

KEYSTONE JUNIOR RODEO ASSOCIATION

Where Future Rodeo Champions Get Started



2022 Rules and Regulations
www.pakjra.com

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Age Groups & Events

6 & Under Girls

Dummy Roping
Pole Bending
Barrel Racing
Goat Tying

6 & Under Boys

Dummy Roping
Pole Bending
Barrel Racing
Goat Tying

7-10 Girls

Dummy Roping
Pole Bending
Barrel Racing
Goat Tying
Breakaway Roping

7-10 Boys

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

11-14 Girls

Pole Bending
Barrel Racing
Goat Tying
Breakaway Roping
Team Roping

11-14 Boys

Pole Bending
Barrel Racing
Goat Tying
Calf Roping
Breakaway Roping
Team Roping
Steer Riding

15-18 Girls

Pole Bending
Barrel Racing
Goat Tying
Breakaway Roping
Team Roping

15-18 Boys

Pole Bending
Barrel Racing
Chute Doggin
Calf Roping
Breakaway Roping
Team Roping
Bull Riding

**Keystone Junior
Rodeo Association**

is

A Pennsylvania Charity, Non-Profit

**The purpose of the
Keystone Junior Rodeo Association
is to promote, foster,
encourage and sponsor
youth rodeo competition.**

**Our goal as an association
is to help promote a learning experience.
that not only applies to rodeo
but the arena of life.**

Rules & Regulations

- 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. In order to receive awards in an event, a contestant must compete in that event a minimum of 60% of the rodeos.
- D. Contestants with the highest total points will receive awards.
- E. If a contestant signs up for an event but “scratches” & does not enter the arena for the event, the event does not qualify toward year end awards & no refund will be made.
- F. Membership application must be completed & paid for the current year before competing in any rodeo.
- G. All entries need to cancel one week in advance, or the member will be responsible for the entry fees. To cancel less one week prior will require a physician or veterinary certification

AGE & GENDER IDENTIFICATION

- A. The age & gender of a contestant will be determined by that contestant’s birth certificate. The age will be determined by that contestants age as of January 1 of the rodeo year.

GENERAL

- A. While we welcome your pets in addition to horses at our events, we ask that you do not bring dogs into the chute or warm-up areas out of respect for our youth and our equine friends.
- B. For Contestants in the 11-14 and 15-18 age groups competing in Barrel Racing and Pole Bending, should the contestant go off course or cross the timer line before his or her run in completed, the contestant must leave the arena promptly. “Schooling” of horses is not permitted in these age groups.
- C. A \$25 per event, per child, per day penalty will be assessed to all late entries received after the online Rodeo Entry deadline.

CONDUCT & ATTIRE

- A. Western saddle and equipment is required.
- B. **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 & shirt tail 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. If contestants are actively **helping** in the arena with livestock or **helping** another contestant, they **do not** have to be in rodeo attire.
 - 1. The only exception of this rule will be in calf, steer & bull riding; a rider may roll up the sleeve on the riding arm only, 2 rolls.
 - 2. Steer & bull riders must wear protective vests.
- C. Contestants appearing in any event or grand entry must be in acceptable rodeo attire or they will be disqualified from that event or in the case of grand entry the contestants first event of the day. **KJRA** discourages wearing “fat boy” or thick sole boots during competition. Using rubber bands is not recommended.
- D. Hat Rule: All hats must stay on from the time you enter the arena until the contestant crosses the finish line or a five (5) second penalty will be added to the time. There will be 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, all roping events, chute doggin’, bull riding, steer riding & calf riding.
 - 2. Hats will be optional for all dummy ropers. All other attire rules apply to dummy ropers.
- E. 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.
- F. Stallions or mares w/ colt at side are not permitted to be used in **KJRA** competition.
- G. In the interest of safety, no more than 2 helpers will be allowed in the arena (past the white line) in any event involving a horse. A ‘helper’ excludes rodeo officials.

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.

PROTEST

- A. A protest must be submitted through proper channels and must pertain to rule violations. **JUDGES DECISIONS ARE FINAL** in judgment calls.
- B. The Event Director must be made aware of a protest immediately through verbal communication. The protest must then be made in writing, duly documented and signed by the contestant & submitted to the Event Director before the start of the next event.
- 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 await the conclusion of the event.

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.

- B. Disqualification from a particular **KJRA** rodeo shall occur for the following:
1. Intentional abuse of stock.
 2. Abuse of officials or other contestants.
 3. Tampering w/ rodeo stock or equipment at a rodeo.
 4. Cheating by contestant or member of contestant's family.
 5. Deliberate or continued failure to report for any event.
 6. Profanity or obscenity.
 7. Quarreling or rowdyism.
 8. Use of unapproved equipment.
 9. Acquisition of another's property.
 10. Use of, or traffic in, intoxicating beverages or drugs.
 11. All horses used in rodeo competition must be suitable and safe for the events entered.
 12. No Smoking permitted in arena or chute area.
 13. Contestants will not be allowed to use any alcohol or tobacco products in the arena area during the rodeo. If caught, the contestant will be disqualified.
 14. Any spectator, guardian, or contestant may be asked to leave or be disqualified by any rodeo official for any abusive language or im-proper conduct by contestants, parents, guardians, or spectators.
- C. Repeated violations of Paragraph B may result in disqualification from the entire rodeo and your membership terminated in **KJRA**.
- D. A contestant must be disqualified from a particular event for the following:
1. Improper attire.
 2. Failure to comply with arena directors instructions.
 3. Not being ready when called.
 4. Refusing stock draw.
- E. Suspended contestants who have entered any **KJRA** rodeo will automatically surrender any fees advanced to that rodeo after the date of suspension.
- F. Any contestant disqualified from **KJRA** competition has the right to petition the executive Board for re-instatement. A statement from both the contestant and the party making the disqualification must be included on the petition.
- G. The Executive Board reserves the right to put contestant on probation for disciplinary action due to unbecoming conduct for a maximum period of one rodeo year.

JUDGING RULES—TIMED EVENTS

- A. When permitted; if roper is carrying 2 loops and the judge mis flags the first loop, contestant will get second loop with the same calf, lap & tap plus time already elapsed.
- B. Score line must be marked so that it is the same for all contestants.
 - 1. Arena conditions will determine the length of the score line. At no time should the score line be longer than 2/3 the depth of the roping box.
 - 2. A short score of 6'-15' is desirable & should be used under most conditions.
- C. A contestant in a lower age group may move up one age group, if that event is not offered in the age group entered. These points will not be carried over to All Around Points.
- D. Entries are one entry per contestant per class. Horses may be used in an event multiple times with different riders.
- E. A stock charge may be added to the entry fee in livestock events at any rodeo as decided by the stock contractor and approved by the board to defray the cost of the stock.
- F. 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.
- G. No contestant helpers are allowed beyond the timer line or the contestant will be disqualified
- H. In event using stock: a hat/helmet must be worn when stock is called or contestant will be disqualified.
- I. There shall be no time limit for barrels and poles for all ages.
- J. "Lead Lining" shall only be permitted for the 6 & under age group and will be considered a "no time" in that event. See (G.) above.

Barrel Racing

- A. Properties; three 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 5 runs is encouraged.
- 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: 45' 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 to accommodate existing ground area, provided contestants in each class runs 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 6.)
- K. No spotters will be provided for any age group
- L. No Schooling of horses in the 11-14 and 15-18 age groups. (See Pg. 5, "General" above).

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 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 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.
- F. Contestant will receive a 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 6.)
- I. No Schooling of horses in the 11-14 and 15-18 age groups. (See Pg. 5, "General" above).

BULL RIDING

This event is for 15-18 year old boys.

- A. TIME LIMIT: 8 seconds
- B. Stock are furnished by the Stock Contractor; stock to be used each day are selected by the Stock Contractor.
- C. Riding to be done with one hand and loose rope, with or without handhold.
- D. Contestant shall furnish own equipment, including bull rope and bell. Safety vest must be used. Mouthpiece must be worn.
- E. No knots or hitches to prevent rope from falling off bull when rider leaves animal are permitted.
- F. Rope must have bell; no bell, no marking.
- G. Ropes with knots, wires, or other devices used for the purpose of placing spurs therein will be considered illegal equipment.
- H. Only approved adhesive material may be used on rope and glove (Benzoin, Rosin, etc).
- I. Wraps & bubbles are optional at contestant's discretion. Judges will have the authority to disallow dangerous wraps.
- J. Rowels must have a 1/4 of a turn movement.
- K. Judges have the right to approve or disapprove ropes and equipment.
- J. Stock cannot be hot-shotted.
- L. Time begins when bull's inside front shoulder pass the plane to the chute.
- M. If bull falls or if rider is knocked off at chutes, re-ride may be granted at the judges discretion.
- O. Rider will be disqualified for
 - 1. Not being ready when called.
 - 2. Being bucked off (before 8 seconds).
 - 3. Touching any part of the animal, equipment, or person with free had.
 - 4. Using sharpened rowels or rowels with no movement.
 - 5. Using rope with no bell.
 - 6. Touching hat.
 - 7. Losing hold of rope.
 - 8. Not wearing mouthpiece.

STEER RIDING

This event is for 11-14 year old boys.

- A. TIME LIMIT: 6 seconds
- B. Stock are furnished by the Stock Contractor; stock to be used each day are selected by the Stock Contractor.
- C. Riding to be done with one hand and loose rope, with or without handhold.
- D. Contestant shall furnish own equipment, including steer rope and bell. Safety vest must be used. Mouthpiece must be worn.
- E. No knots or hitches to prevent rope from falling off steer when rider leaves animal are permitted.
- F. Rope must have bell; no bell, no marking.
- G. Ropes with knots, wires, or other devices used for the purpose of placing spurs therein will be considered illegal equipment.
- H. Only approved adhesive material may be used on rope and glove (Benzoin, Rosin, etc).
- I. Wraps & bubbles are optional at contestant's discretion. Judges will have the authority to disallow dangerous wraps.
- J. Rowels must have a 1/4 of a turn movement.
- K. Judges have the right to approve or disapprove ropes and equipment.
- L. Stock cannot be hot-shotted.
- M. Time begins when steer's inside front shoulder pass the plane to the chute.
- N. If steer falls or if rider is knocked off at chutes, re-ride may be granted at the judges discretion.
- O. 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 hat.
 - 7. Losing hold of rope.
 - 8. Not wearing mouthpiece.

CALF RIDING

This event is for 7-10 year old boys.

- A. TIME LIMIT: 6 seconds
- B. Stock are furnished by the Stock Contractor; stock to be used each day are selected by the Stock Contractor.
- C. Riding to be done with one hand and loose rope, with or without handhold.
- D. Contestant shall furnish own equipment, including steer rope and bell. Safety vest must be used. Mouthpiece must be worn.
- E. No knots or hitches to prevent rope from falling off calf when rider leaves animal are permitted.
- F. Rope must have bell; no bell, no marking.
- G. Ropes with knots, wires, or other devices used for the purpose of placing spurs therein will be considered illegal equipment.
- H. Only approved adhesive material may be used on rope and glove (Benzoin, Rosin, etc).
- I. Wraps & bubbles are optional at contestant's discretion. Judges will have the authority to disallow dangerous wraps.
- J. Rowels must have a 1/4 of a turn movement.
- K. Judges have the right to approve or disapprove ropes and equipment.
- L. Stock cannot be hot-shotted.
- M. Time begins when calf's inside front shoulder pass the plane to the chute.
- N. If calf falls or if rider is knocked off at chutes, re-ride may be granted at the judges discretion.
- O. 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 hat.
 - 7. Losing hold of rope.
 - 8. Not wearing mouthpiece.

CALF ROPING

- A. Time Limit: 45 seconds, excluding penalties.
- B. Contestant comes out from behind the barrier of the right hand box facing the arena; a ten second penalty will be imposed for beating or breaking the barrier.
- C. Horse must have neck rope for safety. Roper must have catch rope run through restraining device around horses neck, of sufficient strength, to control horse.
- D. Only 1 loop is permitted.
- E. In the 11-14 age group, every contestant will have a designated flanker, then they can continue the run. 15-18 year old contestants may receive no assistance of any kind from outside the barrier.
- F. Contestant's horse must clear the roping box before a loop may be thrown. Infraction of this rule will result in disqualification.
- G. Rope must be tied hard & fast.
- H. Roping the calf without releasing rope from hand is not permitted.
- I. Contestants must rope calf, dismount, go down rope, throw calf by hand, then cross & tie any three feet.
 - 1. Calf roping is catch as catch can, with any catch considered legal.
 - 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 (15-18 year olds only). Calf is considered to be 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.
 - 4. Rope must hold calf until roper gets hand on calf.
 - 5. To qualify as a legal tie, there shall be one or more wraps around all three legs and a half-hitch or hooley.
 - 6. Tie must hold and three legs must remain crossed until passed on by the judge.
- J. 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 second time period is to start when roper clears calf. Flagger must watch calf during the 6 (six) 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. Roper must not touch calf or rope after giving finish signal until after the judge has completed his examination.
 - 2. Roper will be disqualified for removing rope from calf after signaling for time until the tie has been passed on by the judge.
 - 3. Untie man must not touch calf until judge passes on the tie.
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.
 - 4. Roper is not permitted to touch calf or rope after signal for time is given by the contestant.

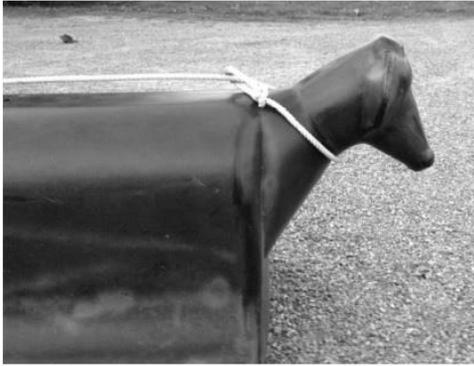
- K. If calf leaves the arena, time will stop (by the flagger) and the calf will be brought back for lap and tap plus time elapsed.
- L. Roping calves shall weigh 180-250 pounds.
- M. Calf weight limit for 11-14 boys shall be 165 pounds.
- N. 11-14 boys may have assistance after the calf is roped at 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. This rule applies to the 11-14 age group ONLY. 15-18 year old age group is not to receive any assistance. Assistance will result in disqualification.
- O. If a calf is down when a 11-14 year old roper reaches the calf, the contestant does not have to daylight calf, but can go on with tie and receive a qualifying time.
- P. 6-foot drag rule: Judges decision on intentional dragging may result in possible disqualification.
- Q. Jerk down rule in effect; disqualification for intentional backward jerking; judges decision.

CHUTE DOGGIN

- A. Time limit: 60 seconds. Contestants will draw their steers each rodeo day. Running order will be determined by the order the steers enter the chute.
- B. Steer will be loaded in bucking chute. Contestant shall start on foot from within chute with steer.
- C. Contestant shall call for steer verbally, at which time the gate will be opened & the steer belongs to the contestant.
- D. 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.
- E. The score line will be made clearly visible to contestants by means of chalk or paint. The score line shall be 6 feet from the plane of the chute (not gate) and is to be clearly marked.
- F. Contestant must cross the score line before attempting to throw the steer.
- G. 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".
- H. If the steer falls on it's own, contestant shall leave steer back up and then he may go on to make a qualified run.
- I. If contestant loses the steer, no more than one (1) step can be used 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.
- J. 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.
- K. Steer will be considered down only when it is lying flat on it's 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.
- L. Contestant must have hand on steer when flagged. Placing fingers in eyes, lips or nose of steer is forbidden.
- M. The fairness of a catch & thrown will be left to the judges and their decision will be final.
- N. Time will start when steer's nose crosses score line and line judge drops the flag to start the time.
- O. Steer belongs to the contestant when he calls for him, unless the timer misses the time, or in the sole opinion of the line judge, the gateman fouls the contestant by not releasing the animal when called for by the contestant. The contestant will be awarded a rerun if he declares himself immediately.
- P. Steers used in the chute doggin event cannot be used in any other event unless approved by the chute doggin event director.
- Q. Each contestant is required to wear a mouth piece.
- R. Contestants have the option of wearing a safety vest.
- S. Weight limit for steers shall be 550 lbs.

DUMMY ROPING

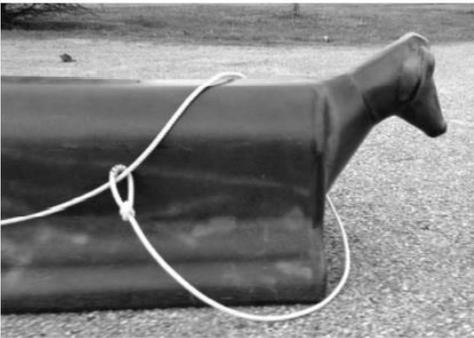
- A. Open to boys & girls in age groups of 6 years & under and 7-10 years.
- B. Judges/Score keepers will be assigned by the Event Director.
- C. Dummy calves will be provided by the association.
- D. Start distance for the 6 & under age group will be 2 feet back from the dummy. The start line will move 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.
 - 1. 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.
 - 2. The roper must pull up the slack. More than one pull is acceptable to get the rope tight around the neck.
 - 3. 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**.
 - 4. 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.
- H. Judges decisions are final. Practice swings stop when judge is ready.
- I. Hats are optional for Dummy Roping. All other attire rules apply.



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

GOAT TYING

- A. Time limit: 60 seconds for ages 6 & under; 30 seconds for age groups; 7-10, 11-14 & 15-18.
- B. Properties:
 - 1. Ten (10) foot ropes.
 - 2. Stakes should be metal w/ eye; rope tied through eye & no protrusion above the ground level. Goat tying may be run on the track or in the arena.
- C. Contestant leaves score line with a running start, races to the goat tethered 40 yards away on a 10 foot rope, dismounts, throws goat by hand then crosses & ties three legs.
 - 1. Contestant may go down on rope.
 - 2. If goat is down, it must be brought to it's 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 disqualify contestant.
 - 6. If contestant's horse touches the goat rope or goat at any time during the run, the contestant will be **disqualified**. No penalties will be imposed for this infraction after the contestant has fully dismounted with both feet on the ground, dropped the reins & surrendered control of the horse.
 - 7. Goat must be held (by official) facing starting line, at furthest point from contestant and must be released as the starting flag drops.
 - 8. When the goat is tied and signal is given for time, the contestant must stand back from the goat before 6 seconds starts.
- D. When tie is fast, contestant signals time by throwing both hands.
- E. 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. Contestant cannot touch tie after signaling a complete tie or will be disqualified.
 - 2. If tie comes loose or if goat gets to its feet before time has been ruled fair, contestant will be marked no time.
 - 3. Goat must not be released until judge passes on tie. Goat's legs must stay crossed until time is official.

- F. At the election of officials & where the width of arena or track permit, 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.
- G. Goats shall be uniform in size & weight not to exceed 50 pounds.
- H. For the 6 & under age group, the goat holder will hold the goat until the child has his or her hands on it.
- 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.

BREAKAWAY ROPING

- A. Time limit: 30 seconds, excluding penalties.
- B. If a barrier is available, contestant comes out from behind barrier of right hand box facing arena; a ten second penalty will be added for beating or breaking the barrier.
- C. Two loops will be permitted.
 - 1. If roper intends to use two loops, roper must carry two ropes.
 - 2. Loops cannot be made while roping.
 - 3. Should the roper miss with both loops, roper must retire & no time will be recorded.
- D. Ropes are to be tied to the saddle horn w/ string provided by KJRA. The string/tie will be inspected by a designated official before each contestant competes. A knot must be at the end of the rope w/ the string tied at the knot—there will be no tail. A white cloth that is visible to the flagman or judge must be attached at the knot end of the rope. The cloth must be attached to the rope at the saddle horn.
- E. Roping calf without releasing rope from the hand is not permitted.
- F. Contestant's horse must clear roping box before a loop may be thrown. Infraction of this rule will result in disqualification.
- G. 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. Catch must carry slack out of rope.
 - 3. 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.*
- H. Time will be flagged when rope breaks at saddle.
- I. The exit gate for the calves will be open. The run will end when the 30 second time limit has been reached or the calf exits through the gate.
- J. Roping boxes are considered part of the arena. Those committees that want to may put a panel up.

TEAM ROPING

11-14 age group Team Ropers have the following options:

- 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 toward the All Around Award. The 15-18 year old partner will not receive points and will not be charged an entry fee for that run.
 - 2. Utilize the “dummy” option:
 - a. Headers have the option of having a “dummy” heeler. Header gets 2 loop and after steer is caught and turned, the flag will drop.
 - b. Heelers have the option of having a “dummy” header. If the contestant chooses to have the dummy 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 dummy header tie on” in the box, the heeler may use only 2 loops. The flag drops when she/he catches and they face each other, “L” or better.
 - c. The dummy header or heeler must be a current **KJRA** member in good standing.
- B. If the contestant chooses to utilize the “dummy” option a 10 second penalty will be assessed.

15-18 age group specific rules:

- A. 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.
- B. 15-18 year old Team Ropers will rope as a team utilizing all 3 loops. All contestants will be responsible to find their own partners. Contestants serving as a ghost rider must declare which run is to be scored **PRIOR** to the start of the event. 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.

Team Roping General Rules—apply to both age groups:

- A. Time Limit: 45 seconds for both 11-14 & 15-18 age groups excluding penalties.
- B. A team may be composed of 2 boys, 2 girls or 1 of each.
- C. 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. Contestants serving as ghost rider must declare which run will be scored **PRIOR** to the start of the event.
- D. 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.

- E. If a barrier is available: Header starts behind the barrier in the left hand box facing the arena. Heeler starts from behind the barrier line. There will be a 10 second penalty for breaking the barrier.
- F. 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.
- G. Each contestant carries only one rope. Each run is allowed 3 loops (throws) total.
- H. Roping steers without turning loose of the loop will be considered a no catch.
- I. Roper must dally to stop steer. No tied ropes allowed.
- J. Contestant's horse must clear roping box before a loop may be thrown. Infraction of this rule will result in disqualification.
- K. Time will be taken when steer is roped, both horses facing each other "L" or better with ropes dallied and tight. Steer must be standing up when roped by head or heels
- L. Steer must not be handled roughly at any time. If, in the opinion of the field judge, she/he has done so intentionally, roper may be disqualified.
- M. If header accidentally jerks steer off his feet, or steer trips or falls, header must not drag steer over 8 feet before the steer regains his feet or the team will be disqualified.
- N. A broken rope or dropped rope will be considered a no time.
- O. No foul catch can be removed by hand.
- P. 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 w/ her/his hands.
- Q. If the Honda passes over one horn and the loop over the other, the catch is illegal.
- R. Any heel catch behind both shoulders is legal if the rope goes up the heels.
- S. Catching only one hind foot receives a five second penalty.
- T. If loop crosses itself in a head catch, it is illegal. This does not apply to heel catches.
- U. If in the opinion of the field flagger, a heel loop is thrown before the header has dallied and changed the direction of the steer, the team will be disqualified.
- V. The judge should approve both dallies, head and heel loops.
- 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.

*A huge Thank You goes out to
all of our Sponsors,
Parents, and especially,
to the Kids of KJRA
who show the fortitude to
compete in Rodeo.*

2022 Rules & Regulations

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