

OFFICIAL RULES AND REGULATIONS

of the

LA JUNTA KIDS

RODEO AND RACE MEET



HELD THE FIRST FULL WEEKEND IN AUGUST

FORMED IN 1938

REVISED JUNE 2018

La Junta Kids Rodeo, Inc.

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La Junta, CO 81050

www.ljkidsrodeo.com

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OFFICIAL RULES

The following rules apply to all contestants, parents and/or guardians and spectators of all events for the La Junta Kids rodeo and Race Meet. **PLEASE READ ALL RULES CAREFULLY.** Failure to understand rules will not be accepted as an excuse. If you have any questions concerning the rules, please contact the rodeo headquarters before the rodeo starts.

WARNING

Under Colorado law, an equine professional is not liable for an injury to or death of a participant in equine activities resulting from the inherent risks of equine activities, pursuant to Sec. 13-21-119. Colorado Revised Statutes.

GENERAL INFORMATION

1. Kids Rodeo and Race Meet is held the first full weekend in August each year, unless changed by the rodeo committee.
2. Three age divisions: Tiny Tots – Ages 6-9
Juniors – Ages 10-13
Seniors – Ages 14-18

Your age on January 1 determines your eligibility.

3. The burden of proof of age rests on contestants. Please bring birth certificates or a facsimile.
4. If a contestant makes false entry, any prizes and trophies will be withheld.
5. This is a kids rodeo and race meet. Members of professional rodeo associations are ineligible to compete in this rodeo. Professional jockeys and racehorses having competed on pari-mutual racetracks are ineligible to participate on the track. No tattooed horses are allowed. NOTE: Horses will be checked in the paddock for tattoos.
6. Contestants must compete in western attire (long sleeved, collared shirts; hats and boots)

OFFICIAL RULES (cont)

7. Entries must be accompanied with payment of the entry fees and stock charges. All fees must be paid in full at the time the contestant picks up their number.
8. Additional entry forms may be obtained by calling 719-242-8186 or 719-468-8041 or may be downloaded from our website – www.ljkidsrodeo.com
9. Contestants may be lead to, but not past, arena gate or track gate by helper on foot. No other horse will be allowed in the arena or track during a contestant's run, except for authorized personnel.
10. Contestants may pick up their rodeo numbers at the rodeo office on the grounds prior to their competition. **NOTE:** Confirmation schedules will be emailed so you must provide email address on entry form. Special needs must be noted on your entry form.
11. No stallions will be permitted on the grounds.
12. If at any time a judge or director determines a rider cannot manage their horse, the rider may be disqualified.
13. Ground rules will prevail at the discretion of the officials. Rules may be amended by verbal announcements the day of the rodeo. Contestants, parents, guardians, or spectators may be asked to leave the grounds or may be disqualified for any of the following offenses:
 - a. Under the influence of, or traffic in, intoxicating beverage or drugs;
 - b. Mistreatment of stock;
 - c. Refusing to compete on an animal drawn for him;
 - d. Cheating or attempting to cheat;
 - e. Abusive language or improper conduct;
 - f. Hopping or doping horses;

OFFICIAL RULES (cont)

1. All protests must be made by the **CONTESTANT** before the end of the event to the **Arena Director (if Arena event) or Track Director (if a Track event)**. The appropriate Director, Judge or flagger and the contestant will discuss the issue and all decisions made by the Director, Judge or flagger will be final. **INAPPROPRIATE BEHAVIOR ON THE PART OF THE PARENT MAY RESULT IN THE DISQUALIFICATION OF THE CHILD FROM THE EVENT OR THE RODEO (See General Rule 13e).**
2. There will be a bulletin board at the rodeo grounds located at the foot of the stairs of the announcer's stand where times and scores will be posted. Do not come to announcer's stand asking for times or scores.
3. Every contestant must be ready to ride or race when called, or be disqualified, unless he has obtained approval from Arena Director or Track Director. **If a contestant is called on the track and in the arena at the same time, then it is the responsibility of the contestant to notify the gate person.** If a contestant is called three times at the gate and has not properly notified the gate person, they will be disqualified from that event.
4. **CONTESTANT** must bring any discrepancy of results to the rodeo committee immediately after the awards ceremony is concluded.
5. Contestants must wear **NUMBER ON BACK AND THE NUMBER MUST BE VISIBLE AT ALL TIMES** while competing. Contestants with no number showing on back will be disqualified from the event in which infraction takes place. In case of bad weather, management may choose to waive the number rule. If so, it will be announced.
6. In case of a tie for All-Around Champion, a tie breaking system decided by committee will be used. System used will be number of first places wins, number of second places, and number of events entered by a contestant.

OFFICIAL RULES (cont)

14. Stock Producer or his assistants will flank all bucking stock.
15. Rodeo officials may change the program for safety of contestants due to rain or to other unforeseen circumstances. This may include the establishment of a slack performance as needed.
16. If the number of entries in certain events requires a slack performance, contestants will be notified by confirmation.
17. **THERE WILL BE NO TRACK CROSSING BY VEHICLES AFTER RACE EVENTS HAVE STARTED.**
18. Management will schedule all events of the performances and/or slack as necessary. If you are sharing a horse with anyone, you should note that on your entry form.
NOTE: ONCE CONTESTANT HAS BEEN SCHEDULED PLEASE DO NOT ASK TO RESCHEDULE UNLESS THERE IS AN EMERGENCY.
19. Two free parent passes will be issued per family. All other passes must be purchased at the gate.
20. If contestant's time is missed, they will be required to run again after all other contestants in that age division have run.

CATEGORIES AND EVENTS

TINY TOT BOYS EVENTS – Ages 6 to 9

Arena Events

Track Events

Barrel Racing

Shetland Pony Race

Pole Bending

(47" or under)

Flag Racing (2 flags)

Goat Tying

TINY TOTS GIRLS EVENTS – Ages 6 to 9

Arena Events

Track Events

Barrel Racing

Shetland Pony Race

Pole Bending

(47" or under)

Flag Racing (2 flags)

Goat Tying

JUNIOR BOYS EVENTS – Ages 10 to 13

Arena Events

Track Events

Calf Riding

Small Pony Race

Pole Bending

(54" or under)

Flag Racing (2 flags)

220 Yard Race

Goat Tying

3/8 Mile Race

Break-away Roping

Dally Ribbon Roping (2 boys or 1 boy/1 girl, both juniors)

JUNIOR GIRLS EVENTS – Ages 10 to 13

Arena Events

Track Events

Barrel Racing

Small Pony Race

Pole Bending

(54" or under)

Flag Racing (2 flags)

220 Yard Race

Goat Tying

3/8 Mile Race

Break-away Roping

Dally Ribbon Roping (2 girls or 1 boy/1 girl, both juniors)

CATEGORIES AND EVENTS (cont.)

SENIOR BOYS EVENTS – Ages 14 to 18

<u>Arena Events</u>	<u>Track Events</u>
Calf Roping	220 Yard Race
Bull Riding	3/8 Mile Race
Chute Dogging	3-Horse Relay
Ranch Bronc Riding	
Team Roping (2 boys or 1 boy/1 girl, both seniors)	

SENIOR GIRLS EVENTS – Ages 14 to 18

<u>Arena Events</u>	<u>Track Events</u>
Barrel Racing	220 Yard Race
Pole Bending	3/8 Mile Race
Goat Tying	14-Hand Race
Break-away Roping	
Team Roping (2 girls or 1 boy/1 girl, both seniors)	

ARENA EVENTS

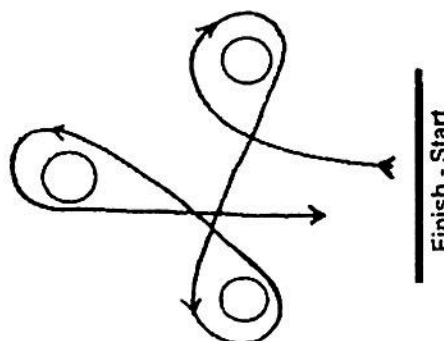
THE ARENA DIRECTOR'S DECISION IS FINAL REGARDING ANY ISSUE ARISING DURING ANY PERFORMANCE IN THE ARENA.

Contestants with the 10 top times of the long go will run in the short go on Sunday.

NOTE: Pole Bending on the track and Goat Tying in the arena are run at the same time. There will be some conflicts due to several contestants riding the same horse or contestant being in both events the same performance. Be sure to notify the gate person if you will have a conflict with the two events.

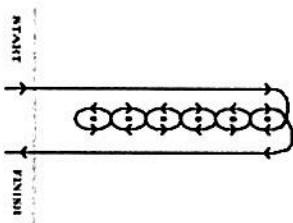
I. CLOVER LEAF BARREL RACE

- Time limit – one minute.
- Standard barrel pattern will be used.
- Contestant may go around either right or left barrel first, but make the first turn to the right and then two turns to the left or first to the left and then two turns to the right.
- There will be a five second penalty for each barrel knocked down.
- Contestant will be disqualified for breaking the pattern.



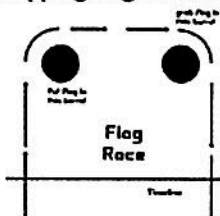
2. POLE BENDING

- A. Time limit – one minute
- B. A standard 6-pole pattern will be used. Distance from the starting line to the first pole is 21 feet. Distance between poles is 21 feet. The rider may go down the poles on either the left or the right side and then shall pass successive poles on alternate sides, turning at the sixth pole and return in the same manner. When last pole is rounded, they shall complete the run by coming back to the starting point on opposite side from the side from which they started.
- C. There will be a five-second penalty for each pole knocked down.
- D. A contestant will be disqualified for breaking the pattern or by crossing the starting line when rounding pole No 6. Breaking the pattern shall consist of: failure to follow the course, loss of forward motion, negotiating obstacles in any other than specified order, going the wrong direction, circling, backing or reversing direction of movement to correct improper passing of an obstacle.



3. FLAG RACE – Juniors & Tiny Tots

- A. Time limit – one minute.
- B. Contestant starts from behind the starting line, rides to barrel, and puts the flag in the bucket, rides to the second bucket and pulls the flag out, then rides back across the finish line (2 buckets, 2 barrels, 2 flags).
- C. Contestant will be disqualified for hitting horse with flag, dropping flag, or knocking over the bucket or the barrel.



4. GOAT TYING

- A. Time limit – one minute.
- B. Contestant leaves score line from a moving start, races to goat, dismounts, throws goat by hand and cross ties any three legs. Contestant may go down rope. If goat is down, it must be brought to its feet (daylighted) and then thrown.
- C. A goat string or leather or braided thong may be used to tie by girl contestants. All boy contestants must use piggin strings.
- D. When tie is fast, contestant signals judge by throwing both hands in the air. Tie must hold 5 seconds and contestant cannot touch goat after once signaling a complete tie.
- E. If tie comes loose or goat gets to its feet before tie has been ruled fair, contestant will be marked no time.
- F. Goats cannot be dropped from shoulder height to render them breathless or immobile. Unusual roughness in handling goat will disqualify contestant.
- G. Goat must not be released until Judge passes the tie, 5 seconds.
- H. Rope for Junior & Senior divisions will not exceed 15 feet and for Tiny Tots will not exceed 6 feet.
- I. Contestant will be disqualified if horse touches goat or rope at any time.

5. CALF ROPING

- A. Time limit – one minute.
- B. Two loops will be permitted only if the roper is carrying two ropes. No rebuilding.
- C. All roping horses must have a neck rope.
- D. Contestants may receive assistance only inside the box. If horse drags calf, field judge may stop horse. If horse runs off with calf or has to be stopped by the Judge, roper will be disqualified.
- E. At the judge's discretion, contestant will be disqualified if calf is intentionally jerked down. (Animal is brought over backwards landing on its back or head with all four feet in the air.)
- F. Rope must be tied hard and fast. Contestants must dismount, go down rope and throw calf by hand, cross tie any three feet. If calf is down when roper reaches it, the calf must be daylighted and thrown by hand.
- G. If roper's hand is on the calf when it falls, calf is considered thrown by hand. Rope must hold calf until roper gets hand on calf. Tie must hold 5 seconds after roper mounts horse and slacks rope. The time (5 seconds) and tie will be inspected by the judge. Roper must not touch calf after giving the finish signal (both hands in the air) until after judge has completed his examination. If tie comes loose or calf gets to its feet before tie has been ruled fair, the roper will be marked no time. Untie man must not touch calf until judge passes on tie.
- I. Ten second penalty will be imposed for breaking the barrier.
- J. If you run at cattle, you accept the cattle as is.

6. BREAK-AWAY CALF ROPING

- A. Time limit – 45 seconds.
- B. Two loops will be permitted only if roper is carrying two ropes. No rebuilding.
- C. Ten second penalty will be imposed for breaking the barrier.
- D. Break-away roping shall require regulation loops, with rope tied to saddle horn. Rodeo committee shall provide string and approved method of tying rope to saddle horn.
- E. When contestant ropes calf, loop must be a legal catch. In order to be a legal catch, the loop must pass cleanly over the calf's head. Once the loop has passed over the calf's head, loop may draw up on any part of calf's body behind the head. Calf must break string holding rope away from saddle horn – contestant would receive a no time should they break rope away from saddle horn themselves.
- F. Time will be flagged when rope breaks at saddle.
- G. If you run at cattle, you accept the cattle as is.
- H. Stock is selected by Draw.
- I. The roper must use a standard catch rope with a white flag tied to the end of the rope.

7. DALLY RIBBON ROPING

- A. Time limit – one minute.
- B. You are responsible for finding your own partner. Contestants must indicate partner on entry form. Each contestant may enter only once.
- C. Team may consist of 1 boy and 1 girl, 2 boys, or 2 girls.
- D. In this event there will be a runner and a roper. The roper is required to rope the calf, dally around the saddle horn and hold the calf while the runner removes a ribbon from the calf's tail and runs back to the roping box.
- E. Roper starts behind the barrier in the right hand box facing the arena carrying one rope. Roper may rebuild for a total of two loops.
- F. The runner may wait anywhere in the arena he/she chooses until calf is caught & dallied. Runner must remove the ribbon from the calf's tail and run across the barrier line of the box the roper left from stopping the time.

7. DALLY RIBBON ROPING CONT. –

- G. Time runs from the time the calf trips the barrier flag until the Runner crosses the front of the box and the judge flags the Runner.
- H. It is the contestant's responsibility to make sure the ribbon is on the calf's tail before calling for the calf.
- I. Broken barrier is a 10 second penalty.
- J. If the ribbon comes off the calf's tail after the Roper has made his/her catch, the Roper must dally off and hold the calf; however, the Runner must go to where the ribbon came off, pick it up and then carry it back across the barrier line. Roper must hold the dally until the runner has picked up the ribbon.
- K. Disqualifications:
Failure to hold dally, losing rope, runner touching rope or calf before roper has dallied, roper dragging calf to runner, runner crossing line without ribbon.

8. BULL/STEER RIDING – Bull/Senior Steer/Junior

- A. Senior contestants will ride a bull for 8 seconds. Junior contestants will ride a steer for 6 seconds.
- B. Stock will be drawn by judges, which will be posted on bulletin board.
- C. All contestants must wear a vest and mouthpiece.
- D. Contestants must ride with one hand on loose rope.
- E. Rope must have a bell
- F. The time begins when the bull's/calf's body breaks the plane of the chute gate. Contestants who are knocked off at the chute or whose animal falls may be granted a re-ride at the discretion of the judge.
- G. Any of the following offenses will disqualify the rider: If free hand touches animal or any part of the rider's body; being bucked off; losing handhold.
- H. Only bull/calf contestant and two helpers may be behind the chutes during the rodeo.

9. RANCH BRONC RIDING

- A. Contestant will ride as ride can for 8 seconds.
- B. Stock will be drawn by judges, which will be posted on bulletin board.
- C. A standard working saddle must be used. NO PRCA rigging allowed. No hobbling of one or both stirrups. Horse has to be saddled as it would be for everyday use. Saddled for everyday use means stirrups have no binding in order to hold stirrups forward, nor can they be hobbled under the horse's girth. If rope is carried on the saddle it must be attached as it would be for everyday use. Rope must be free except for the rope strap, no tying rope to anything but the rope strap. Stirrup leathers must be standard leathers. Flank cinch DOES NOT NEED to be hobbled to front cinch. Saddle blankets or pads should not be used.
- D. A regular bucking horse halter with one rein must be used and shall be provided by contestant.
- E. The time begins when horse's body breaks the plane of the chute gate.
- F. If in the opinion of the judges, the rider is fouled in any way, the contestant will receive a re-ride option.
- G. Only bareback contestant and two helpers may be behind chutes during the rodeo.

10. TEAM ROPING

- A. Time limit – one minute, excluding penalties.
- B. Indicate your partner on the entry form. **You are responsible for finding your own partner.** Each contestant may enter only once. Header starts behind the barrier in the left hand box, facing the arena. Heeler must start from behind the barrier line, ten second penalty for breaking the barrier.
- C. Animal belongs to contestant when he calls for it regardless of what happens, except in case of mechanical failure.
- D. Each contestant only carries one rope. Each team allowed three (3) total throws. Topping steers without turning loose of the loop will be considered no catch. Ropers must dally to stop steer. No tied ropes allowed.
- E. Time will be stopped when steer is roped, both horses facing steer in line with rope dallied and tight. Steer must not be handled roughly at any time, and ropers may be disqualified if, in the opinion of the field judge, they have intentionally done so.
- F. If header accidentally jerks steer off his feet or if steer trips or falls, header must not drag the steer over 8 feet before steer regains his feet or the team will be disqualified. Steer must be standing up when roped by head or heels.
- G. Broken rope or dropped rope will be considered no time.
- H. No foul catch can be removed by hand.
- I. If front foot is in either loop when flag is dropped, the team will be disqualified. However, should the front foot or feet come out of the loop by the time the field judge drops the flag, time will be counted.

10. TEAM ROPING (cont.)

- K. Legal catches
 - A. Three legal head catches:
 - a. Around both horns.
 - b. Half a head.
 - c. Around the neck.
 - B. If hondo catches on one horn, the catch is illegal.
 - C. If loop crosses itself in head catch, it is illegal. This does not include heel catches.
 - D. Any Heel catch behind both shoulders is legal if rope goes up heels.
 - E. One hind foot receives a five second penalty.
- L. If in the opinion of the field flagger, a heel loop is thrown before the header has dallied and changed the direction of a steer, the team is disqualified.
- M. If contestant runs at cattle, they accept cattle as is.

11. CHUTE DOGGING

- A. Time limit – one minute.
- B. Time begins when nose of steer crosses the line (line will be drawn at end of chute gate when gate is open). Steer can be thrown as soon as flag drops.
- C. Contestant must stop or change steer's direction before the steer is thrown.
- D. Steer will be flagged when he is on his side and all four legs are facing the same direction.
- E. This event does not require use of a horse. Contestant may have help from an adult or another contestant to get steer out of the chute.

RACE TRACK

THE DECISION OF THE RACE DIRECTOR AND RACE JUDGES WILL BE FINAL.

The Race Director and Race Judges have the right to change races or eliminate races for these reasons: unsafe or dangerous horse, unsafe equipment, unsafe or dangerous rider, and unsafe weather conditions.

- . Bats will be permitted only, no over-under whips.
- . All jockeys are required to wear helmets.
- . All horses are ridden with western equipment. Bits – all bits must have a shank with a leather or chain curb or a shank mechanical hackamore with curb strap or chain.
- . No easy stop or bosal.
- . Tattooed horses will not be allowed.
- . Breast Collars are required.
- . In the event of a false start, the horses can be returned to the holding paddock until one race has been run at the discretion of the Race Director. The same horses will then be returned to the track for the running of the original race. No substitution will be made. False starts to be determined by the Race Starter.
- . One helper allowed per horse in the paddock area.
- . Races may be run in heats on Friday night and Saturday night performances if the number of entries justify.
- 0. Up to six places may qualify for the final race on Sunday night.
 - a. FINALS QUALIFICATIONS:
 - b. 1 Heat – All contestants come back
 - c. 2 Heats – Top three places from each heat
 - d. 3 Heats – Top two places from each heat
 - e. 4 Heats – Winners only
- 1. Rider and horse may be led through paddock gate. Rider must then parade horse to judges' stand and to starting line. Rider must control horse without assistance. NOTE: NO HOLDER PERMITTED EXCEPT IN RELAY RACES.

RACE TRACK (cont)

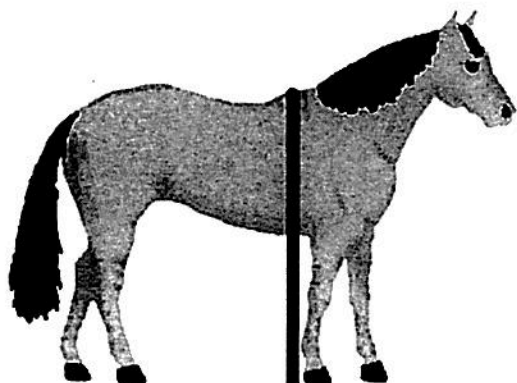
- 12. If race starter and judges determine a rider cannot manage his horse, they may be disqualified.
- 13. Horses with height requirements should be measured prior to the Grand Entry.
- 14. If only one contestant is entered in race, they must complete the entire race to receive points.

TRACK EVENTS

- 1. 3/8 MILE RACE – Race starts in front of the Grand Stand, running one full lap around track.
- 2. 220 YARD RACE – Race is run on the straightaway starting east of the Grand Stand. Finish-line is in front of the Grand Stand.
- 3. 3-HORSE RELAY RACE
 - A. A team consists of a string of three horses, a rider, two holders and a catcher.
 - B. Horses will be saddled and each horse will circle the track once. Rider will change to a different horse, at his designated station, each time around the track. Rider must touch the ground during the change.
 - C. A loose horse will disqualify rider. Adults ONLY may be holder and catcher and assist the rider in mounting.
- 4. SHETLAND PONY RACE – 220 Yard/Tiny Tots
 - A. Race is run on the straightaway starting east of the Grand Stand. Finish-line is in front of the Grand Stand.
 - B. Ponies must be 47 inches or under in height.
- 5. SMALL PONY RACE – 220 Yard/Juniors
 - A. Race is run on the straightaway starting east of the Grand Stand. Finish-line is in front of the Grand Stand.
 - B. Ponies must be 54 inches (13 ½ hands) or under in height.
- 6. 14-HAND RACE – 220 Yard/Seniors
 - A. Race is run on the straightaway starting east of the Grand Stand. Finish-line is in front of the Grand Stand.
 - B. Ponies must be 56 inches (14 hands) or under in height.

Diagram for points of measure for Shetland Pony, Small Pony, and 14-Hand Races as referenced in the diagram below.

With a measuring stick, device or tape, measure the height of the horse at the highest point of the withers.



POINTS AND SCORING

1. A portion of entry fees will be jackpotted back and checks will be mailed.
2. Points will be awarded to the top 10 places in arena events in the long go, and to the top 6 places in the race events in the long go. Points will be awarded to the top 10 places in the arena events in the short go and the top 6 places in the track events in the short go.
3. The top 10 times or scores in all events will return on Sunday for the short go performance. If contestant makes it back to the short go but will not be at the Sunday performance, please notify rodeo secretary before end of Saturday night performance, so contestant in 11th position can move up. Contestants must have a qualified score or time to compete in the short go on Sunday. Positions for short go will be drawn.
4. Final qualifiers in Race Track events will return on Sunday for the short go performance (see Race Track Rule #10).
5. The short go race winner is the event winner for that race. Points earned will apply toward the jockey champ and the all around.
6. Event winner in each event will be based on the contestant's total times and scores from the long and short go. Awards will be presented to the top three (3) in each event at the awards presentation on Sunday following the short go performance and tabulation of all times, scores, and points.

LA JUNTA KIDS RODEO POINT SYSTEM

The following point system will be used in all events:

Long Go		Short Go	
1 st	10	1 st	20
2 nd	9	2 nd	18
3 rd	8	3 rd	16
4 th	7	4 th	14
5 th	6	5 th	12
6 th	5	6 th	10
7 th	4	7 th	8
8 th	3	8 th	6
9 th	2	9 th	4
10 th	1	10 th	2
		20	

NOTES

HORSE RACE POINTS

The following point system will be used:

Long Go		Short Go	
1 st	6	1 st	12
2 nd	5	2 nd	10
3 rd	4	3 rd	8
4 th	3	4 th	6
5 th	2	5 th	4
6 th	1	6 th	2