

Revised January 26, 2009

General Rules

The use of:

- Foul Language
- Alcohol or drugs
- Cheating or attempting to cheat
- Attempting to fix, threaten, bribe, influence, harass or coerce the judges or officers
- Roughing livestock, including beating or excessive dragging
- Fighting among contestants, parents, and guardians will not be permitted under any circumstances.

Infraction of any of the above will be handled in the following manner:

1. Board Member will give verbal warning with one witness.
2. Registered letter from Board of Directors.
3. Contestants will be dropped and not allowed to compete in any remaining rodeos of the current year.

All complaints of any nature are to be taken to the event director not the judges.

Memberships

Membership fees are as follows:

- Single membership annually \$50
- Family membership annually \$80
- Single membership lifetime \$400
- Family membership lifetime \$650

Memberships include a subscription to Rodeo News, membership card, first chance and discount at KJRA sponsored clinics, updated point standing for the finals, and the opportunity to participate in the KJRA finals upon qualification.

Associate Memberships

- Annually \$15
- Lifetime \$100

Memberships include membership card and notice of any upcoming events.

Points will **NOT** be counted until membership fee has been paid.

Points from 8 of the 10 qualifying rodeos will count for year-end awards, plus finals points.

Points will be awarded per event per rodeo. Your highest 8 rodeos will count **per event** for year-end standings. All-Around points then will be calculated from event totals.

Finals Eligibility- Member will be required to compete in at least 6 rodeos, be a paid member in good standing, raise a minimum of \$125 in sponsorship money and/or raffle tickets, and it is encouraged to participate in at least one fund-raising activity to be eligible to compete in the finals. A parent is also required to work at two rodeos per child. Work cards will be provided, and an event director or board member must sign the card.

Finals contestants will receive a KJRA t-shirt at finals and a jacket or hooded sweatshirt at the year end banquet.

Contestants must enter and participate in **both days** of the finals to be eligible for year-end awards unless unable due to hardship. Hardship will be determined at the discretion of the Board.

Rodeo Entries

Rodeo entries will be taken over the phone on the Tuesday prior to each rodeo from 7-9 p.m., or turned into the secretary at the rodeo office 1 week prior to the rodeo. You may also email Suzan Adams at suzan@ksu.edu anytime before 9 p.m. on call-in day. Your email must include full name of contestant(s), events entering, age group, and which day(s). For example: Subject line; Rodeo Entry-Hutchinson. If you do not receive a confirmation email, please call-in your entry. Checks will not be cashed until Monday following rodeo. Any returned checks will be assessed a \$30 fee, which must be paid before contestant(s) will be allowed to compete in the next rodeo. More than one returned check charge will require cash payment.

Late entries will be assessed a \$10/rodeo late fee for all members. Failure to draw out of a rodeo by noon on Friday prior to rodeo will result in a \$25 penalty that must be paid before entering next rodeo.

Rodeo Entry # 785-238-7192 or suzan@ksu.edu

Dress Code

All contestants will be required to wear western attire, which includes boots, (no riding tennis shoes are permitted), long sleeve shirts and jeans. Cowboy hats are optional. No ball caps or other headgear, except protective helmets are allowed.

Age Groups & Events

1-6 boys & girls

Goat Tail Tying	\$10
Sheep Riding	\$10
Barrel Racing	\$10
Pole Bending	\$10
Dummy Roping	\$10

7-9 boys & girls

Girls Goat Tying	\$12
Boys Goat Tying	\$12
Barrel Racing	\$12
Pole Bending	\$12
Breakaway Roping	\$15
Calf Riding	\$15

10-13 boys & girls

Girls Goat Tying	\$15
Girls Barrel Racing	\$15
Girls Pole Bending	\$15
Boys Goat Tying	\$15
Boys Tie Down Roping	\$17
Boys Chute Dogging	\$19
Ribbon Roping	\$15
Breakaway Roping	\$17
Heading & Heeling	\$19
Steer Riding	\$19

OPEN

*Goat Tying	*\$25.00 per event +
*Barrel Racing	5.00 per day office
*Pole Bending	charge on your 1 st event.
*Breakaway Roping	
*Chute Dogging	
*Ribbon Roping	
*Team Roping	

Age will be determined by age as of January 1 of current year. **A copy of contestant's birth certificate** or other acceptable proof of age will be required to obtain membership and compete in the finals. Birth certificates will be kept on file, and will not be required each year. Any contestant, who knowingly is competing in the wrong age group and is caught, will forfeit any accumulated points and a fine will be assessed and must be paid before they are allowed to compete in any other rodeos in the correct age group.

If a contestant wants to move up one (1) age group they may do so. They will be required to compete in all events in that age group, and must compete the entire season in that age group. Example if you are 8 years old but want to compete in the 10-13 age group you may do so, but you will compete in the 10-13 in ALL events you enter in, and you will compete in the 10-13 age group for the entire rodeo season. You may not jump back and forth from 1 age group to another. And you may only advance 1 age group.

In the 10-13 age group, if you turn 14 before January 1st of the upcoming rodeo season, and are still eligible for the KJHRA(Kansas Jr. High Rodeo Association), you can compete in the 10-13 age group.

Points

First place	10
Second place	9
Third place	8
Fourth place	7
Fifth place	6
Sixth place	5
Seventh place	4
Eighth place	3
Ninth place	2
Tenth place	1

In the 1-6 age group; each contestant will be given one point for participation in an event. Participation points will be added to the points received from placing in an event. Contestant must physically enter the arena and participate in the entered event to receive participation points.

*Boys and girls will compete against each other for the prize money and points at the rodeos. Boys and girls will **NOT** be separated for points in co-ed age groups.*

Payback

1-3 contestants	First 100%
4-7 contestants	First 60% Second 40%
8-11 contestants	First 50% Second 30% Third 20%
12-15 contestants	First 40% Second 30% Third 20% Fourth 10%
16+ contestants	First 30% Second 25% Third 20% Fourth 15% Fifth 10%

Payback will not exceed five monies. Ground money will be paid if there are no qualifiers. Ties will be added together and then divided by number of ties.

Racing Event Rules (Barrels, Poles, goats)

1. There will be no spectators or parents allowed in the arena past the start line during events.
2. All contestants must enter the arena mounted. Horses may be led in but contestants must be mounted.
3. There will be one electric timer. If electric timer malfunctions, contestant has the option of using the back-up timer if used or a re-run. If a re-run is chosen the contestant will go to the bottom of the list or have at least two (2) minutes to rest horse before running again. If a timer malfunctions twice, contestant has an option of a third run or money back.
4. Any contestant crossing finish line before pattern is complete will receive a no time.
5. No one is allowed to assist contestant beyond the time line or contestant will receive a no time.

6. Unless the event director is notified of a legitimate problem a contestant will be disqualified for not reporting to the arena when called. Contestant will be called three (3) times.
7. Any contestant in the 10-13 or open groups that break the pattern will receive a no time.
8. Breaking the pattern is defined as losing forward motion or breaking the plane.
9. Contestant must be mounted before entering the arena.
10. Disputes not covered here will be referred to the National High School Rodeo rulebook.

Goat Tail Tying

1. There will be a (45) second time limit.
2. The goat will be on a five (5) foot rope or staked at the discretion of the Event Director.
3. Ribbons must stay on tail for six (6) seconds and contestant must take two (2) steps back before time starts.
4. Ribbons can be pre-tied.
5. Goat will be changed at the discretion of the Event Director.
6. Ribbons will be furnished. Contestants must use ribbons provided by Rodeo Committee. Ribbons will be approximately 12" long and 1" wide.
7. Event Director will catch horses or someone designated by Event Director if asked to do so. Horses do not have to be caught. Same person will catch all horses.
8. Ribbon must go around tail.
9. If horse fouled rope or goat while contestant is mounted it will result in a no time. If horse fouled rope or goat after contestant is dismounted a ten (10) second penalty will be added.

Girls Goat Tying

1. There will be a forty-five (45) second time limit.
2. Goats will be drawn for.
3. Goats will be staked on a ten- (10) foot cotton rope at least one hundred (100) feet from starting line.
4. Goat tiers will cross and tie any three (3) legs with leather thong or pigging string, with one (1) or more wraps and a half hitch, hooey or knot. Goat must stay tied for six (6) seconds after contestant steps back at least two (2) steps. Six (6) seconds will not start until contestant steps back.
5. If horse fouls rope or goat while contestant is mounted a no time will be assessed. If horse fouls rope or goat after dismounted a ten (10) second penalty will be assessed.
6. If goat is down it must be brought to its feet then thrown.

7. Goat will be held facing starting line, at furthest point away from contestant and will be released as starting flag drops.
8. If tie comes loose or legs are not crossed after contestant calls for time and before the six (6) second time it will result in a no time.
9. Contestant cannot touch goat or tie after signaling for time.
10. Goat will be changed every fifth (5) time.
11. Goats will be appropriate size for each age group.

Boys Goat Tying

1. Boys must use a pigging string to tie with.
2. All other rules from Girls Goat Tying apply.

Barrel Racing

1. Properties: Three (3) fifty-five (55) gallon barrels.
2. Contestant may go around either right or left barrel first, but must make the first turn to the right and two (2) turns to the left or first turn to the left and two (2) turns to the right.
3. Contestants will be fined five (5) seconds for each barrel knocked over.
4. Judges will set barrels according to arena conditions.
5. Should a barrel fall after contestant crossed the finish line, time will hold and run considered qualified. Judge will determine if run is qualified.
6. Touching barrels is permitted.
7. Barrels will be raked according to ground conditions and Event Directors discretion. It will be announced before event starts.

Pole Bending

1. Properties: six (6) poles each six (6) feet tall, not constructed in a manner that may cause injury to rider or animal.
2. Contestant may run from left or right.
3. Contestant starts to right or left of the poles, runs down the length of all six (6) poles, makes a left or right hand turn around the end pole, makes a weaving pattern through the six (6) poles, makes a right or left turn around the end pole, resumes the weaving pattern and makes another left or right hand turn around the end pole and then runs straight back across the finish line.
4. The poles will be set twenty-one (21) feet from the start line and twenty-one (21) feet apart.
5. There will be a five (5) second penalty for each pole knocked down.
6. Touching the poles is permitted by either horse or rider.

7. Poles will be raked according to ground conditions and Event Directors discretion. It will be announced before event starts.

Roping Event Rules

1. There will be a field flagman and a barrier judge. Arena conditions will determine length of score. Judges, stock contractors and Event Directors will set length of score.
2. Roping boxes are considered inside the arena. (Blocking permitted)
3. Barrier will not be considered broken unless ring falls within ten (10) feet of pen. No metal will be used on neck rope. If neck rope fouls roper they will be entitled to a rerun if they declare themselves immediately, not after spending loop.
4. If roper breaks the barrier, a ten (10) second penalty will be added to time. Penalty will not count in time limit.
5. Judges will see that barrier is not tampered with. If barrier fails to work properly, roper will receive a rerun.
6. The judge will inspect barrier equipment before each roper competes.
7. Two (2) loops will be allowed.
8. In the **7-9 age groups** a contestant may rebuild or carry two (2) ropes. If two (2) ropes are carried, contestant may not rebuild the first rope.
9. In 10-13 and 14-18 age group contestants who intend to throw two (2) loops must carry two (2) ropes. They may not rebuild their first loop.
10. Cattle will be drawn. It is the responsibility of the contestant to rope the cattle drawn for them. If they rope the wrong cattle it will result in a no time.
11. Roping animal without turning loose of the loop will be considered no catch.
12. Contestant may not ride up and remove an illegal catch by hand. If they can "fish" it off they may rebuild and throw again if they have another loop remaining.
13. With exception of the 10-13 tie down roping all roping events there will be a (45) forty-five second time limit.

Dummy Roping - held outside the arena

1. Properties: Bale of hay with a calf head attached.
2. A line will be drawn behind the bale of hay to begin roping competition.
3. Each contestant will throw one (1) loop at the dummy. Each contestant that catches will throw another loop from twelve (12) inches farther back from the first line up to a distance of twelve (12) feet. The contestant with the most consecutive catches from this distance will win.
4. If contestant steps on or crosses the line, that throw will be considered a miss. And the previous throw and catch will stand as their last catch.
5. Contestant must have, and maintain control of end of rope. I.E. Must still have a hold of rope at end of throw.

6. Two (2) dummies may be set up and run at the same time, to expedite the rodeo.

Breakaway Roping

1. A cloth or flag must be attached to the end of the rope at the saddle horn so the judge can tell when rope breaks from the horn. No tail will be allowed.
2. Rope must go over the calf's head.
3. Contestants will receive a no time should they break rope from the saddle horn by hand. If rope should dally around the horn, the contestant may ride forward, undally the rope, and then stop horse to make rope break away from saddle horn.
4. Barrier rope must break free from calf's neck before rope goes around calf's neck.
5. Breakaway string must stay in original condition. Strings may not be separated.

Tie-Down Roping

1. Two (2) loops will be allowed. You must carry two (2) ropes to use two (2) loops. You may not rebuild.
2. Rope must be tied hard and fast.
3. A neck rope must be used.
4. Contestant must rope calf, dismount, go down the rope and throw calf by hand and cross and tie any three (3) feet with a pigging string. There shall be one or more wraps and a half hitch.
5. Any catch is legal, catch as catch can rule.
6. If calf is down when roper gets to it, roper must get calf to its feet and throw by hand. If calf is up when roper touches him, then falls, the calf will be considered thrown by hand.
7. **For 10-13 age group an assistant will be in the arena and the following will apply:**
 - a. **If calf accidentally goes down before contestant reaches the calf they may choose to take a ten (10) second penalty and will not be required to get the calf up as stated in rule # six (6).**
 - b. **For safety, assistant may enter into the run at any time at assistant's discretion.**
 - c. **To protect livestock, at 30 seconds a whistle will be blown and assistant will throw calf and hand front leg to contestant, where contestant will finish the run.**
 - d. **Contestants receiving assistance will be ASSESSED A 10 SECOND PENALTY. Penalty will not count in time limit.**
 - e. **60 second time limit.**
8. Calf must be elevated high enough in standing position so he can regain his footing.
9. Tie must hold for six (6) seconds after roper has remounted and ridden up and given slack in rope. Slack must remain until judge examines and approves run. If tie does

not hold, roper will receive a no time. Judge must show his watch if contestant requests it.

10. Calf belongs to roper when he calls for it, regardless of what happens, except in case of mechanical failure, Judge will rule.
11. Should calf escape arena, time will be stopped and roper will get same calf "lap & tap" with elapsed time added. Time will start when calf's head enters arenas.
12. If horse drags calf excessively after roper has called for time he will be flagged out and will receive a no time.(refer to NHSRA rule book)
13. For other questions refer to the National High School Rodeo rulebook.

Heading & Heeling

1. Three loops only. If header misses they must rebuild and head the steer. The team may not switch ends.
2. There is a forty-five (45) second time limit.
3. Three legal head catches: clean horns, half head, or neck. Legal heel catches: anything that comes up from the heels, and is behind the front shoulders. If only one hind foot is caught team will be assessed a five (5) second penalty.
4. The judge will decide any questions regarding catches.
5. Time will be taken when steer is roped, both horses are facing steer in line, with ropes dallied and tight. Steer must be standing when roped by head and heels.
6. Contestants may enter once heading and once heeling.
7. In the 10-13 age group contestants helpers are their own choice. They may rope with another contestant in the same age group, or an adult. Boys and girls may rope together.

Ribbon Roping

1. Only one loop will be allowed.
2. Forty-five (45) second time limit.
3. This is a mixed event only, one boy and one girl. Either can be the roper or runner.
4. Roping box shall be part of the arena during the roping events.
5. The finish line will be marked 30 feet in front of roping box. The flag judge will stand on this line.
6. A neck rope must be used.
7. Catch as catch can. Any catch that holds the calf is legal.
8. Rope must be tied on.
9. Runner can stand anywhere they choose in the arena.
10. Runner can remove ribbon from the calf's tail after roper makes catch and after roper touches calf, the roper MUST have a hand on the calf when the runner removes the ribbon or the team will be disqualified.
11. Runner must cross finish line to get a time.

12. Line judge will flag time when runner crosses the finish line.
13. Ribbon-flagging tape shall be approximately $\frac{1}{2}$ inch in width and 12 inches long. It must be fastened to the top of the tail with a rubber band or something similar.
14. Any part of the ribbon is legal; the runner must have the ribbon or part of ribbon in hand when he/she crosses the finish line. Ribbon must be removed by the runner.
15. If a runner or a roper cannot find a partner, a partner will be drawn from a hat. Any roper/runner in the 10-13 can volunteer to have their name put in the hat: if their name is drawn the contestant will pay the entry fee to enter the event for a second time. The volunteer is eligible for payback, but not for points. The member needing the roper/runner will receive points if earned.

Chute Dogging

1. There is a 45 second time limit.
2. Chalk time line in front of chute will be (10) ten feet or the end of the chute gate. Judges decision. When the nose of the steer crosses this line, time will start.
3. Contestant cannot touch right horn of steer until the nose of the steer crosses the starting line.
4. If a steer falls or stumbles, a rerun will be determined by the judges.
5. One person on the ground, no other contestants are allowed beyond the start line.
6. Steer will be considered thrown down only when it is lying flat on its side, or on it's back with all four feet and head straight, going in the same direction.
7. A steer falling in the opposite direction the chute-dogger is attempting to throw him the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.
8. Tailer is optional; tail must be released when time starts.

Sheep Riding

1. Time begins when sheep's inside front shoulder passes the plane of the chute. Ride is completed when rider has ridden six (6) seconds.
2. Riding can be done with one (1) or two (2) hands & may be done with a loose rope.
3. Rerides will be at the discretion of the judges.
4. If you start with two (2) hands, you must finish with two (2) hands, If you start with one (1) hand and touch the sheep with free hand, you will be disqualified.
5. Helmet and mouthpiece must be worn.
6. Scoring will be as follows: One hand qualified ride minimum 70 points, two hands qualified ride maximum 69 points. All other rides will receive a score based on time ridden. If there are not enough qualified rides, money will be paid on times. No points

will be awarded to contestants on a timed ride. You must have a qualified six (6) second ride to receive points.

7. Stock will be drawn.

Calf Riding

1. Time begins when calf's inside shoulder passes the plane of the chute. Ride is completed when rider has ridden six (6) seconds.
2. Riding can be done with one or two hands with a loose rope, with or without a handhold, If you start with two (2) hands, you must finish with two (2) hands. If you start with one (1) hand and touch calf with free hand, you will be disqualified.
3. Helmet and mouthpiece must be worn.
4. Rope must have a bell or rider will not be scored.
5. No knots or hitches are permitted to prevent rope from falling from calf when rider leaves animal.
6. Ropes with knots, wire or other devices used for the purpose of placing spurs therein, will be considered illegal equipment and rider will be disqualified.
7. Only approved adhesive material may be used on rope and gloves. Benzoin may be used.
8. Only dull rowels may be used.
9. If calf falls or rider is knocked off at chutes, re-ride may be granted at judge's discretion.
10. Only qualified rides will be scored.
11. Spurring & one (1) hand rides will increase score. Scoring will be as follows: One (1) hand qualified ride minimum seventy (70) points, two (2) hand qualified ride maximum sixty-nine (69) points.
12. Stock will be drawn.

Steer Riding

1. Time begins when steer's inside shoulder passes the plane of the chute. Ride is completed when rider has ridden six (6) seconds.
2. Stock will be drawn.
3. Helmet optional. Mouthpiece must be worn. Vest recommended.
4. Only qualified rides will receive score and points.
5. Rules same as calf riding except: Rider must ride with one (1) hand, wraps and bubbles are optional. Judges may disallow dangerous wraps.