

Rodeo Rules for the Keystone State Gay Rodeo

RULE I– GENERAL RULES

1. All competitors must be at least 12 years of age. Competitors under the age of 18 must have parental/legal guardian signature on release paperwork.
2. Gender Classification
 - a. A contestant is eligible to register and compete under the gender classification with which the individual identifies and lives on a daily basis.
3. Members of Member or Recognized Associations, contestants, independent contractors, all other volunteers, and if necessary, their parents or legal guardians...
 - a. Acknowledge that rodeo is a dangerous activity and that participation in a rodeo as a competitor, official, independent contractor, or volunteer exposes the participant to a substantial and serious risk of property damage, personal injury, or death.
 - b. Release IGRA, KSGRA, Member, and Recognized Associations, sponsors, rodeo production entities, their affiliates, related or subsidiary companies, and the officers, directors, employees or agents from liability and punitive damages for any and all property or personal damages incurred while participating in a rodeo.
4. Members of IGRA, Member and Recognized Associations, independent contractors, all other volunteers, and if necessary, their parents or legal guardians, shall not now or at any time in the future, directly or indirectly, commence or prosecute any action against the parties listed in 2.b above. This provision shall be binding upon each member of a Member or Recognized Association, independent contractors, volunteers, his/her lover, significant other, life partner, spouse, legal representative, heirs, successors, and/or assigns.
5. Safety during the running of rodeo events
 - a. While in the rodeo arena or secured working areas, rodeo participants – contestant, buddy pass holders, stock contractor and/or personnel, volunteers, officials, security, royalty – must not be...
 - i. Under the influence of alcohol or illegal drugs of any kind, or
 - ii. In possession of an open container of alcohol or illegal drugs of any kind.
 - b. If the Rodeo Director or Arena Director present determine any rodeo participant is in violation of the above, they are to remove the participant immediately from the arena and secured working areas.
 - c. Rodeo Director and personnel will determine if a contestant should be disqualified.
6. There shall be no smoking in the arena, working chute areas, or secretarial area while the rodeo is in progress.
7. The Rodeo Director or any certified rodeo official may disqualify a contestant/team from an event for both go-rounds after observing excessive roughness or intentional harm to an animal, such as kicking, hitting, slapping, etc., before, during, or after the event. Appeals by the contestant/team may be made through the Rodeo Review Procedures (refer to Rodeo Rule VI).

8. Contestant Running Order in Events

a. Running order for the will be assigned through random drawing by the Rodeo Secretary. For Bull Riding, see Bull Draw

9. Contestant Scratching an Event

a. If contestant scratches an event prior to an animal being loaded into their assigned chute, contestant falls out of the running order and assignment of animals.

b. If contestant scratches an event after an animal has been loaded into their assigned chute, the animal will be turned out and not used for that go.

10. All official personnel, including the announcing staff, shall adhere to the same dress code and rules as rodeo contestants. All other arena volunteers are encouraged to wear the same type of attire but will not be prohibited from assisting because they are not wearing the required attire. Chute personnel – hat style optional. Personnel wearing headsets may alter hat style, i.e., baseball cap.

12. If inclement weather is affecting the contestants, staff, or performance, the Arena Director has the option of waiving attire requirements for either a particular event or day.

13. All times and scores shall be announced during rodeo competition to the best ability of the announcer. Announced times and scores are unofficial. Every effort will be made to announce contestants' sponsors.

14. Contestant scratch

a. Only a contestant may scratch him/herself from any or all events.

b. Secretarial staff must be notified of such scratch as soon as possible.

c. If it is known that a contestant is missing because of a medical emergency (injury or illness) whether personal or related to a family member, close friend, or relationship, that contestant will be considered a scratch.

d. In team events, another registered contestant not already entered in the affected event may replace a contestant scratched due to a medical emergency.

e. If scratches affect two or more teams, members of different teams may be allowed to combine.

f. In the case of the Wild Drag Race, teams may only combine so long as an original member of a team, who has not scratched for reasons mentioned above, is not displaced from competition.

g. One or more teams not performing due to the combination of team members are then considered a scratch, but for the purpose of prize money and placements, the number of teams entered in any effected event remains the same as at the close of registration.

h. If a contestant returns from the medical emergency, he/she may continue the rodeo as registered.

15. Disqualified contestant

a. If any rodeo official determines a contestant is unfit to understand his or her own safety, the contestant may be disqualified from any or all further events.

b. The determining official shall inform the contestant when this determination has been made after consulting with the contestant, and the rodeo director.

16. No pets will be allowed in the rodeo arena, chutes, holding pens, or other areas specified by the rodeo facility or host association. Pets in authorized areas must be under the owner's control. If pets are not allowed anywhere at the facility, a contestant

will not be allowed to compete until the pet is removed from the facility or kept in a vehicle or horse trailer. If the pet is seen anywhere on the facility after being warned of the "no pet rule", the contestant responsible for the pet being at the facility will be disqualified from the rodeo by the Rodeo Director.

17. All timed events that have a time limit for the contestant to compete in must have a horn, whistle, or buzzer signaling the end of the time allowed for that event.

18. No reruns or re-rides will be given because of unexpected noise or movement that occurs outside of the arena. Examples are: livestock being loaded in the chutes and pens, bulls and horses kicking in the chutes, vehicle headlights flashing into the area, or someone is sitting on the fence.

19. Each contestant/team must be notified when the arena is set/clear for their competition by:

- a. Arena Director or their designee for speed events.
- b. Arena Director or Rodeo Director for rough stock events.
- c. Judge for roping and camp events.

20. Any contestant/team that elects to perform their event before being notified that the arena is set/clear, will be disqualified from that event.

21. For all horse events, the arena must be cleared of animals and contestants not immediately participating in the go of any particular event. The contestant must not be offered the arena until all interference is removed.

22. If, in the opinion of the Judge, a contestant/team appears to stop competing because of exhaustion, frustration with a difficult animal, or other similar reason, the Judge can wave the contestants out of competition, and no re-rides will be given.

23. If arena conditions are deemed at any time prior to the rodeo start time or during the running of the rodeo to be unsafe, competition may be stopped until the arena conditions are deemed satisfactory. The determination of unsafe arena condition will be decided by the Arena Director, Rodeo Director, and stock contractor. Contestant concerns should be considered. In these situations, refer to the Rodeo Resources guidelines.

24. Rodeo participants (contestants, buddy pass holders, stock contractors and their personnel, volunteers, officials, security, and royalty) must not be in possession of or bear firearms while attending rodeo registration, rodeo events, and awards. This does not include contracted security staff.

25. Announcement of Re-rides

- a. The official granting a re-ride shall communicate the reason for the re-ride to the Arena Director, who shall communicate to the Rodeo Announcer the name(s) of the individual or team being given the re-ride along with the reason for the re-ride.
- b. The Rodeo Announcer shall announce every re-ride and the reason that was communicated by the Arena Director.

26. Rough Stock Event Contestant Dress Code

- a. Required to wear long-sleeve shirt, long pants, western hat or protective helmet, and boots that minimally cover the ankle and have a heel.
- b. Western hat or protective helmet must be on head while in the bucking chute and when entering the arena to compete.

- c. Sleeves determined to be rolled or pushed up, at the beginning of their go, will result in a five-dollar (\$5) dress code fine, with the exception of the riding arm(s) in Bull Riding and Steer Riding.
 - d. Clothing must not allow any contestant's genitalia to be exposed
- 27. Roping and Speed Event Contestant Dress Code
 - a. Required to wear long-sleeve shirt, long pants, western hat or protective helmet, and boots that minimally cover the ankle and have a heel.
 - b. Must maintain a western hat or protective helmet on head when they enter the arena to compete, including the roping box(s), or any designated runway.
 - c. Sleeves determined to be rolled or pushed up, at the beginning of their go, will result in a five-dollar (\$5) dress code fine.
 - d. Clothing must not allow any contestant's genitalia to be exposed.
 - e. Contestant must not allow hat or helmet to touch the ground throughout his/her time in the arena for Mounted Break-Away Roping and Speed events. Failure to do so will result in a five dollar (\$5.00) fine payable to the Rodeo Secretary.
- 28. Camp Event Contestant Dress Code
 - a. Required to wear closed-toe shoes.
 - b. Clothing must not allow any contestant's genitalia to be exposed.
- 29. Rough Stock Riding Requirements
 - a. Have all required equipment and assistants for their events.
 - i. Appropriate rigging for the event in good condition.
 - ii. Glove for riding hand.
 - iii. Bull bell and bell loop to attach bell to rigging loop.
 - iv. Pre-arranged assistant to help pull your rigging.
 - vi. Pre-arranged assistant to act as "safety" while setting your ride.
 - b. Ensure their animal is rigged when the Chute Coordinator or line-up coordinator assigns the contestant their animal.
 - c. Make sure the rigging is set correctly to allow the "puller" to be able to pull. This should ensure there are no twists in the loop of the rigging.
 - d. Properly adjust the "loop" in the rigging to adjust for varying sizes of stock and to be sure when you "wrap" you have enough tail.

RULE II – APPROVED EVENTS

1. ROUGH STOCK EVENTS

- a. Bull Riding
- b. Steer Riding
- c. Chute Dogging

2. ROPING EVENTS

- a. Calf Roping on Foot
- b. Mounted Break-Away Roping

3. SPEED EVENTS

- a. Barrel Racing
- b. Pole Bending
- c. Flag Race

4. CAMP EVENTS

- a. Steer Decorating
- b. Wild Drag Race
- c. Goat Dressing
- d. High Heeled Goat Dressing

RULE III – RULES FOR EVENTS

1. ROUGH STOCK EVENTS

A. General Rules for Rough Stock Riding Events

1. Any animal that becomes excessively excited or aggressive or in any way appears to be in danger of injuring itself or the contestant, should be released immediately and pulled from competition by the Chute Coordinator and/or Arena Director and the rider given a new animal.
2. All animals used in the bucking chutes must face the hinged end of the gate before exiting the chute in their respective event.
3. It is the contestant's responsibility to have all necessary equipment needed for their respective rough stock riding events and be fully prepared for their event when called on by the Chute Coordinator. Refer to the outline in rodeo resources titled
4. Providing that the Scorekeeper and Announcer are notified prior to the change, actual exit order from the chutes may be changed by the Chute Coordinator in consideration of contestant/stock/staff safety, equipment failure, or overall flow of the rodeo.
5. At the rodeo director's discretion, any rough stock riding animal stalling in the chute may be pulled from competitive stock for the remainder of the rodeo and the contestant given a new animal.
6. A qualified ride will be timed for six (6) seconds
 - a) Time begins when the animal's inside shoulder passes the plane of the chute gate. The inside shoulder is the shoulder farthest from the gate.
 - b) The Judge shall serve as the official timer positioned at the latch side of the bucking chute.
 - c) Time will stop once the contestant touches the ground or has been disqualified. Judges shall stop their stopwatches when, in their opinion, the contestant has been disqualified for any reason. In either instance where time is six (6) seconds or more, contestant shall be entitled to a score.
 - d) If the horn, whistle, or buzzer sounds earlier than the required six (6) seconds, the contestant will be scored if there are at least four (4) seconds on the official stopwatch. If there are less than four (4) seconds on the official stopwatch, the contestant will be offered a re-ride or no score.
7. An audible horn will sound the completion of the required time (plus one second). Rider will be scored additional points for spurring, and fewer points for any loss of control. Rider will receive a score if he/she is in the air but has not hit the ground at the completion of the official time as determined by the Judge.
8. If a rider makes three (3) valid efforts to get out on a chute-fighting animal and is unable to do so, the contestant will be offered a new animal by the Arena Director.

9. A qualified ride shall be scored a maximum of fifty (50) points by the Judge; one (1) to twenty-five (25) points for the animal and one (1) to twenty-five (25) points for the rider. The Judge may use .1 through .9 along with regular score (e.g. 17.2 for contestant, 17.4 for animal, for a total of 34.6). This will help eliminate ties in these events. A score of zero (0) will be used for a no ride, and a "DQ" for a disqualification. If one Judge gives a "DQ", then the contestant is disqualified. The reason for the disqualification shall be noted on the Judges' score sheet.

10. Hooks, rings, or knots will not be used on bull ropes.

11. No hot shots will be used on an animal once it is loaded in the chute. Hot shots may not be used to enhance the performance of an animal.

12. The Arena Director must disqualify a contestant who has been assigned an animal and cannot provide rigging (unless registered shared rigging is used) or who has been advised he/she is next to go and he/she is not over their assigned animal with glove on when the previous animal and/or contestant leaves the arena. No more than two (2) contestants may share a single rigging in any event.

13. Contestants competing in rough stock riding events are allowed one person to pull their rigging and another person to act as "safety" behind the chute. It is the contestant's sole responsibility to provide these individuals.

14. No one will be allowed to "ride the gate" as it is being opened.

15. For rough stock riding events, "attempt to compete" is defined as the rider clearing the chute in such a manner that the ride could be scored by the judges.

B. RE-RIDES

1. If the Judge declares that a contestant is eligible for a re-ride, the Judge shall inform the contestant of their score and an option of a re-ride prior to the next contestant competing. Contestant may refuse the re-ride and take the score. Contestant must notify the Judge immediately of their decision to accept or reject the option. re-rides must be completed during that go of that event and contestant should be moved to the end of the running order for that gender's event.

2. Possible re-rides.

a) Stock contractor's equipment fails (e.g. flank strap breaks or comes off animal) or flanker admits that animal was not properly flanked. Rider must make a qualified ride and be in control of the ride while attempting to make the animal perform.

b) Performance of the animal is inferior (e.g. animal stops for an excessive time). A re-ride will be offered if the contestant makes a qualified ride while in control.

c) Performance of the animal is hindered (e.g. animal stumbles to its knees or falls, animal's head or horn(s) caught in gate or fence, rider is told by a Judge to get off the animal due to an injury of the animal). Rider must make a qualified ride up to the point of animals' hindered performance. Once the animal has stumbled to its knees or fallen, or caught its head or horn(s), the rider may continue to ride with the possibility of a score, a disqualification, or a score of zero (0) (e.g. bucked

off). In all cases, the rider has the option of a re-ride as long as they had a qualified ride up to the point of animal's hindered performance.

d) In case of interference, arena equipment failure, a rodeo official's or other arena personnel's error during the ride, the contestant will receive a re-ride at the Judges discretion. The contestant has the option of keeping their original score, if a qualified ride was made, or accepting the re-ride. However, if the contestant has no way of knowing that something did not happen or function correctly and they continue to compete, the contestant must make a qualified ride in order to get another chance.

3. If a contestant believes that he/she has been fouled by the animal in the chute or on the chute gate, the contestant may continue to attempt to make a successful ride. The Judges will then decide if the contestant was actually fouled (e.g. injured or knocked off balance so as to lose control of the ride). If a Judge observed a foul, then the contestant will be notified of their current score and their option for a re-ride.

4. If, in the opinion of a Judge, any arena personnel interfere with a rough stock ride before the qualified time has elapsed, contestant will be given a score with an option of a re-ride, providing the contestant made a qualifying ride up to the point of the interference.

C. BULL & STEER RIDING

1. Rider will be disqualified if he/she does not have the animal rigged and ready to go when called by the official.

2. Quick release buckle is optional on bull rope on the off-side.

3. If the rider chooses the use of spurs, locked rowel spurs must be used. The rider is not to use sharp spurs.

4. Contestants must ride one handed.

5. Contestants will have the right to ask the Judge to check on whether or not the animal is properly flanked to buck to the best of its ability. A soft metal collapsible bell must be attached to the contestant's bull rope and be positioned under the belly of the animal. No steel bells will be allowed.

6. No more than two (2) people may be on chute to pull contestant's rope.

7. Rider will receive a score of zero (0) for being bucked off prior to six (6) second and will be disqualified for any of the following offenses:

a) Touching the animal, equipment, hat, ground, or person with the free hand or arm. The Judges will give consideration to a rider who is sitting up and in control if they touch the head or horns of a bull or steer (that slings or throws its head) in a manner not to regain balance or aid their ride.

b) Grabbing hold of the fence or chute gate or pushing on the fence or chute gate to regain balance and assist the ride after crossing plane of the chute gate.

c) Using sharp spurs.

d) Placing spurs or chaps under the rope when the rope is tightened.

e) Using suicide wraps.

f) Not having a bell on bull/steer rope for the full six (6) second ride.

D. BULL DRAW

1. A joint "random draw" will be performed for men and women by Secretarial Staff for Bull Riding.
2. Draw location and time for each performance must be announced in advance.
3. Bull riders are invited to observe the "random draw."
4. Secretarial staff shall draw numbers or names corresponding to the bulls from a receptacle held above the head of the drawing official.
5. The first number drawn is the bull for the first contestant and so on.
6. If there are more contestants than bulls, all of the bull numbers will be placed back in the receptacle after the first cycle has been completed. This will be done as often as necessary to match bulls with contestants.
7. If there are more bulls than bull riders, at the discretion of the stock contractor and rodeo director, the bulls that were not used in the first performance will be drawn for the second performance prior to the availability of the other bulls.
8. After all contestants have had a bull drawn for them; the contestants will be required to leave while the secretarial staff conducts a draw for possible re-rides. The running order for re-ride animals will be kept secret until after the contestant has made his/her decision regarding a possible re-ride.

E. CHUTE DOGGING

1. This event is set up in the bucking chutes.
2. The event has a sixty (60) second time limit. Arena buzzer, horn or whistle will sound to indicate the end of the sixty (60) second time limit.
3. Event requires two timers.
4. The finish line shall be drawn 10 feet from and parallel to the closed chute gate.
5. The Judge will drop a flag and simultaneously blow a whistle when chute gate begins to open and will blow a whistle when the nose of the steer has crossed the 10-foot line and will drop the flag once the steer has been dogged.
6. Contestant shall position themselves in the chute with the steer and signal for the gate to be opened.
7. Once time has started the contestant will move the animal to the 10-foot line to dog the steer.
8. Steer will be considered dogged only when it is lying flat on its side, or on its back, with all four hooves pointed in the same direction and the head in a natural position.
9. A disqualification (DQ) will be given for any of the following.
 - a) Unnecessary roughness or intentional harm to the steer.
 - b) Tripping, which is anytime a contestant in any way entangles the feet of the animal causing it to fall down for any reason.
 - c) Flipping, which is anytime the animal goes end over end for any reason
 - d) Utilization of steer's head and/or horns in the dirt in a manner to flip the steer.
 - e) Contestant coach touching the animal while or after the chute gate has been signaled by the contestant to be opened.
 - f) Losing contact with the steer such that no part of the contestant is touching any part of the steer.

- g) Steer lying on its side, or on its back, other than as described as legal in Rule 8 above.
 - h) Contestant placing finger(s) in the steer's eye(s).
10. Re-ride. Judge will grant a contestant the option of a re-ride for any of the following:
- a) Interference.
 - b) Injured animal.
 - c) Arena equipment failure.
 - d) Official or arena personnel error.

If the contestant legally completed a go and a re-ride is offered, the contestant will have the option of taking their recorded time or taking the re-ride. In the event that a time is not available for a legally completed go, the contestant will be offered the option of a re-ride or maximum time for the event. If the contestant has no way of knowing that something did not happen or function correctly and they continue to compete, the contestant must make a qualified go in order to get another chance.

2. ROPING EVENTS

A. General Rules for Roping Events

1. The Judge will flag the barrier line at the chute. Time starts when calf or steers' nose clears the chute gate. In Calf Roping on Foot, the Judge must be on foot and positioned in the arena to flag the finish of the event.
2. If a roping contestant is interfered with in the arena during a run, or if the calf or steer is injured or gets out of the arena Judge will drop flag stopping time, and the roper will get an animal back in the chute. Contestant will have the remaining loops not used (i.e., in Break-Away Roping, if one loop has been thrown, the contestant will have one loop to throw. If no loops have been thrown, the contestant will have two loops. Lap and tap time will start again and be added to the time taken when the Field Flag Judge dropped the flag on the first run. If the contestant is interfered with before throwing his/her first loop, he/she must "declare" interference immediately before throwing the first loop. If contestant is interfered with while throwing the first loop or before throwing the second loop, he/she must "declare" interference immediately and before throwing the second loop. If contestant is interfered with while throwing the second loop, he/she must "declare" interference immediately.
3. It is the privilege of a contestant to allow other people within the confines of the timed event box to assist with contestant's horse or lining out calf or steer.
4. It is the roper's responsibility to tell the gate person their signal for release of the animal and to make certain the Judge is ready before signaling for release of the stock. Animal belongs to the contestant when he/she calls for it regardless of what happens except in cases of mechanical failure. If the gate malfunctions, but the animal is still released, the contestant can cross the barrier line without penalty. However, the contestant must not throw the loop. Once the contestant throws the first loop, he/she has accepted the conditions and a re-ride will not be granted for the malfunctioning gate.
5. If the Judge determines that the catch is legal and no time is recorded, the contestant has the option of taking the maximum time allowed or having a re-

ride. If, for any reason, a lap and tap time is not recorded when there is interference, or an animal is injured or escapes from the arena, the contestant will get a complete re-ride of the event.

6. In case of interference, arena equipment failure, a rodeo official's or other arena personnel's error during the event, the contestant/team will receive a re-ride at the Judge's discretion. The contestant/team has the option of keeping their original time (if a qualified catch was made) or accepting the re-ride. However, if the contestant/team has no way of knowing that something did not happen or function correctly and they continue to compete, the contestant/team must make a qualified catch in order to get another chance.

7. If the Judge flags out a contestant/team that still legally have one or more loops coming, the contestant/team will receive a re-ride.

8. All animals are randomly loaded and given to contestants per the running order of secretarial event sheets at the start of the go-round. Providing that the Scorekeeper and Announcer are notified in advance of the change, actual exit order of contestants or teams from the roping box may be changed by the Chute Coordinator or Arena Director only in consideration of equipment failure or injured horse.

B. CALF ROPING ON FOOT

1. Back return gate must remain open during this event.

2. Contestant has a maximum twenty (20) second time limit, not including possible penalties to complete their go.

3. Each roper is allowed to throw one (1) loop.

4. Contestant will be positioned behind a clearly-marked barrier line, which will be approximately parallel with and located two feet (2') behind the chute gate hinge posts, and another line perpendicular to the main line located two feet (2') from the chute gate hinge post.

a. Contestants with physical conditions requiring the use of a wheelchair will be allowed to position the wheelchair so that their torso is near, but does not break, the barrier line even if part of the wheelchair breaks the barrier line.

5. Contestant must verify the Judges are ready, and notify the chute gate puller on their signal for the release of the calf. When ready, contestant signals for the calf.

6. As calf's nose clears chute gate, Judge will drop flag to start time.

7. Contestant must throw their loop so it is released from their hand and then goes completely over the calf's head, and then catch neck, body, leg(s), belly, or combination of these body parts.

8. Once calf is roped, slack has been pulled out of the rope, and the rope has left the hands of the contestant, Judge will drop flag to stop time.

9. Following the stop of time, Judge will determine the validity of the throw and catch and assess penalties or disqualifications.

10. Penalties

a) The contestant's feet must start behind the barrier line. A ten (10) second penalty will be assessed for stepping on or stepping over the barrier line prior to signaling for the animal to be released.

11. Disqualification

- a) Signaling for release of calf when Judges are not ready.
- b) Roping calf without throwing and releasing the loop in a manner to snare or place loop around calf's head.
- c) Not releasing loop from roper's hand prior to having any portion of the calf's head within the loop.
- d) Roping calf by placing or laying of the loop in front of roping chute and releasing/dropping loop as calf runs through the loop.

C. MOUNTED BREAK-AWAY ROPING

1. Contestant has a maximum sixty (60) second time limit, not including possible penalties.
2. Time starts when contestant signals for release of calf and when calf's nose clears the chute gate.
3. Once the legally-roped calf pulls rope and breaks the string attached to the saddle horn, Judge drops flag to stop time.
4. Contestant must remain mounted on horse during their go.
5. Two (2) loops are permitted. If a contestant intends to use two loops, contestant must carry two ropes and must use the second rope for the second loop. A loop that touches the ground is considered to be an expended loop.
6. Ropes must be secured to the saddle horn with cotton or nylon string with no excess slack in string. The start judge will inspect the string prior to the contestant entering the roping box. If the string securing either rope breaks or comes untied from the saddle horn prior to being thrown by the contestant, that rope may not be used in the event.
7. Calf must break rope from saddle horn to be a legal catch. An easily visible piece of cloth or plastic flagging must be attached within three feet (3') of the end of the rope to enable the Field Flag Judge to flag the breakaway more accurately. If the second rope falls from the saddle before it is used, the first rope may not be used to build a second loop.
8. Catch as catch can. Clean catch. The loop must go completely over the calf's head and then catch around the neck, leg(s), belly, or any combination of these body parts. Calf must break rope from the saddle horn. If calf steps out of loop before rope is broken from the saddle horn, the roper may use the second loop.
9. Loop must be thrown. Roping the calf without releasing the loop is not permitted. Roper cannot ride up and snare or put the loop around the calf. The loop must be released from the roper's hand prior to having any portion of the calf's head within the loop.
10. In case a re-ride is granted and if any loop was already thrown prior to the reason for the re-ride occurring, that thrown loop will be subtracted from the total loops allowed to be thrown during the re-ride.
11. Penalties Ten (10) second penalty assessed if crossing the barrier line before the calf's nose clears the chute gate.
12. If rope accidentally makes a half hitch around the saddle horn, the rider may undally the half hitch but cannot assist in the rope breaking away from the horn.
13. Disqualification

- a) If the string securing rope breaks or comes untied from the saddle horn prior to being thrown by the contestant, that rope may not be used in the event.
- b) Abusive treatment of any animal during the event.
- c) Roping the calf without releasing rope after the catch.
- d) Not having an easily visible piece of cloth or plastic flagging attached within three feet (3') of the end of the rope.
- e) Roping the calf before the horse's tail has cleared the barrier line.
- f) Dismounting or falling off horse before time is stopped with a legal catch.
- g) Running the calf into the fence or return gate while demonstrating blatant disregard for safety of the calf as ruled by the Judge.
- h) Roper breaks rope away from the saddle horn.
- i) Roping calf without throwing or releasing the rope in a manner to snare or "place" loop around calf's head.
- j) Not releasing loop from roper's hand prior to having any portion of the calf's head within the loop.
- k) Signaling for release of calf when Judges are not ready.

3. SPEED EVENTS

A. General Rules for Speed Events

1. Arena

- a) Tractor must be removed from the active performance arena area during contestant runs, unless a variance, which specifies a safe location, has been approved.
- b) Arena Director may designate the alley or runway as "part of the arena." Arena Director must inform the secretarial staff so this information can be posted along with the Event Control Sheets prior to the start of the rodeo.
- c) Arena Director may waive speed event disqualifications due to unusual circumstances for that particular arena and/or event. This waiver will be posted along with the Event Control Sheets.
- d) If any of the speed events are run back-to-back and arena size and conditions permit, the end pole/or barrel 3 must be moved so as to not have barrel #3 (in Barrel Racing) or the end pole (in Flag Race and/or Pole Bending) in the same place.
- e) After a maximum of ten (10) riders, the travel area around all barrels and end poles must be machine-raked. Additionally, the travel area must be machine- Raked before the start of both the men's and women's classes.

2. Timing

- a) Speed events are timed events.
- b) The use an electronic timing light for all speed events
- c) Electronic timing light shall be placed, where at all possible, against the fence.
- d) Scorekeeper will record only the electronic timing light time.

3. Timing Light Malfunction

a) If the electronic timing light malfunctions for a contestant, contestant will get a re-ride

4. Events

a) Contestant is allowed a running start.

b) Contestant may request the choice of an open or closed gate at the start and end of the run, if in the opinion of the Arena Director, the gate position will not create a dangerous situation for the horse and/or rider.

c) Contestant running order may be changed by the Arena Director (or designee) only in consideration of equipment failure or injured horse.

Arena Director must inform the Scorekeeper and Announcer in advance of the change.

5. Disqualification

a) Contestant fails to respond to Arena Director (or designee) in staging area or "arena line-up area" after three (3) calls has been attempted. Contestant must be mounted and ready to compete.

b) Dismounting or falling off the horse during the timing of the event.

c) Broken pattern or crossing traveled path.

d) Any part of the rider or horse breaks the lane of the start/finish line other than according to the prescribed pattern.

e) Excessive use of a bat, crops, whip, rope, or spurs, at the Judge's discretion.

6. Re-ride Options

a) Contestant will receive a re-ride at the Judges' discretion in case of interference, arena equipment failure (see Rule III.3.A.3 for Timing Light Malfunction), rodeo official's error, or other arena personnel's error during the event. in order to get another chance.

b) If the arena has not been machine-raked after ten (10) contestants, any contestant's affected by this non-compliance will be granted a re-ride.

c) Timing light malfunctions (see #iii above).

B. BARREL RACING

1. Fifty-five (55) gallon closed metal barrels must be used. Barrels must be brightly colored or covered with barrel wraps.

2. The course must be measured exactly and marked with stakes or laser pointers prior to the start of the rodeo unless not allowed by facility. A standard barrel pattern is always preferred.

a) All measurements are taken from top center of barrel

b) Minimum distance of eighteen feet (18') from each side wall to barrel one and barrel two.

c) Minimum distance of thirty feet (30') between barrel three and the back wall.

d) Minimum distance of sixty feet (60') between barrel one and the start/finish line.

e) Recommended minimum stopping distance of at least sixty feet (60'), if available, but no less than forty feet (40').

3. If a sixty (60) foot stopping distance is available the course will be measured from the entry into the arena. If a sixty (60) foot stopping distance is not

available, the course will be measured from the back of the arena. The barrels shall be placed consistently in relation to the marker and made as level as possible.

4. Knocking over a barrel shall carry a five (5) second penalty. A contestant may touch the barrel with his/her hands in Barrel Racing.

C. POLE BENDING

1. Pattern is to be run around six (6) poles.

a) Each pole is to be twenty-one feet (21') apart.

b) The first pole is to be twenty-one feet (21') from the starting line.

c) Poles shall be set on top of the ground six feet (6') in height, with a base between twelve inches (12") and fourteen inches (14") in diameter.

d) Poles must fit firmly into the bases so that if the pole is bumped it will move the base as well.

e) Minimum distance of thirty feet (30') from the back wall.

f) Recommended minimum stopping distance of at least forty feet (40')

2. When called by Arena Director (or designee), contestant will run one of the prescribed patterns in Exhibit Q.

3. Knocking over a pole shall carry a five (5) second penalty.

4. Contestant may handle pole with his/her hand.

5. A knocked down pole does not alter the pattern of the course.

D. FLAG RACE

1. Fifty-five (55) gallon closed metal barrels must be used. The barrels must be brightly colored or covered with barrel wraps.

2. Pattern is to be laid out in the same manner as the regular barrel pattern with the substitution of a pole in place of barrel three (see Section B, Barrel Racing, above for pattern details).

3. A five (5) gallon pail measuring fourteen and one-quarter inches (14 $\frac{1}{4}$ ") +/- (plus or minus) one-half inch ($\frac{1}{2}$ ") tall inside dimension and eleven and one-quarter inches (11 $\frac{1}{4}$ ") +/- (plus or minus) one-half inch ($\frac{1}{2}$ ") across inside dimension with fill mark on the exterior and/or interior of the pail filled three-quarters ($\frac{3}{4}$) full with any pellet feed measuring three-sixteenths inches ($\frac{3}{16}$ ") in diameter (e.g. cattle or horse pellet feed) will be placed on top of barrels one and two. A proper level must be maintained throughout the event. Should a pail be knocked over by a contestant, it shall be refilled as described, not scooped up from the arena floor. Flag poles shall be set seven inches (7") into the pellets, and pole shall be marked from the bottom accordingly.

4. A two and one-half-foot long (2 $\frac{1}{2}$ '), round one inch (1") diameter pole with one end sharpened to a point and an eight and one-half by eleven inch (8 $\frac{1}{2}$ " x 11") solid red flag attached to the other end will be used.

5. Pattern may be run either left or right and contestant must call placement of flag before entering the arena. Contestant crosses start/finish line, proceeds to first barrel, passes on the outside picking up the flag, passes around the pole and on to next barrel where he/she puts the flag into the five (5) gallon pail with sharpened end down and returns to the start/finish line. Flag pole may pierce the bucket after going in and still be considered a good time.

6. Penalties/Disqualifications

- a) Knocking over the first barrel and/or pail will result in a five (5) second penalty.
- b) Knocking over the pole or picking up and moving the pole from the set pattern will result in a five (5) second penalty.
- c) Knocking over the second barrel or pail will result in disqualification.
- d) Contestant will be disqualified for striking horse with flag.
- e) Flag not staying in the last pail results in no time.

4. CAMP EVENTS

A. General Rules for Camp Events

1. All camp events will be started by flag and whistle by the Judge.
2. Teams must be complete before the close of registration. It is not the responsibility of the Rodeo Secretary to provide team members.
3. Roughing of Timers and/or Judges will result in disqualification.
4. All camp events to have a one (1) or two (2) minute time limit at the discretion of the host association.
5. Each Goat Dressing and Steer Decorating team will have one (1) Timer and a certified Scorekeeper/Secretary. Each Wild Drag Race team will have two (2) Timers. The second Timer in Wild Drag Race can be a Scorekeeper/Secretary.
6. For Steer Decorating and Goat Dressing, if the Timer realizes that the stopwatch was stopped late, for whatever reason, (e.g. malfunctioning watch, Timer watching wrong Judge), but the time is within the time limit, the team has the option of taking the recorded time or having a complete re-ride. If the Judge determines that the event was completed within the time limit but no time is recorded, the team has the option of taking the maximum time allowed or having a complete re-ride. The decision must be made immediately.
7. In Wild Drag Race, the official time will be from the primary Timer with the back-up stopwatch used only if no time is recorded by the primary Timer. If either Timer realizes that the stopwatch was stopped late for their stopwatch for whatever reason (e.g. malfunctioning watch, Timer watching wrong Judge), then that stopwatch time will be dropped and the other stopwatch will be used. If both Timers realize that their stopwatches were stopped late but the time is within the time limit, the team has the option of taking the primary stopwatch recorded time or having a complete re-ride. If neither of the Timers records a time and the Judge determines that the event was completed within the time limit, then the team has the option of taking the maximum time allowed or having a complete re-ride. The decision must be made immediately.
8. A team will be disqualified if any of the team members' feet step on or cross the start line before the start of the event by the Judge.
9. Once a team is offered a rope, they are responsible for it. Re-rides will not be offered for getting entangled in a rope.
10. In case of interference, arena equipment failure, a rodeo official's or other arena personnel's error during the event, the team will receive a re-ride. The team has the option of keeping their original time (if a qualified run was made) or accepting the re-ride. However, if the team has no way of knowing that something did not happen or function correctly and they continue to compete, the team must make a qualified run in order to get another chance.

11. The Arena Director or his/her designee may declare a team a “No Show” after that team has been called three (3) times and they are not present and ready in the arena line-up area.

12. All camp event animals are considered to be luck-of-the-draw. There shall be no re-rides because of an animal lying down and not getting back up unless it is proven that the animal was injured.

13. No more than two stock animals will be allowed to remain in the arena during any event run. More than two animals must be cleared from the arena before the next go.

B. STEER DECORATING

1. Steers are to be positioned in alternating (every other) chutes, if possible, and always facing the hinged end of the chute.

2. Host association must supply a soft, cotton twenty-five-foot (25') +/- (plus or minus) one foot (1') long by three-quarters inch ($\frac{3}{4}$ " up to one and one-half inch ($1\frac{1}{2}$ " diameter rope to include a metal ring with an inside diameter of two and one-half inch ($2\frac{1}{2}$ " to three-inch (3") metal ring is to be used for the event. No knots in rope are allowed.

3. The end of the rope with the ring is to be attached on the horns of a horned steer such that the ring end of the rope is behind the steer's horns and the ring end of the rope points away from the arena side of the chute. The rope is not to be tightened around the horns of the steer before the start of the event.

4. Event requires horned steers that meet the stock specifications.

5. Ribbon must be a minimum of seven-eighths inch ($\frac{7}{8}$ " to a maximum of one and one-quarter inch ($1\frac{1}{4}$ ") in width and twenty-four inches (24") in length minimum and must be made of prefab cloth ribbon with a finished edge. Ribbon will be made available to all teams at the beginning of the event.

6. The team

a) Team is comprised of two (2) contestants.

b) One team member stands ten feet (10') from the chutes holding the rope.

c) Second team member stands at least forty feet (40') from the chutes holding the ribbon.

7. The event

a) Time begins and steer belongs to the team as the Judge blows the whistle and drops the flag.

b) When the chute gate opens, contestants must haze steer across ten-foot (10') line. Chute gate will remain open until completion of each heat.

c) Once all four (4) feet have crossed the ten-foot line, the following must occur.

i. Contestant with ribbon must tie ribbon on steer's tail, and

ii. Contestant with rope must remove the loop from the steer such that no part of the loop is encircling any part of the steer's body.

d) Once both of the above have been completed, the contestant with the ribbon must tag the timer in the chute they started in.

e) Time ends when the contestant with the ribbon has tagged their respective timer's hand.

8. If a team loses their steer, they must recapture their own steer.
9. If chute gate “hangs up” but the steer is still released, the team must immediately drop the rope and request a re-ride from the Judge. If the team continues to compete, they have accepted the conditions and a re-ride will not be granted for the gate “hanging up.”
10. Disqualification
 - a) Contestant tags Timer before the loop is completely removed from the steer.
 - b) Ribbon is not tied to steer’s tail when Timer is touched.
 - c) Ribbon is not tied by the contestant who started at the forty-foot (40’) line.
 - d) Capturing another team’s steer.
 - e) Attempting to decorate the steer or remove the loop from the steer before all four (4) feet of the steer clear the ten-foot (10’) line.
 - f) Contestant touches unassigned Timer.
 - g) Any action deemed as abusive to the animal (kicking, slapping, whipping).

C. WILD DRAG RACE

1. Team event with three (3) contestants on each team. A maximum of two (1) team will be allowed to compete at the same time.
2. Steer is positioned in bucking chute facing the hinged end of the gate.
3. Host association will provide a minimum of six (6) halters and 6 cotton ropes with the following dimensions.
 - a) Twenty-five feet (25’) long +/- (plus or minus) one foot (1’).
 - b) From three-quarter inch ($\frac{3}{4}$ ”) to one and one-half inch ($1\frac{1}{2}$ ”) diameter.
 - c) Knots are not allowed in rope.
 - d) Rope must be securely attached to halter.
 - e) No spring snaps other than large “bull clips” permitted.
4. The finish line shall be seventy feet (70’) from the chutes.
5. The team
 - a) Shall be composed of three (3) contestants of the following: one male, one female, and the third of either gender referred to as the “drag.”
 - b) The “drag” must wear female-type clothing (minimum of a one-piece dress, pantsuit, or skirt and top) and a wig.
6. Start positions
 - a) Female contestant stands ten feet (10’) from chute holding the rope attached to the steer.
 - b) Male contestant stands forty feet (40’) from chute.
 - c) “Drag” contestant stands seventy feet (70’) from chute.
7. Start Judge starts the event in a position where he can observe all contestants at the start and will drop his flag and blow his whistle to signal the start.
8. The event
 - a) When the chute gate opens, the male and the drag may run to assist the female in bringing the steer across the seventy-foot (70’) line.

- b) Once all four (4) hooves cross the seventy-foot line the first time, the drag may then mount the steer.
 - c) The drag must then be legally mounted before the steer has any hoof on or across the finish line.
 - d) Time stops when all four (4) hooves of the steer, with legally-mounted drag, cross the finish line in the direction toward the chute.
9. Steer belongs to the team at the whistle/flag start.
 10. If chute gate “hangs up” but the steer is still released, the team must immediately drop the rope and request a re-ride from the Judge. If the team continues to compete, they have accepted the conditions and a re-ride will not be granted for the gate “hanging up.”
 11. Male and female may assist to help get the steer with mounted drag across the finish line. If team loses their steer, they may recapture their own steer. Capturing another teams’ steer will result in disqualification.
 12. There is one way for the drag to be legally mounted on the steer, and that is straddling the steer’s backbone with one leg (which is at least that portion of the leg extending from the knee down) on each side of the steer and below the ridge of the backbone. The drag may be facing forward or to the back of the animal. If the drag is sliding off the steer, the drag must still maintain the minimum mounted position described in this section.
 13. If the drag touches the ground before the steer has completely crossed the finish line, the team must bring the steer back across the finish line in order to make another attempt.
 14. Each team in the Wild Drag Race shall have a Finish Judge and the Finish Judge shall be placed in a position at the finish line that would allow an unrestricted view of the finish line.
 15. A re-ride will be given if the Judge drops the flag because of an injured animal, animal escaping the arena, or equipment failure.

D. GOAT DRESSING

1. Event is run in heats.
2. Team event with two (2) contestants on each team.
3. Contestants will pass through the electronic eye timer. After event is completed, contestants must pass through the electronic eye timer together to stop complete their time.
4. All shorts shall be the same size, style, and breed.
5. Goats must be adequately spaced to avoid interference. Goats shall be tethered with a ten-foot (10’) +/- (plus or minus) three inches (3”) soft cotton rope to a weighted object, which the goats cannot drag.
6. Dog harnesses will be used to tether the goats.
7. Goats must be held stationary at the point furthest away from the start line.
8. Contestants competing in subsequent heats shall remain in back of a line that is fifteen feet (15’) behind and off to the side of the start/finish line.
9. Contestants will stand at starting line fifty feet (30’) from the point at which the goat is tethered.
10. Judge drops the flag and blows the whistle. Time starts when contestants pass through the electronic eye timer.

11. Team runs to their goat and as one member of the team holds the goat, the other team member puts shorts on both back legs with one leg of the goat in each leg hole of the shorts.
12. Time stops when contestants run back through electronic eye timer.
13. Arena Director has sole discretion to change the goat(s) at any time up to a maximum of eight (8) heats.
14. Disqualification
 - a) Throwing the goat or unnecessary roughness.
 - b) Both legs of the goat are in one leg of the shorts.
 - c) The shorts are not over the tailbone of the goat when contestants cross the finish line.
 - d) Crossing the finish line behind the Timer.

E. HIGH-HEELED GOAT DRESSING

1. Same rules apply as goat dressing above.
2. All contestants must wear at least 3 (three) inch high heels.

RULE IV – PROFESSIONAL CONDUCT AND ETHICAL ISSUES

1. Any conduct that is viewed as controversial, disrespectful, or unprofessional can lead to suspension of rodeo events.
2. Professional Conduct and Disqualification
 - a. The Rodeo Director or any official may disqualify a contestant and/or team from an event after observing excessive roughness or intentional harm to an animal such as kicking, hitting, slapping, etc., before, during, or after an event.
 - b. Contestant may be disqualified by a joint decision of the Rodeo Director and another certified official for any of the reasons listed below. A disqualified contestant will forfeit all entry fees and will be ineligible to receive rodeo monies, awards, or points.
 - i. Fighting.
 - ii. Attempting to fix an event or bribe a Judge and/or rodeo official.
 - iii. Entering the arena or contestant area under the influence or in possession of alcohol, narcotics, or illegal drugs of any kind.
 - iv. Inhumane treatment of animals.
 - v. Illegal or unauthorized drugging of animals.
 - vi. Intentionally subjecting the rodeo to bad publicity.
 - vii. Any intentional attempt to change the order of livestock.
 - viii. Sharing of contestant numbers and/or passes.
 - ix. Unauthorized entry into secretarial area.
 - x. Abusive language, gestures, or intimidation of any kind towards any rodeo official, contestant, volunteer, or spectator at registration, during the rodeo, or at the awards ceremony, subject to review by the Rodeo Director.
 - c. In the event of a disqualification, points accrued and money awarded in team events will stand for the non-disqualified partner(s) in those events earned prior to the disqualification. Those team members may select replacement partner(s) but the replacement partner(s) must be contestants already competing in the

rodeo. Points accrued and money awarded in events prior to the disqualification will be recalculated accordingly.

RULE V – RODEO REVIEW PROCEDURES

1. The Rodeo Review Process exists to ensure appropriate interpretation and application of rules by all rodeo officials, to track any rodeo official errors for ongoing improvement, and to direct procedural problems to the affected committees for review, improvement, and feedback.
2. The Rodeo Review Request can only be completed on decisions involving misinterpretation or misapplication of the rules and procedures of rodeo.
3. Officials' decisions are subject to review only by the Rodeo officials who has received a Rodeo Review Request form from a contestant.
4. Contestants and Rodeo officials should use this process to assist in improving our officials' competency and professionalism.
5. Rodeo Review Request forms (Exhibit J) will be available at each rodeo next to the Event Control Sheets.
6. Procedure
 - a. Contestants may submit a Rodeo Review Request only in an event in which the contestant competes. A Rodeo Review Request must be presented to the Arena Director or Rodeo Director no later than 30 minutes after the posting of the results for the event for which a review is being requested. Contestant must use the official Rodeo Review Request form.
 - b. Rodeo Review requests must be specified as either an:
 1. Immediate Action, or;
 2. Record for future educational review and training.
 - c. Rodeo Director will provide contestant officials decision.

RULE VI – RODEO LIVESTOCK REQUIREMENTS

1. Stock contractors bear the responsibility to know and follow all State or Provincial laws and/or rules regarding health certificates and/or coggins tests for each State or Province that he/she is traveling in or entering, and must have the necessary paperwork that complies with each State's or Province's laws and/or rules, in regards to all of his stock. State laws can be found at Web site <http://www.aphis.usda.gov/vs/sregs/>.
4. No animal shall be beaten, mutilated, or cruelly prodded. Standard electric prods shall be used as little as possible. Animal shall be touched only on the hip or shoulder area with prod and never while in a closed chute.
6. Livestock Requirements
 - a. Bulls, minimum of 1,200 pounds, non-horned (preferred) or with horns blunted to a minimum diameter of a fifty-cent piece, with smooth, rounded, and non-jagged edges. Bulls must be identifiable by brand, paint, chalk, or other means acceptable to the stock contractor and Chute Coordinator. Pen of bulls will not to be used as junior bulls if Junior Bull Riding is offered.
 - b. Broncs, minimum of 1,000 pounds, been previously bucked, and proven capable of the event.
 - c. Riding steers, minimum of 900 pounds, non-horned (preferred) or with horns blunted to a minimum diameter of a quarter, with smooth, rounded, and non-

jagged edges. Cows and/or heifers may be used for Steer Riding if riding steers are not available of the proper weight. If cows and/or heifers are used, then steers may not also be used.

d. Chute Dogging steers and/or heifers, 400–500 pounds, and must have minimum of seven–inch horns, (which are to be measured by pushing the hair back and begin where the hairline and the skull meet following the curvature underneath the horn ending at the tip) blunted to the minimum diameter of a dime, with smooth, rounded, and non–jagged edges. These animals cannot be used for any other event, must have been previously dogged or wrestled, and have not been previously used for Team Roping.

f. Camp event steers and/or heifers, 400–500 pounds with horns of uniform length, blunted to the minimum diameter of a dime, with smooth, rounded, and non–jagged edges, and have been previously handled. No bobbed or partial tails.

g. Calves, no more than a 30–pound difference between animals in the herd. Prefer they not have horns.

h. Common goats, similar in height and size

i. No more than 10–pound difference between animals and not to exceed 100 pounds.

ii. Height of 25–30 inches at shoulder.

iii. No Billy goats or fainting goats.

i. No animal with steel reinforcing bar or plaster on the horns shall be allowed in the competition.

j. The utilization of steers in the above specified events is for safety considerations.

b. An animal with any of the above noted characteristics will be referred to as “unfit” and are to be visibly marked and removed from competitive status.

c. Inspect horned animals to see that they follow the guidelines in #6 above.

d. Any animal not meeting the horn requirements must be visibly marked and pulled from competitive status or blunted appropriately.

e. Arena Director and/or Rodeo Director must inform the stock contractor if they decide to pull an animal for the above reasons.

10. Any livestock concerns should be addressed to the Arena Director and/or Rodeo Director.

11. If an animal is injured during an event, it shall be removed as soon as possible from the arena to a place as isolated and comfortable as possible to reduce stress to the animal.

12. Livestock shall be transported in a safe and humane manner in accordance with local, state, provincial and federal laws.

RULE VII – OFFICIALS’ INSPECTION OF BUCKING CHUTES AND ARENA

1. Safety to all animals is paramount to KSGRA and its mission statement. The Arena Director and/or Rodeo Director must inspect these listed areas to assure the safety of all animals. This physical inspection must be done prior to each rodeo performance to identify where any animal could be exposed to potential hazards and remove the hazard.

a. Bucking chutes and loading areas.

- b. Holding/loading pens.
- c. All alleyways and entrance/exit gates.
- d. Roping chutes and loading areas.
- e. All panels and fencing.
- f. Arena footing around and in alleyways, arena floor, bucking and roping chutes

RULE VIII – ANIMAL CHARACTERISTICS AND CARE

1. Our commitment to animal safety is a priority. KSGRA does not tolerate any intentional harm or any attempt to affect the well-being of any animal involved in rodeo. It is also the goal to provide animals that create a safe, even penned, and competitive nature.
2. Any animal that becomes injured during an event must be isolated to a safe area away from the rodeo and other animals with utmost urgency.
 - a. The means to move an injured animal must be readily available (solid skid that can be quickly connected to a truck or trailer)
 - b. Immediate assessment and care must be provided by the veterinarian on site.
 - c. The owner of the animal must be involved in all care decisions.
3. If any animal during the rodeo becomes dangerous in character (repeatedly kicks, charges, or becomes dangerous to itself or others), the Arena Director and Rodeo Director must discuss the competitive status of the animal.
4. If the decision is to remove the animal, they are to be visibly marked and held in a separate pen and must not be used in any rodeo event. Only the contestant(s) who were competing in the go during which the decision to remove the animal was made will be offered a re-ride. No other team or contestant will be offered a re-ride based on this decision.

RULE IX – SCOREKEEPER AND TIMERS

1. All back-up hand stopwatches used must be the same type and produce the same type of display.
2. Timed events will be timed to the thousandth (three (3) decimal places).
3. Timed events will be recorded by the Scorekeeper to the thousandths of a second and will be recorded in the computer to hundredths. Thousandths will be used to break ties in the event of a tie recorded by the computer.
4. Times will be recorded as hundredths in the computer by entering the first two (2) places after the decimal, not by rounding off using the third (3rd) place digit. Stopwatches to the hundredths will be used.
5. Hand stopwatches will be used as the official time for events where an electronic timing light is not to be used.
 - a. For camp events, there will be two (2) stopwatches per team (refer to General Rules for Camp Events).
 - b. For rough stock riding events, there will be two (2) stopwatches used.
 - c. For roping events and Chute Dogging, there will be two (2) hand stopwatches used.
 - d. All times will be recorded.
 - e. The lowest hand stopwatch time will be recorded.

- f. If only one hand stopwatch time is available, the contestant will have the option of accepting that time or re-ride the event. The contestant must make their decision prior to any other contestant competing in the event.
- 6. If a contestant has been flagged by the Judge, those times must be recorded. If a Judge imposes a penalty or disqualification, then a “DQ” or the amount of the penalty must be noted on the scorekeeper’s sheet.
- 7. Timers will work from the same position during all contesting of that event for the duration of the rodeo.
- 8. Timers for a rodeo may not be changed after the first performance except for sickness or injury, or at the request of an official because of the Timer’s incompetence.
- 9. The Timer who times the first performance of a riding event must time that riding event for the duration of that rodeo except as previously stated.

RULE XIV – RODEO AWARDS

1. Day Money

- a. Classification of competitive groups. Cowboy and cowgirl can compete together but will be scored separately in all events except team events and will receive separate awards.
- b. Contestant entry fees are defined as “Day Money” and will be distributed back to contestants based upon formulas found in 1.D. below.
- c. All contestant earnings will be paid in cash at the conclusion of the rodeo.
- c. Host association advertises all entry fee Day Money to be paid back in each event up to the first eight (8) places per go-round depending on the number of entries per event as follows:
 - 1-10 entries/teams pay four (4) places
 - 11-20 entries/teams pay six (6) places
 - 21-+ entries/teams pay eight (8) places
- d. Day Money will be divided as follows per placing per go-round in an event.

Places	1	2	3	4	5	6	7	8
1st	100%	60%	50%	40%	35%	30%	30%	29%
2nd		40%	30%	27%	25%	25%	24%	24%
3rd			20%	20%	19%	19%	18%	18%
4th				13%	13%	13%	12%	12%
5th					8%	8%	8%	8%
6th						5%	5%	5%
7th							3%	3%
8th								2%
Totals	100%	100%	100%	100%	100%	100%	100%	100%

2. Event Ribbons and Medallions

- a. KSGRA will award ribbons to the first five (5) places per go-round per event

3. All-Around Cowboy & Cowgirl Awards

- a. To compete for All-Around Cowboy & Cowgirl, contestant must participate in three (3) of the four (4) categories of events and place first through eighth (1st through 8th) in two (2) of those categories.

b. All–Around Cowboy and All–Around Cowgirl awards will be based on total points earned. In the event a tie still exists at the end of the process defined in the next paragraph, each contestant will receive the award.

c. In the event two (2) All–Around contestants should earn an equal cumulative point award, the tie will be broken by giving one (1) point to each contestant for each first (1st) place in their events. Contestant with the highest point value will be awarded the All–Around title. If a tie still exists, continue to award one (1) point to each contestant for each second (2nd) place in their events. Contestant with the highest point value will be awarded the All–Around title. If a need arises, continue this process in “placing” until the tie is broken.

e. All-Around points are equal for all events, and awarded per performance to the first eight (8) places as follows:

1st place = 8 points

2nd place = 7 points

3rd place = 6 points

4th place = 5 points

5th place = 4 points

6th place = 3 points

7th place = 2 points

8th place = 1 points