

(SENIOR BOYS DIVISION)

CHUTE DOGGING

General Rules:

I.

1. Chute shall be part of the arena during dogging events. Once score line (gypsum line) has been set it will not be changed in that go.
2. Score line will be parallel to chute. It will be set at ten (10) feet in front of chute or ten (10) feet in front of straightaway chute. The measurement will be made with chute gate in the closed position.
3. The line (barrier) judge will flag the start when the animals' nose crosses the score line.
4. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
 - a. any timed event, if animal escapes from the arena, field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap and tap start. Time already accumulated will be added to time used to complete the qualifying run.
 - b. In cases of mechanical failure. If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up.
5. Time shall be taken between two flags.
6. It shall be the judge's responsibility to see that contestants 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.
7. This event shall not be conducted with an open catch pen gate at any rodeo.
8. All steers shall be turned out in the same direction and the same chute will be used.

II. Time Limit:

There will be a one minute (1) time limit

Event Rules:

1. This event is open to boys only.
2. The chute must have a gate with at least thirty-six inch (36") clearance. It should be at least six foot in length (6'). Ideally it will also have a side entrance gate for dogger to enter. If bucking chute is used it must be left delivery and all chute dogging runs must be made from the same chute.
3. Gypsum, baby powder, chalk, etc. will be used to mark start line in front of chute.
4. With steer loaded in chute, dogger gets beside steer with hand and arm in front of shoulder of steer, or behind shoulder if dogger desires, and can wrap under neck. When dogger calls for steer the chute gate will be opened. Dogger must maintain his arm and hand position without impending forward progress of steer. If forward progress is impeded by choking or any other means, dogger will receive a no-time. Should dogger grab horn or ear, a 10- second penalty will be assessed. Steer must cross score line before being thrown or starting to slow the steer's forward progress to start throwing

process. If steer is thrown before crossing line, it will result in a disqualification since time has not started. Dogger cannot do anything to start throwing process until time has started in the field.

5. It is the contestant's responsibility to check for broken horns.
6. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plane of the chute gate.
7. Contestant is considered working the steer when the steer leaves the chute.
8. If steer gets loose, dogger may take no more than one step to catch steer.
9. After crossing the start line, wrestler must bring it to a stop or change its direction and twist it down.
10. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
11. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.
12. Wrestler must have hand on steer when flagged.
13. Contestant is required to turn steer's head so that he can get up.
14. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.

IV. Scoring and Penalties:

1. In order for time to be considered official, barrier flag must operate.
2. Timed event judge will not flag contestant out until time is recorded.
3. Judge is to flag time, then flag contestant out if run is not legal.
4. Contestant will be disqualified for any abusive treatment of steer.
5. Contestant will be disqualified if he attempts in any way to tamper with steers or chute.
6. Time should be taken with the average of two (2) times at all rodeos.
7. Dogger will be disqualified if animal is thrown before start line.
8. If steer falls on its own before nose crosses line, steer must be let up and not thrown until steer's nose crosses line.
9. There will be a 10 second penalty added if dogger moves right arm to the right horn (throwing position) before start line. This will be referred to as breaking the barrier.

V. Officials/ Judges:

1. There shall be two or more timers, a field flag judge, and a barrier judge
2. fairness of the catch and throw will be left to the judges, and their decision will be final.
3. Field flagger is required to watch contestant and steer until animal is turned loose.
4. Barrier judge will stand on the start line on right side of the steer and flag when the animal's nose crosses the line indicating the start of the run.
5. Field flagger will flag when the animal is legally thrown indicating the end of the run