

# CCCA Rule Book

## General rules for 6 and under leadline

The CCCA is interested in providing an opportunity for riders who need assistance to participate in CCCA events. For this reason, the following special rules shall be applied at CCCA events that allow participation of these riders.

1. Western attire must be worn
  - a. Long-sleeved western shirts with collar
  - b. Western boots; no sneaker type "sport shoes"
  - c. Cowboy hat or helmet
2. A rider may be led through the course by a parent or responsible party 18 years or older. Such assistance is allowed to ensure the safety of the rider but does not extend to the assistant touching the poles, barrels, or other obstacles. The Lead Line Team (horse, rider, and leader) must properly complete the course.
3. The animal being led shall be in normal western tack with the addition of a halter and lead rope.
4. Lead Line riders may proceed no faster than a trot or they will be disqualified.

## 6 and under Leadline events and rules

### Goat Ribbon Jerking

1. This event does not require a horse. Goat will be staked with a ten foot rope in the arena. A ribbon will be attached to its tail.
2. The contestant must run to the staked goat, remove the ribbon from the goat's tail, and run back across the score line with any piece of the ribbon still in hand.

### Poles Bending #1

Go through the timing line, pass the first pole on either side, pass the successive poles on alternate sides, and turn the last pole and return, passing each on alternate sides.

### Single Stake

Go through timing line to pole, turn pole in either direction, return across timing line.

### Barrels

Go through the timing line; go to either right or left barrel first. If going to the right barrel first make a right turn and then go to the second & third barrel making left turns completing the clover leaf pattern; then return through the timing line. If going to the left barrel first make a left turn and then go to the second & third barrel making right turns completing the clover leaf pattern; then return through the timing line.

## **Keyhole**

Go through the timing line, run into the circle of the keyhole, turn in either direction, and return through the timing line. All four of the horse's feet must enter the circle. The rider will be disqualified if the horse's hoof touches the white chalk line on or outside of any portion of the Keyhole. A judge shall be stationed near the Keyhole and shall determine the qualification of the ride. Such decision is final.

## **Dummy Roping**

1. There will be a 60 second time limit- no limit of loops thrown
2. The score line shall be 2 feet behind the roping dummy. The start line will be 15 feet behind the score line.
3. Contestants must build, swing and throw the loop themselves.
4. The time shall start when contestant steps over start line.
5. There are 3 legal catches: Around the neck, Neck catch, and Half head
6. Fishing is legal- without crossing the score line
7. If the contestant steps on or over the score line this will result in a No Time.
8. If the contestant ropes the back of the dummy & pulls their slack, this will result in a No Time.

## **Little Britches 4-6 age group events and rules**

### **Ribbon Jerking**

1. The contestant is on horseback; we will have a designated horse holder for the safety of each contestant.
2. Time will start when the horse crosses the line, ride down, stop & dismount horse.
3. Run and grab the ribbon
4. Hands in the air to declare time (both hands)

### **Pole Bending II**

1. Contestant will be allowed legitimate time from the time he/she enters the arena gate until time starts by the field flagger or electric eye. Judge will determine legitimate problem for prestart time.
2. The horse's nose will be timed as it crosses the score line each way.
3. The poles and the starting line will be permanently marked for the entire ground.
4. During the pole bending event, the arena will be dragged at regular intervals, to be determined by the management.
5. Arena gate must be closed immediately after contestant enters the arena, and kept closed until pattern is completed and horse is under control.
6. The pole bending pattern is to run around six poles (see Pole bending Diagram).
7. The distance from the starting line to the first pole shall be twenty-one feet and spacing between poles shall be twenty-one feet. End pole must be at least twenty feet from the fence.

8. Poles shall be set on top of the ground six feet high, and with no base larger than fourteen or less than twelve inches in diameter.
9. Poles must be in a straight line.
10. Touching poles is permitted by horse or contestant.
11. An electric eye will be used when possible. If the eye fails to work, the flagger's time will be used.
12. A contestant may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
13. Judge is to flag time, then flag contestant out if run is not legal.
14. Knocking over a pole is a five second penalty per pole.
15. Not following the pole bending pattern will received a no time.
16. If a horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive a no time.
17. If forward motion is broken contestant will receive a no time.
18. If contestant's horse breaks timer line by backing through before starting time, time will be considered started.
19. If timers fail to get time, contestant will be given a rerun plus any penalties already incurred.

### **Single Stake**

Go through timing line to pole, turn pole in either direction, return across timing line.

### **Barrels**

Go through the timing line; go to either right or left barrel first. If going to the right barrel first make a right turn and then go to the second & third barrel making left turns completing the clover leaf pattern; then return through the timing line. If going to the left barrel first make a left turn and then go to the second & third barrel making right turns completing the clover leaf pattern; then return through the timing line.

### **Keyhole**

Go through the timing line, run into the circle of the keyhole, turn in either direction, and return through the timing line. All four of the horses feet must enter the circle. The rider will be disqualified if the horses hoof touches the white chalk line on or outside of any portion of the Keyhole. A judge shall be stationed near the Keyhole and shall determine the qualification of the ride. Such decision is final.

### **Dummy Roping**

1. There will be a 60 second time limit
2. The score line shall be 2 feet behind the roping dummy. The start line will be 15 feet behind the score line.
3. There will be no limit to the amount of loops to be thrown within the 60 second time limit. Contestants must build, swing and throw the loop themselves.
4. The time shall start when contestant steps over start line.

5. There are 3 legal catches: Around the neck, Neck catch, and Half head
6. Fishing is legal
7. If the contestant steps on or over the score line this will result in a No Time.
8. If the contestant ropes the back of the dummy & pulls their slack, this will result in a No Time.

### **PeeWee 7-9 age group events and rules**

#### **Goat Tying**

1. 60 seconds time limit
2. The stake and the starting line will be permanently marked for the entire go-round.
3. Arena gate must be closed immediately after contestant enters the arena and kept closed.
4. Time to be taken between two flags.
5. Collars will be snug and comparable. Ropes will be the same length. Goats will be as close to the same size and weight as possible.
6. Start flaggers will stand in identical place for the whole go round.
7. Starting line will be at least 100 feet from the stake.
8. The goat will be connected to a stake with a rope ten feet in length.
9. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from his/her horse, and throw the goat by hand. PeeWee 7-9 age group only may have a parent hold the contestant's horse after contestant has stopped the horse. At no time can the parent stand between the goat and the horse.
10. If the goat is down when the contestant reaches it, goat must be stood on at least 3 legs and then re-thrown. Then cross and tie any 3 legs together with a leather thong, goat rope, or piggin string (boys) and stand clear of the goat.
11. Legs must remain crossed and secure for 6 seconds after completion of tie.
12. To qualify as a legal tie, there will be one or more wraps, and a half inch, hooley, or knot.
13. Time will start when the horse's nose crosses the starting line.
14. Time will stop when the contestant signals the completion of the tie.
15. The contestant must move back 3 feet from the goat before the judge will start the 6 second time limit for the goat's legs to remain crossed and tied.
16. Qualified persons other than contestants will be used as goat holders.
17. Contestants will receive a no time for touching the goat or tie string after signaling he/she is finished.
18. Contestants are **not** allowed to untie their own goats. The work crew will untie goat. This will result in a no time.
19. If the horse crosses or touches the rope or goat at any time, contestant will be assessed a 10 second penalty.
20. If the goat should breakaway because of the fault of the horse while contestant is mounted, he/she will receive a no time. A contestant is still mounted until both feet are on the ground.

21. If the goat should break away, it will be left to the judge's discretion whether the contestant will get a rerun.

### **Pole Bending II**

1. Contestant will be allowed legitimate time from the time he/she enters the arena gate until time starts by the field flagger or electric eye. Judge will determine legitimate problem for prestart time.
2. The horse's nose will be timed as it crosses the score line each way.
3. The poles and the starting line will be permanently marked for the entire go-round.
4. During the pole bending event, the arena will be dragged at regular intervals, to be determined by the management.
5. Arena gate must be closed immediately after contestant enters the arena, and kept closed until pattern is completed and horse is under control.
6. The pole bending pattern is to run around six poles (see Pole bending Diagram).
7. The distance from the starting line to the first pole shall be twenty-one feet and spacing between poles shall be twenty-one feet. End pole must be at least twenty feet from the fence.
8. Poles shall be set on top of the ground six feet high, and with no base larger than fourteen or less than twelve inches in diameter.
9. Poles must be in a straight line.
10. Touching poles is permitted by horse or contestant.
11. An electric eye will be used when possible. If the eye fails to work, the flagger's time will be used.
12. A contestant may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
13. Judge is to flag time, then flag contestant out if run is not legal.
14. Knocking over a pole is a five second penalty per pole.
15. Not following the pole bending pattern will received a no time.
16. If a horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive a no time.
17. If forward motion is broken contestant will receive a no time.
18. If contestant's horse breaks timer line by backing through before starting time, time will be considered started.
19. If timers fail to get time, contestant will be given a rerun plus any penalties already incurred.
20. A judges ruling: If a Contestant loses control of their animal before entering the gate and becoming dangerous to others around, that contestant could be disqualified.

### **Barrel Racing**

1. Contestant will be allowed legitimate time from he/she enters arena gate until the time starts by field flagger or electric eye. Judge to determine legitimate problem for prestart time.

2. Starting line in barrel racing will be subject to ground conditions.
3. The horse's nose will be timed as it crosses the time line each way.
4. The barrels and the starting line will be permanently marked for the entire go-round.
5. Contestant may go to either right or left barrel first, but must make 2 turns in one direction and 1 turn in the other direction. Failure to follow the cloverleaf pattern will result in a no time.
6. The course will be dragged at regular intervals, to be determined by the management. No more than 10 runs will be made before course is dragged.
7. Arena gate must be closed immediately after contestant enters the arena and kept closed until pattern is completed and his/her horse is under control.
8. Judge is to flag time, then flag contestant out if run is not legal.
9. Knocking over a barrel is a 5 second penalty, per barrel. Should barrel be knocked over and it sets up on opposite end, the 5 second penalty will be assessed.
10. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and contestant will receive a no time. If contestant's horse breaks timer light by backing through before starting pattern, time will be considered started.
11. An electric eye is preferable and will be used when possible. If the eye fails to work, the flagger's time will be used. The electric eye times will remain unaltered.
12. If timers fail to get time, contestant will be given a rerun, plus any penalties already incurred.

### **Keyhole**

Go through the timing line, run into the circle of the keyhole, turn in either direction, and return through the timing line. All four of the horse's feet must enter the circle. The rider will be disqualified if the horse's hoof touches the white chalk line on or outside of any portion of the Keyhole. A judge shall be stationed near the Keyhole and shall determine the qualification of the ride. Such decision is final.

### **Dummy Roping**

1. There will be a 60 second time limit
2. The score line shall be 2 feet behind the roping dummy. The start line will be 15 feet behind the score line.
3. There will be no limit to the amount of loops to be thrown within the 60 second time limit. Contestants must build, swing and throw the loop themselves.
4. The time shall start when contestant steps over start line.
5. There are 3 legal catches: Around the neck, Neck catch, and Half head
6. Fishing is legal
7. If the contestant steps on or over the score line this will result in a No Time.
8. If the contestant ropes the back of the dummy & pulls their slack, this will result in a No Time.

## **Junior & Senior Events & Rules**

### **Pole Bending II**

1. Contestant will be allowed legitimate time from the time when she enters the arena gate until time starts by the field flagger or electric eye. Judge will determine legitimate problem for prestart time.
2. The horse's nose will be timed as it crosses the score line each way.
3. The poles and the starting line will be permanently marked for the entire go-round.
4. During the pole bending event, the arena will be dragged at regular intervals, to be determined by the management.
5. Arena gate must be closed immediately after contestant enters the arena, and kept closed until pattern is completed and horse is under control.
6. The pole bending pattern is to run around six poles (see Pole bending Diagram).
7. The distance from the starting line to the first pole shall be twenty-one feet and spacing between poles shall be twenty-one feet. End pole must be at least twenty feet from the fence.
8. Poles shall be set on top of the ground six feet high, and with no base larger than fourteen or less than twelve inches in diameter.
9. Poles must be in a straight line.
10. Touching poles is permitted by horse or contestant.
11. An electric eye will be used when possible. If the eye fails to work, the flagger's time will be used.
12. A contestant may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
13. Judge is to flag time, then flag contestant out if run is not legal.
14. Knocking over a pole is a five second penalty per pole.
15. Not following the pole bending pattern will received a no time.
16. If a horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive a no time.
17. If forward motion is broken contestant will receive a no time.
18. If contestant's horse breaks timer line by backing through before starting time, time will be considered started.
19. If timers fail to get time, contestant will be given a rerun plus any penalties already incurred.
20. Contestant must show control of animal before starting a run.

### **Goat Tying**

Jr., Sr. Girls, and Jr. Boys/ Time Limit: 30 seconds

1. Leather thong, pigging string or rope
2. Western type equipment must be used
3. Starting lines in goat tying will be subject to ground rules
4. A clearly visible starting line will be permanently marked for the entire go-round
5. Contestant must show control of animal before starting a run.

6. Arena permitting, the gate will be in the center between the 2 goats.
7. Allowing each contestant the same length run at the goat.
8. Arena gate must be closed immediately after contestant enters the arena and be kept closed.
9. Time to be taken between 2 flags.
10. The horse's nose will be timed as it crosses the starting line.
11. Collars will be same and snug, ropes the same length and goat the same size and weight.
12. Flagger stands in identical places each performance.
13. Starting line will be 100 feet from the stake whenever possible, arena permitting.
14. The goat will be tied to a stake with a rope 10 feet in length.
15. Stake should be completely under the ground so that no part of it is visible or above ground.
16. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from their horse and throw the goat by hand.
17. If the goat is down when the contestant reaches it, goat must be stood on at least 3 feet or goat must be elevated by contestant so that at least 3 feet are dangling straight underneath goat, then goat must be re-thrown, contestant will then cross and tie any 3 legs together with a leather thong, pigging string, or rope, signal completion of tie and then stand back at least 3 feet.
18. To qualify as a legal tie, there will be one or more wraps and half hitch, hooey or knot.
19. Time will start when the contestant crosses the starting line, time will stop when contestant signals the completion of the tie. The contestant must move back 3 feet from the goat before the judge will start the 6 second time limit on the tie. If contestant gets rope that is holding the goat wrapped around his/her leg, she may ask the judge permission to remove it. After getting permission from judge, remove and move back 3 feet to start the 6 second time limit on the tie.
20. Qualified persons, other than contestants, will be used as goat holders.
21. Timed event judge will not flag contestant out till time is recorded.
22. Judge is to flag time and then flag contestant out if run is not legal.
23. Field judge will pass on the tie and if it is not secure for 6 seconds, the contestant will receive no time.
24. Contestant will receive a no time for touching the goat or tie string after signaling they are finished.
25. If the contestant's horse crosses over the rope or goat, or if contestant's horse comes in contact with the rope or goat prior to the contestant signaling for time, a 10 second penalty will be assessed.
26. If the goat should break away because of the fault of the horse or contestant, at any time, the contestant will receive a no time.
27. No re-run will be given due to faulty or broken equipment furnished by contestant in any event.
28. If goat should break away it will be left to the judges' decision whether the contestant will get a re-run.



29. In the event no time was recorded due to malfunction of timing equipment and if stock was qualified on in the field, contestant will be given a re-run at a time designated by the judges and the director plus any penalties.
30. If the judge sees he has made an error in the flagging he must declare a re-run before the contestant leaves the arena.
31. **Contestant cannot untie their own goat**, will result in a No Time. Work crew will untie goat.

### **Barrel Racing**

1. Contestant will be allowed legitimate time from he/she enters arena gate until the time starts by field flagger or electric eye. Judge to determine legitimate problem for prestart time.
2. Starting line in barrel racing will be subject to ground conditions.
3. The horse's nose will be timed as it crosses the time line each way.
4. The barrels and the starting line will be permanently marked for the entire go-round.
5. Contestant may go to either right or left barrel first, but must make 2 turns in one direction and 1 turn in the other direction. Failure to follow the cloverleaf pattern will result in a no time.
6. The course will be dragged at regular intervals, to be determined by the management. No more than 10 runs will be made before course is dragged.
7. Arena gate must be closed immediately after contestant enters the arena and kept closed until pattern is completed and her horse is under control.
8. Judge is to flag time, then flag contestant out if run is not legal.
9. Knocking over a barrel is a 5 second penalty, per barrel. Should barrel be knocked over and it sets up on opposite end, the 5 second penalty will be assessed.
10. If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and contestant will receive a no time. If contestant's horse breaks timer light by backing through before starting pattern, time will be considered started.
11. An electric eye is preferable and will be used when possible. If the eye fails to work, the flagger's time will be used. The electric eye times will remain unaltered.
12. If timers fail to get time, contestant will be given a rerun, plus any penalties already incurred.
13. Contestant may **not** run through the gate. She will be disqualified if they do. Contestant must show control of animal before starting a run.

## **Breakaway Roping**

Time Limit: 30 seconds/Two Loops, second loop must be carried

1. The rope must be attached to the horn in such a manner as to allow the rope to be released from the horn when the calf hits the end of the rope. This will be contestant's responsibility.
2. Rope must be tied to the horn with a string and may not be run through bridle, tie down, neck rope or any other device.
3. String will be provided and will be inspected by a designated official before each contestant competes.
4. The second rope must remain tied to the saddle until used and must not be broken away from the saddle horn.
5. No loops are to be rebuilt.
6. If second loop falls, it cannot be rebuilt and used.
7. A cloth or ribbon must be attached to the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
8. The catch-as-catch can rule shall apply after the loop has passed over the calf's head.
9. In case the field judge flags out a roper that still legally has one or more loops coming. The judge may then give another calf back lap and tap, plus time already lapsed and any barrier penalty.
10. Contestants will receive no time should they break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, undally the rope and stop his/her horse to make the rope break away.

## **Steer Stopping**

Time Limit: 30 seconds/ One Loop

1. The roper must dally to stop steer. Dally meaning one complete turn around the horn.
2. Roper must be mounted when time is taken.
3. No foul catches can be removed by hand.
4. If steer is roped by one horn, roper is not allowed to ride up and put rope over the other horn or head with his/her hands.
5. There will be only 3 legal head catches: Both horns, around the neck, or half head.
6. If hondo passes over one horn, then loops over the other, catch is illegal.
7. If loop crosses over itself in the head catch, catch is illegal.

8. Steer must not be handled roughly at any time, and roper may be disqualified if, in the opinion of the field judge, they have intentionally done so.
9. Broken rope or dropped rope will be considered no time.
10. Contestant must stop steer straight and not turn off to stop steer.
11. Horse and steer must be facing each other, with rope tight, and horse's feet must be on the ground before time is called.

### **Chute Dogging**

Time Limit: 45 seconds

1. Score line will be 15 feet. Free hand must not touch right horn until steer's nose crosses line. Breaking this rule will result in a 10 second penalty.
2. Time starts as soon as steer's nose crosses line. Contestant will be disqualified if a steer, when down, has not crossed the line.
3. There will be 2 flaggers
4. After catching the steer, contestant must change direction of steer or bring steer to a stop and twist down. If steer is accidentally knocked down or thrown down before brought to a stop or the direction has changed, it must be let up to all four feet and then thrown.
5. Steer will be considered thrown down only when it is laying flat on its side, or on its back with all four feet and head straight. Contestant must have hand on steer when flagged. The fairness of catch and throw will be left to the judges and their decision will be final.

### **Calf Roping- Boys ONLY**

Time Limit: 60 seconds/ Two Loops- Second loop must be carried

1. Piggin String shall be used for securing animals.
2. Neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent horse from dragging the calf.
3. No loops can be rebuilt.
4. If the second rope falls from the saddle before used, it cannot be rebuilt.
5. Contestant cannot receive any assistance after crossing the starting line.
6. Contestant must rope calf, dismount go down the rope, and throw the calf by hand, cross and tie any 3 legs.
7. Any catch is legal, catch as catch can rule.
8. If calf is down when roper reaches it, calf must be stood on at least three feet. Calf must be elevated high enough so he could regain his feet and calf must be re-thrown.

9. If roper's hand is on calf and calf falls, calf is considered thrown by hand.
10. Rope must hold calf until roper gets hand on calf.
11. To qualify as a legal tie, there shall be one or more wraps and a half hitch or hooey.  
(Hooey is a half hitch with loop; the tail of the string may be partly or all the way pulled through)
12. The tie must hold 6 seconds, and three legs must remain crossed until passed on by the judge.
13. 6 second time will start when the roper has remounted and his horse has taken one step forward.
14. If roper's rope comes off calf as roper starts to work with tie, the 6 second time will start when roper signals for time.
15. Rope will not be removed and rope must remain slack until field judge has passed on tie.
16. If horse excessively drags calf 6 feet or more, at any time during the run contestant will receive a no-time.
17. Roper will be flagged no time for touching calf or string after giving "finished" signal, or by dragging calf after remounting horse.
18. If Horse drags calf and contestant loses control of situation and horse continues to drag the calf contestant will be disqualified and receive a no-time.

### **Ribbon Roping**

Boy and Girl teams only/Time Limit: 45 seconds one loop

1. Contestants can do either roping or running. Points are not switched if contestants decide to run instead of rope halfway through the year.
2. There will be 1 legal head catch when roping calves. There will be 3 legal head catches when roping steers. Both horns, neck and half head.
3. The circle will be on the right-hand side of the arena from the roping box. All ribbons shall be the same length and shall be in the same position on the tail.
4. The roper will start from the roping box.
5. The runner can leave the circle when time starts.
6. Runner will start and finish from a circle drawn no further than 1/3 down the arena from the roper's box.
7. The ribbon roper cannot turn away from the animal and drag or lead; they can back up but cannot drag back. Dragging of the cattle will disqualify the roper, at the discretion of the judges. Animal must be on feet and forward motion must be stopped before ribbon can be removed.

8. If the ribbon is not on the animal when it leaves the chute or falls in the arena, roper must declare themselves; should roper fail to declare themselves the field judge will signal time, and at the field judge's discretion, a re-run may be issued. If roper throws rope and misses when there is no ribbon, team will be flagged out. Judge will drop flag to stop time before signaling disqualification.

9. No mugging. Roper must stop from a forward motion. Dallies must be taken before you can remove the ribbon. Dropped ropes are no time.

10. Any roper tying hard and fast will be disqualified.

11. Time will stop when the runner crosses the starting circle, with any part of the ribbon. Dallies must be free from the horn. The animal must be un-dallied before the runner reaches the circle.

### **Dally Team Roping**

Time Limit: 60 seconds/Three Loops

1. Time will be taken when steer is roped, both horses facing steer in the line with ropes dallied and tight horse's front feet must be on the ground.

2. Each contestant will be allowed to carry only one rope.

3. Roper must dally to stop steer.

4. No tied-on ropes allowed.

5. The word "dally" means one complete turn around the horn.

6. Ropers must be mounted and tight to receive a time.

7. Steer must be standing up when roped by head and heels.

8. No foul catches can be removed by hand.

9. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. Neither contestant may remove the front foot or feet from loop by hand. However, should the front foot or feet come out of the heel loop by the time the field judge drops his flag, time will be counted.

10. In case the field judge flags out a team that still legally has one or more loops coming, the judge may give a steer back lap and tap, plus time already lapsed and any barrier penalty.

11. There are 3 legal head catches: Both horns, Half Head, or Around the neck.

12. If loop crosses itself in the head catch, it is illegal. This does not include heel catches.

13. One hind foot receives 5 second penalty.

14. Cross fire catches will receive no time. If, in the opinion of the flagger, a heel loop is thrown before the header has dallied and changed the direction of the steer, a team shall receive no time.

15. Steer must not be handled roughly at any time and ropers may be disqualified if, in the opinion of the judge, they have intentionally done so.

16. If header accidentally jerks steer off his feet or steer trips or falls. Header must not drag steer over eight feet before steers regains his feet or team will receive no time.

17. Broken rope or dropped rope will be considered no time.

18. The judges will decide any questions as to catches in this event.

19. In result of a Ghost Run: Contestant without a partner will be drawn a partner, the partner drawn an extra run must pay in for \$25 (entry fee for that event) to receive Jackpot money however, will receive NO points for day or year end awards. If money is not paid then drawn partner will receive no money.