



RODEO SERIES INFORMATION



First Impressions Rodeo Club, Inc. is a non-profit organization committed and dedicated to promoting youth participation in the sport of Rodeo. FIRC strives to build interest, love, understanding, and appreciation for livestock, sportsmanship, work, and family

FIRST IMPRESSION RODEO CLUB, INC.
BOARD MEMBERS:

CHAIRMAN OF THE BOARD:	Laura J Chavez
CEO/PRESIDENT:	Mike Chavez
VICE PRESIDENT:	Joey Gonzales
SECRETARY:	Kathy Romero
SERGEANT OF ARMS:	Eddie Perales
ARENA DIRECTOR:	Kurtis Lee
TREASURER & MARKETING DIRECTOR:	Laura J Chavez

the COWBOY'S PRAYER

Our Heavenly Father, we pause at this time,
mindful of the many blessings you have bestowed upon us.
We ask, Lord, that you will be with us in the arena of life.

As Cowboys, we do not ask for special favors.
We don't ask to draw around the rankest bull,
the chute fighting horse or the steer that won't lay.
We don't even ask for all daylight runs.

We do ask, Lord, that you help us live our lives here on earth
as Cowboys, in such a manner that when we make that last
inevitable ride, to the country up there, where the grass grows
lush, green and stirrup high, where the water runs cool, clear and
sweet, that you will take us by the hand and say. . .

"Welcome to Heaven, Cowboy. Your entry fees are paid."



ARENA GROUND RULES

Alcoholic beverages are NOT allowed on the arena grounds.

Event Directors are arena officials. All decisions of the arena officials will be final. Flaggers are only used for helping with back up times, not for making any judgment calls.

All complaints will be registered in the crow's nest on a complaint form and must be accompanied by a \$25.00 fee. Complaints must be made before the end of the event in question; otherwise it will not be addressed. The FIRC committee will determine if the complaint merits immediate attention. If deemed necessary, resolution will be made immediately with assistance of arena officials. All other complaints will be addressed upon before the next scheduled rodeo.

No spectators will be allowed in arena during rough stock events.

Harassment of Rodeo Officials, personnel, or secretaries by contestants or family members will be cause for immediate disqualification of contestant from event and/or rodeo series as determined by the FIRC committee.

Contestants will be asked to leave the arena for any one of the following:

- 1) Use of foul/abusive language.**
- 2) Harassment of other contestant.**
- 3) Mistreatment of livestock including their own.**

These rules apply anywhere on the rodeo grounds.

Please Practice Good Sportsmanship

Good sportsmanship occurs when teammates, opponents, coaches, and officials treat each other with respect. Kids learn the basics of sportsmanship from the adults in their lives, especially their parents and their coaches. Kids who see adults behaving in a sportsmanlike way gradually come to understand that the real winners in sports are those who know how to persevere and to behave with dignity - whether they win or lose.

A NOTARIZED RELEASE IS REQUIRED BEFORE A CONTESTANT MAY COMPETE. PLEASE SEND THE RELEASE WITH YOUR ENTRIES, THERE WILL NOT BE A NOTARY AVAILABLE AT THE RODEO. A COPY OF EACH CONTESTANT'S BIRTH CERTIFICATE NEEDS TO BE MAILED OR PRESENTED TO THE RODEO SECRETARY WITH THE FIRST ENTRY BEFORE THE START OF THE FIRST RODEO.

No refunds for turnouts or draw-outs (see Gymkhana rules) unless accompanied by a Dr./vet note. Upon receipt of a Dr./vet note. entries can be rolled to their next rodeo.

Series awards fees and administrative fees are non-refundable.

The Crow's Nest will be off limits during the rodeo. Please do not request times of placing. The announcer will announce unofficial winners after each event. If you need to verify anything, please wait until after the rodeo is over.

RODEO SERIES INFORMATION

NOTE: WE WILL ONLY BE TAKING THE FIRST 20 CONTESTANTS IN EACH EVENT TO PARTICIPATE IN THE RODEO.

(If the event is full, you will be refunded for that day and event only).

SERIES FEE:

The Series fee is \$50.00 which includes saddles to all around champions at the end of the season who enter 3 or more events. (Only top 3 high points used from each rodeo no matter how many events are entered). Buckles go to runner up winners, and 2nd place awards will also be given to each age group in time events. Contestants must participate in at least 6 of the 8 rodeos and enter a minimum of three events.

Series contestants will sign up at our first rodeo to qualify for end of the year series awards for our Rodeo Season. Please keep reading for more information.

THE NM STATE FAIR RODEO DOES NOT COUNT TOWARDS SERIES POINTS.

ROUGH STOCK FEE:

Series fee is \$50.00 for contestants in one event competing for championship buckles with a minimum of 3 contestants. Contestants must participate in at least 6 of the 8 rodeos. Rough stock events will receive separate awards for championship winners.

AWARDS ELIGIBILITY:

THERE HAS TO BE A MINIMUM OF THREE SERIES CONTESTANTS IN THE AGE GROUP TO QUALIFY FOR AWARDS AT THE END OF THE SERIES.

LATE FEES:

Any late arrival sign ups on Saturday morning, day of the rodeo, will be charged a \$25 late fee. Late sign-ups will be accepted between 7am-8am the morning of the rodeo. We accept cash, debit and credit cards. No personal checks accepted.

PERFECT ATTENDANCE:

Awards for perfect attendance will be given only to the contestants who have paid the awards fee and competed in ALL rodeos. If a contestant has paid their entries but does not physically compete in a rodeo, this does NOT qualify them for a perfect attendance award. There are no exceptions to this rule. If a contestant is NOT eligible for the perfect attendance award the award can usually be purchased by the contestant or parent.



PARENTS

PLEASE READ RULES & GUIDELINES:

It is your responsibility to keep your children out of harms way on the rodeo grounds. Have your children warm up their horses away from populated areas on the arena grounds. **DO NOT ALLOW YOUR CHILDREN TO LOPE THEIR HORSES THROUGH THE PARKING LOTS AND WALKWAYS.** Due to safety concerns, parents and children will be restricted from crowding the gate area. If a contestant is found loping their horses in a crowded area they will be fined \$25.00, which must be paid the end said rodeo, No exceptions!

ARENA:

Rodeos will be held at First Impression Rodeo Arena, Albuquerque, NM (unless otherwise stated). All families are expected to help keep the rodeo grounds clean and be respectful to the community.

******PLEASE NOTE: PARENT/GUARDIANS ASSISTING THEIR CHILDREN IN THE ARENA MUST ALSO BE IN COWBOY DRESS CODE******

Dress code will be enforced. All contestants are required to wear cowboy boots or riding shoes with riding heel. Cowboy hats required and helmets are suggested for all contestants for safety precaution. Visors, caps, etc. are not allowed. All contestants must wear long pants, no cut-offs or shorts. Long sleeve button up shirts with collars are required. Helmets and vests are required for all rough stock events.

AGE GROUPS:

Contestant's age as of March 1, 2022 for will be used for timed events the whole series. Age groups will be as follows with the exception of Bull Riding.

6 and under

7-9

10-13

14-18

Note: Any Contestant may participate in any age group higher than his/her own group and must remain in that age group for the remainder of the series, however, points awarded in another division WILL NOT carry over.

ALL AROUND POINTS:

At the end of the rodeo series, the contestant's overall points won in the top 3 events for each rodeo, will be totaled to determine the series all-around champion, 2nd and 3rd place winners. This includes rough stock events. Points are awarded to anyone participating in the series only.

Other contestants are welcome to compete for day money if not signed up for the series.

POINTS:

We will be combining boys and girl points. Boys and girls will compete against each other for points and paycheck in all events.

- 1st place - 10 points 6th place - 5 points
- 2nd place - 9 points 7th place - 4 points
- 3rd place - 8 points 8th place - 3 points
- 4th place - 7 points 9th place - 2 points
- 5th place - 6 points 10th place - 1 point

Ties: Points will be averaged (e.g.: 10+9=19 by 2=9.5 points each), All event points will be added to determination placing for the all-around in each age group.

ADDITIONAL RULES:

There WILL NOT be any duplicate awards presented at the Rodeo due to a tie in points. If a tie should occur, the following system will be used to break the tie.

- 1 The highest score in the rough stock events or the fastest timed events at the rodeo will be used to break the tie. If another tie occurs, go to #2.
- 2 Most money won in the event at the rodeo will be used to break the tie. If another tie occurs, go to #3.
- 3 A flip of a coin will be the final decision to break the tie at the Rodeo. This will occur with both contestants and FIRC Board members present.

PAYBACK SCHEDULE:

Paycheck will be based on event, age group and number of contestants entered. The more contestants per event, the more places will be paid back. Boys and girls will compete against each other for paycheck monies. The paycheck schedule is listed below and is used for all events. Checks will not be mailed. Contestant's winnings must be cashed within 30 days of receiving. All checks will be voided after 30 days. WE WILL NOT RE-ISSUE CHECKS. There will be no ground money paid in the event of no qualified rides. All monies will be placed in the awards funds. PLEASE allow enough time for checks to be processed. It will be announced when checks are ready to be picked up.

Contestants Paychecks

- 1-5 1 Place
- 6-10 2 Places
- 10-15 3 Places



RULES FOR THE RODEO

LEADLINE:

Parent leading the horse - you can have a spotter next to the child.

1. Go through the pole pattern
2. Barrel pattern
3. Grab the flag
4. Finish line

GOAT TAPPING 6 & UNDER:

Parent leading the horse. Horse cannot pass the marker in front of the goat. Child has to touch the goat to get a time.

GOAT TYING EVENT RULES/EQUIPMENT:

1. Leather thong, pigging string or rope. (Pigging string – a piece of rope used for securing animals.)
2. Western type equipment must be used.

SHEEP RIDING:

Contestants must ride 6 seconds for a qualified ride. If any part of the rider contacts the ground before the 6 seconds this ends with a no score. This will be a judge call. Re-rides are the discretion of the judge. Contestants will ride traditional style.

GENERAL RULES:

1. Starting lines in goat tying will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The stake and the starting line will be permanently marked for the entire go-round.
4. Contestant may change horses in this event.
5. Contestants may enter the arena at the speed of their choice.
6. Arena gate must be closed immediately after contestant enters the arena and kept closed.
7. Time is to be taken between the two flags.
8. The time will start when horse's nose crosses the starting line.
9. The ground will be raked before the start of each age group.



EVENT RULES:

1. There should be at least a 15-yard starting line.
2. Starting line will be 100 feet from stake.
3. The goat must be tied to a stake with a cotton rope ten feet in length.
4. Stake should be completely under the ground so that no part of it is visible or above ground.
5. Contestant must be mounted on a horse, ride from the starting line to the goat, dismount from the horse, and throw the goat by hand.
6. If the goat is down when the contestant reaches it, goat must be day lighted (Day lighting - defined - if animal is down when contestant reaches it, the animal must be let up so daylight can be seen under the animal and be thrown by hand. If contestant's hand is on the animal when said animal falls, animal is considered thrown by hand and a time will be had) and then cross and tie any three legs together with a leather thong, pigging string or rope, and stand clear of the goat.
7. Legs must remain crossed and secure for six seconds after completion of tie.
8. To qualify as a legal tie, there will be one or more wraps and a half hitch hooley or knot
9. Time will start when the contestant crosses the starting line.
10. Time will stop when contestant signals the completion of the tie.
11. The timing of the tie will begin when the contestant stands clear of the goat. If the contestant gets rope that is holding goat wrapped around the contestant's leg, they may ask the judge for permission to remove the rope. After getting permission from the judge, the contestant may remove rope and a 6-second time will start.
12. Qualified persons other than contestants will be used as goat holders.
13. Holder shall release goat when rider crosses starting line.
14. Local committee may opt to use either one or two goats.
 - If using one goat, stake the goat in center of the arena.
 - b. If using two goats, stake goats equal distance from arena fences. Contestants will alternate between goats.

Rotate goat out every five contestants. A goat may only be rotated in three times. Goats shall be rotated every five runs per draw. A scratch constitutes a run and goat does not have to be tied.



SCORING AND PENALTIES:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. The tie will be passed on by a field judge and if it is not secure for six seconds, the contestant will receive no time.
4. Contestants will receive no time for touching the goat or tie-string after signaling that they are finished.

The contestant may start on either the right or left barrel.

When starting on the right barrel, there will be one right turn and two left around the barrels.

When starting on the left side, there will be one left and two right turns around the barrels.

5. Touching barrel is permitted by horse or contestant.
6. Barrels will be 55 gallon metal drums with both ends in. No rubber or plastic barrel or barrel pads.
7. Knocking over and/or up ending a barrel is a five-second penalty per barrel.
8. Electric eyes should be placed on the score line no closer than the width of the first two barrels. The electric eye will be centered in each performance.
5. If contestant's horse runs over the goat or rope, an automatic 10-second penalty will be assessed.
6. If the goat should break away because of the fault of the horse while contestant is mounted, contestant will receive no time.

RERUNS:

1. No reruns will be given due to faulty or broken equipment furnished by contestant in any event.
2. If the goat should break away, it will be left to the judges' discretion whether contestant will get a rerun.

STOCK:

1. Goats shall be uniform for each age group. Uniform means similar in weight, size and age, with taped horns.
2. Goats must be tied down three times before first performance by someone not entered in goat tying in that age group.



BARREL, POLE, AND FLAG RACING EVENT RULES

GENERAL RULES:

1. Starting lines will be subject to ground rules.
2. A clearly visible starting line shall be provided.
3. The horse's nose will be timed as it crosses the starting line.
4. The barrels, poles, flags and the starting line will be permanently marked for the entire go-round.
5. During barrel, pole, and flag racing events, the arena will be dragged or raked at regular intervals and between each age group. In case of a scratch, the scratch will count as a run for raking purposes.
6. Contestants may enter the arena at the speed of their choice.
7. Arena gate must be closed immediately after contestant enters the arena and kept closed until pattern is completed and contestant's horse is under control.
8. Set timer beforehand in the same height and position, and lock the legs.
9. Barrels are not to be used as stands for the electric eye.
10. Not following the cloverleaf pattern will receive a no time.
11. No one is allowed to "lead the horse" for a contestant, it is an individual event.

SCORING AND PENALTIES:

1. Timed event judge will not flag contestant out until time is recorded.
2. Judge is to flag time, then flag contestant out if run is not legal.
3. Not following the designated pattern will receive a no time.
4. If horse re-crosses the starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
5. If contestant's horse breaks timer light by backing through before starting pattern, time will be considered started.

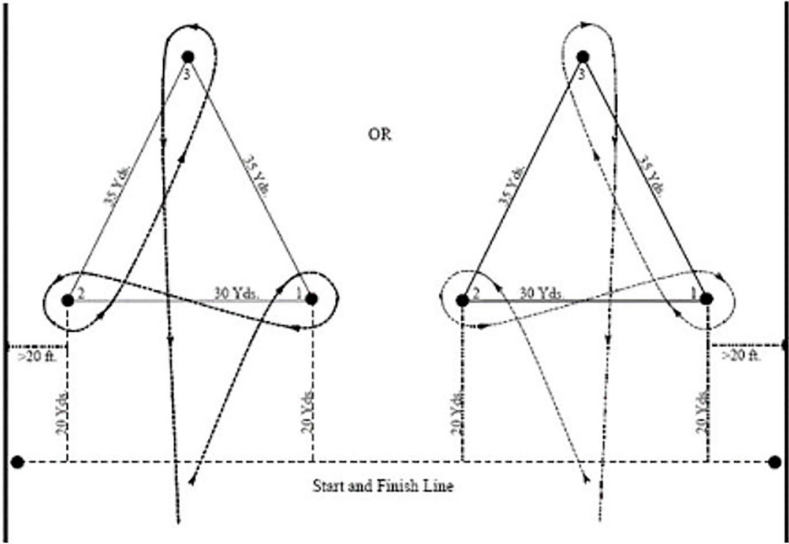
RERUNS:

1. No rerun will be given due to faulty or broken equipment furnished by contestant.
2. The battery-powered digital clock will be the first backup time and digital hand-held watches will be the second back up time. When both the digital clocks malfunction and no average time was recorded from digital watches, contestant will be given a clean rerun at a time designated by the judges and arena director.



BARREL RACING EVENT RULES:

- 1. All barrels must be 20 yards or farther apart. Nothing under 20 yards will be used.
- 2. The arena conditions will enable you to decide the distance over 20 yards that you wish to place the barrels, unless arena conditions warrant otherwise.
- 3. The cloverleaf pattern is the only approved pattern in this event.



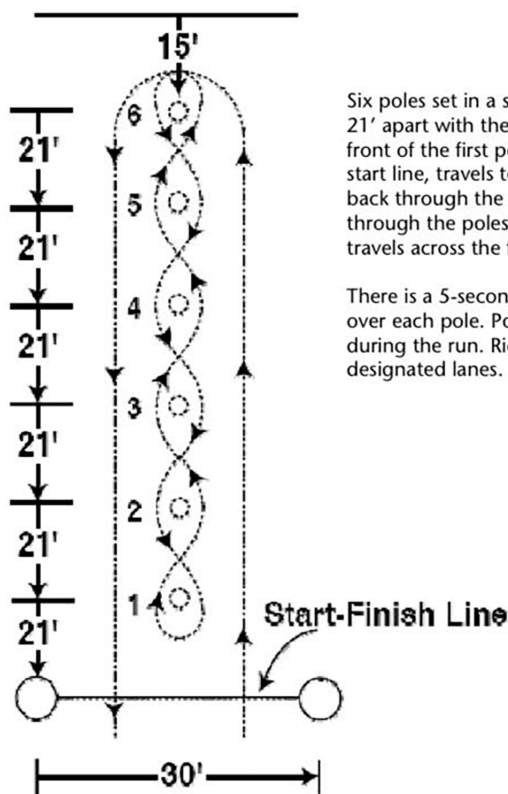
- 4. The pattern to be run for the barrels is as follows (if arena conditions permit):
 - a. The barrels must be at least 20 feet from the arena fence.
 - b. The front two barrels shall be 20 yards (60 feet) from the starting line.
 - c. The distance between barrel one and barrel two shall be 90 feet, and the distance between barrel one and three and between two and three shall be 105 feet. Barrel patterns can be adjusted proportionally to fit each arena.
 - d. There shall be a minimum of 75 feet allowed for stopping from starting line in barrels back to arena fence. This is subject to adjustment for arena conditions.
 - e. Third barrel must be arced and marked.
 - f. Marker rope will be buried and shall be pulled up straight and barrel placed to the inside next to the rope.
 - d. The contestant may start on either the right or left barrel.
 - When starting on the right barrel, there will be one right turn and two left around the barrels.
 - When starting on the left side, there will be one left and two right turns around the barrels.

5. Touching barrel is permitted by horse or contestant.
6. Barrels will be 55 gallon metal drums with both ends in. No rubber or plastic barrel or barrel pads.
7. Knocking over and/or up ending a barrel is a five-second penalty per barrel.
8. Electric eyes should be placed on the score line no closer than the width of the first two barrels. The electric eye will be centered in each performance.

POLE BENDING EVENT RULES:

1. The pole bending pattern is to be run around six poles.
2. No flags to be used on poles.
3. Poles are to be painted with a broken six-inch stripe pattern, not a solid color.
4. The distance from the starting line to the first pole shall be 21 feet, and the spacing between poles shall be 21 feet apart.
5. There shall be a minimum of 75 feet allowed for stopping from starting line in poles back to arena fence.
6. Poles shall be set on top of the ground six feet in height and with rubber bases no larger than 14 inches or less than 12 inches in diameter. PVC poles should be at least 1-1/2 inches in diameter and no larger than two inches in diameter.
7. Poles must be straight in line.
8. Touching poles is permitted by horse or contestant.
9. A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
10. Knocking over a pole is a five-second penalty per pole.
11. Pole is considered knocked over when top of pole hits the ground.
12. Not following the pole bending pattern will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. A contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern. Also, if a pole is knocked down and the contestant does not follow the weave pattern around the original base position of the fallen pole, it is considered a broken pattern.
13. See diagram of pattern on next page.



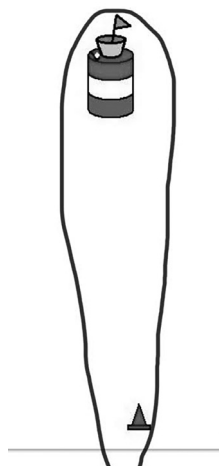


Six poles set in a straight line, each spaced 21' apart with the start-finish line 21' in front of the first pole. The rider crosses the start line, travels to pole number 6, bends back through the poles, turns, bends through the poles to number 6, turns, and travels across the finish line.

There is a 5-second penalty for knocking over each pole. Poles will not be set up during the run. Riders must remain in their designated lanes.

FLAG RACING EVENT RULES:

1. Bucket on barrel must be a three-pound coffee can filled to the top with soil. To make a rodeo flag, use a 1/2 inch dowel 20 inches long. Attach an eight-inch by eight-inch square piece of red cloth to the top eight-inches of the dowel. Put rodeo flag in the filled coffee can. Flag must protrude a minimum of five inches above top of the bucket. A minimum of six flags the same color and size should be available.
2. A horse may start either to the right or left of the barrel and then run down and around the barrel and return to starting line. Contestant may circle the barrel, but must return on opposite side of approach.
3. See diagram of pattern at right.
4. Knocking over the barrel and bucket is a ten-second penalty. Knocking over the bucket only is a five-second penalty.
5. Not following the pattern will receive a no time.



6. There shall be a minimum of 75 feet allowed for stopping from starting line back to area fence.
7. Rider may not use the flag to whip the horse. Flag must be carried past finish line. Contestant will be disqualified for whipping horse with flag.
8. This is a new rule. Placement of the flag barrel should be in the center of the arena with a minimum of 75 feet from the starting line, and a minimum of 30 feet off the back fence.

BREAKAWAY ROPING EVENT RULES:

1. One loop will be permitted.
2. The rope must be attached at 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 the contestant's responsibility.
3. Rope must be tied to the horn with a string at the end Of the rope and may not be run through the bridle, tie down, neck rope or any other device.
4. String will be provided to each local committee by the State Rodeo Board and will be inspected by a designated official and approved before each contestant competes.
5. A cloth or flag (white preferred) must be attached to the end of the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
6. The rope must pull up on any part of the calf behind the ears after the calf's head has passed through the loop.
7. The rope must be released from contestant's hand to be a legal catch.
8. If rope is broken free from horn by contestant, the contestant will receive no time. If rope drops over horn, contestant may ride forward and undally the rope, stop the horse, and let the CALF break the string. This will apply to all age groups.
9. A Third official will be used to help determine legal catches or any infractions of the rules. This official need not be mounted.
10. Flag judge will make final decision.
11. Breakaway Calves:
 - a. Minimum weight 180 pounds
 - b. Maximum weight 350 pounds

OPTIONAL RULES:

1. Refer to general roping rules.
2. Electric timers are optional.



RIBBON ROPING EVENT RULES:

1. Contestants must adjust neck-rope or equipment and reins in a manner that will prevent the horse from dragging the calf.
2. Calves may be pushed out by contestant's assistant provided they are ready.
3. One loop will be permitted.
4. Contestant cannot receive any assistance after crossing the starting line, except for one designated mugger. Roper must designate his or her mugger. If someone other than the designated mugger assist the roper, the roper will be disqualified.
5. Mugger may not assist roper in removal of ribbon.
6. Catch as catch can. Catch as Catch Can is anytime a thrown rope is tight on any part of the animal and restrains the animal until the contestant gets a hand on the animal, except in Breakaway Roping, where the rope must pass over the nose and head of the calf.
7. Mugger may be from any age group provided he or she is a contestant in the rodeo. Roper must run own ribbon.
8. Time will stop when contestant crosses the extended barrier/score line used for roping events. Ribbon must be presented to flag judge.
9. Attach ribbon to calf's tail-head with rubber band and non-breakable ribbon when possible.
10. If there is no ribbon, for whatever reason, when the contestant gets to the calf, contestant must declare him/herself. Contestant will then get the same calf back.
11. Ribbon should be wide enough and long enough to be visible to runner. A suggested width and length is one inch wide and eight to ten inches long.
12. If the horse excessively drags the calf after roper has dismounted, a ten-second fine will be added to time by field judge.
13. Ribbon Roping Calves:
 - a. Minimum weight 180 pounds
 - b. Maximum weight 250 pounds

OPTIONAL RULES:

1. Refer to general roping rules.
2. Electric timers are optional.



TEAM ROPING:

The contestant under the age of 18 can rope with anyone including an adult.

1. There will be only three legal head catches:

Head or both horns

Half a head

Around the neck

2. If Hondo passes over one horn the loop over the other, catch is illegal.
3. If loop crosses itself in head catch, it is illegal. This does not include heel catches.
4. Any heel catch behind both shoulders is legal if rope goes up heels.
5. One hind foot receives five-second penalty.
6. Cross fire catches will receive a no-time. If in the opinion of the field flagger a heel loop is thrown before the header has dallied and changed directions of a steer, team shall receive no time.
7. Steer must not be handled roughly at any time and ropers may be disqualified if, in the opinion of the field judge, they have intentionally done so.
8. In the event a team roper is disqualified or unable to perform due to extenuating circumstances which will be ruled upon by the arena director and the local committee, the remaining eligible contestant may compete with another partner as long as that partner is entered in that rodeo and is in the same age group.
9. If header accidentally jerks steer off his feet or steer trips or falls, header must not drag steer over eight feet before steer regains his feet or team will receive no score.
10. Broken rope, dropped rope or dismounting horse will be considered no time.

BULL AND STEER RIDING EVENT RULES/TIME LIMIT:

1. Bull and steers will be ridden eight seconds, except novice steer riding which will be six seconds.
2. Time to start when animal's inside front shoulder passes the plane of the chute gate, and judge must use stopwatch. (A separate flagman should flag the start of the ride.)

EQUIPMENT:

1. Rope must have bell. No bell, no marking.
2. Hooks, rings, spiders or posts shall not be used on bull and steer ropes.
3. Contestant must wear a protective safety vest.
4. Contestant must wear protective mouth piece.



GENERAL RULES:

1. Contestant is not to use sharp spurs.
2. Contestant will have the right to call judges to pass on whether or not animal is properly flanked to buck the best of its ability.
3. Fall - If any part of rider contacts ground, animal has fallen.
4. No contestant will ride two head in the same event during a performance except for rerides.
5. Contestants may pull ropes from either side.
6. Contestant must compete on the stock drawn for them. In the event of a mistake, stock drawn for must be run during that performance and only that time or score taken.

EVENT RULES:

1. Bell must be under belly of bull or steer.
2. Riding is to be done with one hand and loose rope, with or without hand hold.
3. No finger wraps, no knots or hitches will be allowed to prevent rope from falling off bull or steer when rider leaves him.

SCORING AND PENALTIES:

1. Ride and animal are to be marked separate
2. Mark the ride according to how much the contestant spurs the animal.
3. Figures used in marking the riding events shall range from 1 to 25 on both bucking animal and contestant. The full spread of points will be used.
4. If contestants make qualified ride with any part of rope in riding hand, they are to be marked.
5. Contestant will receive no score for any of the following offenses:
 - a. Being bucked off.
 - b. Touching any object with free hand.
 - c. Using sharp spurs.
 - d. Placing spurs or chaps under the rope when the rope is being tightened.
6. Judges may disqualify bull or steer riders who have been advised they are next to go if they are not above the animal with their glove on when the previous bull or steer leaves the arena.

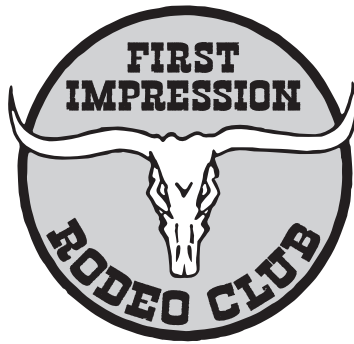


RERIDES:

1. The matter of the rerides shall be decided by the judges.
2. If reride is given, judge shall inform the contestant immediately of contestant's marking and contestant will have an option of reride.
3. Contestants may refuse reride and take their marking.
4. Contestants must make their decision immediately.
5. If stock contractors' equipment breaks, contestant must take either a reride or no score.
6. No reride will be given due to faulty or broken equipment furnished by contestant in any event.
7. If an animal that is drawn for a reride is already drawn for another contestant in the same go-round, the contestant with the animal drawn will take it before the contestant who draws the animal for a reride.
8. If an animal that is drawn for a reride is already drawn for another contestant in a later go-round, the contestant with the reride in the prior go-round will take the animal first.
9. When a final head is to be ridden in riding events, at least two additional head of stock will be available for rerides.
10. Rerides may be given only when stock fails to break, stops, or fouls the rider.
11. If in the opinion of the judges a rider makes two honest efforts to get out on a chute-fighting animal and is unable to do so, rider may have a reride drawn.
12. Contestants who are fouled at chute will be entitled to a reride at judges' discretion.
13. If animal falls down out of chute, contestant will be entitled to a reride at the discretion of the judges.
14. If animal fails to break or stops, the rider must make an eight-second qualified ride to be eligible for a reride at judges' discretion.
15. If animal loses flank, fails to break, stops, or fouls rider, rider may take same animal back providing stock contractor is willing, or rider may have reride drawn.
16. If an animal that runs off is already drawn for another contestant, that contestant must take the animal already drawn.
17. If that is the second consecutive time the animal has run off, he must be taken out of the draw and an animal drawn for the contestant out of the rerides.
18. If the pickup man or horse comes in contact with a bull or steer before qualified time has elapsed, reride may be given on the same animal drawn.
19. If flank comes off, a reride must be given and must be taken on the same bull or steer provided the rider has qualified until the time the flank comes off. If rider disqualified after flank comes off the bull or steer, the reride will still be given.

STOCK:

1. No hot shots will be used on an animal in the rough stock events after rider sits down on an animal unless rider requests such use.
2. Hot shot may be used when animal turns head out of the chute.
3. It is recommended that all horned bulls should have horns tipped, cut back, or kept out of draw. This is the responsibility of the stock contractor at the discretion of the arena director and the judges.
4. A 700 - 1000-pound bull steer will be used in the junior age group.
5. Stock shall be flanked for juniors and seniors.



First Impression Rodeo Club, Inc.

Our arena is located in Albuquerque's beautiful South Valley at
7003 Coors Blvd SW, Albuquerque, NM 87121

(approximately 5 miles past Rio Bravo, south on Coors on the westside of the blvd.)

Registration-Secretary:

Kathy Romero: (505)459-2918

Sponsorships:

Laura J. Chavez (505)417-9776

Email:

Firstimpressionrodeo@aol.com

facebook:

First Impression Rodeo Club, Inc.