



**KAUAI ALL GIRLS RODEO ASSOCIATION  
RODEO RULES**

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## **RODEO RULES**

### **GENERAL STATEMENT**

**The KAGRA provides its own rules for rodeo contestants and will insist the rodeo adhere to them.**

### **ARENA**

1. Only the contestant, arena director, flag man, event directors and event helpers will be allowed in the arena.
2. Any Officer of the Association shall be admitted to any part of the rodeo arena when representing the Association on official business.

### **DRESS CODE**

1. A collared Long/Short sleeve western shirt, western boots and jeans must be worn at all times. Cowboy hat, no hat or ball cap allowed (2/24) Contestants helping in an event they are not entered in are to be in dress code with exception of a ball cap may be used (12/13)
2. Contestant helpers must also comply with the dress code in order to be in the arena.
3. Failure to adhere to this dress code shall result in **contestant** disqualification of all events for rodeo in judgement.

### **TIMERS**

1. Any timers must be approved by the KAGRA Board. Any rodeo using electronic timers for Association events shall be required to use a minimum of one backup hand stopwatches. All backup times and electric eye times will be recorded.
2. Timers will work from the same position during all events.
3. Timers for an approved event may not be changed after the first performance except for sickness or injury, by request of an Association official because of timers' incompetence, or through agreement of stock contractor, or Association official.
4. All rodeos are required to use watches in tenths of a second when automatic electric timer is not used.

5. The Association has no set price for salaries of timers, arena secretaries, announcers, labor, etc. but the Association expects to pay fair salaries in keeping with the size of the rodeo for these positions. Any rodeo with \$200 or more per performance shall pay each judge a minimum of \$50 per performance.

### **DRAWING POSITIONS**

Positions will be randomly drawn.

### **DRAWING STOCK**

All stock will be chute drawn.

### **JUDGES & FLAGMAN**

1. All judges and flagmen must be a person approved by the KAGRA. Judges will follow the KAGRA official rule book and not make decisions contrary to KAGRA rules.
2. Judges, timers, and flagmen must be experienced persons.
3. Flag and barrier judges cannot compete or haze in an event he or she flags.
4. The judge must enforce the rules of the official KAGRA rule book.
5. The flagman in the barrel race should not leave his position at any time.
6. The flagman should flag the barrel race, when the horse's nose reaches the starting line and will flag the horse's nose reaches the finish line. The starting and finish line must be the same. Any time contestant crosses the starting line, time will begin.
7. Barrier equipment must be inspected by the judge before each timed event. If equipment is faulty, it must be replaced. Should barrier break at any point other than designated breaking point, decision is up to the barrier judge.
8. Field Flagman: In any timed event if an animal escapes from the arena, flag will be dropped and watches stopped. Contestants will get animal back with lap and tap start, and time already spent will be added to time used in qualifying. If time is not recorded, the decision of the flag judge shall be final.
9. Barrier Judge will start time for team roping **and Breakaway Roping for the backup timer.**
10. **The electronic eyes are the primary start and stop for each event for the head timer**

## PROCEDURES/LIVESTOCK

- 6.1. Stock Contractor and Rodeo Livestock
- 6.1.1. Stock for KAGRA Rodeos must be supplied by Stock Contractor approved by KAGRA. Stock contractors will follow the KAGRA rulebook and not make decisions contrary to the KAGRA RULES.
- 6.1.2. All rodeo livestock must be approved by Stock Inspector appointed by the KAGRA.
- 6.1.3. All time event stock shall be run through event chutes and through arena previous to start of contest, where conditions permit.
- 6.1.4. At all rodeos, all fresh calves, shall be tied down prior to the rodeo.
- 6.1.5. All crippled livestock must be removed from the arena before continuing the rodeo performance.

## ANNOUNCERS

- 6.2.1. Announcer must not deliberately misrepresent any contest action.
- 6.2.2. Times shall be announced at all times, in the timed events.

## ALL GIRLS RODEO EVENTS

In order to have a KAGRA Rodeo, the following events must be held:

1. Barrel Racing
2. Pole Bending
3. Breakaway Roping
4. Dally Team Roping
5. Goat Tying (when stock available)

## ALL AROUND CHAMPION COWGIRL SHALL BE DETERMINED BY A POINT SYSTEM AS FOLLOWS:

✓ 1st Place	10 points	6th Place	5 points
✓ 2nd Place	9 points	7th Place	4 points
✓ 3rd Place	8 points	8th Place	3 points
✓ 4th Place	7 points	9th Place	2 points
✓ 5th Place	6 points	10th Place	1 point

In a two (2) go round event, points will be awarded to the average winners.

In team events, each contestant will receive points earned of same value. Only the top points for each event with two goes will be counted in the "All Around Champion Cowgirl". (rev. 1/04)

In Barrel Racing/Pole Bending you will receive points on your fastest horse

Any event ties will be broken as follows

Example: Person A 104.561 on 6                      Person B 99.141 on 5  
Person with fastest total qualified times will win (person A)

## 4D Barrel Racing

Points towards the All Around Champion will be awarded to the 10 fastest times

1st D Fastest Time

2nd D Fastest Time plus 1.0 seconds (Revised 1/17/20)

3<sup>rd</sup> D Fastest Time plus 2.0 seconds (Revised 1/17/20)

4<sup>th</sup> D Fastest Time plus 3.0 seconds (Revised 1/22/25)

## 4D Pole Bending

Points towards the All Around Champion will be awarded to the 10 fastest times.

1st D Fastest Time

2nd D Fastest Time plus 1.5 seconds

3<sup>rd</sup> D Fastest Time plus 3.0 seconds

4thD Fastest time plus 4.5 seconds

Payoff- 1st D- 40% 2nd D- 25% , 3rd D- 20%, 4<sup>th</sup> D- 15%

## **DALLY TEAM ROPING**

- ✓ There will be a sixty (60) second time limit.
- ✓ Contestant may change horses in team roping.
- ✓ If automatic barrier does not work but time is recorded, team will get the time, but there will be no penalty for broken barrier. If automatic barrier fails to work and official time has not started, contestant will get stock back if stock is qualified on in the field, therefore, entitling contestant to a rerun.
- ✓ Steer belongs to contestant when they call for it, regardless of what happens with the following exceptions: a) If the steer gets out of the arena, flag will be dropped and the contestants get the steer back lap and tap with the time added which was taken when the steer left the arena, plus any barrier penalties; b) In case of mechanical failure; c) If, fouled by barrier, contestants shall get their steer back, providing they declare themselves by pulling up.
- ✓ Horse must clear the box before a loop is thrown. Header will start behind barrier, and must throw the first loop at head. Heeler must start from behind barrier line. There will be a ten-second penalty assessed for breaking the barrier.
- ✓ Time will be taken when steer is roped, both horses facing steer in line with ropes dallied and tight, horses front feet must be on the ground.
- ✓ Each team allowed two throws in all. Roping steer without turnings loose of the loop will be considered a no catch. Roper must dally to stop steer. The word dally means one complete turn around the horn.
- ✓ There are only three (3) legal head catches which are: Both Horns, Half a Head, and around the neck.
- ✓ Any heel catch behind both shoulders is legal if rope goes up heels. One hind foot is five-second penalty.
- ✓ If rope is on animal, contestants will get animal Lap and Tap with rope on it in chute.
- ✓ No rerun will be given due to faulty or broken equipment furnished by contestant.
- ✓ Steers must be uniform in weight.
- ✓ Arena shall be dragged before the Dally Team Roping Event.
- ✓ Broken rope or dropped rope will be considered no time.

## **DALLY TEAM ROPING (CONT)**

- ✓ In any timed event, if an animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and top start, and time already spent will be added to time used in qualifying.

## **BARREL RACING**

- ✓ Barrel racing is a timed event. Time shall begin as soon as the horse's nose reaches the starting line and will be stopped when the horse's nose reaches the finish line.
- ✓ The barrels and the starting line will be permanently marked for the entire go-round.
- ✓ Arena gate must be closed immediately after she enters the arena, and kept closed until pattern is completed and her horse is under control.
- ✓ Once contestant enters arena, no circling of horse will be allowed. If the contestant uses the side gate a single pivot will be allowed to line up the run. Should the horse refuse and circle, you will only be allowed that one circle and must start your run or receive a no-time.
- ✓ Knocking over a barrel is a no time.
- ✓ Touching barrels is permitted by horse or contestant.
- ✓ Not following the clover-leaf patten will receive a no time.
- ✓ All barrels must be twenty (20) feet off of the fence.
- ✓ If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
- ✓ When the electric eye fails to work for one or more contestant during a performance, the manual back-up time will be used for those electronically missed. The electric eye-controlled times will be remained unaltered.
- ✓ When both the digital clocks malfunctions and no time was recorded from digital watches, contestant will be given a rerun at a time designated by the Judges and Arena Director, plus any penalties.
- ✓ No rerun will be given due to faulty or broken equipment furnished by contestant.
- ✓ Arena shall be dragged before event and raked no more than every fifth contestant as determined by Arena Director and KAGRA Board
- ✓ No sharing of horses in event

## **BREAK AWAY ROPING**

- ✓ There will be a thirty (30) second time limit.
- ✓ Contestant may change horses in breakaway roping.
- ✓ Once score line has been set in time event, it will not be changed in that go, nor can length of box be changed.
- ✓ Contestant must rope from heel box only.
- ✓ Calf belongs to contestant when she calls for it, regardless of what happens, with the following exceptions: If the calf gets out of the arena, flag will be dropped and the roper gets the calf back lap and tap with time added which was taken when the calf left the arena plus any barriers in case of mechanical failure.
- ✓ In breakaway, a horse must clear the box before a loop is thrown.
- ✓ Two loops will be allowed if two ropes are carried.
- ✓ Rope must be tied to the horn with a string and may not be run through bridle, tie down, neck rope or any other device.
- ✓ String will be provided by rodeo secretary.
- ✓ The second rope must remain tied until used and must not be broken away from the saddle horn.
- ✓ No loops are to be rebuilt. If second loop falls, it cannot be rebuilt and used.
- ✓ Cloth 12X12 must be attached to the end of the rope at the saddle horn so the judge can tell when the rope breaks from the horn.
- ✓ The Catch as catch can rule shall apply after the loop has passed over the calf's head.
- ✓ Rope must be released from contestants' hand to be a legal catch. Roping without releasing loop from hand will result in a no-time
- ✓ There will be a ten-second penalty assessed for breaking the barrier.
- ✓ The contestant will receive no time should she break the rope away from the saddle horn by hand. However, if the rope should dally around the horn, the contestant may ride forward, un-dally the rope and then stop her horse to make the rope breakaway.

## POLE BENDING

- ✓ Starting lines in pole bending will be subject to ground rules.
- ✓ The poles and the starting line will be permanently marked for the entire go round.
- ✓ Before the pole bending event, the arena will be dragged.
- ✓ Arena gate must be closed immediately after she enters the arena, and kept closed until pattern is completed and her horse is under control.
- ✓ Once contestant enters arena, no circling of horse will be allowed. If the contestant uses the side gate a single pivot will be allowed to line up the run. Should the horse refuse and circle, you will only be allowed that one circle and must start your run or receive a no-time.
- ✓ The pole bending pattern is to be run around six poles.
- ✓ The distance from the starting line to the first pole shall be 21 feet and spacing between poles shall be twenty-one (21) feet apart.
- ✓ Poles shall be set on top of the ground, six (6) feet in height, and with no base larger than fourteen (14) or less than twelve (12) inches in diameter. Poles must be straight in line.
- ✓ Touching poles is permitted by horse or contestant.
- ✓ A horse may start either to the right or left of the first pole and then run the remainder of the pattern accordingly.
- ✓ Pole Bending is a timed event. Knocking over a pole is a no time. Not following the pole bending pattern will receive a no time.
- ✓ If horse re-crosses starting line at any time before the pattern is completed, pattern will be considered broken and run will receive no time.
- ✓ When the electric eye fails to work for one or more contestants during a performance, the manual back-up time will be used for those electronically missed. The electric eye controlled time will remain unaltered.
- ✓ No reruns will be given due to faulty or broken equipment furnished by contestant.
- ✓ Arena shall be dragged before event and raked every fifth contestant
- ✓ No sharing of horses in event.

## GOAT TYING

- ✓ There will be a 30 second time limit.
- ✓ There should be at least a 15-yard starting line.
- ✓ The goat should be tied to a stake with a rope ten feet in length.
- ✓ If goat is down when contestant reaches it, goat must be elevated by contestant so that at least three (3) feet are dangling underneath goat, it must then be re-thrown and cross tie any three legs together.
- ✓ Legs must remain crossed and secured for 6 seconds after completion of tie.
- ✓ Time will start when the contestant crosses the starting line. Time will stop when she signals the completion for the tie.
- ✓ The contestant must move back three (3) feet from the goat before the judge will start the six (6) second time limit on the tie - for the goats leg to remain crossed and tied. If contestant gets rope that is holding goat wrapped around her leg, she may ask the judge if she can remove it. After getting permission from judge, removing rope and moving back three (3) feet her six (6) second time limit will start.
- ✓ Contestant will receive a no time for touching the goat or tie string after signaling she is finished.
- ✓ If contestant runs over the goat, or rope with her horse while mounted or dismounted, there will be a no time. **Running over/across rope shall be considered contact A contestant is still mounted until both feet are on the ground.**
- ✓ Goats shall be uniform in size .
- ✓ Goats shall be tied down 3 times prior to rodeo, if goat has been used at a previous rodeo, no tying down is required
- ✓ Sharp horns shall be **protected by tape or other methods**
- ✓ **Horse cannot be held or touched until completion of contestants run. Completion means calling for time. An exception will be if the horse enters the roping box**
- ✓ If horse re-crosses starting line, then the manual back-up time will be used.

