
KJRA RULEBOOK

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 for 1-6, 7-9, 10-13, and Open-18 and under age groups

Membership fees are as follows:

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

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 for 1-6, 7-9, and 10-13 age groups– Member will be required to compete in at least 6 rodeos per event entered, be a paid member in good standing, **raise a minimum of \$200 in sponsorship money and/or raffle tickets**, and it is encouraged to participate in at least one fundraising activity to be eligible to compete in the Finals.

Parents will be assigned events to work at each rodeo that their child/children are entered. Work schedules will be emailed to families with the weekend day sheets. Workers are to report to the event directors prior to the event they are working. The event director shall report to the rodeo secretary anyone who does not show up to work their scheduled event. Failure to work an event may result in a \$25 penalty that will be required to be paid prior to a contestant entering the next rodeo. Anyone with outstanding penalties will not be eligible for Finals or year-end awards.

Final's contestants will receive a KJRA t-shirt at the 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.

Year end awards will be based on 1/3 of membership entries at the Finals. (I.E. If there are 15 members in one event, we will give out 5 placings for awards.)

Rodeo Entries

Rodeo entries will be taken over the phone on the Monday prior to each rodeo from 7-9 p.m. or entered in the entry book at the rodeo office one (1) week prior to the rodeo. You may also email Caitlan Sweet at kjarodeo@gmail.com any time 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 the rodeo. Any returned checks will be accessed 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 accessed 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# (907)331-8201 or kjarodeo@gmail.com

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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 Untying – \$14

Sheep Riding – \$25

Barrel Racing – \$12

Pole Bending – \$12

Dummy Roping – \$12

7-9 Boys & Girls

Girls Goat Tying – \$17

Boys Goat Tying – \$17

Barrel Racing – \$15

Pole Bending – \$15

Breakaway Roping – \$24

Calf Riding – \$24

Steer Breakaway - \$26

Steer Sled Slide - \$15

10-13 Boys & Girls

Girls Goat Tying – \$20
Girls Barrel Racing – \$18
Girls Pole Bending – \$18
Boys Goat Tying – \$20
Boys Steer Riding – \$28
Boys Tie Down Roping – \$28
Boys Chute Dogging – \$28
Ribbon Roping – \$20/end
Girls Breakaway Roping – \$28
Boys Breakaway Roping – \$28
Heading & Heeling – \$28
Steer Saddle Bronc Riding - \$28
Steer Bareback Riding - \$28
Steer Sled Slide - \$17

Open-18 and under yrs old

No membership required to enter. Must pre-enter. Age group will be ran as a jackpot no yearend award - \$2.00 fee added for office/judge

Goat Tying – \$35
Barrel Racing – \$35
Breakaway Roping – \$35
Tie Down Roping – \$35
Chute Dogging – \$35
Team Roping – \$35/end

A \$10/day office charge will apply to each contestant's 1st event.

Age will be determined by age as of Sept. 1 (for example if a contestant turns 10 on Aug 31st, they will compete in the 10-13 age division. If a contestant turns 10 on Sept 1, they will compete in the 7-9 division. **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 can 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 division 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 one age group to another, and you may only advance one (1) age group.

Points for 1-6, 7-9, 10-13 age groups

1st place – 10
2nd place – 9

3rd place – 8
4th place – 7
5th place – 6
6th place – 5
7th place – 4
8th place – 3
9th place – 2
10th 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

1–4 contestants	First 100%
5–9 contestants	First 60%, Second 40%
10–14 contestants	First 50%, Second 30%, Third 20%
15–19 contestants	First 40%, Second 30%, Third 20%, Fourth 10%
20+ contestants	First 30%, Second 25%, Third 20%, Fourth 15%, Fifth 10%

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

It is customary that there will be a \$20 per family gate fee added to entries per weekend to defray arena costs.

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 can assist contestant beyond the timeline 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-18 and underage group that breaks 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.

- 11) Only contestants in the 1-6 and 7-9 age groups will be allowed to ride the same horse in a racing event.

Goat Tail Untying

- 1) There will be a forty-five (45) second time limit. Goats must be uniform in size.
- 2) Goats will be drawn for.
- 3) The goat will be on a three (3) foot rope (including snaps) with a metal snap affixed to each end. Stake with tether ring. Acceptable is a stake with an eye rolled into it and with a length of rope with a loop tied in one end and attached to the stake at the eye. All adjusted so that no part of the stake protrudes above the ground and just enough of the loop of the length of rope sticks above the ground so the tether rope may be snapped on to it.
- 4) Contestant must ride his/her horse across the start line, race to where the goat is tethered, dismount, catch the goat, remove the ribbon from the goat's tail, and run back across the finish line, which will be located ten (10) feet from tether stake back in the direction of the start line. Contestant must finish cross line with ribbon in hand.
- 5) The goat will be tethered at a point one hundred (100) feet from the start line and held at the point furthest away from the starting line and facing the starting line and far enough away from fences or walls that there is room to reasonably compete.
- 6) The goat will be held by a goat handler facing the starting point until the start line flagger flags the start of the time. He/she will then release the goat and step back out of the way. **The committee along with the goat holder should have a second individual to help stop and catch contestant's horse. Keeping safety of the contestant is a number 1 priority.**
- 7) Time runs from the time the start line flagger drops his/her flag starting the time until the judge drops his/her flag as the contestant crosses finish line.
 - a. Penalties: A five (5) second penalty if horse crosses the tether between when the time starts and times ends.
 - b. Disqualifications not covered above:
 1. The horse makes contact with the goat.
 2. Undue roughness in handling the goat.
 3. Crossing the finish line without the ribbon in hand.
- 8) Goat will be changed at the discretion of the Event Director.

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, hooley 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 third (3) 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 Director's 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 Director's 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 in all breakaway and tie down events. **EXCEPT STEER BREAKAWAY**
- 8) In 10-13 and Open-18 and under age group contestants who intend to throw two (2) loops must carry two (2) ropes. They may not rebuild their first loop.
- 9) Cattle will be drawn in the 7-9 and 10-13 age division. It is the responsibility of the contestant to rope the cattle drawn for them. If they rope the wrong cattle it may result in a no time.
- 10) Roping animal without turning loose of the loop will be considered no catch.
- 11) 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.
- 12) With exception of the 10-13 tie down roping, all roping events will have a forty-five (45) second time limit.

Dummy Roping

1. Properties: Bale of hay with a calf head attached.
2. A piece of wood, with point designations clearly marked, will be placed behind the bale of hay.
3. Each contestant will be allowed 5 attempts, from the point station they choose. There will be 4-point stations: 1 foot back=1 point, 3 feet back=3 points, 5 feet back=5 points, 7 feet back=7 points. At the point in competition when all contestants have completed 4 attempts, points totals will then be figured. The final (5th) round of competition will be ran low point total to high point total. Money & series points will be awarded to the contestant with the most points.
4. If the contestant throws a loop and touches or steps over the line, the lower point value will be recorded. Example: Contestant is roping behind the 3point line and when they throw the touch the 3 point line. The will be rewarded with 1 point because the crossed the 3point line.
5. Contestant must have and maintain control of rope when thrown. Contestant must still have a hold of rope at end of throw. If not, that loop will not count.
6. Bell Collar catch ONLY. No fishing is allowed. Contestant may pull slack straight back but not flip the rope or push it forward. The judge’s determination of this rule is final.
7. A tie breaker will be held in this event ONLY at finals to determine ONE average winner of the Finals Average Buckle. A distance rope off will be used to determine the winner, moving back 1’ each turn starting at number 7.

Steer Sled Slide

1. This event is a step-up to chute dogging. It will be conducted on sliding dummy, which mimics the slide in steer wrestling.
2. Contestant will have 20 feet to gain control of the dummy, and they must attempt to maintain control for 50 feet.

3. "Control" is considered when the dummy is in the farthest left position, and contestants left hand is grasping the left horn, and right arm is securing the head.
4. All contestants that maintain control for 50 feet will be scored to designate the winner.
5. They will be scored on form of slide (1-50) & control of dummy (1-50). If no one controls the dummy for the desired distance, winners will be designated on the distance of slide.
6. Boys and girls can do this event, points for girls **WILL NOT** count for all around. Just for year end event points.

Calf 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.

Steer Breakaway Roping

- 1) Any style breakaway honda can be used in this event. Time will stop when the honda breaks away from the steers neck and/or horns.
- 2) The contestant must complete a full dally on the saddle horn and then stop horse to make rope break away from the steers neck. Contestants will receive a no time if the breakaway honda breaks from the steers neck and/or horns without a dally.
- 3) Barrier rope must break free from steer's neck before rope goes around steer's horns and /or neck.
- 4) Legal head catch: slick horns, half head or neck.
- 5) Only one loop

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. **For safety, assistant may enter into the run at any time at assistant's discretion.**
 - b. **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.**

- c. **Contestants receiving assistance will be ASSESSED A 10 SECOND PENALTY. Penalty will not count in time limit.**
- d. **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.

10-13 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.

10-13 Ribbon Roping

- 1) Only one loop will be allowed.
- 2) Forty-five (45) second time limit.
- 3) Roping box shall be part of the arena during the roping events.
- 4) The finish line will be marked 30 feet in front of roping box. The flag judge will stand on this line.
- 5) A neck rope must be used.
- 6) Catch as catch can. Any catch that holds the calf is legal.
- 7) Rope must be tied on.
- 8) Runner can stand anywhere they choose in the arena.
- 9) Roper must rope calf, dismount and be in contact with the calf when the runner removes the ribbon or the team will receive a no time. Calf does not need to be flanked.
- 10) Runner must cross finish line to get a time.
- 11) Line judge will flag time when runner crosses the finish line.

- 12) Ribbon-flagging tape shall be approximately ½ inch in width and 12 inches long. It must be fastened to the top of the tail with a rubber band or something similar.
- 13) 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.
- 14) 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.
- 15) Can only enter as Roper or Runner Boy/Girl Teams or Girl/Girl teams – NO Boy/Boy teams – Year end prizes will only be given to roper or runner regardless of gender. Whoever is entering is responsible for payment if volunteer is needed.

10-13 Chute Dogging

- 1) There is a forty-five (45) second time limit.
- 2) Stock will be drawn.
- 3) Chalk time line in front of chute will be ten (10) feet or the end of the chute gate. Judges decision. When the nose of the steer crosses this line, time will start.
- 4) If the contestant moves into throwing position or touches either horns or ears before steer's nose crosses the starting line, a ten (10) second penalty will be added to the time.
- 5) If a steer falls or stumbles, a rerun will be determined by the judges.
- 6) One person on the ground, no other contestants are allowed beyond the start line.
- 7) 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, going in the same direction.
- 8) 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.
- 9) Tailer is optional; tail must be released when time starts.

1-6 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, mouthpiece and vest are required.
- 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 and points will be paid and awarded on times.
- 7) Stock will be drawn.

7-9 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, mouthpiece and vest are required.
- 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.

10-13 Boys Steer Riding

- 1) Time begins when steer's inside shoulder passes the plane of the chute. Ride is completed when rider has ridden eight (8) seconds.
- 2) Stock will be drawn.
- 3) Helmet, mouthpiece and vest are required.
- 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.

10-13 Steer Saddle Bronc Riding and Steer Bareback 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, mouthpiece and vest are required.
4. Only qualified rides will receive score and points.
 5. Events will follow the NHSRA rulebook (JH division).
 6. Rerides will be at the judges discretion.

Open-18 and under group events

- 1) All events will follow the NHSRA rulebook with the following exceptions:
 - a. Cowboy hats are optional. No ball caps or other headgear, except protective helmets are allowed.
 - b. All stock events will be chute ran.
 - c. Team roping teams will consist of 2 members and contestants may enter twice by either switching ends or switching partners.