

# KEYSTONE JUNIOR RODEO ASSOCIATION

“Where future rodeo champions get started.”



**2026 RULES AND REGULATIONS**

**[www.pakjra.com](http://www.pakjra.com)**

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# AGE GROUPS AND EVENTS OFFERED

## **6 & UNDER GIRLS**

*Dummy Roping*  
*Pole Bending*  
*Barrel Racing*  
*Goat Tying*

## **7-10 GIRLS**

*Dummy Roping*  
*Pole Bending*  
*Barrel Racing*  
*Goat Tying*  
*Breakaway Roping*

## **11-14 GIRLS**

*Pole Bending*  
*Barrel Racing*  
*Goat Tying*  
*Breakaway Roping*  
*Team Roping- Heading & Heeling*

## **15-18 GIRLS**

*Pole Bending*  
*Barrel Racing*  
*Goat Tying*  
*Breakaway Roping*  
*Team Roping- Heading & Heeling*

## **6 & UNDER BOYS**

*Dummy Roping*  
*Pole Bending*  
*Barrel Racing*  
*Goat Tying*  
*Calf Riding*

## **7-10 BOYS**

*Dummy Roping*  
*Pole Bending*  
*Barrel Racing*  
*Goat Tying*  
*Calf Riding*  
*Breakaway Roping*

## **11-14 BOYS**

*Pole Bending*  
*Barrel Racing*  
*Goat Tying*  
*Chute Doggin*  
*Steer Riding*  
*Calf Roping*  
*Breakaway Roping*  
*Team Roping- Heading & Heeling*

## **15-18 BOYS**

*Pole Bending*  
*Barrel Racing*  
*Chute Doggin*  
*Bull Riding*  
*Calf Roping*  
*Breakaway Roping*  
*Team Roping- Heading & Heeling*  
*Steer Wrestling*

# RULES AND REGULATIONS

## AWARDS BANQUET

- A. An awards banquet will be held each year for KJRA members & their families at which time awards will be presented for event champions as determined by points accumulated throughout the year.
- B. Awards will be based upon the total year-end funds available. Year-end funds will also determine the number of places in each event that will receive awards.
- C. In order to qualify for year-end awards, a contestant must compete in a minimum of 60% of the scheduled rodeos (7 out of 12 rodeos).
- D. In order to receive awards in a particular event, a contestant must compete in that event a minimum of 60% of the rodeos (7 out of 12 rodeos).
- E. Contestants with the highest total points will receive awards.
- F. If a contestant signs up for an event but “scratches” or “no shows” and does not enter the arena for the event, the event does not qualify toward year-end awards & no refund will be given.
- G. No awards will be given to a contestant who has any outstanding entry fees or fines.

## MEMBERSHIPS AND ENTRIES

- A. A current membership application must be completed and paid for before competing in any rodeo.
- B. The age & gender of a contestant will be determined by the contestant’s birth certificate. The age will be determined by that contestant’s age as of January 1 of the rodeo year.
- C. **All entries need to cancel prior to the posting of the unofficial draw, or the member will be responsible for the entry fees. To cancel after the draw has been posted will require a physician or veterinary certification.**
- D. If rodeo entry deadline is missed (After Wednesday), no late entry will be permitted. If Entering between Sunday at Midnight and Before Wednesday at 11AM after entries have closed, a \$100 late fee per family will be assessed.
- E. If a vet out is required, you can only move down in draw, not up.
- F. Entries are one entry per contestant, per class. Horses may be used in an event multiple times with different riders.
- G. Entries will be submitted via the online entry system on the KJRA website only.
- H. Payment is required BEFORE the contestant is allowed to compete in any event.
- I. Contestant may not enter the next rodeo until all fees are paid from prior rodeos.
- J. To cancel an entry you must notify the secretary before entries close.
- K. All horses on the rodeo grounds must have a current negative coggins (within 1 year) and up-to-date rabies vaccine on file with the rodeo secretary. Contestant will be asked to leave without refund if paperwork is not provided or current.

## CONDUCT AND ATTIRE

- A. Western saddle and equipment is required.
- B. A thirty (30) second time limit will apply to all contestants, in all events to enter the arena, roping box, or chute area. After 30 seconds, the contestant will be disqualified.
- C. *During competition runs*, contestants must wear western attire: western hat or helmet (recommended), long-sleeved shirt w/ collar & cuffs (sleeves must be wrist-length & rolled down, collar

visible & shirttail tucked in), western boots & long pants. Sweatshirts, pullover sweaters or vests may be worn over a long-sleeved shirt as long as proper collar & cuffs are visible.

1. The only exception of this rule will be in calf, steer & bull riding where a rider may roll up the sleeve on the riding arm only, 2 rolls and cannot be above elbow.
- D. If contestants are *actively helping* in the arena with livestock or helping another contestant, they *do not* have to be in rodeo attire.
- E. Calf, Steer & Bull Riders must wear protective vests, mouth guards and helmets.
- F. KJRA discourages wearing "fat boy" or thick sole boots during competition. Using rubber bands, and "seatbelts", are also not recommend.
- G. Contestants appearing in any event including grand entry must be in acceptable rodeo attire or they will be disqualified from that event or in the case of grand entry the contestant's first event of the day.
- H. Hat Rule: All hats must stay on from the time a contestant *ENTERS THE ARENA* until the contestant *LEAVES THE ARENA* or a five (5) second penalty will be added to the final time.**
- I. There are two (2) exceptions to the hat rule:
  1. In rough stock events, hats must stay on until the starting flag is dropped. Rough stock events include: Goat Tying, Calf Roping, Breakaway Roping, Team Roping, Chute Doggin, Bull Riding, Steer Riding, Calf Riding, and Steer Wrestling.
  2. Hats are optional for all dummy ropers. All other attire rules will apply to them.
- J. Shirt Rule: Shirts must be tucked in upon entry to the competition arena or area or a five (5) second penalty will be incurred for a dress code violation.**
- K. Contestants expecting to compete with or in special equipment or attire, which may be in conflict with the KJRA rules, must present a written request to the rodeo secretary accompanied by written approval by the contestant's physician.
- L. Stallions or mares w/ colt at side are not permitted to be used in KJRA competition.
- M. In the interest of safety, no more than two (2) helpers will be allowed in the arena (past the white line) in any event involving a horse. A 'helper' excludes rodeo officials.
  1. No contestant helpers are allowed beyond the timer line or the contestant will be disqualified.
- N. No alcoholic beverages are allowed near rodeo arena by parents or family while rodeo is going on.
- O. While we welcome your pets in addition to horses at our events, we ask that you do not bring dogs into the chutes, warm-up areas or arena out of respect for our youth and equine friends.
- P. No cattle, or other livestock will be used outside of their specified events for any practices or schooling.
- Q. Segways and hoverboards are not allowed at the chutes, warm-up areas or arena while the rodeo is going on. This is due to safety of all contestants and equine athletes. They may be rode after the rodeo has concluded for the day.**
- R. A curfew for all contestants is in effect during a rodeo weekend. All contestants must be back at the horse trailers by 10PM on Friday and Saturday night.

## PROTEST

- A. All protest must be submitted through proper channels and must pertain to rule violations. JUDGES DECISIONS ARE FINAL in all judgment calls.
- B. The arena judge must be made aware of a protest immediately through verbal communication.
- C. If a dispute is not handled properly, it may result in the disqualification of a contestant.
- D. No protest will be recognized after the awards program, following the final performance of a rodeo.

- E. Contestants in an event cannot consult with the judge or timer while the event is taking place. Any inquiry must go to a board member.

## RE-RIDES & RE-RUNS

- A. When necessary to re-run a section or go-round in any event, only those contestants who did qualify during the original running of the event will be eligible for a re-run. If the committee error occurs in any event, all contestants get a re-run. This does not include equipment failure.
- B. A contestant claiming a foul in any event must declare himself immediately when fouled or accept the result of the contest as final.
- C. No contestant will be awarded a re-ride or re-run for breakage of the contestants own or borrowed equipment.
- D. If a re-ride is given, the judge shall inform the contestant of his marking and an option of a re-ride. Contestant may refuse re-ride and take the marking.
- E. In the event of an organizational failure that would prevent a contestant from commencing their run in their usual manner, that contestant will be given the option to leave the arena & restart their run as long as they have not crossed the timer line.

## CONTESTANT DISQUALIFICATION

- A. Disqualification from KJRA, subject to appeal to the Executive Board for individual action, shall occur for the following:
  - 1. Competing under an assumed name or falsifying any entry information.
  - 2. Intentional abuse of stock.
  - 3. Abuse of officials and/or other contestants.
  - 4. Tampering with rodeo livestock or equipment.
  - 5. Cheating by contestant or member of contestant's family.
  - 6. Deliberate or continued failure to report for any event.
  - 7. Profanity or obscenity.
  - 8. Quarreling or rowdiness
  - 9. Use of unapproved equipment.
  - 10. Acquisition of another's property.
  - 11. Use of, or trafficking intoxicating beverages or drugs.
  - 12. All horses used in rodeo competition must be suitable and safe for the events entered.
  - 13. No smoking permitted in arena or around chute area.
  - 14. Alcohol and tobacco use is strictly prohibited by all contestants!
- B. Repeated violations of Paragraph A may result in disqualification from the entire rodeo or your membership terminated by KJRA.
- C. Any spectator, guardian, or contestant may be asked to leave or be disqualified by rodeo judge or board member for abusive language or improper conduct.
- D. A contestant must be disqualified from a particular event for the following:
  - 1. Improper attire.
  - 2. Failure to comply with the arena judge's instructions.
  - 3. Not being ready when called.
  - 4. Refusing stock draw.

# POINT SYSTEM

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

A contestant must have a qualifying time or score to receive points in event.

## TIES

In case of a tie, the points awarded will be determined by adding the points normally awarded for the placings tied for, then divided by the number of contestants involved in the tie. No less than 1/2 a point will be awarded to any one person.

A. **Example (1)**: Two contestants tie for 1st place:

Add 10 – 1st

9 – 2nd

19 divided by 2 = 9.5 points to each contestant

Next placing – 8 points

B. **Example (2)**: Three contestants tie for 2nd place:

Add 9+8+7=24

Divided by 3 = 8 points for each contestant

Next placing – 6 points

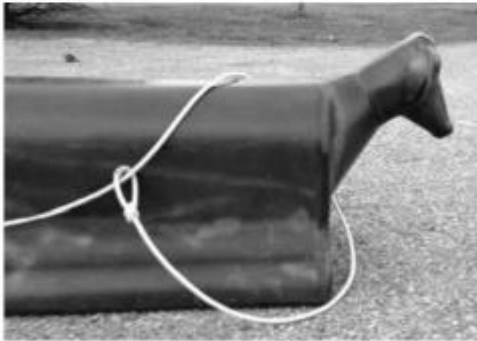
## DUMMY ROPING



Ideal—slack pull tight



Acceptable



Unacceptable—slack not considered tight enough



Unacceptable—not a clean catch around the neck



Unacceptable—whole body catch in which the rope touched the ground behind the calf



# DUMMY ROPING

- A. Open to boys & girls in age groups of 6 years & under and 7-10 years.
- B. Judges/Score keepers will be assigned by the Event Director.
- C. Dummy calves will be provided by the association.
- D. Start distance for the 6 & under age group will be 2 feet back from the dummy. The start line will move back in 1 foot increments during rope offs. Start distance for the 7-10 age group will be 4 feet back from the dummy. The start line will move back in 2 feet increments during rope offs.
- E. Each contestant begins by roping 3 consecutive head for the first round. The contestant with the most catches after the first round is the winner of the event. If more than one contestant catches an equal number of times in the first round, a rope off for that round will occur to determine the places for those contestants with the most catches in the first round.
- F. The remaining contestants will continue to rope off to determine the remaining places (1 head sudden death) until all ties are broken or 10 places are filled.
- G. The only legal catch is around the neck. Whole dummy, half head & top knots will be considered misses. See pictures at right for examples.
- H. One "fish" or movement of the hand to create a wave-type motion in the rope in order to get the loop positioned around the neck is permitted.
- I. The roper must pull up the slack in one motion. Only one pull is acceptable, in 7-10 age group.
- J. In addition to pulling the rope, the 6 & under age group may take steps backward to help pull the rope tight. The 7-10 age group MAY NOT TAKE STEPS BACKWARD.
- K. If the contestant's loop begins to fall over the rear of the calf, but the contestant fishes or pulls the rope quickly to tighten the loop and the rope does not touch the ground behind the dummy, the catch will be acceptable. Judges are encouraged to stand in a position where they can view this.
- L. Judges decisions are final. Practice swings stop when judge is ready.
- M. Hats are optional for Dummy Roping. All other attire rules apply.

## POLE BENDING

- A. Iron or metal poles are prohibited. Poles are to be 1 1/2" - 2" round and 6' high with rubber bases strongly encouraged. It is advisable to have extra poles available in case of breakage.
- B. Contestant crosses start line with a running start, contestant may start the pattern either to the left or right of the first pole and then run the remainder of the pattern accordingly.
- C. Six (6) poles are to be used with each pole 21 feet apart. The first pole is to be 21 feet from the start line.
- D. Disqualifications: re-crossing the starting line before completing the pattern, a deviation of the pattern at the discretion of the judge or running the gate (see below).
- E. Contestants will be assessed a five (5) second penalty for running the gate. Horse must be completely in the arena before the contestant starts their run. KJRA will provide a line on the ground (chalk, lime, etc) to indicate the point at which the contestant is considered in the arena and can commence their run. The white line on the ground is considered 'in the arena'. The run is not considered 'commenced' while the member is actively attempting to maintain control of the horse as perceived by the line official.
- F. Contestant will receive a five (5) second penalty for each pole knocked over.
- G. Gate must be kept closed until the horse has completely stopped.
- H. Contestants must wear hat/helmet the entire run or a 5 second penalty will be applied. Stampede strings or helmets are strongly recommended. (See hat rule on page 5.)
- I. Shirt must be tucked in upon entry to arena, or five (5) second penalty will be applied to final time. (See shirt rule on page 5.)
- J. There shall be no time limit for barrels and poles for all ages.
- K. For Contestants in the 11-14 and 15-18 age groups: should the contestant go off course or cross the timer line before his or her run is completed, the contestant must leave the arena promptly. "Schooling" of horses is not permitted in these age groups.
- L. "Lead Lining" shall only be permitted for the 6 & under age group and will be considered a "no time" in that event.

# BARREL RACING

- A. Properties: three (3) 55 gallon steel barrels or an engineered equivalent.
- B. Contestant crosses score line with a running start, may go around either the left or right barrel first, but must make the first turn to the right then 2 turns to the left, or first turn to the left and then 2 turns to the right.
- C. Raking after 10 runs is encouraged, and decided by the arena judges based upon the current conditions.
- D. Contestant will be fined 5 seconds for each barrel knocked over. Touching barrels by hand is permitted.
- E. Contestant will be disqualified for re-crossing the starting line before completing the pattern or a deviation of the pattern at the discretion of the judge.
- F. Should a barrel fall after contestant crosses the finish line, time will hold & run considered qualified.
- G. The standard barrel race pattern shall be as follows: 90' from barrels 1 & 2, 105' between 1 & 3 and between 2 & 3. Where arena size does not permit distances required in the standard pattern, the distances may be reduced, or expanded to accommodate existing ground area, provided contestants in each class run the same course.
- H. Contestants will be disqualified for running the gate. Horse must be completely in the arena before the contestant starts their run. KJRA will provide a line on the ground (chalk, lime, etc) to indicate the point at which the contestant is considered in the arena and can commence their run. The white line on the ground is considered 'in the arena'. The run is not considered 'commenced' while the member is actively attempting to maintain control of the horse as perceived by the line official.
- I. Gate must be kept closed until the horse has completely stopped.
- J. Contestants must wear hat/helmet the entire run or a 5 second penalty will be applied. Stampede strings or helmets are strongly recommended. (See hat rule on page 5.)
- K. Shirt must be tucked in upon entry to arena, or five (5) second penalty will be applied to final time. (See shirt rule on page 5.)
- L. There shall be no time limit for barrels and poles for all ages.
- M. No spotters will be provided for any age group.
- N. For Contestants in the 11-14 and 15-18 age groups: should the contestant go off course or cross the timer line before his or her run is completed, the contestant must leave the arena promptly. "Schooling" of horses is not permitted in these age groups.
- O. "Lead Lining" shall only be permitted for the 6 & under age group and will be considered a "no time" in that event.

# GOAT TYING

- A. Time limit: 60 seconds for ages 6 & under; 30 seconds for 7-10, 11-14 & 15-18 age groups.
- B. Properties:
  - 1. Ten (10) foot ropes.
  - 2. Stakes should be metal w/ eye; rope tied through eye & no protrusion above the ground level.
- C. Goats shall be uniform in size & weight not to exceed 50 pounds.
- D. At the discussion of the arena judge and where the width of arena permits, more than one goat may be tethered at least 40 feet apart or so that at least 10 feet separates the two ropes when the 10' ropes are brought together.
- E. Goat must be held (by official) facing starting line, at furthest point from contestant and must be released as the starting flag drops.
  - 1. For the 6 & under age group, the goat holder will hold the goat until the child has his or her hands on it.
- F. Contestant leaves score line with a running start, races to the goat tethered 100 ft away on a 10 ft rope, dismounts, throws goat by hand then crosses, ties three legs and throws both hands in the air.
  - 1. Contestant may go down on rope.
  - 2. If goat is down, it must be brought to its feet and then thrown.
  - 3. Pigging string, leather thong, or rope may be used to tie. No other type of material will be permitted.
  - 4. Goats cannot be dropped from shoulder-height to render them breathless & immobile.
  - 5. Unusual roughness, as determined by the judge in handling goat will result in disqualification.
  - 6. When the goat is tied and signal is given for time, the contestant must step back from the goat before 6 seconds starts.
- G. Tie must hold for 6 seconds after contestant has cleared goat. Officials must remain a reasonable distance away from goat until time is up. Judge must use a stop watch.
  - 1. If tie comes loose or if goat gets to its feet before time has been ruled fair, contestant will be marked no time.
  - 2. Goat must not be released until judge passes on tie.
  - 3. Goat's legs must stay crossed until time is official.
  - 4. Contestant cannot touch tie after signaling a complete tie or will be disqualified.
- H. If contestant's horse touches the goat rope or goat at any time during the run, the contestant will be disqualified. Even after the contestant has fully dismounted with both feet on the ground, dropped the reins & surrendered control of the horse. The safety of our livestock is priority.
- I. Contestants will be disqualified for running the gate. Horse must be completely in the arena before the contestant starts their run. KJRA will provide a line on the ground (chalk, lime, etc) to indicate the point at which the contestant is considered in the arena and can commence their run. The white line on the ground is considered 'in the arena'. The run is not considered 'commenced' while the member is actively attempting to maintain control of the horse as perceived by the line official.

# CHUTE DOGGIN

- A. Time limit: 30 seconds.
- B. Weight limit for steers shall be 550 lbs.
- C. Contestants will draw a steer by random draw by the rodeo judge and/or secretary, The running order will be determined by the order at which the steers enter the chute.
- D. Steer will be loaded in bucking chute. Contestant shall start on foot from within chute with steer. Contestant shall call for steer verbally, at which time the gate will be opened & the steer belongs to the contestant.
- E. Contestant shall begin run with hands on steer's neck. A 10 second penalty will be given if the contestant should grasp the steer's horns before the steer crosses the score line.
- F. The score line will be made clearly visible to contestants by means of chalk or paint. The score line shall be six (6) feet from the plane of the chute (not gate) and is to be clearly marked.
- G. Contestant must cross the score line before attempting to throw the steer.
- H. If the steer is thrown before crossing the score line, the run shall be deemed unqualified and flagger will flag the run as such and contestant shall receive a "no time".
- I. H. If the steer falls on its own, contestant shall leave steer back up and then he may go on to make a qualified run.
- J. If contestant loses the steer, no more than one (1) step can be taken to re-catch the steer. After catching the steer, the contestant must bring it to a complete stop or change directions, then twist the steer down by applying hold to head and/or horns.
- K. If the steer is knocked down, tripped or thrown by putting horns into ground or any other obvious reason an illegal fall occurs, the steer must be let up and thrown again.
- L. Steer will be considered down only when it is lying flat on its side with all four feet clear from under him, head and feet in the same direction or on back with all four feet up and head in a straight line with the body.
- M. Contestant must have hand on steer when flagged.
- N. Placing fingers in eyes, lips or nose of steer is forbidden.
- O. The fairness of a catch & throw will be left to the judges and their decision will be final.
- P. Time will start when steer's nose crosses score line and line judge drops the flag to start the time.
- Q. Steer belongs to the contestant when he calls for him, unless the timer misses the time, or the line judge believes the gateman fouled the contestant by not releasing the animal when called for by the contestant. The contestant will be awarded a re-run if he declares himself immediately.
- R. Steers used in the chute doggin event cannot be used in any other event unless approved by the arena judge.
- S. Each contestant is required to wear a mouthpiece. Contestants have the option of wearing a safety vest.

# CALF RIDING

- A. Age groups: 6 and Under Boys and 7-10 Boys
- B. TIME LIMIT: 6 seconds
- C. Stock are furnished by the Stock Contractor; stock to be used each day are selected by the Stock Contractor.
- D. Contestants will draw a calf by random draw by the rodeo judge and/or secretary, The running order will be determined by the order at which the calf enters the chute.
- E. ***Safety vest must be used. Mouthpiece must be worn. Helmet must be worn.***
- F. Riding to be done with one hand and loose rope, with or without handhold.
- G. Contestant shall furnish own equipment, including steer rope and bell.
  - 1. No knots or hitches to prevent rope from falling off calf when rider leaves animal are permitted.
  - 2. Rope must have bell. No bell- no score.
  - 3. Ropes with knots, wires, or other devices used for the purpose of placing spurs therein will be considered illegal equipment.
  - 4. Rowels must have a 1/4 of a turn movement.
  - 5. Judges have the right to approve or disapprove ropes and equipment.
- H. Only approved adhesive material may be used on rope and glove (Benzoin, Rosin, etc).
  - 1. **ABSOLUTELY NO LIQUID ROSIN IS ALLOWED. AUTOMATIC DISQUALIFICATION IF FOUND USING IT OR HAVING IT IN GEAR BAG.**
- I. Wraps & bubbles are optional at contestant's discretion. Judges will have the authority to disallow dangerous wraps.
- J. Stock cannot be hot-shotted.
- K. Time begins when calf's inside front shoulder pass the plane to the chute.
- L. If calf falls or if rider is knocked off at chutes, re-ride may be granted at the arena judge's discretion.
- M. Rider will be disqualified for:
  - 1. Not being ready when called.
  - 2. Being bucked off (before 6 seconds).
  - 3. Touching any part of the animal, equipment, or person with free hand.
  - 4. Using sharpened rowels or rowels with no movement.
  - 5. Using rope with no bell.
  - 6. Touching helmet.
  - 7. Losing hold of rope.
  - 8. Not wearing mouthpiece.
  - 9. Not wearing helmet.
- N. The board of KJRA highly recommends any member entering calf/steer/bull riding to attend a riding clinic prior to entering at a rodeo.

# STEER RIDING

- A. Age groups: 11-14 Boys
- B. TIME LIMIT: 6 seconds
- C. Stock are furnished by the Stock Contractor; stock to be used each day are selected by the Stock Contractor.
- D. Contestants will draw a steer by random draw by the rodeo judge and/or secretary. The running order will be determined by the order at which the steer enters the chute.
- E. ***Safety vest must be used. Mouthpiece must be worn. Helmet must be worn.***
- F. Riding to be done with one hand and loose rope, with or without handhold.
- G. Contestant shall furnish own equipment, including steer rope and bell.
  - 1. No knots or hitches to prevent rope from falling off steer when rider leaves animal are permitted.
  - 2. Rope must have bell. No bell- no score.
  - 3. Ropes with knots, wires, or other devices used for the purpose of placing spurs therein will be considered illegal equipment.
  - 4. Rowels must have a 1/4 of a turn movement.
  - 5. Judges have the right to approve or disapprove ropes and equipment.
- H. Only approved adhesive material may be used on rope and glove (Benzoin, Rosin, etc).
  - 1. **ABSOLUTELY NO LIQUID ROSIN IS ALLOWED. AUTOMATIC DISQUALIFICATION IF CONTESTANT FOUND USING IT OR HAVING IT IN GEAR BAG.**
- I. Wraps & bubbles are optional at contestant's discretion. Judges will have the authority to disallow dangerous wraps.
- J. Stock cannot be hot-shotted.
- K. Time begins when steer's inside front shoulder pass the plane to the chute.
- L. If steer falls or if rider is knocked off at chutes, re-ride may be granted at the arena judge's discretion.
- M. Rider will be disqualified for:
  - 1. Not being ready when called.
  - 2. Being bucked off (before 6 seconds).
  - 3. Touching any part of the animal, equipment, or person with free hand.
  - 4. Touching helmet.
  - 5. Using sharpened rowels or rowels with no movement.
  - 6. Using rope with no bell.
  - 7. Losing hold of rope.
  - 8. Not wearing mouthpiece.
  - 9. Not wearing helmet.
- N. The board of KJRA highly recommends any member entering calf/steer/bull riding to attend a riding clinic prior to entering at a rodeo.
- O. A contestant who is in their last year of 11-14 age group may age up to ride bulls if they so choose. All bull riding rules and entry fees will apply. Contestant will still accumulate points as a "steer rider" but will ride a bull instead. You must reach out to the secretary before entering to do this.

# BULL RIDING

- A. Age groups: 15-18 Boys
- B. TIME LIMIT: 8 seconds
- C. Stock are furnished by the Stock Contractor; stock to be used each day are selected by the Stock Contractor.
- D. Contestants will draw a bull by random draw by the rodeo judge and/or secretary. The running order will be determined by the order at which the bull enters the chute.
- E. ***Safety vest must be used. Mouthpiece must be worn. Helmet must be worn.***
- F. Riding to be done with one hand and loose rope, with or without handhold.
- G. Contestant shall furnish own equipment, including steer rope and bell.
  - 1. No knots or hitches to prevent rope from falling off steer when rider leaves animal are permitted.
  - 2. Rope must have bell. No bell- no score.
  - 3. Ropes with knots, wires, or other devices used for the purpose of placing spurs therein will be considered illegal equipment.
  - 4. Rowels must have a 1/4 of a turn movement.
  - 5. Judges have the right to approve or disapprove ropes and equipment.
- H. Only approved adhesive material may be used on rope and glove (Benzoin, Rosin, etc).
  - 1. **ABSOLUTELY NO LIQUID ROSIN IS ALLOWED. AUTOMATIC DISQUALIFICATION IF CONTESTANT FOUND USING IT OR HAVING IT IN GEAR BAG.**
- I. Wraps & bubbles are optional at contestant's discretion. Judges will have the authority to disallow dangerous wraps.
- J. Stock cannot be hot-shotted.
- K. Time begins when bull's inside front shoulder pass the plane to the chute.
- L. If the bull falls or if rider is knocked off at chutes, re-ride may be granted at the arena judge's discretion.
- M. Rider will be disqualified for:
  - 1. Not being ready when called.
  - 2. Being bucked off (before 6 seconds).
  - 3. Touching any part of the animal, equipment, or person with free hand.
  - 4. Touching helmet.
  - 5. Using sharpened rowels or rowels with no movement.
  - 6. Using rope with no bell.
  - 7. Losing hold of rope.
  - 8. Not wearing mouthpiece.
  - 9. Not wearing helmet.
- N. The board of KJRA highly recommends any member entering calf/steer/bull riding to attend a riding clinic prior to entering at a rodeo.



# CALF ROPING

- A. Time Limit: 45 seconds
- B. Calves weight limit: 165lbs for 11-14 Boys and 180-250lbs for 15-18 Boys
- C. The score line must be marked by judge and will be the same for all contestants.
- D. Contestant comes out of the right hand box facing the arena
- E. Horse must have neck rope for safety. Roper must have catch rope run through restraining device around horse's neck, of sufficient strength, to control horse.
- F. Contestant's horse must clear the roping box before a loop may be thrown. Infraction of this rule will result in disqualification.
- G. Roping the calf without releasing the rope from hand is not permitted.
- H. Only one (1) loop is permitted. No rebuilding loop during run.
- I. Calf roping is catch as catch can, with any catch considered legal.
- J. Jerk down rule is in effect; disqualification for intentional backward jerking; judge's decision.
- K. 6-foot drag rule: Judges decision on intentional dragging may result in possible disqualification
- L. If calf leaves the arena, time will stop (by the flagger) and the calf will be brought back for lap and tap plus time elapsed.
- M. Contestants must rope calf, dismount, go down rope, throw calf by hand, then cross & tie any three (3) feet and throw hands in the air.
  - 1. To qualify as a legal tie, there shall be one or more wraps around all three (3) legs and a half-hitch or hooey.
  - 2. Tie must hold and three (3) legs must remain crossed until passed on by the judge.
  - 3. Roper must not touch calf or rope after giving finish signal until after the judge has completed his examination.
  - 4. Roper will be disqualified for removing rope from calf after signaling for time until the judge has passed on the tie.
  - 5. Rope must hold calf until roper gets hand on calf.
  - 6. Rope must be tied hard & fast.
- N. The field judge will pass on the tie of calves through use of a stopwatch, timing six seconds from the time the rope horse takes his first step forward after the roper has remounted and the rope becomes slack. The rope will not be removed from calf and rope must remain slack until the field judge has passed on tie. In the event a contestant's catch rope is off a calf after completion of tie, the six (6) second time period is to start when roper clears calf. Flagger must watch calf during the six (6) seconds and will stop the watch when a calf kicks free, using the time shown on the stopwatch to determine whether calf was tied long enough to qualify.
  - 1. The untie man must not touch calf until judge passes on the tie.
- O. In the 11-14 age group:
  - 1. Every contestant will have a designated flanker, and then they can continue the run. The contestant has the option of having the designated flanker flank the calf or attempt to flank the calf himself.
  - 2. The contestant may have assistance after the calf is roped at the discretion of the judges. There will be 2 assistants designated by the calf roping director to assist roper if needed. NO ONE else is permitted to touch calf, rope, or horse.

3. If a calf is down when the contestant reaches the calf, the contestant does not have to daylight calf, but can go on with tie and receive a qualifying time.

P. In the 15-18 age group:

1. Contestant is to receive no assistance of any kind once the run begins. Assistance will result in disqualification.
2. If the calf is down when roper reaches it, the calf must be let up to its feet or elevated high enough to be day-lighted then thrown by hand. Calf is considered day lighted when it is lifted high enough with his feet & legs in a standing position so that it can gain its feet if desired before it can be flanked & tied.
3. If roper's hand is on the calf when it falls, the calf is considered thrown by hand.

# BREAKAWAY ROPING

- A. Time limit: 30 seconds
- B. Score line must be marked by the judge and will be the same for all contestants.
- C. Contestant comes out from the right hand box facing arena
- D. One (1) loop will be permitted. No rebuilding loop during run.
- E. The exit gate for the calves will remain open. The run will end when the contestant catches the calf, the 30 second time limit has been reached, or the calf exits through the end gate.
- F. Should the roper miss with only loop, roper must retire and a no time will be recorded.
- G. You may not intentionally turn calf before the out gate to avoid the calf running out.
- H. Ropes are to be tied to the saddle horn with string provided by KJRA.
  - 1. The string and tie will be inspected by the judge before each contestant goes in the roping box. A knot must be at the end of the rope with the string tied at the knot—there will be no tail.
  - 2. A flag that is visible to the judge must be attached at the knot end of the rope. The cloth must be attached to the rope at the saddle horn.
  - 3. Flag must be WHITE OR ANY BRIGHT COLOR visible to the judge.
- I. Contestant's horse must clear roping box before a loop may be thrown. Infraction of this rule will result in disqualification.
- J. Roping boxes are considered part of the arena. The KJRA board will decide if they want to put a panel up to line the calves out.
- K. Contestant must rope the calf.
  - 1. Loop must be a clean catch passing completely over the calf's head then catch-as-catch-can.
  - 2. Roping calf without releasing rope from the hand is not permitted.
  - 3. Catch must carry slack out of rope.
  - 4. Judge will drop the flag and time will stop when rope breaks off the saddle.
  - 5. Contestant will receive a no time for breaking the string by hand, however if the rope should dally around the horn, the contestant may ride forward, un-dally the rope and then stop their horse to make the rope break away from the saddle horn.

# TEAM ROPING

- A. Time Limit: 45 seconds, excluding penalties.
- B. Score line must be marked by judge and will be the same for all contestants.
- C. Enter yourself only. Point will be awards individually per class, not by team.
- D. Contestant can enter both the heading and heeling as separate events at each rodeo. Contestants can earn points in both events and received awards in both as well.
- E. Contestants may have only one run that is to be scored, either as a header or a heeler, but may assist others in completing the event.
- F. A team may be composed of 2 boys, 2 girls or 1 of each.
- G. A total of 3 loops may be utilized between the header and heeler combine.
- H. Header starts in the left hand box facing the arena. Heeler starts from the right hand box.
- I. Contestant's horse must clear roping box before a loop may be thrown. Infraction of this rule will result in disqualification.
- J. Contestants serving as ghost rider must declare which run will be scored PRIOR to the start of the event.
  - 1. If the contestant chooses to have the ghost header actively rope, the header is limited to two (2) loops.
  - 2. If the steer is not caught with either of those loops, a no time is awarded to the heeler
- K. Steer belongs to roper after she/he crosses the score line regardless of what happens, with two exceptions:
  - 1. If the steer gets out of the arena, flag will be dropped and the roper gets the steer back, lap & tap plus the time added to the time taken when the steer left the arena.
  - 2. Mechanical failure.
- L. Time will stop when steer is roped, both horses face each other "L" or better with ropes dallied and tight. Steer must be standing up when roped by head and/or heels.
- M. Contestant must dally to stop steer. No tied ropes allowed.
- N. If the steer is roped by one horn, the roper is not allowed to ride up and put the rope over the other horn or head with her/his hands. No foul catch can be removed by hand.
- O. Contestant and/or team may be disqualified if:
  - 1. The judge feels that the steer was intentionally handled roughly at any time.
  - 2. If header accidentally jerks steer off his feet, or steer trips or falls in which the header must not drag steer over eight (8) feet before the steer regains his feet.
- P. The judge should approve both dallies, head and heel loops.
- Q. A broken rope or dropped rope will be considered a no time.
- R. Any heel catch behind both shoulders is legal if the rope goes up over the back heels.
- S. Catching only one hind foot will result in a five (5) second penalty.
- T. Roping steers without turning loose of the loop will be considered a no catch.
- U. Only three (3) legal head catches will be accepted:
  - 1. Around both horns -The loop goes around and underneath the horns on both sides of the head.
  - 2. Around the neck - The loop goes past the horns and settles around the neck.
  - 3. Half head catch - The loop goes underneath the horn on the one side of the head, under the chin, or neck, and on the top of the other side of the head.

V. Illegal head catches include:

1. Honda catching a horn- If the honda passes over one horn and the loop over the other.
2. Loop crossing itself- If loop crosses itself in a head catch. Example: Figure eight shape
3. Catching a leg- If the loop catches any of the steer's legs.
4. Bridle catch- If the loop passes through the steer's mouth.

W. In the interest of safety, any contestant who wishes to compete in Team Roping must attend a KJRA Board approved Team Roping Clinic or be exempted by the KJRA Board upon proof of competency.

### 11-14 AGE GROUP SPECIFIC RULES

- A. If there is no header or heeler to partner up with in the 11-14 age group, the contestant has two options (both of which will utilize 3 loops):
1. Contestant may choose a roper from the 15-18 age group to be their partner. Points accumulated by the 11-14 roper will be counted towards the 11-14 year roping event and year end points. The 15-18 year old partner will not receive points and will not be charged an entry fee for that run.
  2. Utilize a "ghost rider." Contestant may choose a parent or adult to be their partner. Adult is responsible for supplies their own horse for this event.
- B. Header- Headers have the option of having a "ghost" heeler. Header gets two (2) loops and after steer is caught and turned, the flag will drop.
- C. Heeler- Heelers have the option of having a "ghost" header. If the contestant chooses to have the ghost header actively rope, the header is limited to 2 loops. If the steer is not caught with either of those loops, "no time" is awarded to the heeler. If the heeler decides to have the ghost header "tie on" in the box, the heeler may use 2 loops.

### 15-18 AGE GROUP SPECIFIC RULES

- A. Contestants must rope as a team. All contestants will be responsible to find their own partners prior to entering the rodeo. *It is not the secretary's job to find you a partner.*
- B. Contestants serving as a ghost rider must declare which run is to be scored PRIOR to the start of the event.
- C. Both header and heeler must catch and dally to receive a time.
- D. Ghost riders should be contestants competing in the 15-18 age group, unless no contestants are available. If no 15-18 year old contestants are available, a KJRA board approved 11-14 year old Team Roping contestant may be substituted.

# STEER WRESTLING

- A. Time Limit: 30 seconds
- B. Age group: 15-18 Boys. No aging up.
- C. Steer weight limit: 450-550 lbs.
- D. Score line must be marked by judge and will be the same for all contestants.
- E. Steer belongs to the contestant after he crosses the score line regardless of what happens, with two exceptions:
  - 1. If the steer gets out of the arena, flag will be dropped and the roper gets the steer back, lap & tap plus the time added to the time taken when the steer left the arena.
  - 2. Mechanical failure.
- F. Contestants are responsible for furnishing their own hazer and horse.
- G. Hazer must be a KJRA member or adult. Hazer will be allowed to catch the dogger's horse.
- H. Steer must be caught by jumping from the horse. If the steer gets loose, dogger may take no more than one step to catch steer.
- I. After catching steer, wrestler must bring it to a stop or change its direction and twist it down.
- J. If steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four (4) feet and then thrown.
- K. 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.
- L. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall
- M. Contestant must have hands on steer when flagged. The fairness of the catch and throw will be left to the judges. Judges decision will be final.
- N. Contestant is required to turn steer's head so that he can get up after run is complete.
- O. Contestant is entitled to only one jump in the 30 second time limit A jump will be considered to have taken place if the steer wrestler has dismounted his horse.
- P. Contestant will be disqualified for any abusive treatment of steer or his horse.
- Q. Any violation of any rule by hazer will disqualify the contestant they are helping.
- R. Anyone jumping from the off side in the steer wrestling must notify the rodeo secretary when entering.
- S. Hazer must not render any assistance to contestant while contestant is working with steer. Contestant is considered "working the steer" when the steer leaves the roping chute.
  - 1. If the hazer bats steer, or contestant's horse, contestant will receive no time.

## 2026 Rodeo Dates & Locations

<b>April 18<sup>th</sup> &amp; 19<sup>th</sup></b>	<b>Benton Rodeo Arena</b>
<b>May 2<sup>nd</sup> &amp; 3<sup>rd</sup></b>	<b>Benton Rodeo Arena</b>
<b>June 6<sup>th</sup> &amp; 7<sup>th</sup></b>	<b>Benton Rodeo Arena</b>
<b>July 11<sup>th</sup> &amp; 12<sup>th</sup></b>	<b>Shall Knoll Arena</b>
<b>August 29<sup>th</sup> &amp; 30<sup>th</sup></b>	<b>Benton Rodeo Arena</b>
<b>September 19<sup>th</sup> &amp; 20<sup>th</sup></b>	<b>Benton Rodeo Arena</b>

<p style="text-align: center;"><b><u>Benton Rodeo Arena</u></b></p> <p style="text-align: center;">Address: 385 Mendenhall Lane Benton, PA 17814</p>	<p style="text-align: center;"><b><u>Shall Knoll Arena</u></b></p> <p style="text-align: center;">Address: 126 Sherks Church Road Annville, PA 17003</p>
<p>HOTELS NEAR BY:</p> <p>Vista Lodge, Inc 3726 PA-487 Stillwater, PA 17878 (570) 925-2077</p> <p>Fairfield by Marriott Inn &amp; Suite 1065 Alliance Park Dr Bloomsburg, PA 17815 (570) 416-2777</p>	<p>HOTELS NEAR BY:</p> <p>MainStay Suites Grantville 105 Kelley Ct Grantville, PA 17028 (717) 469-5286</p> <p>Holiday Inn Harrisburg (Hershey) 604 Station Rd. Grantville PA 17028 (717) 469-0661</p>