animal, he is allowed two (2) steps to catch said animal and complete the throw.
 - 2.4.12. If steer is accidentally knocked down or thrown by wrestler putting animal's horns into the ground, it must be let up on all four feet and then thrown. Steer will be considered

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down only when it is lying flat on its side, or on its back, with all four feet and head facing the same direction. Wrestler must have hand on steer when flagged. The fairness of catch and throw will be determined by the judges.

- 2.4.13. Hazer cannot attempt to alter the animal with anything other than the hazing horse.
- 2.4.14. There will be a 30-second elapsed time limit. If a completed run has not been made within the time limit, a No Time will be recorded. This rule does not apply to legal throws completed in less than 30 seconds but which, due to a penalty, are recorded as having taken more than 30 seconds.
- 2.4.15. Possible Re-Runs:
 - 2.4.15.1. Bad gate. Athlete must declare and not continue his/her competition run.
 - 2.4.15.2. Neck rope fouls Steer Wrestler or Hazer. Athlete must declare and not continue his competition run.
 - 2.4.15.3. Barrier fouls Steer Wrestler. Athlete must declare and not continue the competition run.
 - 2.4.15.4. The animal stops, turns around or stumbles before barrier line. Athlete must declare.
 - 2.4.15.4.1. Definition of a stumble. A visible change in stride and or misstep where the animal's knees or hocks touch the ground.
 - 2.4.15.5. Animal gets out of chute.

2.5. Team Roping Discipline Rules:

- 2.5.1. Official times will be entered and displayed to the hundredth of a second.
- 2.5.2. Consists of one (1) Header and one (1) Heeler.
- 2.5.3. Header will compete from the left side of the roping chute and heeler will compete from right hand box.
- 2.5.4. Only header can call for animal and chute be opened.
- 2.5.5. Header will start from behind a barrier system.
- 2.5.6. Two (2) loop maximum. A dropped rope that must be recoiled and/or rebuilt shall be considered a thrown rope.
- 2.5.7. This is a timed event.
 - 2.5.7.1. Neck rope attached to animal will pull the barrier to release once animal has crossed the score line.
 - 2.5.7.2. Time starts when barrier releases across front of box.
 - 2.5.7.3. Time ends when Field Judge drops the flag signaling end of the run.
 - 2.5.7.3.1. Both header and heeler's ropes must be dallied, with ropes tight, ropers mounted and horses facing animal with all four feet of each horse on the ground to receive a flag.
- 2.5.8. Possible penalties:
 - 2.5.8.1. Ten (10) second penalty added to time for breaking the barrier.
 - 2.5.8.2. Five (5) second penalty added to time for roping only one (1) hind leg.
- 2.5.9. Header will rope the animal using one of three legal head catches:
 - 2.5.9.1. Clean around both horns.
 - 2.5.9.2. Clean around one horn and nose (called a half head).
 - 2.5.9.3. Clean around the neck.
 - 2.5.9.4. Any other head loop catch is considered a No Time.

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- 2.5.9.5. If the header dallies with the rope in animal's mouth it is a No Time.
 - 2.5.9.6. If the header dallies with a front leg in the loop, it is a No Time.
 - 2.5.10. Crossfire. The heel rope cannot come in contact with the steers legs until BOTH:
 - A) The header has control of the steer's head;
 - B) And the steer's hips have changed direction, with the steer having forward motion. A steer that stops, slows down, or drifts towards the header, must still fulfill rule A and B.
 - 2.5.10.1. Identifying Crossfires. At rodeos where three judges are assigned, the field flag judge and the third judge will both be responsible for identifying crossfires. Both the field flag judge and the third judge must agree that a run is a crossfire before the team will be disqualified.
 - 2.5.11. There will be a 30-second elapsed time limit. If a completed run has not been made within the time limit, a No Time will be recorded. This rule does not apply to legal runs completed in less than 30 seconds but which, due to a penalty, are recorded as having taken more than 30 seconds.
 - 2.5.12. Possible Re-Runs:
 - 2.5.12.1. Bad gate. Header must declare and not continue his/her competition run.
 - 2.5.12.2. Neck rope fouls Header or Heeler. Athlete must declare and not continue his/her competition run.
 - 2.5.12.3. Barrier fouls Header. Header must declare and not continue his/her competition run.
 - 2.5.12.4. The animal stops, turns around or stumbles before barrier line. Athlete must declare.
 - 2.5.12.5. The animal stops or stumbles before the barrier line and Athletes did not cause stop.
 - 2.5.12.5.1. Definition of a stumble. A visible change in stride and or misstep where the animal's knees or hocks touch the ground.
 - 2.5.12.6. If the animal comes to a complete stop before the head rope is thrown and heeler didn't cause the animal to stop.
 - 2.5.12.7. Animal gets out of chute.
 - 2.5.13. Team should compete on animal the drawn for them, unless ground rules state they compete on the extra.
- 2.6. Tie-Down Roping Discipline Rules:
- 2.6.1. Official times will be entered and displayed to the hundredth of a second.
 - 2.6.2. Athlete will compete from right hand box.
 - 2.6.3. Athlete must use a neck rope on his/her horse.
 - 2.6.4. One (1) loop only. A dropped loop is considered a thrown loop. Should the Athlete miss with his/her loop, Athlete will receive a No Time.
 - 2.6.5. This is a timed event.
 - 2.6.5.1. Neck rope attached to animal will pull the barrier to release once animal has crossed the score line.
 - 2.6.5.2. Time starts when barrier releases across front of box.
 - 2.6.5.3. Ten (10) second penalty will be added to time for breaking the barrier.

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- 2.6.5.4. The Judge will flag Athlete at completion of the run.
- 2.6.6. Time ends when the Field Judge drops the flag signaling the end of the run.
- 2.6.7. One loop will be permitted. Catch-as-catch-can.
- 2.6.8. Rope must hold animal until Athlete has hand on animal.
- 2.6.9. The tie-down roping animal must be up until the completion of the switch after the catch. The switch takes place when the animal's direction is changed approximately 180 degrees and is facing the direction of the Athlete's horse. The animal must have a minimum of one foot in contact with the ground at the completion of the switch to be considered up. If the animal does not have a foot in contact with the ground at the completion of the switch, and lands on its side, head or back, a Mishandling Infraction will be declared, and a No Time will be assessed. If the animal goes to the ground after completing a legal switch, no infraction will be declared.
- 2.6.10. **No Jerk Down.** In the tie-down roping event a contestant will be fined \$250 for a jerk down violation. Fines shall double with each consecutive offense. Jerk down is defined as bringing the animal over backwards between 10 and 2 with the animal landing on his back or head with all four feet in the air. Lead judge will designate the judge who is responsible for calling the jerk down. If the judge is in doubt, he may confer with the field flagger and if the field flagger is not definitive there is not a jerk down violation.
- 2.6.11. The animal may leave its feet if it stumbles or trips while the competitor is running down the rope toward the animal.
- 2.6.12. Animal must be thrown by hand prior to tying the legs. If an animal is not standing when the Athlete first touches the animal, the Athlete must allow the animal to regain its feet.
- 2.6.12.1. Definition of regaining feet is the animal must be standing or able to stand.
- 2.6.13. A legal tie consists of any three legs crossed and tied with at least one full wrap and a half hitch (commonly known as a "hooley").
- 2.6.14. Once the tie is complete the Athlete must step back from the animal.
- 2.6.15. Once the Athlete takes one (1) step back from the animal a three (3) second tie inspection time starts.
- 2.6.16. The animal must remain tied for three (3) seconds for the tie to be considered legal. If animal fails to stay tied for the three (3) seconds, it will result in a No Time on the run.
- 2.6.17. Once the three (3) second tie inspection has elapsed and the tie is confirmed legal, the Athlete will receive a time (the animal will be released as soon as the competitor mounts his horse and puts slack in the rope).
- 2.6.18. If Athlete causes the horse to backup or pull on the rope preventing animal from getting up during the three (3) second tie evaluation period, a No Time will be recorded.
- 2.6.19. If animal moves causing rope to become tight, Athlete must immediately ride forward keeping slack in the rope once he remounts his horse.
- 2.6.20. If an excessive drag of over approximately 5 feet or more occurs, Athlete will receive a No Time on the run.
- 2.6.21. Intentional dragging of tie-down animals shall result in a disqualification from that round; excessive dragging and/or multiple occurrences will result in breach of the Athlete

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Agreement (the offending Athlete will be disqualified from any further rounds of competition in the 2024-25 American Contender Tournament and potential prohibition in future The American Rodeo events).

- 2.6.22. There will be a 30-second elapsed time limit. If a completed run has not been made within the time limit, a No Time will be recorded. This rule does not apply to legal runs completed in less than 30 seconds but which, due to a penalty, are recorded as having taken more than 30 seconds.
- 2.6.23. Possible Re-Runs:
 - 2.6.23.1. Bad gate. Athlete must declare and not continue their competition run.
 - 2.6.23.2. Neck rope fouls Athlete. Athlete must declare and not continue their competition run.
 - 2.6.23.3. Barrier fouls Athlete. Athlete must declare and not continue their competition run.
 - 2.6.23.4. The animal stops, turns around or stumbles before barrier line. Athlete must declare.
 - 2.6.23.5. Definition of a stumble. A visible change in stride and or misstep where the animal's knees or hocks touch the ground.
 - 2.6.23.6. If animal turns back before the score line.
 - 2.6.23.7. Animal escapes from the chute.

3. ROUGHSTOCK RULES

- 3.1. All Roughstock Events:
 - 3.1.1. Roughstock will be drawn by the secretary 24 hours (Central Time) in advance of each respective round. No animal may be drawn twice in the same performance.
 - 3.1.2. Any and all re-rides granted must be taken during the same Performance, during that respective Discipline, unless communicated otherwise by the Arena Director.
 - 3.1.2.1. In the circumstance that there are more re-rides granted than there are re-ride horses or bulls, the remaining Athletes who have not received a re-ride, will be drawn a re-ride from the original Performance herd draw (horses used in that particular Performance).
 - 3.1.3. Per The American Rodeo's Livestock Welfare Policy, the use of hot shots, electrical prods, and/or sharp instruments, *excluding spurs*, are strictly forbidden in the chute areas and within the confines of the Arena. See Section 9.
 - 3.1.4. Scoring: Four (4) Judges will be used.
 - 3.1.5. Ride Score Calculation. Each ride is worth a maximum of one hundred (100) points – fifty (50) for the athlete's ride and fifty (50) for the stock. The athlete and the stock are each scored separately on a zero (0) to twenty-five (25) point scale by each judge. The scores from each judge are then combined to determine the (0-50) score of both the athlete and stock then added together to get the final ride score (0-100). In a four (4) judge system, all four (4) judges' stock scores and ride scores are added together, then divided in half to get the total (0-100).
 - 3.1.5.1. Quarter points and half points will be accepted and calculated into the score.

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- 3.1.6. To qualify for a marking, bareback or saddle bronc rider must have the rowels of the spurs touching the horse above the break of the shoulders when horse's front feet hit the ground on its initial move out of the chute.
 - 4.1.6.1. If a horse stalls in the chute, either judge shall tell rider to take his feet out of the horse's neck and the spur out rule will be waived. The rider shall be disqualified for not following judge's instructions to take feet from the neck of horse stalled in chute as described in the previous sentence.
 - 4.1.6.2. If, in the opinion of the judges, a rider is fouled at the gate, the mark out rule will be waived.
- 3.1.7. Athletes must be ready when called. "Ready when called" is defined as:
 - 3.1.7.1. Bareback Riding – Athlete must be over the horse when the previous horse leaves the Arena.
 - 3.1.7.2. Saddle Bronc Riding - Athlete must have horse cinched (front & rear) with rein measured and be in the chute, mounting the horse when the previous horse leaves the Arena. Failure to be ready when called may result in a disqualification from that respective round of competition.
 - 3.1.7.2.1. If a Bareback or Saddle Bronc Athlete exceeds the time limit, except in the case of mechanical failure or animal problems, he will receive a disqualification.
 - 3.1.7.3. Bull Riding – Athlete must be pulling rope when the previous bull leaves the Arena.
 - 3.1.7.3.1. Excessive Time in the Chute: In Bull Riding, an Athlete taking too long in the chute before calling for this bull may be disqualified at the discretion of the Judge. See Bull Riding Discipline Section.
 - 3.1.7.4. Once Arena is cleared, Athlete has 60 seconds to call for chute gate to open. Athlete will be given 1st warning at 30 seconds. Athlete will be given 2nd warning at 45 seconds. At 60 seconds, Judge has the option to disqualify the Athlete from that round of competition.
- 3.2. Bareback Riding
 - 3.2.1. Equipment:
 - 3.2.1.1. Bareback rigging must be one handed and have a pad covering the underside to protect the horse.
 - 3.2.1.2. Latigos and a cinch must be used to attach the bareback rigging to the horse.
 - 3.2.1.3. Athletes must use dull free spinning five-point rowels.
 - 3.2.1.4. All equipment must not harm the horse.
 - 3.2.2. Athlete must complete an eight second ride to be eligible for a marking.
 - 3.2.3. Only the Athlete can signal the gateman to open the gate.
 - 3.2.4. Time starts when the horse's inside shoulder passes plane of chute gate.
 - 3.2.5. A buzzer or whistle will sound at the end of the eight seconds.
 - 3.2.6. One hand is in the bareback rigging and one hand remains free during the eight second ride.

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- 3.2.7. Free hand from elbow to fingertips cannot touch the horse, the equipment or the Athlete during the course of the eight second ride.
- 3.2.8. To qualify for a marking, bareback or saddle bronc rider must have the rowels of the spurs touching the horse above the break of the shoulders when horse's front feet hit the ground on its initial move out of the chute. (see also Rule 4.1.6)
- 3.2.9. Possible reasons for receiving a NO SCORE if during the eight seconds:
 - 3.2.9.1. Athlete is bucked off.
 - 3.2.9.2. Riding hand comes free of rigging.
 - 3.2.9.3. Athlete touches animal, rigging or himself with free hand.
- 3.2.10. Re-ride options can be offered if the following happens:
 - 3.2.10.1. Animal stops.
 - 3.2.10.2. Animal turns out backwards. If an animal's hindquarter breaks the plane of chute gate before its front inside shoulder does, horse will be considered turned out backwards.
 - 3.2.10.3. Fouled on chute or chute gate. Athlete must declare.
 - 3.2.10.4. Animal fouls itself on chute causing Athlete to be bucked off.
 - 3.2.10.5. Tie in rope fouls Athlete. Athlete must declare.
 - 3.2.10.6. Contact with any personnel, including pickup man.
 - 3.2.10.7. Contact with arena fence causing disruption of the ride.
 - 3.2.10.8. Flank comes off the horse. Athlete must have a qualified ride up to the point of the flank coming off.
 - 3.2.10.9. If horse falls. (When knee, hock, chest or underline of horse contacts the ground.)
 - 3.2.10.10. Horse deliberately throws itself.
 - 3.2.10.11. Chute fighting horse as declared by Judge. (If horse may cause harm to itself or the Athlete.)
 - 3.2.10.12. Athlete that makes two honest attempts on a horse that is not standing properly in the chutes will be given an option for a re-ride. After the 3rd attempt, re-ride must be accepted by Athlete.
 - 3.2.10.13. Inferior performance of horse. An animal that is marked 17 or less by one Judge qualifies as an inferior performance.
- 3.2.11. Athlete's options when re-ride is offered:
 - 3.2.11.1. May decline and receive the marking if Athlete made a qualified ride.
 - 3.2.11.2. Accept re-ride on the same animal if stock contractor agrees.
 - 3.2.11.3. Accept drawn re-ride horse.
 - 3.2.11.4. In the event of a re-ride option, the Judge or arena director must immediately inform the Athlete that he has received a re-ride, reason for the re-ride, the horse he has the option to get on for the re-ride and when during the rodeo the Athlete is expected to take the re-ride. Upon receiving this information, the Athlete must immediately notify the Judge of his decision to take or not take the re-ride.
- 3.2.12. Horse will be tied in the chute upon Athlete's request.

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3.3. Saddle Bronc Riding

3.3.1. Equipment:

- 3.3.1.1. Rigging in saddle cannot pull further back than directly below center point of swells. Front D-ring must vertically line up with center of the swells.
- 3.3.1.2. Swell undercut, not more than 1 inch on each side.
- 3.3.1.3. Riding rein and hand must be on the same side of horse's neck.
- 3.3.1.4. Athlete will determine the location of the rein attachment. The rein can be attached on the bottom of the halter noseband or fastened to the throat latch. Any deviation from rein attachment must be mutually agreed by the stock contractor and a Judge.
- 3.3.1.5. Latigos and a cinch must be used to attach the bronc saddle to the horse, including a back cinch.
- 3.3.1.6. Athletes must use dull free spinning five-point rowels.
- 3.3.1.7. All equipment must not harm the horse.

3.3.2. Only the Athlete can signal the gateman to open the gate.

3.3.3. Athlete must complete an eight second ride to be eligible for a marking.

3.3.4. Time starts when the horse's inside shoulder passes plane of chute gate.

3.3.5. A buzzer or whistle will sound at the end of the eight seconds.

3.3.6. Riding hand must be holding the bronc rein, rider must be sitting in the saddle with both feet in stirrups during the eight second ride.

3.3.7. Free hand from elbow to fingertips cannot touch the horse, the equipment or the Athlete during the course of the eight second ride.

3.3.8. To qualify for a marking, bareback or saddle bronc rider must have the rowels of the spurs touching the horse above the break of the shoulders when horse's front feet hit the ground on its initial move out of the chute.

3.3.9. Possible reasons for receiving a NO SCORE if during the eight seconds:

- 3.3.9.1. Athlete is bucked off.
- 3.3.9.2. Changing hands on rein or losing or dropping the rein.
- 3.3.9.3. Athlete touches animal, equipment, or himself with the free hand.
- 3.3.9.4. Losing a stirrup.
- 3.3.9.5. Using any foreign substance applied on chaps or saddle. (Only dry white resin is to be used.)

3.3.10. Re-ride options can be offered if the following happens:

- 3.3.10.1. Animal stops.
- 3.3.10.2. Animal turns out backwards. If an animal's hindquarter breaks the plane of chute gate before its front inside shoulder does, horse will be considered turned out backwards.
- 3.3.10.3. Fouled on chute or chute gate. Athlete must declare.
- 3.3.10.4. Animal fouls itself on chute causing Athlete to be bucked off.
- 3.3.10.5. Tie-in rope fouls Athlete. Athlete must declare.
- 3.3.10.6. Contact with any personnel, including pickup man.
- 3.3.10.7. Contact with arena fence causing disruption of the ride.

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- 3.3.10.8. Flank comes off the horse. Athlete must have a qualified ride up to the point of the flank coming off.
- 3.3.10.9. Halter breaks. Athlete must have a qualified ride up to the point of the halter breaking.
- 3.3.10.10. If horse falls. (When knee, hock, chest or underline of horse contacts the ground.)
- 3.3.10.11. Horse deliberately throws itself.
- 3.3.10.12. Chute fighting horse as declared by the Judge. (If horse may cause harm to itself or the Athlete.)
- 3.3.10.13. Athlete that makes two honest attempts on a horse that is not standing properly in the chutes will be given the option for a re-ride. After the 3rd attempt, re-ride must be accepted by the Athlete.
- 3.3.10.14. Inferior performance of horse. An animal that is marked 17 or less by one Judge qualifies as an inferior performance.
- 3.3.11. Athlete's options when a re-ride is offered:
 - 3.3.11.1. May decline re-ride and accept the marking if a qualified ride.
 - 3.3.11.2. Accept re-ride on the same animal if the stock contractor agrees.
 - 3.3.11.3. Accept drawn re-ride horse.
 - 3.3.11.4. In the event of a re-ride option, the Judge or arena director must immediately inform the Athlete that he has received a re-ride, reason for the re-ride, the horse he has the option to get on for the re-ride and when during the rodeo the Athlete is expected to take the re-ride. Upon receiving this information, the Athlete must immediately notify the Judge of his decision to take or not take the re-ride.
- 3.3.12. Horse will be tied in the chute upon the Athlete's request.

3.4. Bull Riding Discipline Rules

- 3.4.1. Bull riding is to be done with one hand and a loose rope, with or without a handhold. No knots or hitches may be used to prevent the rope from falling off a bull when the rider leaves him. Rope must have a bell. Bell must be under the belly of the bull. Hooks or posts shall not be used on bull ropes. A ring which is significantly larger than the width of the rope may be used on a bull rope. However, under no circumstance can a contestant use a ring and take a wrap. If a ring is used, no twists in the rope are allowed. The rope must go through the ring, then straight back across the palm. If the rope has not fallen from the bull before the bull goes to the catch pen, the rider may be subject to fine. No bull tails will be allowed under flank straps. Horse flanks and/or draw flanks will not be allowed in the bull riding.
- 3.4.2. The timer of a ride during ACT events shall be the latch side judge. Each ride attempt shall be timed for eight (8) seconds. The time starts when any portion of the bull (excluding horns, ears, and tail) passes the plane of the chute gate, which shall open upon the Athlete calling for the bull. The Athlete must complete the eight (8) second qualification period to be eligible for a score. The judge shall stop the time upon Disqualification (buck off, slap, catching knots) or when the horn sounds, whichever

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comes first. If the horn is short of eight (8) seconds, judges must go with the horn. All judges must carry a stopwatch for back up.

- 3.4.3. If rider makes qualified ride with any part of rope in riding hand, he is to be marked.
- 3.4.4. Rider shall not use sharp spurs.
- 3.4.5. Athlete will have the right to request judges to determine if the bull has been properly flanked by flank man to buck to the best of its ability.
- 3.4.6. No more than two helpers may be on the chute to pull the contestant's rope.
- 3.4.7. No bull may be put in the draw until its horns have been tipped, subject to judges' inspection.
- 3.4.8. Going on the Clock. If the judge determines that an athlete is taking excessive time in the chute prior to calling for the bull, verbal warning will be given. Athlete will have 30 seconds from the time of the verbal warning to call for the bull or re-pull their rope and call for the bull. The athlete has 30 seconds after going on the clock to call for the bull or face disqualification at judge's discretion. Back judge stopwatch shall be used to keep time.
- 3.4.9. A Re-Ride bull may be awarded if judges determine the athlete did not have a fair chance at a qualified ride or reasonable score. Re-ride criteria include the following:
 - Bull stops bucking, falls, stumbles, is injured, or comes into contact with the chute, chute gate, arena fencing, or in-arena object that clearly changes the bull's movement.
 - Re-Ride Option may be awarded in the event the bull's activity in the chute impedes athlete's ability to safely call for the bull.
 - 4.4.9.1. Re-Ride Option may be awarded on a qualified ride if any one judge scores the bull 19 points or below (threshold subject to modification at discretion of judging staff and when mutually agreed upon with ACT Competition Team).
 - 4.4.9.2. Re-Ride Option may be awarded if the chute gate opens before athlete nods or calls for his bull; flank strap malfunctions; or in the case of foreign object interference.
 - 4.4.9.3. Once Athlete is informed of the Re-Ride option, he must immediately declare to a Judge or the Chute Boss to decline or take the Re-Ride before leaving the arena.

4. ALL-AROUND CHAMPIONS

- 4.1. If an individual Athlete is competing in two (2) or more Disciplines in The American Rodeo, that Athlete is eligible to win the All-Around title.
- 4.2. The American Rodeo All-Around will be calculated based upon a "sliding scale" point system. The winner of the All-Around will be determined by the highest aggregate total of points earned in The American Rodeo. You must have a qualified time or qualified score to receive points. The point system will be based on how many entries are in each Discipline. For example:
 - 4.2.1. The American Rodeo Round of 10 (10 entries, for reference – points decrease by 5 for each place down):
 - 4.2.1.1. 1st Place = 50 points
 - 4.2.1.2. 10th Place = 5 points
 - 4.2.2. The American Rodeo Round of 4 (4 entries, for reference – points decrease by 10 for each place down):
 - 4.2.2.1. 1st Place = 60 points

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4.2.2.2. 4th Place = 30 points

- 4.3. All-Around Champions are not considered “Event Champions.” Therefore, unless the All-Around Champion is eligible through the detailed explanation within Section 8 of the Contender Tournament Advancement Rules, they are not considered eligible for the Contender Bonus.
- 4.4. Regional Finals All-Around Champion
 - 5.4.1 If an individual is competing in two (2) or more Disciplines in The American Contender Tournament Regional Finals, that Athlete is eligible to win the All-Around title.
 - 5.4.2 The Regional Rodeo All-Around will be calculated based upon a “sliding scale” point system. You must have a qualified time or qualified score to receive points. The point system will be based on Finals placings in each discipline. For example:
1. 60; 2. 55; 3. 50; 4. 45; 5. 40; 6. 35; 7. 30; 8. 25; 9. 20; 10. 15; 11. 10; 12. 5

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