

**Hawaii High School Rodeo Association (HHSRA)**  
**Hawai`i's Own Event Rules**  
**REVISED 09.14.2024 FINAL**

**Double Mugging**

- Time Limit: 60-Seconds / Catch Pen Gate Closed
2. Stock:
    - a) Must weigh no less than 300 lbs. and no greater than 500 lbs.
    - b) Uniformity of stock is required in size, weight, breed and temperament.
    - c) Variation in weight cannot exceed 50 lbs. and any deviation from this rule requires the consent of the Event Director.
    - d) Conditioning of steers is required with a minimum of three arena runs. Steers must be knocked and tied three times prior to performance.
  3. Legal Catch: Catch-as-catch can rule applies as long as the rope passes over the steer's head first and dally to declare catch
  4. Loops: Two loops with a recoil allowed.

**Event Rules:**

5. This event is open to boys and girls with teams of mixed or same gender.
6. Roper starts from behind a barrier and a barrier infraction is a 10-second penalty.
7. Mugger may position anywhere within the arena.
8. Time will be taken between two flags. Time starts when the steer breaks the plane of the barrier and stops when contestant completes the tie and signals for time.
9. Roper must rope steer and catch-as-catch can rule applies as long as the loop passes over the head first and dally to declare catch.
10. Contestants are allowed to continue the run up to 60 seconds after legal catch even if contact with animal or rope is lost.
11. On the dismount ('dismount' defined as when the roper touches the ground), no part of the rope between the roper's hands and the steer may be in contact with any part of the saddle or horse. Roper must either clear the rope from the saddle and horse before dismounting OR take the rope with him on the dismount.
12. If a steer is down when the mugger touches steer, animal must be given the opportunity to regain his feet, or 'daylighted', before being tied. If mugger's hand is on steer when steer falls, steer is considered thrown by hand.
13. To qualify as a legal tie, there must be at least one complete wrap around three legs and a half hitch or hooey.
14. Time stops when contestant completes tie and signals for time by raising hands up and away from pigging string and steer.
15. The steer must remain tied for six seconds and three legs must remain crossed until passed on by the judge.
16. Judge must use a stop watch to pass on six-second tie and must stop his watch if steer kicks free to validate legality of tie and run.
17. Judge is to flag time then flag contestants out if run is not legal.
18. Contestants will be disqualified for any abusive treatment of stock or horse.
19. Contestants will be flagged no time for touching steer, string or rope after signaling for time and before the judge has passed on tie.
20. Refer to 2024-2026 Rule book page 119, number 16 for draw partner clarification.

## **Poo Wai U**

1. Time Limit: 60-Seconds / Catch Pen Gate Closed
2. Stock:
  - a. Must weigh no less than 300 lbs. and no greater than 500 lbs.
  - b. Uniformity of stock is required in size, weight, breed and temperament.
  - c. Variation in weight cannot exceed 50 lbs. and any deviation from this rule requires the consent of the Event Director.
  - d. Conditioning and training of steers is required with a minimum of three arena runs with plastic horns applied.
  - e. Plastic horns must be strapped on one hour before performance and adjusted immediately before Poo Wai U event.
3. Legal Catch: Clean horns only
4. Loops: One loop
5. Amana Specifications
  - a. Amana must be 3' to 4' from the surface of the arena to the base of the 'Y'.
  - b. The total height of the Amana should be between 6'6" and 8'.
  - c. The width at the top of the 'Y' should not be more than 3' and less than 2' and the length of each side of the 'Y' must be equal.
  - d. The 'Y' must be positioned facing the roping box.
  - e. The base of the 'Y' must be wrapped with protective padding to prevent injury to steer.
6. Poo Wai U Rope Specifications
  - a. Rope should measure approximately of 20" from the top of the eye to the knot.
  - b. Overall length of rope not to exceed 8'.

## **Event Rules:**

7. This event is open to boys and girls in the High School Division.
8. There is no barrier for this event. Arena Director must ensure that start is flagged or barrier neck rope is placed on steer to start time.
9. Time will be taken between two flags. Time starts when the steer breaks the barrier or when the judge drops his flag. Time stops when contestant completes the tie and signals for time.
10. Judge must be positioned along the left side fence line and in line with the Amana for clear visibility of run.
11. Rope must be tied hard and fast.
12. Roper must rope steer by the horns and steer must be upright when roped.
13. Steer belongs to roper once called for. However, should steer behave in such a way that roper is unable to take a clear shot, a rerun will be granted IF roper pulls up. If roper chooses to rope the steer, he then accepts the steer and a rerun will not be granted.
14. Roper may dally to handle steer.
15. Steer must pass the Amana before roper can take the steer to the pole.
16. Roper **must handle steer** at all times and unnecessary roughing of stock will result in a no time.
  - a. Should a steer go down with legs folded under him, roper must hold up and allow steer to regain his feet.

- b. Should the roper mishandle a steer resulting in a fallen steer on his side with his legs out from under him, roper will be disqualified. **HOWEVER**, should the steer throw himself to the ground or trip, stumble and fall through no fault of the roper or his handling of the steer, roper will be allowed to continue provided he stops immediately and allows the steer to regain his feet. If the roper does not stop and proceeds to drag that steer more than six feet, run will be disqualified.
17. Once the roper dismounts, if the horse attempts to circle the Amana, a no time will be assessed if the horse goes beyond 180° from the point of the dismount.
  18. Roper must tie the steer to the Amana using a non-choke knot with the rope positioned back of the horns, around the neck and front of the shoulders.
  19. Time stops when contestant completes tie and signals for time by raising hands up and away from the tie rope and steer.
  20. Contestant will be flagged no time for touching tie rope after signaling for time and before the judge has passed on tie.
  21. Judge is to flag time then flag contestant out if tie is not legal.