



2020 NJHFR & NHSFR GROUND RULES



GENERAL RULES

- [PAGE 47] It shall be the judge's responsibility to see the contestant competes on the stock drawn for them.
- [PAGE 57] After the draw is made, in case stock is sick, cripple, or already shipped, replacement will be drawn from the extras. In case of crippled stock that are in after the draw is made, stock will be re-drawn from the position of the crippled stock on down the list. This is the case of no extra cattle being available.
- [PAGE 57] DELETE WORDING: If stock is not drawn in front of the chutes, time and place of the draw must be posted on the Bulletin Board or at the chutes.
- [PAGE 52] ADD: In all judged scoring events, adopt ½ point system.

CONTESTANT DISQUALIFICATIONS

- [PAGE 35] All disputed calls must be settled in the arena, at the completion of the event or performance, by the arena director, event director and judges provided the contestant has followed the required procedure of such dispute.
- [PAGE 36] Contestant will be disqualified for the use of tobacco, vaping products and marijuana products while on grounds.

STEER WRESTLING

- [PAGE 97] Dogger is entitled to only one jump in the thirty (30) second/one-minute time limit. A jump will be considered to have taken place if the steer wrestler has dismounted his horse.

GOAT TYING – FOR JUNIOR HIGH & HIGH SCHOOL

- [PAGE 74] There will be (1) goat staked at the center of the arena for ALL performances
- [PAGE 75] ADD #10 TO SCORING AND PENALTIES: The Contestant is allowed a running start. If the gate is centrally located, contestant must keep forward motion to the goat. If a side or corner gate is used, or two goats, a single spin or pivot is acceptable in either direction or by the Arena Director's approval. Failure to comply will be a no time. Contestant must be mounted when entering the arena.

CHUTE DOGGING

- [PAGE 101] With steer loaded in chute, dogger gets beside the steer, right hand in front of or behind right front shoulder. When dogger calls for the steer the chute gate will be opened. Dogger must keep right hand in front of or behind shoulder until the steer's nose crosses the score line. Right arm cannot be under the steer's neck at any time until the steer crosses the score line.

SADDLE BRONC RIDING & SADDLE BRONC STEER RIDING

- [PAGE 85 & PAGE 89] Riding rein and hand must be on the same side, rein cannot be wrapped around hand.

REINED COW HORSE

- [NHSRA WEBSITE] Pattern # 4 and Pattern # 5 are approved patterns. Please refer to www.nhsra.com for the two approved patterns, on the NHSRA Events page.
- [PAGE 153 & PAGE 154] RCH Patterns 11 Lope & 12 Lope, remove the reference to rule 20.6

RIBBON ROPING

- [PAGE 115] Runner can stand anywhere they choose in the arena on the opposite side of the 30ft finish line from the roping box when the roper calls for the calf.

JUNIOR BULL RIDING

- [PAGE 95] Bulls and/or Steers may be used.

TIE DOWN & RIBBON ROPING – JERK DOWN RULE

- [PAGE 102 & PAGE 117] A contestant will receive a 5 second penalty for the run if he brings the animal over backwards (between 10 and 2 on a standard clock) with the animal landing on his back or head with all four feet in the air.

TEAM ROPING

- [PAGE 111] DELETE WORDING: Steer must be standing up when roped by head or heels.

BREAKAWAY ROPING

- [PAGE 70] Two loops will be allowed if two ropes are carried, once second loop is pulled, first loop is no longer in play.
- [PAGE 70] Breakaway flag must be a solid colored flag – no printing on the flag.

TIE DOWN ROPING

- [PAGE 105] Two loops will be permitted, once second loop is pulled, first loop is no longer in play.

BAREBACK STEER RIDING & SADDLE BRONC STEER RIDING

- [PAGE 86 & PAGE 90] Re-rides are given only for equipment failure (flank strap falling off), stops, fouls and falls.