

Kodiak Rodeo 2011

Event Rules

Bullriding

8 seconds starts when any part of the bull crosses the plain of the chute. Rider may not touch the bull with the free hand at any time during the ride. Official time will be kept by the arena judges. PRCA rules are in effect otherwise. 1 entry per person. Bulls will be drawn prior to the start of the rodeo.

Jr. Bullriding

Cows will be used. 8 seconds starts when any part of the bull crosses the plain of the chute. Rider may not touch the bull with the free hand at any time during the ride. Official time will be kept by the arena judges. PRCA rules are in effect otherwise. 1 entry per person. Cows will be drawn prior to the start of the rodeo.

Calf Roping

Time begins when the calf crosses the score and judge's flag drops; contestant can not throw his rope before time starts. Breaking out, as called by the judge, will result in a 10 second penalty. Catch as catch can (any catch is legal). A second loop is allowed only if a second rope is carried. Roper must "daylight" calf. A legal tie includes any three crossed legs. Time ends when roper throws his hands and judge drops the flag. Once the calf is tied, roper must ride slack in the rope. Time is official after the calf stays tied for 6 seconds, per the judge's satisfaction. 60 second time limit. 1 entry per person. Positions drawn prior to the rodeo. Chute draw cattle.

Barrel Racing

Time begins and ends when the rider crosses the score line, as determined by the flagging of the judge. Only a clover leaf pattern is legal. Breaking the pattern will result in a no time. Each barrel knocked down is a 5 second penalty. HATS WILL BE WORN DURING THE ENTIRE EVENT. Willing loss of hat will result in a 5 second penalty. Reruns are at the discretion of the event judge. 1 entry per person. Position drawn prior to the rodeo.

Team Roping

Time starts when the steer crosses the score line and judge drops the flag; header can not throw head loop until time starts. Throwing a head loop before the steer crosses the score will result in a 10 second penalty as called by the judge. Legal head catches are slick around the horns, around the neck or a half head. Catching one hind leg is a 5 second penalty. Three loops or 35 second time limit. Ropers may switch ends if header misses first loop. Time ends when heel rope comes tight, heeler is dallied and the judge drops the flag; ropers do not need to face. USTRC rules in effect otherwise. Each person may enter up to 3 times. Teams will be drawn before the start of the rodeo. Contestants can not be paired with the same partner twice. Two sections of 10 (if needed) will be run during the rodeo. Remaining teams will run during the slack. Team positions drawn prior to rodeo. Chute draw cattle.

Goat Tying

Time will begin when the contestant crosses the score as determined by the drop of the judge's flag. The goat will be held to the end of the picket by an assigned goat holder until time starts. A legal tie is any three crossed legs. Time ends when contestant throws her hands and judge drops the flag. Goat must stay tied for 6 seconds for the time to be official. Contestants will quickly exit the arena after receiving their goat string. 45 second time limit. 1 entry per contestant. Positions drawn prior to rodeo. "Chute draw" goats.

Rescue Race

Teams will be run in sets of 2. Two barrels will be placed on designated stakes at each end of the arena with a white line in the arena between . Riders must not cross the white line; doing so will result in a 10 second penalty. The rescuee will be seated on the barrel at the far end from the rider. Riders will go to their partner (clockwise around the arena), pickup their partner and race back to their own finish line. Time will start when the announcer gives the signal and stop when the judge drops the flag for each team upon crossing their individual score lines. Each contestant may enter once as a rider and once as a rescuee. Event may be progressive depending on number of entries. Positions drawn prior to rodeo.

Ribbon Roping

Each team consists of a guy and a girl. Roper starts from behind the scoreline and mugger starts from the opposite box. Time starts when the steer is released and the judge drops the flag upon the bovine crossing the score. Breaking out, as called by the judge, will result in a 10 second penalty. Catch as catch can. The runner may leave the box any time after the time starts. Once the steer is roped the runner must remove the ribbon from his tail and run back to the box. Time is stopped when the runner crosses the score line and the judge drops the flag. 60 second time limit. Each contestant can enter once as a roper and once as a runner. Positions drawn prior to rodeo. Chute draw cattle.

Pole Bending

Time begins and ends when the rider crosses the score line, as determined by the flagging of the judge. Only a standard pattern is legal. Breaking the pattern will result in a no time. Each pole knocked down is a 5 second penalty. Each contestant can enter once. Positions drawn prior to rodeo.

Double Mugging

Roper starts from behind the scoreline. Mugger may stand in the arena. Time starts when the steer crosses the scoreline and the judge drops the flag. Breaking out, as called by the judge, will result in a 10 second penalty. Catch as catch can. Once the steer is caught, the mugger will wrestle the steer to the ground and the roper will dismount and tie any three crossed legs. Rope must be undallied and completely clear of the horse before the roper touches the ground. Time ends when roper throws his hands in the air and judge drops his flag. The steer must stay tied for 6 seconds, starting when the mugger steps away, for the time to be official. 60 second time limit. Each contestant may enter once as a mugger and once as a roper. Teams will be drawn prior to the start of the rodeo. Positions drawn prior to rodeo. Chute draw cattle.

Wild Cow Milking

Muggers and ropers start on foot from behind a designated line. Time starts at the drop of the judge's flag. Roper must rope the cow slick around the horns, half a head or clean around the neck. Milker is only allowed to milk the cow caught by their roper. Snubbing to the fence is not allowed. Contestants are not allowed to remove ropes from other teams cows. Abusing the stock, such as choking, will cause a team to be disqualified at the discretion of the event judge. Time ends when the contestant crosses line at the judge. To qualify, enough milk must run from the bottle to pour (1 drop counts). Each contestant may enter once as a roper and once as a mugger. Teams will be drawn prior to the start of the rodeo.

Women's Break Away Roping

Time starts when the calf crosses the scoreline and the judge's flag drops. Breaking out, as called by the judge, will result in a 10 second penalty. Two loops are allowed only if contestant is packing two ropes. Rope must be tied to the saddle horn using grocery string and have a visible flag attached. Three legal catches: slick horns, half head or around the neck. The rope may not cross itself (figure 8) or "hickey" a horn. Time stops when the rope breaks away from the saddle. The rope must break away from the pull of the steer; breaking the string by hand or touching the rope once coils have been dropped will result in a no time. 60 second time limit. Each contestant may enter once. Positions drawn prior to rodeo. Chute Draw cattle.

Rope Race

The Rope Race is basically musical chair horseback. Several ropes are strung across the arena. At the signal riders race to the ropes. Anyone not holding a rope when the dust clears is eliminated. The remaining riders return to the start line. A few ropes are removed. Eventually it gets down to one rope and two riders. The last man holding a rope is the winner. This is a jackpotted event every day. Winner take all.