

Official

RODEO ALASKA RULE BOOK

2023

Rev. 4.0

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APPENDIX

Appendix A - Release and Discharge, Acceptance of Responsibility and Acknowledgement of Risks



ENTRIES (CALL-INS)

1. When a contestant enters during allotted day(s)/time(s) he/she will be placed on the books.
 - a. Contestants entering must give their name and telephone number for their entry to be accepted.
 - i. Contestants must have direct contact with the entry taker; voice mail messages do not constitute entry.
 - ii. Contestants calling in or entering for other contestants assume responsibility for entry fees/fines of the individual(s) in which they are calling in for.
 - b. A contestant can only enter/compete once in each event, with the exception of team roping.
 - i. Team roping consists of three (3) goes. A contestant is permitted to choose a pick partner for one run, with their remaining two runs drawn from a pot. If a contestant does not have a pick partner, they will have three drawn partners.
 - c. A contestant with past due fees and/or fines entry will not be accepted, until outstanding fees/fines are paid in full.
 - d. Any contestants intending on sharing equipment (including horses) must disclose so when entering to allow for contestants to be separated in performance(s).
 - e. Any contestants requiring an exception must make the request when entering and must indicate why the exception is needed. Proof of exception request may be required. Some performances may not be able to accommodate exceptions.
2. All entries must be paid within the designated dates/hours. No credit card, debit cards or checks are accepted. Payment options will be disclosed during entry.

Rodeo Entry Fees:

- \$10.00 Awards Fee; one time per rodeo
 - \$20.00 Administration Fee; one time per rodeo
 - \$65.00 Per Event
 - \$35.00 Steer Riding
 - \$10.00 Stock Fee (*\$5 per contestant in team events*)
 - \$30.00 Mutton Busting (*No Administration Fee, No Awards Fee*)
3. Any contestant who does not pay their entries prior to the books being closed and/or pick up their credentials within the designated timeline, will be subject to the consequences outline in the General Rules. The books closed and credential pick-up periods will be defined by dates/hours per performance.
 - a. Contestants can have a designated individual pay and/or pick-up their credentials. If a contestant has a designated individual pick-up their credentials, it is their responsibility to coordinate getting the credentials from the designee.

DRAW OUT AND ENTRY REFUND

1. If a contestant draws out within 48 hrs of the end entry date/time, there will be no fee(s) or fine(s) charged. If the contestant has already paid their entries/fees, all monies will be refunded.
2. Contestants who draw out after 48 hrs of the end entry date/time:
 - a. The contestant will be responsible for the administration fee, awards fee, stock fee(s), and fine(s). Fines will be assessed per event entered. *See General Rules for fine amounts.* Contestant will not be permitted to enter future performances, until fees/fines are paid in full.
 - b. Contestants requiring a medical draw out after 48 hrs of the end entry date/time, but before the first performance, are responsible for the administration fee and stock fee(s). The medical draw out rule applies to both the contestant and horse(s). Proof of medical or veterinarian release may be required, and must be submitted to the Rodeo Secretary prior to the performance or the contestant will be responsible for 2.a above.
3. No monies will be refunded for draw outs on/after the performance start date.
4. Contestants wishing to draw out may do so only with the rodeo secretary.

PAY OFF AND POINTS

Pay Off Formula:

When the rodeo requires two goes, monies will be paid on average of both goes. No day money, no fast time.

# of contestants/teams	# of places paid	% paid
3	1 money	100%
4-8	2 monies	60% / 40%
9-18**	3 monies	50% / 30% / 20%
19-59	4 monies	40% / 30% / 20% / 10%
60 plus	5 monies	37% / 28% / 19% / 10% / 6%
** Barrel Racing		
9-15	3 monies	50% / 30% / 20%
16-59	4 monies	40% / 30% / 20% / 10%

Steer Riding Pay Off Formula:

# of contestants	# of places paid	% paid
3	1 money	100%
4-6	2 monies	60% / 40%
7-9	3 monies	50% / 30% / 20%
10 Plus	4 monies	40% / 30% / 20% / 10%

1. No monies will be paid to anyone except the person whose name appears on the envelope, unless the contestant/person whose name appears on the envelope is unavailable and designates a pick-up person with the rodeo secretary.
2. Ground Money: If no one qualifies, the money will be carried over to the next rodeo and added to that same event as added money within the same rodeo season.
3. Average places are determined by the highest total score or the fastest time for those who qualify on all livestock drawn for every go-round. When enough contestants do not qualify for all livestock drawn for the number of places to be paid, revert to the highest score, or fastest time on one less head of livestock than the number of go-rounds. Continue decreasing the number of go-rounds. Continue decreasing the number of qualified rides by one until all average places are filled.

4. If an error in the arena secretary's payoff is not found within one (1) day of payoff, the payoff will stay as paid.
5. There must be at least three (3) contestants entered in an event to constitute holding that event.
6. Number of contestants constituting a one or two go per event:
7.

Steer Riding -	Six (6) or less two goes. Seven (7) or more, one go.
Junior Bull Riding	Six (6) or less two goes. Seven (7) or more, one go.
Chute Dogging -	Eight (8) or less two goes. Nine (9) or more, one go.
Double Mugging -	Eight (8) or less two goes. Nine (9) or more, one go.
Ribbon Roping -	Eight (8) or less two goes. Nine (9) or more, one go.
Breakaway Roping -	Eight (8) or less two goes. Nine (9) or more, one go.
Team Roping -	Twelve (12) or less two goes. Thirteen (13) or more, one go.
Bull Riding -	Twelve (12) or less two goes. Thirteen (13) or more, one go.
Barrel Racing -	Twelve (12) or less two goes. Thirteen (13) or more, one go.

NOTE: These figures constituting number of go-rounds may be adjusted to fit a particular rodeo. If go-round figures are adjusted contestants will be notified in conjunction with the draw posting.

Point System for All Around at sanctioned Rodeo Alaska rodeos:

# of contestants	Points awarded
3 or more	40/30/20/10

1. To qualify for all around a contestant must compete in two (2) or more events. The all around will be determined by the most points won in two (2) or more events. In the event no all around qualifying contestant places in two (2) or more events, the qualifying contestant with the highest points will be deemed the all-around winner.
2. If a contestant places more than once in team roping, only the highest points will be awarded to the all around.
3. In a case of a points tie, winner will be determined by the most money won. If the money won is a tie, a coin will be tossed to determine the winner. Added monies will not count toward calculating all around winner.

GENERAL RULES

1. Rodeo Alaska reserves the right to refuse service and/or entry to any individual as they see fit.
2. Any persons entering Rodeo Alaska rodeo shall comply with all of its rules and decisions and shall be bound by same. Ignorance of the rules is no excuse.
3. Rodeo age limits/requirements to compete are as follows:
 - Timed Events: 13 years of age or older
 - Bull Riding: 14 years of age or older
 - Junior Bull Riding: 12-13 years of age
 - Steer Riding: 11 years of age or younger
 - Mutton Busting: 6 years of age or younger & 60 pounds or less
4. All contestants, participants, and workers must sign a release of liability waiver before participating in any Rodeo Alaska events. No exceptions. For minors participating: A Release of Liability must be signed by parents and/or legal guardian. Proof of age required if questionable.
5. All horses contesting/participating in a Rodeo Alaska event are required to have a copy of a current (*within one (1) year*) Equine Infectious Anemia (EIA) available if required by the facility.
6. Any contestant/worker will be subject to reprimand, disqualification, fine, suspension, or expulsion for commission of the following prohibited acts or offenses:
 - a. Non-payment of entry fees;
 - b. Drawing out (*See Draw Out and Entry Refund section*);
 - c. Turning out stock during a paid performance when he/she is present, able, and healthy enough to compete;
 - d. Causing unnecessary trouble or harassment of the arena secretary, stock contractor, arena director, judges, timers, or any member of the local committee;
 - e. Rough housing, fighting, quarreling, or using foul language in the arena/area;
 - f. Attempting to fix, threaten, bribe, influence or harass the officials at any time between the openings and closing of the rodeo, in or out of the arena;
 - g. Failure to wear a respectful cowboy hat, long-sleeved button-down shirt, cowboy boots, and contestant number and wristband (when issued), in the arena;
 - h. Mistreatment of stock inside or outside the arena;
 - i. Not being ready to compete when called upon;
 - j. Cheating or attempting to cheat;
 - k. Being under the influence of alcohol or drugs.
7. Fines are as follows:
 - 1st offense - \$25.00
 - 2nd offense - \$50.00
 - 3rd offense - \$100.00

All fines assessed are payable to Rodeo Alaska.

8.

ARENA RULES

1. During a paid performance, starting one hour prior to that performance, no one will be allowed in the arena without a respectable western hat, long-sleeved button-down shirt and cowboy boots.
2. Automatic barriers will be used in all timed events when possible.
3. Barrier equipment must be inspected before each timed event. If equipment is faulty, it must be replaced. Should barrier break at any point other than the designated breaking point, it will not be considered broke; however, if the barrier judge determines that the contestant beat the barrier a penalty will be added to the time. The penalty for a broken barrier will be 10 seconds.
4. Some kind of protection must be in the back of the roping boxes.
5. Animals for all draw events will be inspected before the draw, and no sore, lame, sick or injured animals will be permitted in the draw at any time, this will include animals with defective eye sight. Should an animal become sick or be injured between the time it is drawn and the time it is scheduled to be used in competition, that animal shall not be used and another animal shall be drawn for the contestant.
6. Contestants shall be disqualified only by the agreement of the rodeo judges/rodeo officials.
7. It is the responsibility of the contestant to see that he/she competes on stock that drawn for.
8. A contestant will receive no time or mark for a go round in which he/she turned out stock and will not be eligible for average money in the event in which he/she turned out stock. Fines will be applicable for turned out stock.
9. Wherein a contestant must be ready to contest after the arena is cleared from the previous contestant. Failure to do so shall result in disqualification. Enforcement is up to the discretion of the judges.

DRAWING STOCK

1. All stock in contest events must be drawn by a judge/rodeo official, except for chute run events. In chute run events, the stock is considered drawn when they are run into the chute.
2. Animals will be inspected and objectionable ones eliminated before drawing. Judges will be responsible for the inspection.
3. If riding stock is sick or crippled, stock contractor will designate re-ride animals.
4. No bull may be put in the draw until his horns have been dulled a reasonable distance.
5. In the case of riding event stock injuries after the draw has been made, replacement stock should be the designated re-rides for the performance the injured animal was scheduled for competition in.
6. There must always be as many as four (4) copies of the draw, one to be posted, one copy for each judge/timer, and one copy for the secretary's records.

TEAM ROPING

1. Team roping is a time event, with a thirty-five (35) second time limit.
2. Team roping steers will be chute drawn.
3. Both contestants must pay for entry fee(s).
4. Team roping consists of three goes. A contestant competing in the team roping is permitted to choose a pick partner for one run, with their remaining two runs drawn from a pot. If a contestant does not have a pick partner, they will have three drawn partners. Any confusion of pick partners by end of entries may result in a draw pot partner. If draw pot comes out uneven, arena secretary will even out the draw using the list of alternates drawn. That person will receive money, but no points. You can rope one time with each partner.
5. Number of entries will be determined by teams not by man.
6. Any contestant fifty (50) years of age or older, or women, may have the privilege of choosing hard and fast dally on the heels end only.
7. Automatic barrier must be used with a minimum of six (6) foot score line. Once the score line has been set, it will not be changed in any manner. Score line shall not exceed one (1) foot per each six (6) yards of arena length, unless so authorized by the field judge.
8. Teams will be allowed one loop per person and must retire from arena should either miss, failure to do so will result in a fine.
9. All steers must have acceptable head wraps when roped. These wraps must be of a nature that protects the steer's head from rope burns.
10. In the event cattle are wearing plastic horns and those horns are stripped from a steer's head by the barrier rope or the contestant's rope, contestant will be entitled to a re-run, at the judges' discretion. Team roping cattle wearing plastic horns must have been roped at least twice before the rodeo.
11. There shall be two (2) time keepers, a score line judge, a field judge, and a qualified person to tie jerk line around steer's neck and feed jerk line from box.
12. Header and heeler are considered together as one contestant.
13. If flagger flags out team which has loops coming, team shall get animal back, lap and tap with the same head catch on if steer has been roped; however, five (5) seconds will be added for each loop thrown.
14. Only three legal head catches: around the horns, around the head and half the head. All other head catches are illegal.
15. Contestants are not allowed to remove an illegal head catch in any way. Loops may be changed by fishing. When team asks for time, run will be considered a no time if head is still illegal.
16. Contestants must hold dallies until flagger passes on catch or they will be disqualified.
17. Time is to be taken when steer is roped by both ends, horses are facing steer in a straight line with all their feet on the ground and ropes are tight and dallied.
18. Any heel catches behind both shoulders are legal if rope comes from around heels.
19. Dew claw or toe catches are legal if catch holds for flagger's inspection.

20. Disqualifications:
 - a. Animals must be on foot when roped by either end.
 - b. Failure to head and change the direction of steer before heeling, (cross fire).
 - c. Unnecessary rough treatment of steers.
 - d. Illegal head catches.
 - e. Lost or broken rope.
 - f. If contestant dismounts during the contest run, team will be disqualified.
 - g. Front heel in catch.
 - h. Rope must be released from ropers hand prior to making contact with animal. Enforcement of this rule will be at the discretion of the judge.
21. When half a team draws out, first alternate for that day will rope in his/her place. If half of a second team draws out, the two remaining partners from the two teams will rope together. If half of a third team draws out, the first two will rope together and the third will rope with the first alternate.
22. There will be a five (5) second penalty for roping one (1) heel.
23. Header will start from behind barrier. There will be a ten (10) second penalty for breaking, or beating, the barrier. If steer gets out of the arena, flag will be dropped and the roper gets a steer back lap and tap with the time added that was taken when the steer left arena. Team roper from behind barrier must throw first loop at head. Animal belongs to contestant when he/she calls for it regardless of what happens, except in the case of a mechanical failure.
24. A contestant must be on their horse and their horse must break the plane of the barrier with the draw breaking the plane of the score line before he/she is allowed to compete.
25. No re-runs will be given due to the hanging of a horn, or horns, on chute.
26. Heifers or steers can be used in the team roping herd.
27. If header jerks steer down on back, belly, or side and drags stock ten (10) feet or more, the action will constitute an automatic disqualification and fine at the judge's discretion.
28. All loops must be released from hand. Any loop placed on head or horns, or in front of hind legs without being released from ropers hand will be considered an illegal throw and team will be disqualified. Field judge should be alert of this regardless of number of loops allowed.
29. If the heeler ropes a front foot or feet on the heel loop, this is a foul catch. Neither contestant may remove the front foot, or feet, by hand; however, should the front foot, or feet, come out of the heel loop before the flagger drops the flag, the time will count.
30. If automatic barrier does not work correctly, contestant must declare themselves immediately or make a qualified run on that animal to be eligible for a rerun.
31. Barrier will not be considered broken unless the pigtail falls within eight (8) feet of the chute; however, if the barrier judge feels that the roper beat the barrier, a penalty will still be assessed. Barrier must be tied with string only.
32. If barrier equipment hangs on animal, stopping or jerking head out of position, or animal falls or turns back before crossing score line, preventing contestant from making a fair catch, contestant will be entitled to a re-run, at the judges' discretion.
33. Time to start when animal crosses score line.
34. Re-runs shall be conducted at the end of the event or after the performance.

DOUBLE MUGGING

1. Double mugging is a time event, with a sixty (60) second time limit.
2. Stock rules:
 - a. Double mugging steers will be drawn.
 - b. After stock has crossed the barrier line, the team assumes all risks, including injury to themselves, horse, or to the stock with respect to that run. Unless the stock gets out of the arena before it has been roped, in which case the flag will be dropped and the team will get the same stock back and lap and tap, with the time added between the start of the run and the time the stock left the arena. If the stock has been roped prior to leaving the arena, the team will get the stock back, with the rope attached the same way, and the time the steer left the arena. The team will get no additional loops by reason of the stock leaving the arena.
 - d. Unless a fresh steer is provided for each team, all stock will be tied down at least one week before the rodeo on which they are being competed on.
 - e. All re-runs should be done at the end of section of go round if possible.
 - f. The roper must start from behind a barrier; the mugger may be at any place he/she chooses in the arena.
2. Roping Rules:
 - a. The roper will be allowed two (2) throws, but may only use one (1) rope. Loop must be re-built. Should contestant miss with both loops a no time will be given.
 - b. Roper must make an attempt to rope head of steer. Roper may not heel the steer. Any catch that holds until the mugger gets his/her hands on the stock is a legal catch. Roping without turning loose of the loop will not be considered a catch and the team will take a no time.
 - c. The roper must rope stock and be dallied before mugger touches the stock or the rope.
 - d. Rope must be completely clear of horse when roper touches the ground or team will take a no time.
 - e. Either contestant may throw stock by hand, but the mugger must be the first to touch the stock. Either contestant may cross and tie any three legs, as done in the calf roping.
 - f. To be thrown by hand, the stock must be on its feet when thrown by hand; therefore, if the stock is down when the mugger reaches the stock, the stock must be let up onto its feet and then thrown by hand by either contestant or both of them. If the stock is on its feet and contestants' hand is touching the stock when it falls, the stock is considered to have been thrown by hand.
3. Tie and Time Rules:
 - a. The run shall be timed from the time the stock crosses the score line until the roper or mugger has given the finish signal with his/her hands. The contestants completing the tie is not required to be clear of the stock before the finish time is taken, but the finish time will not be taken while the hands of the contestant completing that tie are in contact with either the steer or the pigging string. Both contestants must clear the stock within six (6) seconds of the finish signal.
 - b. Neither contestant shall touch the stock, the rope, or the pigging string after giving the finish signal and clearing the stock until the field judge has completed his/her examination, or the team will take a no time.
 - c. The tie must hold for six (6) seconds after the last contestant has cleared the stock by at least six (6) feet. Contestants must stay six (6) feet clear of stock until the six (6) second procedure is finished and the field judge has finished inspecting the tie or they will take a no time
 - d. The field judge must use a stop watch for the six (6) second procedure.
 - e. If the tie comes loose or the stock gets to its feet before the six (6) second procedure has been completed, the team will take a no time.

4. The team may not receive assistance at any time from anyone; however, that team shall not be penalized for minor unsolicited assistance as might be given by someone in shooing or turning back stock out of the rope box, etc. Further, the team shall not be penalized if the pigging string or rope is removed prior to the six (6) second procedure by someone other than the contestant. It is the responsibility of the field judge to see to it that the stock is not disturbed during the six (6) second procedure.
6. It is the responsibility of the contestant to compete on the animal drawn for him/her.
7. If an animal gets out of the arena, the flagger is to stop the time and roper will get same animal back, lap and tap. Roper to start in box with the time he/she had when animal got out added to that.
8. Barrier will not be considered broken unless pig tail falls within eight (8) feet of the chute, or unless the barrier judge determines that the barrier was beat. Barrier must be tied with string only.
9. If automatic barrier does not work correctly, contestant must declare themselves or make a qualified run to be eligible for a rerun.
10. If barrier equipment hangs on animal, stopping or jerking head out of position, or animals falls or turns back before crossing score line, preventing contestant from making a fair run, contestant will be entitled to a re-run, at the judges' discretion.
11. Re-rides shall be conducted at the end of the event or after the performance.
12. If a partner draws out after positions are drawn, or fails to show up, the present competitor may find another partner who is already entered in that rodeo in another event. If another partner is found, they must pay entry fees by the end of the show.

STEER RIBBON ROPING

1. Steer ribbon roping is a time event, with a thirty-five (35) second time limit. Co-ed event, either man or woman can rope.
2. Steer ribbon roping steers will be chute drawn.
3. There must be a judge in the field and on the score line in this event.
4. The ribbon is placed no more than six (6) inches below the tail head. Ribbon must be no less than one (1) inch in width and no less than twelve (12) inches in length.
5. The roper will be allowed two (2) throws, but may only use one (1) rope. Loop must be re-built. Should contestant miss with both loops a no time will be given.
6. Only three (3) legal head catches apply: around the horns, around the head and half the head. All other head catches are illegal.
7. The roper should check to see that a ribbon is attached to the tail of the steer.
8. Time to start when animal crosses score line. Roper is to start behind barrier. There will be a ten (10) second penalty for beating or breaking the barrier.
9. Barrier is not broken unless the pigtail falls within eight (8) feet of the chute, or if the barrier judge determines that the barrier was beat. Barrier must be tied with string only.
10. If the ribbon comes off before the runner touches the animal or the rope causes the ribbon to come off, there will be a re-run with all penalties carried if qualified. If stock has a ribbon in the chute, but leaves chute without a ribbon, a re-run will be given.
11. The roper must have the steer roped, dallied (no hard and fast) and held before the runner can touch and remove the ribbon. Roper must remain on the horse. Dally is not to be released until runner is headed for finish line and clear of horse and steer.
12. If steer happens to fall before the runner reaches it, the steer must get up and be on all four feet when the ribbon is removed.
13. The barrier judge will stand at the score line and flag the runner on their return with the ribbon in hand. The runner will end the run inside the box.
14. Runner must possess a minimum of three (3) inches upon completion of run. If runner possesses less than three (3) inches of ribbon no time will be given.
15. The steer cannot cross the finish line before the runner, if it does, the team is disqualified. The runner must cross the finish line with ribbon in hand.
16. If the stock gets out of the arena, the flagger is to stop the time and the roper will receive the same stock back, lap and tap with the time he/she had when the animal got out, added to that time.
17. If automatic barrier does not work correctly, contestant must declare themselves or make a qualified run to be eligible for a rerun.
18. If barrier equipment hangs on animal, stopping or jerking head out of position, or animals falls or turns back before crossing score line, preventing contestant from making a fair run, contestant will be entitled to a re-run, at the judges' discretion.
19. Re-runs shall be conducted at the end of the event or after the performance.
20. If a partner draws out after positions are drawn, or fails to show up, the present competitor may find another partner who is already entered in that rodeo in another event. If another partner is found, they must pay entry fees by the end of the show.

BREAKAWAY ROPING

1. Breakaway roping is a time event, with a thirty-five (35) second time limit.
2. Breakaway roping steers will be a chute drawn.
3. Horned cattle are to be used, and the catch gate is to be closed.
4. The roper will be allowed two (2) throws, if two (2) ropes are carried. Should contestant miss with both loops a no time will be given.
 - a. A second loop, if carried, will be allowed if the roper has an ineligible catch, or a miss, with their first loop.
5. To receive a time, roper must have a legal head catch. Legal head catch is defined as: around both horns, around the head or around half the head.
6. Rope will be tied to the saddle horn with cotton string provided by judges. Rope will have a colorful handkerchief or surveyors tape attached to it no more than six (6) inches from the horn. The judge will flag the contestant when the rope is broken from the saddle horn by the pull of the steer.
7. If the contestant breaks the rope free of the horn by hand, that contestant will receive a no time.
8. It is the responsibility of the roper to compete on the stock drawn for her.
9. If animal gets out of the arena, flagger will stop time and roper will get the same animal back, lap and tap, with the time she had when the animal got out, added to that time.
10. If the automatic barrier does not work correctly, contestant must declare herself immediately or make a qualified run. to be eligible for a rerun
11. Barrier will not be considered broken unless the pigtail falls within eight (8) feet of the chute, or if the barrier judge rules that the contestant beat the barrier. Barrier must be tied with string only.
12. If barrier equipment hangs on animal, stopping or jerking head out of position, or animals falls or turns back before crossing score line, preventing contestant from making a fair run, contestant will be entitled to a re-run, at the judges' discretion.
13. Re-runs shall be conducted at the end of the event or after the performance.
14. Time is to start when animal crosses the score line.
15. A hazer is permitted to a designated point only.

CHUTE DOGGING

1. Chute dogging is a twenty (20) second time event. Time shall be taken between two (2) flags.
2. It is the responsibility of the contestant to compete on the animal drawn for him/her, and it is the contestant's responsibility to check for broken horns.
3. Once score line (gypsum line) has been set it will not be changed that go. Score line will be parallel to bucking chutes. It will be set at ten (10) feet in front of bucking chute. The measurement will be made with chute gate in the closed position.
4. Bucking chute shall be part of the arena during dogging events.
5. The line (barrier) judge will flag the start when any part of the animal breaks the plane of the barrier.
6. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
 - a. In any timed event, if animal escapes from the arena, field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with a lap and tap start. Time already accumulated will be added to time used to complete the qualifying run.
 - b. In cases of mechanical failure.
 - c. If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up.
 - d. If the steer turns and does not cross the score line (gypsum line).
7. This event shall not be conducted with an open catch pen gate at any rodeo.
8. A left delivery chute must be used, all steers shall be turned out in the same direction and the same chute will be used.
9. With steers loaded in bucking chute, dogger gets beside the steer, right hand in front of or behind right front shoulder. When dogger calls for the steer the chute gate will be opened. Dogger must keep right hand in legal position until the steer legally crosses the score line, or there will be a ten (10) second penalty added to time. If steer is thrown before crossing the score line, the dogger will be disqualified.
10. Chute dogger must allow steer to maintain forward motion to the score line.
11. Contestant is considered working the steer when the steer leaves the chute.
12. After crossing the start line, wrestler must bring it to a stop or change its direction and twist it down. Chute dogger may not choke the steer.
13. If steer gets loose, dogger may take no more than one step to catch steer.
14. If steer is accidentally knocked down or thrown before being brought to a stop or its thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
15. A steer fall in the opposite direction the wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.
16. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.

17. Wrestler must have hand on steer when flagged.
18. Contestant is required to turn steer's head so that he can get up.
19. Judge is to flag time, then flag contestant out if run is not legal. Time event judge will not flag contestant out until time is recorded.
20. Contestant will be disqualified for any abusive treatment of steer.
21. Rerun is permitted if someone or some animal interferes with the run, and is at the judge's discretion.
22. Re-runs shall be conducted at the end of the event or after the performance.

BARREL RACING

1. Barrel racing is a timed event. Times will be recorded in the thousandths.
2. Barrels must be 55-gallon steel drums with both ends closed. No plastic barrels or pop-up barrels will be allowed.
3. Barrels are to be set no closer than fifteen (15) feet from the side fences and no closer than twenty (20) feet from the end fence. Score line shall be no closer than 20 feet from between barrels 1 & 2, and no closer than 20 feet from the end of the arena.
4. Barrel pattern can be set according to arena size if desired, but shall be no larger than standard size. (Standard course: ninety (90) feet between barrel 1 & 2, 105 feet between barrels 1 & 3, and 2 & 3. Sixty (60) feet between barrels 1 & 2 and the score line.)
5. The score line and the position for the barrels must be marked permanently for the entire rodeo. A contestant's time will begin and end when they cross this line. The markers should be buried at the location of each barrel. By using this method, the barrels will be the same place the entire show.
6. If the pattern is set in error and performed on the first performance, it must be ran the same for all other performances.
7. Electric eye timers are to be used, with a manual backup stopwatch timer. There shall be one official timer to operate the electronic eye and one official timer to run a backup stopwatch.
 - a. The manual time will be captured by the official timer based on the judge flagging as soon as the horse's nose reaches the score line entering and shall end when the horse's nose reaches the score line exiting.
8. When an electric eye fails to work for a minority of contestants (less than 50%) during a performance, the manual recorded back up times will be used for those electronically missed. The electric eye-controlled times will remain unaltered the entire go round.
9. If electric eye fails to work for a majority (more than 50%) of contestants for an entire go round, the backup manual recorded times will be the official for all contestants in that go round.
10. Barrels shall be set to the inside where the marker comes out of the ground. Electronic eyes shall be positioned centered with the electronic eye markers.
11. Contestants will be allowed a running start, and will be required to run in and out of the arena only when an acceptable, centrally located gate safely permits it. For safety purposes, contestants shall not canter or run before the horse's nose has entered the gate alley. If no gate alley is provided, horse's nose must enter gate before cantering or running. Penalty for infraction will be disqualification. Backing in is permitted.
12. A contestant requiring assistance to enter the arena, whether the individual is on foot or horseback, will be disqualified if the individual providing assistance enters the arena, breaking the plain of the gate.
13. The barrel pattern is being one (1) right turn and two (2) left turns, or vice versa. Contestants may run to the either the left or right barrel first, but then must finish the pattern accordingly.
14. Contestant will be disqualified for not following the pattern or not being ready to contest when name is called.
15. Contestants will be assessed a five (5) second penalty for knocking down a barrel. Touching a barrel is permitted.
16. Should barrel be knocked over and it sets up on opposite end, a five (5) second penalty will be assessed. Barrel must be set back on marker.

17. Contestants will receive a no time for crossing back over the eye and stopping the clock before the run is completed.
18. Ground should be raked around barrels when equivalent number of contestants have run, and will be done by motorized equipment when possible, or by hand when not. This will also depend on arena conditions.
19. In a show resulting in barrel racing being a two (2) go event, contestants are not required to compete on the same horse in both goes.
20. If horse falls, or similar incident occurs, a contestant cannot have a rerun.
21. Rerun is permitted if someone or some animal interferes with the run, and is at the judge's discretion.
22. If a contestant competes on an improperly set pattern, she thereby waives her right to a rerun.
23. Should the markers be gone and a tape measure be used to set up the pattern, that is sufficient and no rerun will be allowed.
24. Re-runs shall be conducted at the end of the event.
25. No practice/practice runs will be permitted in the arena for the duration of the rodeo, after the barrels have been staked, closer than fifteen (15) feet from the stake pattern. Exceptions would be exhibition runs made after all contestants run in that performance.

BULL RIDING & JUNIOR BULL RIDING

1. Bull riding is an eight (8) seconds time event. Time to start when the animal's body breaks the plane of the chute. One judge will carry a stop watch to time event.
2. Riding is to be done with hand on rope with or without hand hold.
 - a. No knots or hitches to prevent rope from falling off bull when rider leaves him.
 - b. Rope must have bell. No bell, no marking. Bell must be under belly of bull.
 - c. Hooks, rings, or posts shall not be used on bull ropes.
3. Riding glove will be a plain glove with or without wrist tie. Glycerin or saddle soap may be used along with resin in the bull riding.
4. Riders who are knocked off at the chute, or if he/she bull falls will be entitled to a re-ride, provided contestant declares themselves, and or at the discretion of the judge.
5. A bull rider may have the option of a re-ride, or of accepting marking, if flank comes off the animal, providing the contestant has completed a qualified ride. No re-rides will be given if a contestant's own equipment breaks. If a stock contractor's equipment breaks or fails to function, the contestant may have a re-ride.
6. If an animal fails to break, stops, or fouls their rider, the rider may take the same animal back, providing the stock contractor is willing, or he/she may have a re-ride drawn. If the rider takes the same animal back, he/she must take that marking. Judge shall inform contestant if they are entitled to a re-ride and of their present marking. Contestant may refuse re-ride and take the marking.
7. If an animal that is drawn for a re-ride is already drawn for another contestant in the same go round, the contestant with the animal drawn will ride before the contestant with the re-ride. If an animal that is drawn for a re-ride has been drawn for a contestant in a later go round, the contestant with the re-ride in the prior go round will take the animal first.
8. If in the opinion of the judges a rider makes two honest efforts to get out on a chute fighting animal and is unable to do so, he/she may have a re-ride drawn for him/her.
9. If in the opinion of the judges an animal deliberately throws himself, the rider may have an animal drawn for him from the re-rides at the discretion of the stock contractor. He/she must take the marking if he/she takes the same animal back.
10. If the pick-up man or horse comes in contact with a bucking bull before qualified time has elapsed, the contestant shall have the option of a re-ride, if a qualified ride is made up until the infraction.
11. Re-rides shall be conducted at the end of the event or after the performance.
12. If rider makes qualified ride with any part of the rope in riding hand, he/she is to be marked.
13. Rider may be disqualified for any of the following reasons:
 - a. Being bucked off;
 - b. Touching the bull, equipment, arena fence or self with free hand;
 - c. Using overly sharp spurs or placing spurs and/or chaps under the rope when rope is being tightened;
 - d. Not having bell on bull rope;
 - e. Judges may disqualify a bull rider who has been advised that he/she is next to go if he/she is not above the bull with his/her glove on when previous bull leaves the arena.
 - f. If rider has been informed, he/she is on the clock, they will have 30 seconds to call for the gate.
14. Protective vest must be worn.

STEER RIDING

1. Steer riding is an eight (8) seconds time event.
2. Contestants are required to wear a protective vest and helmet. No sharp spurs.
3. Riding is to be done with hand on rope with or without hand hold. No knots or hitches to prevent rope from falling off when rider leaves the steer.
4. Contestant will be disqualified if free hand touches the animal.
5. All re-rides will be at judge's discretion and must be requested by contestant, not parent.
6. Re-rides shall be conducted at the end of the event or after the performance.

MUTTON BUSTING

1. All participants must wear protective gear (your own or ours), NO EXCEPTIONS.
2. If the child changes their mind or chooses not to ride, they will be considered a scratch and no refund given.
3. Rides will be judged by time only and decision of judges is final.

JUDGING METHODS – RIDING EVENTS

1. The decision of the judges, flagman or timers shall be final and no protest by the contestant will be permitted unless officials are proven to be intoxicated or highly incompetent.
2. No contestant may talk to a judge or timer in any way while an event is in progress; this includes inquiring about re-rides or re-runs. Such questions may be addressed to the judge no sooner than at the end of the event or the performance. Violators are subject to fine, suspension or both. Any contestant violating this regulation will be reported to the rodeo office by the official who was involved in the infraction.
3. Rider and animal are to be marked separately. Marking the ride according to how much rider spurs the animal. Figures used in marking the ride events shall range from one to twenty-five on both bucking animal and rider and used the full spread.
4. Rodeo judges will use flags to indicate a violation of the spur out rule and for other disqualifications.
5. All riding events will be timed for eight seconds. Time to begin when the animal breaks the imaginary plane of the chute.
6. Neither timers, barrier judges, field judges, or riding judges may change during the course of the rodeo unless there is a case of sickness, injury or by the request of an official and agreement of officials.
7. Any judge failing to comply with specified rules as set forth in the rule book will be declared ineligible and subject to a fine.
8. Judges are required to mark on their books anyone turning out stock. Judges shall report same in full to arena secretary. Timers are also required to report turn outs to the arena secretary.
9. Judges may disqualify a contestant who has been advised he/she is next to go, if he/she is not above the animal with his/her glove on, if used, when previous animal leaves the arena.
10. If a rider makes a qualified ride with any part of the bull rope in his/her riding hand, he/she is to be marked.
11. A contestant is responsible for his/her own equipment. If bull rope comes off or breaks during a ride, rider shall not be given a re-ride. Borrowed equipment is considered his/her own.
12. Judges markings (unofficially) are to be announced after each ride.
13. Judges shall inform contestant if he/she is entitled to a re-ride and of his/her present marking. The contestant may refuse re-ride and take the marking.

JUDGING METHOD – TIMED EVENTS

1. The decision of the judges, flagman or timers shall be final and no protest by the contestant will be permitted unless officials are proven to be intoxicated or highly incompetent.
2. No contestant may talk to a judge or timer in any way while an event is in progress; this includes inquiring about re-rides or re-runs. Such questions may be addressed to the judge no sooner than at the end of the event or the performance. Violators are subject to fine, suspension or both. Any contestant violating this regulation will be reported to the rodeo office by the official who was involved in the infraction.
3. All cattle shall be run prior to first performance and cattle that cannot clear the chute will be eliminated from the draw or tipped at the particular rodeo.
4. The only man on the score line will be the barrier judge.
5. If barrier equipment fouls a contestant, he/she will be entitled to a re-run only if he/she declares themselves immediately.
6. If automatic barrier does not work correctly, contestant must declare themselves immediately or make a qualified run on. All penalties acquired in the field will be added on.
7. In roping events, if contestant break or beats a barrier, there will be a ten (10) second penalty assessed.
8. Barrier judge will make known that the barrier has been broken.
9. A contestant must be on his/her horse and his/her horse must break the plain of the barrier with the draw breaking the plane of the score line before he/she is allowed to compete.
10. If a flag judge mistakenly flags a contestant out, he/she will be entitled to a rerun, regardless of recorder time and all penalties will be added to the rerun time. Judges rerun decision must be made immediately following original run. If barrier was broken he/she will lap and tap.
11. If flagger flags out a team roping which has loops coming, team shall get animal back, lap and tap with same catch on head if animal has been roped, but 5 seconds will be added for each loop thrown.
12. It is the responsibility of the contestant, to see that he/she competes on the right stock drawn for him/her.
13. In the timed events, there may be a rerun, upon judge's discretion is when:
 - a. The barrier malfunctions
 - b. The contestant is fouled at the barrier
 - c. The flagger mis-flags
14. In the team roping, header and heeler are considered together as one (1) contestant.
15. If the animal gets out of the arena, the flagger is to stop the time and roper will get an animal back, lap and tap (roper to start in box with same head catch in team roping) with the time he/she had when the animal got out, plus penalties added to re-run time.
16. Timed event cattle will not be considered run until legal run has been made.
17. Barrier must be tied with string only. No Velcro is to be used anywhere on barrier.
18. If barrier equipment hangs on animal, stopping or jerking head out of position, or animal falls before crossing score line, preventing contestant from making a fair catch, contestant will be entitled to a re-run, at the judges' discretion.

19. Stock cannot be watered within twenty-five (25) feet of the barrel stakes.
20. In the barrel event, judge will flag the nose at the start and finish of race.
21. When automatic timer is used in the barrel race, it must be backed up by flagman. This time must be recorded by the timers also.
22. Cattle may be lined to the score line.
23. The barrier in timed events shall be between thirty-two (32) inches and thirty-six (36) inches at all rodeos. This is the measure at the center of the box.
24. All cattle must be run once before drawn the second time.
25. All events will be timed to the thousandths.
26. If the pigtail is carried more than eight feet from the pin, the barrier may be waived, providing the contestant did not obviously beat the barrier. However, if the contestant has obviously broken the barrier, the judge may still impose a beating the barrier penalty.
27. In roping, time will start when steer crosses the score line.

APPENDIX A

RELEASE AND DISCHARGE, ACCEPTANCE OF RESPONSIBILITY AND ACKNOWLEDGEMENT OF RISKS

THIS RELEASE AND DISCHARGE, ACCEPTANCE OF RESPONSIBILITY AND ACKNOWLEDGEMENT OF RISKS ("RELEASE") AFFECTS YOUR LEGAL RIGHTS. YOU MUST READ AND UNDERSTAND IT BEFORE SIGNING IT.

I, the below named person, being over the age of 18 or the legal guardian of the person named herein, in consideration of services of **RODEO ALASKA LLC**, Frank Koloski, its employees, agents, directors, officers, sponsors, and assignees of **RODEO ALASKA LLC**, events, for the right to engage in the events offered, hereby agree and promise to release and discharge all liability against any/all parties of **RODEO ALASKA LLC**, Frank Koloski, its employees, agents, directors, officers, sponsors, and assignees of any and all risks of my injury including death.

ACKNOWLEDGEMENT OF RISKS:

I understand and acknowledge that the activity I am about to voluntarily engage in as a participant bears certain risks known and unknown, which could ultimately result in serious injury or even death. I understand that those risks may result in personal injury that may become permanent in nature and that there is a substantial possibility of death. I acknowledge those risks and freely release any personal or bodily injury claims that I may have against **RODEO ALASKA LLC**, Frank Koloski, its employees, agents, directors, officers, sponsors, specifically including, and assignees that are in any way directly or indirectly associated with these events.

AMONG THOSE RISKS ARE:

1. The nature of the act itself, including but not limited to the possibility of falling, being thrown, kicked, bit, horned or stomped.
2. Acts of omission negligent in any degree, of **RODEO ALASKA LLC**, Frank Koloski, its employees, agents, directors, officers, sponsors, and assignees.
3. Latent or apparent defects in equipment supplied by **RODEO ALASKA LLC**, Frank Koloski, its employees, agents, directors, officers, sponsors, and assignees.
4. Use or operation, by myself or others of equipment supplied by **RODEO ALASKA LLC**, Frank Koloski, its employees, agents, directors, officers, sponsors, and assignees.
5. Acts by other participants in this activity or by employees/agents of **RODEO ALASKA LLC**, Frank Koloski, its employees, agents, directors, officers, sponsors, and assignees.
6. Weather conditions.
7. Contact with plants/animals.
8. My own physical condition, for example; pregnancy, physical disability or my own acts of omissions.
9. Conditions of roads, trails, land, arena, fill, terrain, and accidents connected with their use.
10. First aid, emergency treatment, or other services rendered to that fail to be rendered.
11. Consumption of food and drink.

I understand and acknowledge that the above list is not complete or exhaustive and that other risks known or unknown may also result in serious injury and even death.

ACCEPTANCE OF RISK AND RESPONSIBILITY:

Being aware that this activity entails serious risk of injury to all involved, including myself, spectators and even third parties, I agree and covenant to accept and assume all responsibility for injury due to of all my actions and/or damage to myself and my property arising from my participation in this activity. My participation in this activity is purely voluntarily; no one has forced me to participate and I have elected to do so in spite of the known and unknown risks.

RELEASE:

1. I hereby voluntarily release and forever discharge **RODEO ALASKA LLC**, Frank Koloski, its employees, agents, directors, officers, sponsors, and assignees **FROM ALL CLAIMS OF ANY KIND WHERESOEVER SITUATED** including but not limited to claims, demands, actions rights of actions, related in any manner to my participation in **RODEO ALASKA LLC**, event which is strictly voluntary on my behalf.

2. I further agree to hold harmless and indemnify **RODEO ALASKA LLC**, Frank Koloski, its employees, agents, directors, officers, sponsors, and assignees from all actions including but not limited to defense cost, attorney fees, or from any cost associated or in connection to any bodily injury claims whatsoever which may negligently or intentionally be caused to myself or spectators or other third parties in the course of my participation in these events.
3. I further agree not to sue, asserts or otherwise maintain any claims against **RODEO ALASKA LLC**, Frank Koloski, its employees, agents, directors, officers, sponsors, and assignees, for any injuries or damage to myself my livestock, or my property, arising out of or in connection to my participation in these activities/events. I will have no right to make a claim or file a lawsuit against **RODEO ALASKA LLC**, Frank Koloski, its employees, agents, directors, officers, sponsors, and assignees, against me or by any third party or by any spectator.
4. I understand and acknowledge that by signing this Release I have given up certain **LEGAL RIGHTS** and possible claims which I might otherwise assert or maintain against **RODEO ALASKA LLC**, Frank Koloski, its employees, agents, directors, officers, sponsors, and assignees.
5. I understand and acknowledge that by signing this Release, I have assumed responsibility and all **LEGAL LIABILITY** for the claims or other legal demands including defense costs, which may be asserted by spectators or other third parties against me as a result of my participation.
6. I understand and acknowledge that no insurance is provided for me during this event. I certify that I have sufficient health, accident and liability insurance to cover any bodily injury or property damage caused to a third party as a result of my participation in this event. If I have no such insurance, I certify that I am capable of personally paying for any/all such expense of liability, or any expense or liability and for the minor for which I have executed this Release on his/her behalf.

ENTIRE AGREEMENT:

I understand that this is the entire agreement between **RODEO ALASKA LLC**, and myself and it supersedes and cannot be modified or changed in any way by the representation or statements of any employee or agent of **RODEO ALASKA LLC**, or me.

THIRD PARTY BENEFICIARIES:

I further understand, acknowledge and agree that the employees, agents, directors, officers, sponsors, and assignees of **RODEO ALASKA LLC** are intended to be third party beneficiaries of this Release.

MY SIGNATURE BELOW INDICATES THAT I HAVE READ THIS ENTIRE RELEASE AND THAT I UNDERSTAND IT COMPLETELY AND THAT I AGREE TO BE BOUND BY ITS TERMS.

SIGNATURE OF PARTICIPANT or PARENT/GUARDIAN (if participant is under age 18).

Date: _____

Participant name (print neatly) _____

Participant Signature (see below if minor) _____

Phone _____ E-mail _____

Address _____

MINOR - If participant is under 18:

Parent/Guardian Signature _____

Parent/Guardian name (print neatly) _____

EMERGENCY CONTACT:

Emergency Contact _____ Phone _____