

**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 2025**

**La Junta Kids Rodeo, Inc.**

**PO Box 155**

**La Junta, CO 81050**

**[www.ljkidsrodeo.com](http://www.ljkidsrodeo.com)**

## 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 11<sup>th</sup> 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 <sup>st</sup>	10	1 <sup>st</sup>	20
2 <sup>nd</sup>	9	2 <sup>nd</sup>	18
3 <sup>rd</sup>	8	3 <sup>rd</sup>	16
4 <sup>th</sup>	7	4 <sup>th</sup>	14
5 <sup>th</sup>	6	5 <sup>th</sup>	12
6 <sup>th</sup>	5	6 <sup>th</sup>	10
7 <sup>th</sup>	4	7 <sup>th</sup>	8
8 <sup>th</sup>	3	8 <sup>th</sup>	6
9 <sup>th</sup>	2	9 <sup>th</sup>	4
10 <sup>th</sup>	1	10 <sup>th</sup>	2

## TABLE OF CONTENTS

	Page
General Rules and Information	2-5
Queen & Princess Contest Supplement	
Categories and Events	6-7
Arena Events	
Barrel Racing	8
Pole Bending	9
Flag Racing	10
Goat Tying	10
Calf Roping	11
Break-away Calf Roping	12
Dally Ribbon Roping	12-13
Bull Riding & Calf Riding	13
Ranch Bronc Riding	14
Team Roping	15-16
Chute Dogging	16
Race Track Events	
General Rules and Information	17-18
3/8 Mile Race	18
220 Yard Race	18
3-Horse Relay	18
Shetland Pony Race	18
Small Pony Race	18
14-Hand Race	18
Measuring Diagram	19
Points and Scoring	20-21

## 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.
  - C. Each contestant is allowed one adult to help hold their pony at the start of the race. NO other contact with the pony is to be made.
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.

## 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](http://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;

## 10. TEAM ROPING (cont.)

### J. Legal catches

#### A. Three legal head catches:

1. Around both horns.
2. Half a head.
3. 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.

K. 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.

L. 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.

## OFFICIAL RULES (cont)

20. Stock Producer or his assistants will flank all bucking stock.

21. 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.

22. If the number of entries in certain events requires a slack performance, contestants will be notified by confirmation.

23. **THERE WILL BE NO TRACK CROSSING BY VEHICLES AFTER RACE EVENTS HAVE STARTED.**

24. 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.

25. Two free parent passes will be issued per family. **All other passes must be purchased at the gate.**

26. If contestant's time is missed, they will be required to run again after all other contestants in that age division have run.

## 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. Rider will be disqualified for sharpened rowels; being bucked off; touching any part of the body, animal, or equipment with free hand; and losing handhold.
- H. Only bareback contestant and two helpers may be behind chutes during the rodeo.

## 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)	

## 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.

## 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. Contestants may be led 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.
- E. 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.

