



## CCA RODEO - TIMERS GUIDE

### INTRODUCTION

The part you play as a Timer is very important in the officiating of a rodeo. This manual outlines rules and guidelines to assist you in doing your job.

Please familiarize yourself with the CCA Rulebook. It is your responsibility to know the rules and how they might affect you if the rules are not adhered to. Many people depend on your integrity, knowledge, and professionalism while officiating at a rodeo.

### LOCATION

Arrive early to inspect the location that you will be timing from. It is important that you have a clear view of the entire arena, especially the bucking chute gates and the timed event barrier.

### EQUIPMENT

The following is a list of items that you will need to perform your duties as a Timer:

- Two Stopwatches
- Extra Stopwatch Batteries
- Loud Whistle or Air Horn
- Clipboard
- Pen and/or pencil

### JUDGE CARDS

Pick up your copy of the Judge Cards from the rodeo Secretary. Review the cards checking for any changes in the order of contestants to ensure the times are recorded beside the correct contestant.

Both Timers must sign the Judge Card that they are recording the times on. Ensure that everything is correct, as you will be responsible for any errors.

It is important to write neatly and legibly when recording times.

### DUTIES & RESPONSIBILITIES

Both Timers must decide prior to the rodeo who will be taking care of each responsibility. Determine who will be blowing the whistle/horn in the roughstock events. The other Timer should be ready with a second whistle/horn as a backup. You are still required to work as a team and assist each other when necessary. Once you have determined the most effective and efficient timing system to assist in the production of the rodeo, stick with it.

Always be alert and aware of what is happening in the arena. There is no time for visiting while you are timing.

### TIE DOWN ROPING/STEER WRESTLING/TEAM ROPING/BREAKAWAY ROPING

Before the event starts, determine where the Field Flagger is situated and ensure you have a clear view of them and then do the following:

- Focus on the barrier flag.
- Both timers should start their watches when the flag is released.

- Once the flag is released and you have started your watch, you must immediately turn your attention to the Field Flagger. They will be holding the flag high in the air. Stop your watch immediately when the flag drops.
- Remember that you are working as a team with the other timer, and together you need to:
  1. Show your watches to each other and average the times.
  2. Timer 1 - Records the averaged time on the Judge Card.
  3. Timer 2 - Looks to the Barrier Judge to see if they have signalled for a broken barrier.
  4. Timer 1 - Marks down +10 for broken barrier as signalled by the Barrier Judge.
  5. Timer 2 - In the Tie Down Roping event, look to the Field Flagger to ensure that the contestant has completed an official run. An official run is if the calf has remained tied for the required time, and the tie is legal. If a contestant is flagged out, cross out the recorded time and mark down NT for No Time.

### 25 Second Time Limit

There is a 25 second time limit to complete the run. A whistle indicating "No Time" shall be blown by the Timer at the end of the 25 second time span. One timer watches the Field Flagger while the other blows the whistle at 25 seconds.

- **Steer Wrestling** - The contestant has 25 seconds to make a jump at the steer or he will receive a NO TIME. The contestant must also have thrown the steer inside two minutes of crossing the scoreline.
- **Tie Down Roping** - If the contestant is in the process of tying the calf he may finish the tie but will receive no time.
- **Team Roping** - Pay special attention to the Field Flagger after he has dropped the flag to get the signal as to whether or not it was a clean run or a +5 for only catching one heel. The Field Flagger may also ride in close for a look at the head catch to make sure the catch is legal. If it is not, he may flag the team out, meaning NO TIME. Remember, you also have to watch the Barrier Judge for the +10 for a broken barrier and record the averaged times.
- **Breakaway Roping**

In all timed events ALWAYS record the running times first and then add on the penalties after. Example: If a team was 6.2 seconds in the Team Roping but they broke the barrier and only caught one heel, you would record it as  $6.2 + 5 + 10 = 21.2$ .

In Steer Wrestling there are a lot of times under 5 seconds. Therefore, it is important to know where the Field Flagger is in order to turn your attention to the flag as soon as you start your watch. Quick reflexes are critical.

Rodeos must use two timers in timed events. Times are to be added and then averaged. If there is 1/10 of a difference, you would record the lowest/fastest time.

Examples:	Timer 1		Timer 2	Recorded Time
	10.1	10.2	10.1	
	10.3	10.6		20.9 divided by 2 is 10.45 always round to the lowest 10.4
	10.2	10.6		20.8 divided by 2 is 10.4

## **ROUGHSTOCK EVENTS**

The Open Saddle Bronc, Bareback, and Bull Riding, plus the Junior Steer Riding are all timed on the 8 second rule. The Novice Bareback, Saddle Bronc, and Bull Riding are to be timed on the 6 second rule.

- The time starts when the inside shoulder of the animal crosses the plane of the chute.
- If an animal stands or stalls after your watch has been started, never stop and restart your watch, you will still blow the whistle/horn as in regular procedure. The judge will make the decision on re-ride option.
- When the time reaches 8 seconds blow your whistle/horn.
- Keep your eye on the running time and blow the whistle/horn right at 8 seconds. Consistency and quick reflexes are important.
- You must blow the whistle/horn on all rides even if the rider is bucked off immediately.

If the location of the Timers booth is in a position where you cannot see the animal leaving the chute, arrange with the Arena Director to have a flagger at the bucking chute.

## **BARREL RACING**

In Barrel Racing, electronic timers are used because they time to the one one-hundredth of a second. Both Timers are still required to use the stopwatches as a backup.

- One Judge is responsible for recording the times from the electronic eye.
- Start the watches when the Judge drops the flag at the beginning of the run and stop the watches when the Judge drops the flag at the end of the run.
- Record both watch times to the hundredths of a second on the Timers copy of the Judge Card. This is different from the other timed events where the times are recorded in tenths.
- Watch the run and record a +5 penalty for each barrel knocked down.
- Watch times will be averaged ONLY if the electronic eye fails. If this happens, write 'TIMER FAILED' in the slot next to that contestant and then the judge will use the stopwatch average time for that contestant.
- Remember to both sign the Timers copy of the Judge Card and write 'WATCH TIMES' on it.
- On the Judge Card that has the electronic times recorded on it, write 'ELECTRONIC EYE' at the top of the sheet.

## **POINTS TO REMEMBER**

Resist the temptation to anticipate the barrier flag and the field flag. If one Timer has a false start or finish, do not use the bad time, just go with the one watch time.

There must always be something recorded for each contestant:

1. An Official Time
2. A No Time
3. A notification of turnout or release

If you are unsure of which contestant is competing, please do not guess. Stop the action to find out. This should not be a problem as you are usually near the Announcer with the microphone.

If there is an infraction imposed by the Judge, such as unnecessary roughness, the Judge will instruct you to record this on the Judge Card, and he will sign your copy following the rodeo.

Communicate with your Judges and Arena Director. **ALWAYS BE ALERT AND DOUBLE CHECK EVERYTHING!**