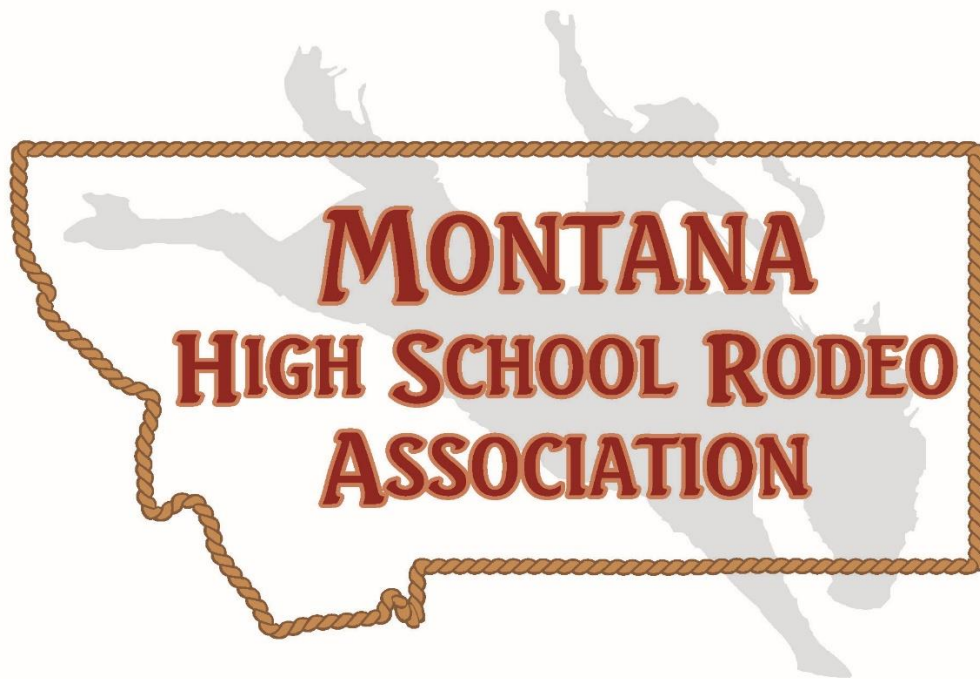


Rodeo Timekeeper



**Thank you for your support of the
Montana High School Rodeo Association members**



Qualifications of Rodeo Timer

MHSRA RULE: To become a certified timer for MHSRA, a person must take a certified timers course every 2 years AND if a new timer, shadow two weekends of rodeos. After being certified, if there is a State Director or judge's report of an issue, then the timer must shadow another rodeo before timing an MHSRA event again. If there is a second report of an issue, the MHSRA board of directors will review the timer's continued certification.

1. Knowledge of rodeo:
 - a. Where to look for the flagger, barrier, etc.
 - b. Rules and time limits pertaining to your job
2. Freedom to spend the time without having to worry about children, horses, etc.
3. Precise knowledge of the rules and the ability to enforce them.
4. You must show integrity – be fair, be consistent, don't be biased.
5. You must have the ability to concentrate – don't anticipate
6. A good timer notices everything in the rodeo but is seldom noticed. A good timer is considerate and courteous without sacrificing firmness.



Timers Checklist Before Each Performance

1. Arrive at the rodeo early enough to consult with the other timer.
 - a. Agree who will time which rough stock events. If using an automatic buzzer, one timer will operate the buzzer and the other will back it up.
 - b. Agree who will write times, penalties, etc. on official timer's sheet (hard copy)
2. Acquire timers' sheets from the secretary and go over any changes such as medical outs, notified turn outs, etc. Pick up electric eye display box.
3. Be in the announcers stand at least 15-20 minutes early.
4. Have a current NHSRA rule book and MHSRA Ground Rules
5. Be aware of all rules pertaining to your job.
6. Have plenty of sharpened pencils available. (Pencils don't smear in the rain.)
7. Have at least two (2) digital watches (one for each timer) plus backups in case of a failure. A sweep watch is handy in timing rough stock events, but not mandatory. Try to use digital watches with the feature "lap time."
8. Whistle
9. Go to the bathroom before the performance begins.



Timers Checklist During the Rodeo

1. Have extra people leave announcer stand – they can distract you and it is important for you to PAY ATTENTION! It is very hard to be accurate if you are visiting, etc.
2. ABSOLUTELY NO VIDEOING/TALKING ON CELL PHONES WHILE TIMING
3. Your job is NOT to WATCH the rodeo...WATCH the judges, flaggers, etc.
4. You must time from the same position for the rodeo. Meaning in the announcer stand, in same general location.
5. You cannot switch timers during an event. The same 2 timers must complete the event entirely.
 - If 3 timers are at a rodeo, the same 2 timers will time and average their times for an event. You can rotate events/timers to give each other a break.
 - *ex: if timer 1 & 2 are timing the steer wrestling they will average only their times. If timer 2 & 3 are timing the tie down, then they average only their times.
6. Watch the judges closely for penalties, broken barriers, etc. before announcing the official times
7. Concentrate, don't anticipate
 - Don't be afraid to admit if you anticipated the flag, missed the flag, etc., and don't be afraid to insist that you have the correct time.
8. It is ok to ask behind-the-chutes spectators/help or those in front of the barrier flag to move if they are in the way.
9. Be sure to give the announcer the time or score.

Recording Times & Penalties

1. Record your time in the 'Time' column for all events except the barrel racing and pole bending. The Electric Eye time will go in the 'Official' column and the hand time will go in the 'Backup Column'
2. The only 2 events with a Backup Time will be the barrel racing and pole bending
3. Record any penalties in the appropriate column. Penalties can be a broken barrier, tipped barrel or pole, hat rule violation, jerk down violation in tie down, one foot in the team roping, etc.
4. Add the time and any penalties assessed and record that into the 'Total' column

5. If a contestant is disqualified or gets a no time, write the time down and draw a line through it and then write a NT in the total column. Do not erase.
6. If it's not an obvious penalty such as barrier or tipped barrel/pole it is ok to write what the penalty was...hat, jerk down, etc.

Actual Timing

1. NHSRA rules state times must be recorded to the hundredth (x.xx)
2. Use your index finger and not your thumb. Scientific studies have shown your index finger is more accurate – To me this is personal preference
3. Use digital watches. Digital watches with 'lap time' are good especially if the flagger makes an error or if you make an error
4. If one of the two timers misses the start or stop or is delayed in starting or stopping the watch, or if the watch used by one timer malfunctions, that timer shall declare the problem to the other timer and only the time recorded by the other timer will be used.
5. Concentrate, don't anticipate
 - Don't be afraid to admit if you anticipated the flag, missed the flag, etc., and don't be afraid to insist that you have the correct time.
6. If both timers miss the start or stop of the run, or if both watches malfunction, then contestant will receive a re-run. You can see from this that PAYING ATTENTION is vital!!!
7. Remember you are the timer, NOT the judge.

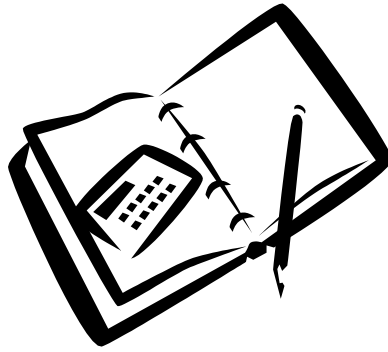
Rough Stock Events:

1. Sweep hand watches work great for the rough stock events
2. Time starts when the animal's INSIDE FRONT SHOULDER passes the plane of the chute and shall be timed for 8 (eight) seconds for all high school rough stock events and Junior high bull riding. Junior high bareback steer and saddle bronc steer are timed for 6 (six) seconds
3. Be sure you are able to see the animal's inside front shoulder. If you cannot see the chutes well or the front shoulder of the animal, ask the judge or a director to have a flagger flag the start for you.
4. At about 7.5 seconds place whistle in your mouth and take a deep breath. Blow at 8 for your whole breath. You must always blow the whistle even if the contestant bucks off...you shouldn't know this though because you ARE NOT WATCHING the event!

5. Get the judges scores and give to the announcer. You do not record the scores
6. If a horse/bull back out of the chute, then you will not start your watch until that inside shoulder clears the plane. If it never does, you don't start your watch.
7. If a horse/bulls inside front shoulder clears the plane of the chute and then stands there you should have started your watch and you blow the whistle at 8 seconds.

Timed Events:

1. Time should be taken between 2 flags with the average of two times
2. Make sure ahead of time that you can see the barrier flag and know where your field judge is standing
3. Make sure you know the time limits. **MHSRA Time Limit Rule: All timed events there is a 30 second time limit. Ex. 29.99 plus penalties is a legal time. 30.00 plus penalties is a No Time.**
4. Record times to the hundredths (x.xx)
5. Be sure to watch judges for penalties
6. Begin the time when the barrier flag starts to pop. Turn your attention immediately to the field flagger and stop the time when the field judge starts to drop his flag. Do not start your watch when the barrier flag is against the fence or stop your watch at the bottom of the field flaggers flag.
7. Average the 2 timers times. Record the time and penalties if applicable onto your timer's sheet. Inform the announcer of the time.
8. Record a time even if the judge flags out the contestant. Mark a line through the time and then write NT in the total column.
9. Electric Eye: Only read to the hundredth (x.xx) even though it times to the thousandth. Do not average the electric eye time up or down according to the thousandths. Record the electric eye time in the official time column and the averaged hand time in the back up column.
10. Watch the flagger at all times and keep this rule in mind: any timed event, if an animal escapes from the arena, the field flagger will drop his flag and you should stop your watch. Write that time down for later reference. The contestant will get his animal back with a lap & tap start. The time you previously wrote down plus the time used to complete his run. Any penalties will also be added.
11. If both watches malfunction or both timers miss the time, contestants will get the animal back. If there are barrier penalties, then the start will be lap and tap.



Averaging Times

1. Timers must use handheld digital watches and record the average of the 2 times to the hundredth.
2. Determine the difference between the 2 times
3. Divide this number in half
4. Add that number to the fastest time (smaller number)
 - EX: watch times are 9.06 & 9.08 Difference= 0.02 Divide in $\frac{1}{2}$ = 0.01, add to the fastest time TIME= 9.07
 - Watch times are 8.11 & 8.50 Difference=0.39 Divide in $\frac{1}{2}$ = 0.19, add to the fastest time TIME= 8.30
 - Watch times are 9.08 & 8.81 Difference= 0.27 Divide in $\frac{1}{2}$ = 0.13, add to the fastest time TIME= 8.94
5. The contestant always gets the benefit. That is, don't average up.
6. It is common for you to be a couple tenths apart, but not several seconds. If you are, use the faster time unless one timer knows they anticipated the barrier flag or the flagman's flag, or unless one timer knows they are late or early in stopping/starting their watch.
7. If you are consistently seconds apart something is wrong. Watches may not be functioning properly, or you may just not be PAYING ATTENTION!