

### ENTRIES

Entry fee will not be refunded except for substantial good cause as determined by the Kauai All-Girls Rodeo Association Board Members. Call all changes into the Rodeo Secretary no later than **6 p.m. , Thursday before rodeo.**

### **NO ENTRIES WILL BE ACCEPTED AFTER ENTRY DEADLINE**

#### DRESS RULES

1. Western attire required- Long sleeve shirt, jeans, and boots. No tennis shoes, western hat optional.
2. No baseball caps allowed. **Western attire must be worn when entering the arena after 9 am.**

#### GROUND RULES

1. All contestants must be ready to compete when called upon. Contestant will receive 3 calls after which her animal will be turned out and she will receive a **NO TIME**.
2. A **NO TIME** will be given to any contestant who injures an animal. Any roughing of livestock or schooling and beating of a horse in the arena will result in a **NO TIME**.
3. The arena is to be clear at all times. Only the contestant(s), Arena Director, Event Directors, and Flagman should be in the arena at any one time.
4. Any quarreling or fighting on the premises involving a contestant vs. rodeo officials, spectators, or other contestants before, during, or after rodeo will result in disqualification from all events, forfeiture of entry monies/ monies won, and eviction from the premises.

#### EVENT RULES

1. 3D BARREL RACING: A 1.5 second interval will be set after the fastest time in the 1st D to start the 2nd D. A 3 second interval will be set after the fastest time in the 1st D to start the 3<sup>rd</sup> D
  - A broken pattern will result in a **NO TIME**. Pattern may start from left or right
  - Knocking over a barrel will result in a **NO TIME**.
  - No sharing of horses is allowed.
2. 3D POLE BENDING: A 2 second interval will be set after the fastest time in the 1st D to start the 2nd D. A 4 second interval will be set after the fastest time in the 1st D to start the 3<sup>rd</sup> D
  - A broken pattern will result in a **NO TIME**.
  - Knocking over a pole will result in a **NO TIME**.
  - No sharing of horses is allowed.
3. STEER UNDECORATING:
  - There will be a 15 second time limit. Catch pen gate will be closed.
  - The ribbon must be removed from steers back and hand must be raised above shoulder in order for time to stop.
  - If your ribbon drops before you call for time or you call for time without a ribbon it will result in a **NO TIME**.
4. TEAM ROPING:
  - There will be a 60 second time limit. Catch pen gate will be closed.
  - 2 loops are allowed. only
  - Legal head catches are clean head, clean horns (must have horn wraps), and half- head for those cattle with horns.
  - A front leg catch can be fished out as long as the header does not attempt to dally or come to their horn.
  - Heelers are allowed to tie ropes on.
5. BREAK-A-WAY ROPING:
  - There will be a 30 second time limit. Catch pen gate will be closed.
  - You may come out of either head box or heeler box
  - You may throw 2 loops only if you are packing two loops. no rebuilding of loops is allowed.
  - Rope must be tied to horn with string and may not run through bridle, tie down, or any other device.
  - A handkerchief, that is visible to flagman, must be attached at the end of rope.(12 X 12)
  - Rope must go over steers head in order for it to be legal. Catch as catch can, will be applied thereafter.
6. GOAT TYING:
  - There will be a 45 second time limit.
    - If the goat is down when contestant reaches it, goat must be elevated by contestant so that at least 3 feet are dangling underneath goat; goat must be re-thrown, and then cross tie any 3 legs.
  - Contestant will receive a **NO TIME** for touching goat or string after signaling for time.
  - Contestant will receive a **NO TIME** if horse runs over goat or rope tied to goat.
    - Contestant must move back 3 feet before the 6 second time can start. If contestants' leg is caught in the rope she must ask permission from the flagman, remove the rope, and then move back 3 feet before the 6 second time can start.
  - Goat must remain tied for 6 seconds after calling for time. If tie does not hold, she will receive a **NO TIME**.

Note:

1. All cattle events will be using an Electric Eye. A 10 second penalty will be assessed for breaking the barrier.
2. Once you call for your steer it's yours. If you have not called for your steer, pull up.
3. Any re-runs will be up to the flagman. **The flagman has the final say in all events.**
4. If you have a question about your run please go to your event director first, they will then take the next appropriate steps.
5. **Rodeo Secretary has the right to partner up any paid openings.**
6. No re-runs will be given due to any faulty or broken equipment due to contestant.
7. POINT SYSTEM FOR ALL EVENTS : (Except 3-D Barrel & Poles)

**\*\*Only highest points in each event will count toward the all-around\*\***

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