



Bartlesville Round-Up Club
Bartlesville, Oklahoma
Playday Rules

Article I

- The Bartlesville Round-Up Club is strictly a non-profit organization.
- Officers and board members will not be paid.
- The purpose of the Playdays is to promote youth and rodeo activities, provide leadership, and year end awards.
- All rules are written in favor of the contestants to encourage participation in the sport of rodeo.
- We, the officers and board members, reserve the right to change or add rules for the good of the contestants and the organization.
- The officers and board members do not accept any financial responsibility other than handling office charges and donations.

Article II

Injury to Members

- The Bartlesville Round-Up Club assumes no responsibility for injury or damage to person, property, or stock of any owner, contestant or assistant. Each participant by the act of paying membership dues, permit fees, or entry fees waives all claims against management, stock contractors, and the Bartlesville Round-Up Club for injuries he or she, or their property, may sustain at the rodeo event or to and from the rodeo event.
- No person shall be allowed in the arena during a rodeo event performance unless he or she has turned in a signed waiver releasing management, the Bartlesville Round-Up Club, and producers from liability. This rule is to be enforced. RELEASE FORMS MUST BE SIGNED IN ORDER TO PARTICIPATE.

Article III

Playday Rules

- All Judges' decisions are final.
- Contestants must be a member of the Bartlesville Round-Up Club to participate in the Playday events other than exhibition.
- **To be eligible for season awards each contestant must:**
 - compete in at least 4 (four) Playdays
 - provide \$25 or more sponsorships per family
 - must work at one of the club's scheduled outside events
 - must work one of the Playdays

If unable to work a playday contestant may pay the club \$50 and if unable to work an outside event contestant may pay the club \$75.

- All members are expected to work in cooperation with each other for the betterment of the Round-Up Club.
- Family memberships shall include husband, wife, children and step-children under the age of 18.
- Points will be awarded for places 1st through 6th in reverse order.
 - 1st = 6 pts
 - 2nd = 5 pts
 - 3rd = 4 pts
 - 4th = 3 pts
 - 5th = 2 pts
 - 6th = 1 pt
- Each contestant will be awarded 1 (one) participation point for each event they have entered **and** participated in.
- Contestants may win only 1 (one) buckle and must accept the buckle in the event they earned the highest points in. In the occurrence, the high point contestant has tied themselves in two or more events, then that contestant would choose which buckle they prefer. In the occurrence one contestant leads in points in more than one event, the second place finisher will become the leader in one of the events and so on down the line for the purpose of trophy buckles only. The first place finisher will receive an alternate award.
- Buckles will not be awarded based on participation points **only**.
- In the occurrence of a tie, both winners will get a buckle.

- Daily ribbons will be awarded for the first 6 (six) places in each event, in each age group, at each Playday. Participation ribbons will be given to all age groups at each Playday if requested.
- Exhibition runs may be made after the entire event is complete for a fee of \$2.00. The stock fee will apply to the breakaway roping and the goats. The exhibition fee must be paid by the time the books close at the designated time as stated in the rule below.
- Entries close 30 minutes prior to the scheduled start time of the Playday. Money must be paid at time of entry. NO EXCEPTIONS. You may pay in advance. If you call prior to the start of the Playday and cancel, your entry fee will carry over to the next Playday. If you do not call and do not show up for the paid Playday, no refund or credit will be given.
- Unsportsmanlike conduct by a contestant or their parents on the Bartlesville Round-Up Club premise will result in a disqualification.
- In the lead-in age group, the child must be old enough to hold the saddle horn by their self. Only one leader and one participant may enter the arena. If two people are required, one leading and one walking beside the horse and rider, they cannot get out of a walk.
- There will be a 2 (two) minute time limit in the 9 (nine) and under age groups and a 1 (one) minute time limit in the 10 (ten) and above age groups.
- There will be 3 (three) calls for the next contestant in the 9 (nine) and under age groups and 2 (two) calls for the 10 (ten) and over to enter the gate.
- Contestants may only earn points in their own age group.
- Contestants will participate in the age group for the age that they are at the time of the first scheduled Playday of the season and will finish the season in that same group.
- Once a lead-in contestant is signed up they may move up to 6 (six) and under age group. Lead-in points will move with them but will remain in the lead-in group. Points do not follow the contestant.
- The gate will be closed for all timed events.
- Contestants must wear long pants and boots or close toed shoes.
- Re-runs may be allowed at the Judge's discretion.

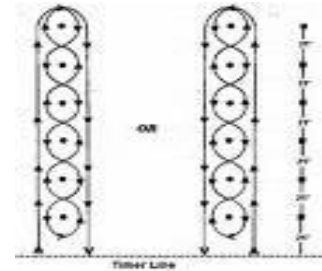
Article IV
Event Rules

- **Dummy Roping 9 and Under**
 - The contestant will cross a starting line on foot to a dummy 10 (ten) feet away and continue roping from a prescribed line until they catch or have used their 4 (four) loops. A 4 (four) loop limit will apply.
 - Time will start when the contestant crosses the starting line and stops when the dummy is roped.
 - Lead-in age group can walk up and drop the rope over the head, six and under is one foot behind dummy, and 7-9 is two feet behind dummy. All must complete head catch.
- **Goat Tail Untying Lead-In**
 - A goat shall be held for the contestant at a distance of approximately 60 (sixty) feet from the starting line.
 - The contestant must be on a horse and led from the starting line to the goat, dismount, and untie a ribbon from the goat's tail.
- **Goat Tail Untying 6 and Under**
 - A goat shall be held for the contestant at a distance of approximately 60 (sixty) feet from the starting line.
 - The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount, and untie a ribbon from the goat's tail.
- **Goat Tail Tying 7 – 9**
 - A goat shall be held for the contestant at a distance of approximately 60 (sixty) feet from the starting line.
 - The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount, and tie the ribbon on the goat's tail.
 - No pre-tying will be allowed.
- **Goat Tying**
 - A goat shall be tied to a stake with a rope at least 10 (ten) feet in length at a distance of approximately 90 (ninety) feet from the starting line.

- The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount, throw the goat by hand and tie any 3 (three) legs together with a goat or pigging string, then stand clear.
- The goat must stay secured for 5 (five) seconds or a no time will be given.
- Time will start when the contestant crosses the starting line and stops when completion of the tie is signaled.
- Should the goat break away from the stake, a rerun will be allowed.
- **Flag Race**
 - Time starts by crossing the starting line, race to and around the barrel grabbing the flag as you pass, and return to the finish line.
 - The flag will be placed on a barrel approximately 90 (ninety) feet from the starting line.
 - The flag will be placed on a barrel approximately 60 (sixty) feet from the starting line for the lead-in age group.
 - Contestants must have the flag in their possession when they cross the finish line to receive a qualified time.
 - Contestants may start from either the right side or left side.
 - Hitting the horse with the flag will result in a no time.
 - A broken pattern or crossing back over the starting line will result in a no time. In the lead-in age group the person leading cannot break the pattern or the timer as this will result in a no time as well.
 - Lead-in age group may be handed the container at the barrel but the contestant must grab the flag on their own.
 - A 5 (five) second penalty will be added for the barrel being knocked over.
- **Pole Bending**
 - The pole bending pattern is to be run around 6 (six) poles, the lead-in age group will run a shorter pattern of three poles.
 - Each pole will be 21 (twenty-one) feet apart, starting 21 (twenty-one) feet from the start/finish line.
 - Contestants may start from either the right or left, but must follow the pattern accordingly.
 - A 5 (five) second penalty will be added for each pole that is knocked over.

- A broken pattern or crossing back over the starting line will result in a no time. In the lead-in age group the person leading cannot break the pattern or the timer as this will result in a no time as well. This means the person leading must go around the poles.

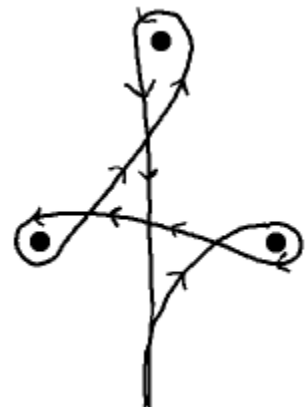
Definition of the Pole Bending Pattern: A rider and horse run past a timer line to the end of a line of six poles, then turn the end pole and weave down through the pattern, again turn at the last pole and weave back up, then run back home across the timer line. (See diagram.)



▪ **Barrel Racing**

- A standard pattern of 3 (three) barrels will be run. The lead-in age group will run a shorter pattern.
- Contestants may start from either the right or left, but must follow the pattern accordingly.
- A 5 (five) second penalty will be added for each barrel that is knocked over.
- A broken pattern or crossing back over the starting line will result in a no time. In the lead-in age group the person leading cannot break the pattern or the timer as this will result in a no time as well. This means the person leading must go around the barrels.

Definition of the Barrel Racing Pattern: The barrel racing pattern is the "clover-leaf" pattern, where 3 (three) barrels are set in a triangle formation. The rider and horse may go either left or right but must complete a "clover-leaf" pattern. (See diagram.) Only 3 (three) turns are allowed (1 right and 2 left or 1 left and 2 right). Riders begin at the start/finish line, circle around the 1st barrel, proceed to the 2nd barrel, and then continue on to the 3rd where they will complete the pattern and finally exit the course crossing the start/finish line a second time.



- **Break-Away Roping**
 - This event shall be performed following the same general rules as calf roping. A 10 (ten) foot score line will be used. Roping before the calf crossed the score line will result in a no time.
 - A regular rope with a bright colored ribbon attached to the end is to be fastened to the saddle horn by a cotton string. (Cotton string and ribbon will be furnished by the Round-Up Club.)
 - Time will start when the calf crossed the score line and will stop when the rope breaks away from the saddle horn.
 - A legal catch is any loop that first passes over the calf's head and then draws up on any part of the calf.
 - There will be 2 (two) loops allowed within a 1 (one) minute time limit.
 - Calf must break string. Contestant may not assist the breaking of the string.
- **Ribbon Roping Rules**
 - No roping the calf before the calf crosses the timer line.
 - Roper must have hands on calf before the runner can remove the ribbon from the tail.
 - Time will stop when the runner crosses the timer line.
 - There will be 1 (one) loop allowed within a 1 (one) minute time limit.
- **Tie Down Roping**
 - No roping the calf before the calf crosses the timer line.
 - Calf must stay tied for 6 (six) seconds.
 - There will be 1 (one) loop allowed within a 1 (one) minute time limit.
- **Team Roping**
 - Time will start when the gate opens.
 - Three legal catches: slick horns, half head, and neck only.
 - 5 (five) second penalty for one leg catch.
 - Time will stop when flag is dropped.
 - Heeler has to be tight roped and stopped to get a flag.
 - There will be 1 (one) loop allowed within a 1 (one) minute time limit.
 - Progressive after first steer.