

KEIKI BARREL RACING-NO LEAD LINE:

Time limit: None

Penalties:

1. A five (5) second penalty will be added for each barrel knocked down.
2. If helper passes the plane of the arena gate a five (5) second penalty will be given.
3. If a rider loses hat before entering the arena gate a five (5) second penalty will be given.
4. If a contestant is assisted in any way in the timed area, they will receive a no time.
5. If rider breaks cloverleaf pattern a no time will be given.
6. Horse must stay in forward motion.
7. No horse training allowed.
8. Only contestants, judges, and rodeo personnel are allowed in the arena.

Event Rules:

1. Event is open to boys and girls.
2. The clover-leaf pattern is the only approved pattern in this event.
3. The contestant may start on either the right or left barrel.

KEIKI DUMMY ROPING-NO LEAD LINE:

Time Limit: 60 seconds

Penalties:

1. If a rider loses hat before entering the arena gate a five (5) second penalty will be given.
2. Only contestants, one (1) helper, judges, and rodeo personnel are allowed in the arena.
3. If horse and rider pass 20ft helper line before dismounting a five (5) second penalty will be assessed.
4. If Roper passes the 2ft Roper line while throwing loop a five (5) second penalty will be assessed.

Event rules:

1. This event is open to boys and girls.
2. Rider must pass the starting line before he/she dismounts in order to start the time.
3. Contestant will retrieve rope from helper.
4. Helper must catch horse 20 ft away from the roping dummy.
5. Contestant will rope the roping dummy from anywhere behind the designated roping line, 2ft behind roping dummy.
6. The distance set for the dummy will be determined by the judge.
7. Contestant will rope a roping dummy. There are three legal catches: Horns, Neck, and Half head.
8. Contestant must pull slack once the rope is on the Roping Dummy to be considered a clean catch.
9. Contestant may cross the 2 ft line to retrieve rope and rebuild loop.
10. After contestant dismounts horse, helper may cross helper line to assist contestant to rebuild loop.

KEIKI GOAT RIBBON UNDECORATING-NO LEAD LINE:

Time Limit: 60 seconds.

Penalties:

1. If a rider loses hat before entering the arena gate a five (5) second penalty will be given.
2. Only contestants, one (1) helper, judges, and rodeo personnel are allowed in the arena.
3. If horse comes in contact with or crosses over the goat or goat rope a five (5) second penalty will be assessed.
4. If helper causes any interference with the goat run a five (5) second penalty will be assessed.

Event rules:

1. This event is open to boys and girls.
2. Rider must pass the starting line before he/she dismounts in order to start the time.
3. Goat will be fixed to a rope and staked in the arena.
4. Once contestant dismounts, contestant will then run to the goat and pull the ribbon off the goat and raise hand before the time is stopped.
5. Helper/Horse catcher may stand anywhere they want. They must be in a position to not interfere with the contestant or goat.

KEIKI 3-4 GOAT TYING-NO LEAD LINE:

Time Limit: 30 seconds.

Penalties:

1. If a rider loses hat before entering the arena gate a five (5) second penalty will be given.
2. Only contestants, one (1) helper, judges, and rodeo personnel are allowed in the arena.
3. If horse comes in contact with or crosses over the goat or goat rope a ten (10) second penalty will be assessed.
4. If helper causes any interference with the goat run a ten (10) second penalty will be assessed.

Event rules:

1. This event is open to boys and girls.
2. Rider must pass the starting line before he/she dismounts in order to start the time.
3. Goat will be fixed to a rope and staked in the arena.
4. Once contestant dismounts, contestant will then run to the goat and tie the goat and raise hand before the time is stopped.
5. Helper/Horse catcher may stand anywhere they want. They must be in a position to not interfere with the contestant or goat.
6. Refer to NHSRA Rulebook pg.74-77 for further clarification.

KEIKI CALF MUGGING-NO LEAD LINE:

Time Limit: 60-Seconds

Penalties:

1. If a rider loses hat before entering the arena gate a five (5) second penalty will be given.
2. Rider must pass the starting line before he/she dismounts in order to start the time.
3. If the mugger leaves the barrel before the start flag has dropped a ten (10) second penalty will be given.
4. Only contestants, judges, and rodeo personnel are allowed in the arena.
5. If a horse comes in contact with or crosses over the calf or calf rope a ten (10) second penalty will be assessed.
6. If helper/horse catcher causes any interference with the calf mugging run a ten (10) second penalty will be assessed.

Event Rules:

1. This event is open to boys and girls with teams of mixed or same gender.
2. Calf will be fixed to a rope and staked in the arena.
3. Mugger must position themselves with their hand on the barrel.
4. Rider must be mounted when crossing the start line. Mugger cannot leave the barrel until the start flag has dropped.
5. Time will be taken between two flags. Time starts when the rider breaks the plane of the start line and stops when contestant completes the tie and signals for time.
6. If the calf is down when the mugger touches calf, animal must be given the opportunity to regain his feet, or 'daylighted', before being tied. If mugger's hand is on calf when calf falls, calf is considered thrown by hand.
7. To qualify as a legal tie, there must be at least one complete wrap around three legs and a half hitch or hooey.
8. Time stops when contestant completes tie and signals for time by raising hands up and away from pigging string and calf.
9. The calf must remain tied for six seconds and three legs must remain crossed until passed on by the judge.
10. Judge must use a stopwatch to pass on six-second tie and must stop his watch if calf kicks free to validate legality of tie and run.
11. Judge is to flag time then flag contestants out if run is not legal.
12. Contestants will be disqualified for any abusive treatment of stock or horse.
13. Contestants will be flagged no time for touching calf, string or rope after signaling for time and before the judge has passed on tie.
14. A Helper/Horse catcher may be utilized. The helper/horse catcher must be in a position to not interfere with the contestants mugging run.

KEIKI 3-4 BREAKAWAY

Time Limit: 30-seconds

Penalties:

1. There will be a ten (10) second penalty assessed for breaking the barrier.
2. Hat must be worn when the contestant calls for calf or a five (5) second penalty will be assessed.

Event Rules:

1. Open to boys and girls in grades 3 & 4.
2. Roper must come out of heel box.
3. Two loops allowed, if contestant is packing a second loop(refer to NHSRA rulebook Junior breakaway, pg.70).
4. Contestant is allowed one (1) helper to assist in the heel box.
5. Time will be taken between two (2) flags. Time stops when rope breaks away from saddle horn.
6. Ropes are to be tied to the saddle horn with nylon string. A knot must be at the end of the rope with the string tied at the knot. There will be no tail. A solid color (no pattern/printing) flag that is visible to the flagman or judge must be attached at the knot end of the rope.
7. Rope must be tied to the horn with a nylon string and may not be run through bridle, tie-down, neck rope or any other device.
8. Catch as catch can, loop must pass over the head first to be considered a legal catch.