

TWENTIETH ANNUAL BRONCO ROUND UP DISTANCE CARNIVAL

The 2026 Bronco Round Up Distance Carnival will be held on **Friday, March 6**. The meet will be held on Sparks Track at **Bella Vista High School**. To ensure that the meet stays a manageable size, the number of schools entering will be limited to approximately **Thirty-Five (35)**, determined on a "first-come, first-served" basis.

Meet Format

1. There will be two (2) athlete classifications – Girls and Boys.
2. Runners will be seeded into heats based on ability not grade in school.
3. In both classifications we will be running multiple heats of the 1600 meters, 800 meters and 3200 meters.
4. Each school will be allowed unlimited entries in the 1600, 800, and 3200 meters. **You will need to monitor your own entries and entry fees** as we will not be capping your final team fee and if you don't pay attention the fees can get quite large.
5. All races will be electronically timed (Finish Lynx).
6. Entries will be done through www.athletic.net.
7. As always, we will be playing music during the races.
8. There will be a snack bar available.

Entry fees will be charged on an individual basis.

- \$10.00 per individual competing in one (1) event
- \$15.00 per individual competing in two (2) events
- \$18.00 per individual competing in three (3) events
- Entry fees can only be paid online by credit card through athletic.net after the entry deadline of Sunday, March 1 at 12:00 pm (noon). No cash or checks will be accepted.

Awards: Distinctive T-shirts will be awarded to the top three (3) finishers in each heat. The winner of the fast heat of the 1600 meters, 800 and 3200 meters will receive a custom Bronco Roundup cowboy hat in addition to a t-shirt! There will be no team scoring.

For further information regarding the meet, please contact:

Dave Unterholzner (Meet Director) at e-mail – daveu@surewest.net. More information can also be found at our web site - <http://www.bvtrack.com>.

We look forward to your participation in the Twentieth Annual Bronco Round Up Distance Carnival!