



CHRISTIAN YOUTH RODEO  
ASSOCIATION, LLC

2026-2027 RULE BOOK

Roping Director: Jimmy Morris

4 Wheeler Drivers: Craig Eudy, Shea Osborne

Judge: Mike Smith

Goat Director: Ashley Storey

Barrel Director: Holly Compton

Pole Director: Wendi Griffin

Alley Director: Brant Shifflett

Scripture Secretary: Cindy Smith

Merchandise: Webster

Time Keeper: Connie Burke

Announcer: Kim Webster

Secretary: Jan Osborne

Vice President: Ashleigh Pittman

President: Ethan Pittman

## MEMORY VERSES FOR THE YEAR:

Rodeo #1 - Philippians 4:4, "Rejoice in the Lord always. I will say it again: Rejoice!"

Rodeo #2 - Philippians 4:6, "Do not be anxious about anything, but in every situation, by prayer and petition, with thanksgiving, present your requests to God."

Rodeo #3 - Philippians 4:7, "And the peace of God, which transcends all understanding, will guard your hearts and your minds in Christ Jesus."

Rodeo #4 - Philippians 4:8, "Finally, brothers and sisters, whatever is true, whatever is noble, whatever is right, whatever is pure, whatever is lovely, whatever is admirable – if anything is excellent or praiseworthy – think about such things."

Rodeo #5 - Philippians 4:9, "Whatever you have learned or received or heard from me or seen in me – put it into practice. And the God of peace will be with you."

Rodeo #6 - John 15:5, "I am the vine; you are the branches. If you remain in me and I in you, you will bear much fruit; apart from me you can do nothing."

Rodeo #7 - John 15:6, "If you do not remain in me, you are like a branch that is thrown away and withers; such branches are picked up, thrown into the fire and burned."

Rodeo #8 - John 15:7, "If you remain in me and my words remain in you, ask whatever you wish, and it will be done for you."

Rodeo #9 - John 15:8, "This is to my Father's glory, that you bear much fruit, showing yourselves to be my disciples."

Rodeo #10 - John 15:9, "As the Father has loved me, so have I loved you. Now remain in my love."

Rodeo #11 John 15:10, "If you keep my commands, you will remain in my love, just as I have kept my Father's commands and remain in his love."

Rodeo #12- John 15:12, "My command is this: Love each other as I have loved you."

Finals (Worth TWO points): Matthew 6:9B-13, "Our Father, in Heaven, Hallowed be Your Name. Your kingdom come, Your will be done, on earth as it is in Heaven. Give us this day, our daily bread, and forgive us our sins as we forgive those who have sinned against us. Lead us not into temptation, and deliver us from evil. For Yours is the Kingdom, the power, and the glory forever. Amen.

### **GENERAL RULES:**

1. All contestants and parents are required to read the rules carefully, particularly those relating to the events in which they enter.
2. No loose pets. All pets must be properly secured on a leash. Loose pets will be asked to be kept at vehicle.
3. August 1, 2026 is the cutoff date for age of contestant. Their age as of August 1, 2026, will determine which age groups each contestant is eligible to compete in.
4. Contestants may compete up, but not down. For example, a 9 year old may enter the 10 and under, 14 and under, and 19 and under. A 15 year old may only enter the 19 and under.
5. The decision of any judge will be final, and no protest by contestant or parent will be permitted, except through the event director. Such protest must be made to the Event Director, AFTER THAT EVENT IS CONCLUDED AND BEFORE THE NEXT EVENT BEGINS, who will review the Rule Book and consult with the judge. A final ruling will be made and the Event Director will relay the ruling to that parent/contestant.

6. Each contestant is responsible for their draw position. Since we have no sign-up table and entries are taken online prior to the rodeo, the contestant's name will be called three times, and then they will be scratched. There will be NO moving draw order, or rolling to the end. If the contestant is not ready when called, they will be given a NO TIME. The announcer will have a stop watch running. 30 seconds after the contestant's name is called, they will be given a "second call." 30 seconds later will be a "third call." 30 Seconds later they will be turned out and considered a scratch. Judge's discretion for uncooperative horses.

7. You may only enter each event (in each age division) one time, except for team events (team roping and ribbon roping), which you may enter twice by switching ends or partners (See the Team Events section for more details). For example, an 11-year-old may enter one time in each 14 and Under event, and one time in each 19 and Under event.

8. Because we are a Christian association, we will encourage Scripture memory throughout the season. A memory verse will be posted on the CYRA website no later than Monday of each rodeo week. If the contestant correctly says the verse to our office staff, they will receive one (1) extra point to any event they choose. If the contestant correctly says each memory verse, they have the opportunity to earn 15 extra points by memorizing God's Word. This year we are memorizing verses from Philippians 4, John 15 and the Lord's Prayer. The Finals rodeo will have multiple verses, and contestants can receive 2 (two) points for memorizing all verses at the Finals Rodeo.

9. If you are choosing to come to CYRA, please understand that every contestant's parents will be asked to help, in some small way. We will make every effort to assure that you get an assignment that fits you and your family. However, that cannot always be the case. Everyone who attends CYRA rodeos will be signed up to work an assigned place at least every third rodeo, regardless of if you are coming for prizes or just practice/day money. If you do not reach out let us know you cannot work your spot, and simply don't show up to work it, we will not let your child compete. If they have already competed, they will received a no time if it is discovered.

10. Contestants may only compete in gender specific events according to the gender on their birth certificate.

11. Any contestant who begins entering rodeos or different events after the 4<sup>th</sup> rodeo will not be added to points standings. Their runs will be marked “day \$” and will be considered running for Day Money Only, UNLESS they adhere to Rule #12. This “Day Money” applies to anyone competing up in age division as well.

12. Buy In Option: If you begin coming to CYRA Rodeos past the 3<sup>rd</sup> rodeo, but still would like to qualify for the Finals and prizes, you may “buy in” those entries needed to qualify, up until APRIL. For example, let’s say a contestant joins us in December. They have already missed too many rodeos to qualify for Finals and prizes. However, if they would like to pay entry fees for the number of rodeos they missed, they will be added to the points standings and become eligible. This buy in option is only available through the month of March. After Rodeo #12, this option will no longer be available. The contestant will only qualify for the event they pay the “buy in” fees for. For example: if they are entering barrels and pay the buy in fees for barrels only, they cannot also qualify in poles. They would have to pay the buy in fees for poles as well.

13. CYRA is offering a Friday Night Slack option for the 26-27 Season. The cost will be \$15 (above the entry fee) per entry, to cover the cost of the extra arena rental and the workers for an extra day. Friday night slack will be offered at every rodeo EXCEPT Finals. There will be no slack on Finals weekend. Payout for slack AND rodeo will not be paid until after the rodeo Saturday. Winnings can be picked up at the following slack or rodeo. If your contestant signs up for Friday night slack, please note that a parent or representative will HAVE to work Friday night. Slack order and rodeo order of events can be found on page 11 of the Rule Book.

### **BEHAVIOR:**

1. The association will tolerate no alcohol, illegal drugs, or use of profanity. Such behavior will result in disqualification.

2. There will be NO approaching, arguing, or yelling at the judge, or CYRA board. Such behavior will result in loss of points for the rodeo and removal in which the incident occurs.

3. People are expected to stay off of arena's personal property, and behave in a reasonable manner. Examples of NOT doing such include, but not limited to: rummaging through the arena owner's horses, barn area, wash rack, personal dummies, and/or running loudly through the bleachers, etc. If children are warned and continue this behavior, the CYRA Board of Directors will begin documenting this behavior. The parents will be told each time the behavior is documented. After three "write-ups," that contestant will not be allowed back to a CYRA event for the remainder of the 2026-2027 season.

4. CYRA reserves the right to immediately remove any parent, family member, or contestant who is acting or speaking in an attacking or berating way. If an incident occurs, the contestant AND parent/family member will be asked to leave and denied entry for CYRA. See the "Right to Refuse Service" posted on the website for more details.

### **MEMBERSHIP:**

1. "Membership," as always, is FREE! The term "membership" is usually used to obtain fees and money. We don't charge any extra fees or money outside of entry fees, so Membership is not technically a term we use. Anyone is welcome to attend CYRA rodeos, and those who attend 10 out of 12 regular season rodeos will make the Finals.

2. We must have a copy of every contestant's birth certificate on file. Birth Certificates from the 26-27 Season are kept on file. New members must take a picture and either text or email it to the rodeo secretary. Directions for birth certificate sending can be obtained through the CYRA secretary.

3. Contestants must attend 10 out of 12 **regular season** rodeos IN AT LEAST ONE EVENT to be eligible for the finals rodeo, and to receive year end prizes, in that event ("Pay but Scratch counts as being at that rodeo. See Below.)

4. You may pay but scratch as many rodeos as you need to. You do not have to declare you are paying but scratching. If you paid your entry fees but didn't show up, you will be considered pay but scratch and will receive one participation point, and one attendance point for Pee Wee.

**WAIVER:**

1. In April of 2022, the CYRA secretary met with a lawyer to draft and advise on the Waiver of Liability. Texas has adopted the Uniform Electronic Transactions Act (UETA), which states that a record or signature may not be denied legal effect or enforceability solely because it is in electronic form. An "electronic signature" is defined as electronic sound, symbol, or process attached to or logically associated with a record and executed or adopted by a person with intent to sign the record.

2. This year, per the legal standing in Texas, you will agree to the waiver electronically. It is just as legally binding as if you were to sign and notarize a paper form. By checking the box, you agree to every term and condition in the Waiver of Liability, and are choosing to hold harmless CYRA for any injury or death.

3. This waiver is legally binding, and when you check the box, you are assuming you are the parent or legal guardian of the contestant whom you are entering, and you agree to the waiver of release of liability.

**ENTRY FEES:**

1. Entry fees shall be as follows:

Event	Entry Fee	Stock Fee	Office Charge	Timer Fee	Total Fee
All Roping Events	\$10	\$13	\$7	\$0	\$30
All Goat Events	\$10	\$13	\$7	\$0	\$30
Barrels/	\$12	\$0	\$8	\$10	\$30

Poles					
All Pee Wee Events	\$10	\$5	\$5	0	<b>\$20</b>

2. You have three options for paying entry fees.

a. Online with a credit or debit card

b. CASH

b.2-. Leave cash at the Scripture table one rodeo for the NEXT rodeo. Cash must be in an envelope with your child's name, date of rodeo, and events they are entering.

b.3- Cash may be delivered to the secretary no later than Monday at 8 pm of the rodeo week (Tuesday at 8 pm with late fee). The cash must be in an envelope with their name, events, and date of rodeo.

ALL CASH OPTIONS ARE NON-REFUNDALE.

3. No checks will EVER be accepted. No money will be collected after Tuesday at 8 pm of the rodeo week.

4. We will offer Late Entries through Tuesday at 8 pm. There WILL be a \$25 PER ENTRY late fee. These entries will reflect on the website and be available online. You will buy those tickets the same way you buy the regular entry tickets. The Late Books will close at 8 pm Tuesday, and there will be NO more entries or payments after that.

5. Books will open on Friday at 8:00 AM the week before the rodeo and close on MONDAY AT 8:00 PM (or late fees through Tuesday at 8 pm) of the Rodeo Week. It is each contestant's parent's responsibility to enter the rodeo. If a contestant does not get entered AND PAID by MONDAY AT 8 pm (or late fees by Tuesday at 8 pm), they will not be able to enter that week's rodeo. NO EXCEPTIONS!!! BOOKS ARE OPEN FOR FOUR DAYS (Five with late fee Tuesday). IF YOU FORGET AND DO NOT GET ENTERED AND PAID BY MONDAY AT 8PM (Tuesday at 8 pm with a late fee), THIS IS NOT THE SECRETARY, OR ANYONE ASSOCIATED WITH CYRA'S, FAULT. WE WILL NOT TOLERATE BERATING, UGLY LANGUAGE, OR SLANDER BECAUSE YOU FORGOT TO ENTER THE RODEO. THIS IS YOUR RESPONSIBILITY, NOT THE RESPONSIBILITY

OF CYRA. IF THIS BEHAVIOR OCCURS, IT IS UP TO CYRA TO DECIDE IF THERE WILL BE A ONE RODEO SUSPENSION OR NOT.

5. You will get a reminder email, and a FaceBook announcement Friday, Saturday, Sunday, and Monday before the rodeo, reminding you to enter. Everyone who has given us their email address will get a reminder email. You may opt out of the reminder emails if you choose, but you will NOT be added back to the reminder email list if you do this.

6. ONLINE ENTRIES will be charged a \$1.99 Credit Card fee PER ENTRY. This money does not go towards CYRA in any way, but pays for the fees that the Credit Card company charges CYRA. The website provider charges 2.9% + \$0.30 for every transaction. This amounts to over \$2.00 per entry. If you choose to pay entry fees in cash, the fee is \$30.00 per event for compete classes and \$20.00 even for pee wee classes. Cash payment options are listed above, and we HIGHLY ENCOURAGE CASH TO AVOID CREDIT CARD AND WEBSITE FEES! They get very pricey for both contestant's families, AND CYRA!

### **DRAW OUTS:**

1. All draw outs must be called or texted to the Rodeo Secretary by Thursday at 8:00 PM of the Rodeo Week.
2. If the above rule is not observed, no refunds will be made.

### **TURN OUTS:**

1. If a contestant is not willing to compete on his own, his stock will be turned out at the discretion of the judge.
2. If the turn out happens during Goat Tying, their goat will be tied by a by-stander to keep the goats even.

### **DRAW:**

1. All positions in which contestants are to run will be drawn at random.

2. Draw will be posted to CYRA website no later than Friday Morning of the Rodeo Week.

3. In the event a contestant is left off the draw for a technical reason, and it is determined that they DID enter by the deadline, but there was technical error, they will be added to the end of the event in their age division.

PROOF OF ENTRY MUST BE SHOWN TO ASSUME THERE WAS TECHNICAL ERROR. EXAMPLES OF PROOF COULD BE, BUT NOT LIMITED TO: A PICTURE OF THEIR ENTRIES OR A PICTURE OF THE SCREEN WHERE THEY ATTEMPTED TO ENTER BUT COULD NOT DUE TO TECHNICAL ISSUES.

4. There will be no re-draw for any reason.

5. If the same horse is used by different contestants, and they need a break or split in the draw, this information MUST be provided to the Rodeo Secretary no later than Tuesday at 8 pm of the rodeo week. For example: If two sisters run the same horse in the 14 and under Barrels, they can be put first and last in the 14 and under, but only if they reach out to the secretary by 8 pm on Tuesday. If they do not, there will be no draw manipulation.

### **Double Rodeos:**

CYRA has all rodeo weekends scheduled as double rodeos. Any rodeo that is cancelled for weather reasons will be made up by having a double rodeo at a later date. It will be scheduled ASAP.

### **Slack:**

Will be held the evening before the same location of the rodeos. Roping barriers and stakes will all stay the same throughout the weekend. You can run both of your runs for each rodeo in the Friday slacks. All slack will be run like the rodeos, we will complete all the first rodeos runs then followed by the slack runs for the second rodeo. Roll over times will be allowed and must be designated before slack starts.

FOR ALL RODEOS: Since books open 2 weeks prior to the first rodeo, we will allow changes for the first rodeo (slack-Saturday and vice versa)

through Monday at 8pm or Tuesday with a late fee. For example: If you entered slack for the first rodeo of the double, but then something comes up Friday, we can change that entry to Saturday, but will not refund slack fees. If something came up Saturday and you need to change to Friday night slack, you can enter more Saturday events to equal your slack fees to change the first rodeo of the double.

### **ORDER OF EVENTS:**

1. Order of Events at all rodeos will be as follows:

#### **Friday Night Slack 6 PM-**

PW Barrels  
Complete Barrels  
PW Poles  
Complete Poles  
PW Dummy Goat Tying  
PW Goat Ribbons  
10u goat ribbons  
10-19U Walk up goat tying  
10-19U Goat tying  
Pw Dummy Roping  
10U-19U Sled  
10U-19U Breakaway  
12-19U Tie Down Sled  
Ribbon Roping  
Team Roping

#### **Saturday Rodeo Order of Events 8 AM-**

Pw Dummy Roping  
Pw Dummy Goat Tying  
PW Goat Ribbons  
Pw Barrels  
Pw Poles  
**Grand Entry**  
10U Barrels

14U Barrels  
19U Barrels  
10U Poles  
14U Poles  
19U Poles  
10u walk up goat tying  
14U walk up goat tying  
19U walk up goat tying  
10U Goat Ribbons  
10U Goat Tying  
14U Goat Tying  
19U Goat Tying  
10-19U Sled Roping  
10-19U Breakaway  
12-19U Tie Down Sled  
Ribbon Roping  
Team Roping

Since all rodeos are doubles, events will be ran in reverse order for the second rodeo with at least a 30 minute break in between rodeos. Rolling over first rodeo times for second rodeo time must be designated before the start of the first rodeo on the day of the first rodeo.

### **OFFICIALS:**

1. Only CYRA officials may occupy the announcer's stand.
2. Timekeepers, barrier judge, or field judge may not be changed until the go-round is completed, except in extreme emergencies.
3. Judge's decision is final.

### **POINTS:**

1. The following scale will be used to calculate points:  
1<sup>st</sup> place - 11 points  
2<sup>nd</sup> place - 10 points  
3<sup>rd</sup> place - 9 points

- 4<sup>th</sup> place - 8 points
- 5<sup>th</sup> place - 7 points
- 6<sup>th</sup> place - 6 points
- 7<sup>th</sup> place - 5 points
- 8<sup>th</sup> place - 4 points
- 9<sup>th</sup> place - 3 points
- 10<sup>th</sup> place - 2 points
- 11<sup>th</sup> place and down - 1 point

2. In the event of a tie, points will be added together and divided by the number of places in the tie. For example: If 1<sup>st</sup> and 2<sup>nd</sup> place both receive the same time, they would each receive 10.5 points.

**EARNINGS/PAYOUT:**

1. Payout scale will be as follows:

# of Contestants	Places Paid	% Payout
1-5	1	100%
6-10	2	60/40%
11-19	3	50/30/20%
20-29	4	40/30/20/10%
30+	5	34/27/20/13/6%

2. Payout is 100% payback of entry fees!

3. Earnings will be calculated throughout the season and available to the public, shown on our website.

4. In the event that there are ALL no times (for example, no catches in the Breakaway, etc), CYRA will retain all winnings and earnings. It will NOT be divided among contestants and divvied out. Since CYRA has low entry fees, no membership fees, or any fund raisers throughout the year, the rare occasion that all no-times occur will go towards end of year prizes.

5. If you do not collect your earnings for one rodeo by the NEXT RODEO, it will be kept by CYRA and go towards prizes. It is not the responsibility of

the secretary to keep up with monies won and NOT COLLECTED. At the Finals rodeo, you have one week to collect your earnings. The secretary will not meet you, or mail the earnings. They are cash and cash should not be mailed. If you have not collected your earnings by Saturday after the Finals Rodeo, they will be kept by CYRA for prizes the next year. We encourage everyone to collect their earnings on the day of the rodeo in which they won. We make every effort to get their earnings to them that day. But, if they choose not to collect their money the day they win it, it is their own responsibility to track it down and collect it.

### **STOCK DRAW**

1. There will be no drawing of stock at CYRA. Each contestant will get the calf/steer/goat that is loaded into the chute in order of their DRAW (for roping events). Goat stock will be determined by Goat Director and Goat Stock Contractor, and will be changed every 3 runs. If a contestant draws the same stock at three rodeos in a row there will be a designated redraw. The redraw will happen immediately.

2. In layman's terms, as stock is loaded, that is the stock you get. There will be no drawing for stock. You will receive the animal in order of how it is loaded in chute/Goat Contractor.

### **PEE WEE EVENTS:**

1. Pee Wee contestants must be ages 7 and under (As of August 1, 2026). Birth Certificate is required.

2. All Pee Wee events are non-compete and do not pay day money. They will receive a buckle and all other prizes at the end of the season.

3. Pee Wee contestants must attend 10 out of 12 regular season rodeos to be eligible for the finals and win year end awards (Same as the compete classes). Remember you may pay but scratch as many times as you need.

4. Pee Wee contestants will be eligible to win a saddle! Read the section titles YEAR END AWARDS, under the PEE WEE section for more information!

### **TEAM EVENTS :**

1. Team Roping is no longer considered a “team event,” for prize/winning purposes. It is now seen as 2 separate events, Team Roping, Heading and Team Roping, Heeler. You may enter with a partner, or enter and use the manipulated draw (CYRA will match you with a partner that has a chance of catching AND integrity to try their best. That person will receive no points or money on extra runs).

2. For Ribbon Roping only -If a team enters and pays their entry fees by Tuesday at 8 pm of the rodeo week, but then one partner doesn't show up, the team will be considered a turn out. There will be no refunds for the attending partner after Thursday at 8 pm.

3. You may enter the team roping twice, by switching ends or partners. For example, a header may enter twice with 2 separate heelers. OR, the contestant may enter once heading and once heeling with the same, or different partners, or they can draw a partner.

4. You may enter ribbon roping twice, ONLY by switching ends. For example, you may enter as a roper once and as a runner once. However, you may not enter twice as a runner or twice as a roper.

5. CYRA will match Team Roping partners this year! It will be a manipulated draw, meaning that if a team roper does not have a partner, CYRA will match them with someone who has integrity and a fair chance of catching. That person will not be eligible for points or money - it will be a practice run for them. It will be marked (EX) for extra run.

6. If one team member enters the rodeo by Tuesday at 8 pm of the rodeo week, but the other member fails to do so, the partner that did enter will be matched with someone else by CYRA.

### **DRESS CODE:**

1. Western attire required in arena for contestants. Inclement weather conditions will allow for jackets, hoodies, and vest to be worn over western attire while competing. This will be determined by the CYRA board prior to the start of the rodeo. Cowboy hats may also be negated in these conditions.

2. Shoes must be western lace up boots or boots. Hey Dude type shoes or tennis shoes are not allowed, due to safety. If you are found to have on these shoes, you will not be allowed to compete until you change shoes.

3. There is no penalty for hats falling off at any point, including in the alley or roping boxes.

### **FINALS RODEO:**

1. To be eligible for the Finals and receive year end prizes, each contestant **must** attend 10 out of 12 rodeos in a single event to qualify for the finals and year end prizes in that event (Pay but Scratch rodeos count as “being there.”). For example, you must compete in 10 U Breakaway events to qualify for 10U Breakaway.

2. Finals entry fees will be the same as Regular Season rodeos. Points will be the same as Regular Season rodeos.

3. In order to receive year end prizes, Finals Entry Fees must be paid. Even if a contestant cannot attend the Finals rodeo, they still must pay entry fees in the events they qualified for to get their prizes. For example, if a contestant has competed in 10 out of 12 regular season rodeos (including pay but scratch options), but cannot attend the Finals Rodeo, they still must pay entry fees for their qualified events, and arrange a time to pick up their prizes.

4. If a contestant does not attend the Finals rodeo, but made 10 out of 12 Regular Season Rodeos AND paid their final entry fees, they have until June 1 to pick up their prizes. The Rodeo Secretary will have these prizes available ONLY until June 1, 2027. If you fail to pick up your prizes by June 1, 2027, they will be kept by CYRA!!!

5. For PEE WEE ONLY: Buckles must be purchased by January to be in by May. If, in January, your contestant had a buckle ordered, but the contestant ended up missing more than 2 rodeos (including unlimited pay but scratch), parents may buy their BUCKLE ONLY (no other prizes) for \$100. This contestant will not be called out during the finals, nor will they make the finals, and they may not compete at the Finals. BUT, you may buy their buckle only... if it was ordered. The Rodeo Secretary will clarify if it was ordered or not.

6. Contestants will run last to first in the event, from the Regular Season standings. This will be the draw, and the run order for each compete event for the Finals Rodeo. Pee Wee Events will be drawn.

7. CYRA will offer a fun event in the arena Friday night before the Saturday performance. Information for Friday night events will be available no later than April 1, 2027.

8. Finals Rodeo AND year end prizes are **only** open to those CYRA contestants who attended 10 out of 12 rodeos, **in at least one event** (Pay but scratch rodeos count as a NT, and like you attended that rodeo.) For example, if a contestant attended 10 rodeos in goat tying, but only 9 or less rodeos in Breakaway, they would only be able to enter the Finals and receive year end awards in Goat Tying. For another example, if a contestant enters 4 times in the Sled Roping, 3 different times in the Breakaway, and 4 different times in Goat Tying, this does NOT equal 10 rodeos. The contestant must compete in 10 rodeos in AT LEAST ONE EVENT to make the Finals, and to receive Year End Awards.

9. All rules and regulations for the Regular CYRA Season apply to the Finals rodeo.

10. Back Numbers will be available on Finals Day for every eligible Pee Wee and Compete Class contestant.

Contestants MUST wear their back number while in the arena at the finals. CYRA directors will be available for assistance pinning on back numbers.

### **YEAR END AWARDS:**

**\$2500 CASH money will be added to the payout at CYRA Finals!**

**All Around Winners:**

**\*\*Only 4 events will go towards the All Around Champion. You must tell the secretary which 4 events you would like to count for the 26-27 season by the fourth (4<sup>th</sup>) rodeo, by the end of the rodeo that day. For example, a contestant might enter nine events, but may only declare 4 to go toward All Around. Those 4 events will be listed for each contestant on the All Around Standings, so we can all see which you chose. You will text or email these 4 events you choose to the secretary by Rodeo #4. Only those contestants who send their 4 events to the secretary by the 4<sup>th</sup> rodeo will be added to the All Around list. Events can be changed up until the 4<sup>th</sup> rodeo. (For example: A contestant begins the season by saying they want Barrels, Poles, Goat Tying, and Breakaway Roping to count for their All Around. By rodeo #3, they want to change from Goat Tying to Goat Ribbons. The accumulated points will change to reflect those four events in their entirety). After the 4<sup>th</sup> rodeo, no changes will be made to All Around list and no contestants will be added who did not declare their 4 events.**

**\*\*\*Must have 5 or more contestants who enter 3 or more events to pay out!  
If an age group does not have 5 or more contestants who enter 3 or more events, the All Around will only pay a Rainbow buckle to 1<sup>st</sup> place.**

**\*10 U All Around:**

1<sup>st</sup> place- \$3,000 Custom Trent Ward 13.5" all around Saddle

2<sup>nd</sup> place: Rainbow Buckle

3<sup>rd</sup> place: Custom Spurs

**\*14U All Around:**

1<sup>st</sup> place: \$3,000 Custom Trent Ward 14" all around Saddle

2<sup>nd</sup> place: Rainbow Buckle

3<sup>rd</sup> place: Custom Spurs

**\*19U All Around:**

1<sup>st</sup> place: \$3,000 Custom Trent Ward 14" all around Saddle

2<sup>nd</sup> place: Rainbow buckle

3<sup>rd</sup> place: Custom Spurs

## **Event High Point Winners:**

(These High Point winners will be the contestant who has the most points under that category. Sled roping, Breakaway, Team Roping, Ribbon Roping, Tie Down Sled points will add together for Roping High Point. Goat Tying, Goat tie FOOT, and Goat Ribbons will add together for Goat High Point. Barrels and Poles will add together for Speed High Point. Contestant will NOT have to enter every event in that category to win. For example, a contestant who enters ALL roping events but only has 270 points will not win against a contestant who only enters 2 roping events but has 300 points.)

\*\*\*Must have AT LEAST 5 contestants who enter 2 or more events in the category to pay out. Less than 5 contestants (4 OR LESS) will not pay out a saddle. It will pay a buckle. To be determined at Rodeo #8.

10U Roping High Point: 13.5" Teskey's Roping Saddle

10U Goat High Point: 13.5" Corriente Barrel Saddle

10U Speed High Point: 13.5" Corriente Barrel Saddle

14U Roping High Point: 14" Teskey's Roping Saddle

14U Goat High Point: 14" Corriente Barrel Saddle

14U Speed High Point: 14" Corriente Barrel Saddle

19U Roping High Point: 14" Teskey's Roping Saddle

19U Goat High Point: 14" Corriente Barrel Saddle

19U Speed High Point: 14" Corriente Barrel Saddle

**Event Prizes: (prizes are subject to change and can be changed from the list.)**

Events with MORE THAN 10 contestants at 10 out of 12 regular season rodeos. ("Pay but Scratch" rodeos count as being in attendance and are reflected with a NT, or 1 participation point). Count will take place at rodeo #8.

1 <sup>st</sup> place	2 <sup>nd</sup> Place	3 <sup>rd</sup> Place	4 <sup>th</sup> Place	5 <sup>th</sup> Place	6 <sup>th</sup> & Down
Saddle	Buckle	Horse Blanket	Breast Collar	Fly Sheet	***See Below

Events with 10 OR LESS contestants at 10 out of 12 regular season rodeos. ("Pay but Scratch" rodeos count as being in attendance and are reflected with a NT, or 1 participation point). Count will take place at Rodeo #8.

1 <sup>st</sup> place	2 <sup>nd</sup> place	3 <sup>rd</sup> place	4 <sup>th</sup> place	5 <sup>th</sup> place	6 <sup>th</sup> & down
Buckle	Horse Blanket	Breast Collar	Fly Sheet	Splint Boots	***See Below

\*\*\*\*6<sup>th</sup> place prizes are as follows: Camping Chairs, CYRA backpacks, Fly Masks, Leather Pillows, Trailer Decals, Halters, Hay bags, Spur Straps, Tie Downs, or other items of similar quality and value.

### **SADDLES:**

Saddles will be Corriente and Teskey's quality brand saddles for event and overall event winners. Saddle for High Point brand will be ¼ tooled Trent Ward saddles, valued at \$3,000.

### **Pee Wee Prizes:**

2. Pee Wee prizes will be: Buckle, backpack, T shirt, Rodeo toy, and all the extras.

2A. Pee wee contestants who enter AND COMPETE in every pee wee event (pee wee barrels, pee wee poles, pee wee dummy roping, pee wee dummy goat tying, AND pee wee goat ribbons) at all of the rodeos will win a CYRA custom saddle, in addition to every other pee wee prize! These contestants are allotted one pay but scratch rodeo, giving them one opportunity to miss. However, they must attend all other 13 rodeos, and

enter all events, including the finals, to win a saddle. In short: to win a saddle, pee wee contestants MUST:

- Enter AND compete in every pee wee event,
- At 13 rodeos. They are allotted ONE pay but scratch rodeo to still qualify for the saddle.
- Memorize all 14 Scripture verses,

3. Extras: Every contestant (pee wee AND compete classes) will receive (in addition to what they won in events): a Bible, a poster, and other cool extras! For the 26-27 season, every contestant who qualifies for the CYRA Finals will receive a custom-made jacket with their names on them.

### **BARRIERS:**

Barriers will not be used on Sled. Electronic Barriers will be used on 10, 14 and 19U Breakaway, Ribbon Roping, and Team Roping. In the event of a timer/barrier malfunction, Roping Director will decide whether to proceed without barriers or not.

Breaking the barrier will add +10 to a run.

### **TIMERS:**

1. CYRA Officers Secretaries will be responsible for keeping the time on each run.
2. Two timers will be used, including the Electric Eye automatic timer, and the backup timer of Judge's flag and Time Keeper's time.

### **RE-RUNS:**

1. Re-runs are at the discretion of the judges. If a re-run is given, the judge/judges will determine if the run will be immediately or last in the event in the age group.

### **TIES:**

1. Ties for single events during the Regular Season rodeos and the finals will split points and money. For example: if 1<sup>st</sup> pays \$60 and 2<sup>nd</sup> pays \$40, but there is a tie, money will be as follows:  $60+40=100$ , divided by  $2=50$ , so the money would split between the tie \$50/\$50.

2. Ties for end of year awards will be broken as follows:

#1 - By who had the most 1<sup>st</sup> place wins. If still tied then,

#2 - By who had the most 2<sup>nd</sup> place wins. If still tied then,

#3- Who won the most money in that event.

## **JOB DESCRIPTION OF DIRECTORS:**

### **Rodeo Secretary:**

1. Manage all entry fees collected, and disperse among payout, stock contractors, and bills to be paid (insurance, arena rental, diesel, etc).

2. Provide Financial Report for every rodeo, and answer any questions for any CYRA family about funds used.

3. Manage any outside funds (such as Merchandise sales, donations, etc) as our association offering.

4. Is responsible for allocating and purchasing all year end awards.

### **Event Directors:**

1. Attend at LEAST one meeting annually. This meeting should be in person, but can be in online platform and emailed to everyone if a meeting time cannot be agreed upon by all Directors.

2. Be knowledgeable about ALL rules regarding their event.

3. Be present for the duration of their event at every rodeo.

4. The Event Directors are responsible for any issues during their event. They will take the issue to the judge, listen to his/her ruling, and then deliver the ruling to the contestant or parent.

#### Scripture Secretary:

1. Will be available for recitation 30 minutes prior to start of every CYRA rodeo, and for the duration of the rodeo.
2. Will record each contestant's recitation of the correct verse, and indicate where they would like their extra point.

#### Office Secretaries:

1. Will arrive 30 minutes prior to the start of each CYRA to secure that all timers and mechanics are working properly.
2. Are responsible for keeping time of every run, and announcing the time correctly.

#### Alley Directors:

1. Will arrive at each CYRA rodeo 30 minutes PRIOR to barrel racing (first event that uses the alley).
2. Will keep the alley clear, and keep the contestants coming when it is their turn.
3. Will be responsible for relaying the "three call" rule to the announcer and office secretary.
4. Will be responsible for determining any dress code violations occurring during alley-used events. They will take the dress code violation that occurs in alley-used events to the judge for the final ruling, and then deliver the ruling to the announcer, office secretary, and contestant/parent.

#### EVENTS:

### **PEE WEE DUMMY ROPING:**

1. Contestants must be 7 years old or under as of August 1, 2026.
2. This is a non-compete class, with no day money won.
3. There will be a one minute time limit
4. The contestant must rope the dummy around the neck, bell collar catch.
5. The time will start when the contestant crosses the starting line and will stop when the rope is pulled tight around the dummy's neck.
6. The contestant must swing with rope and throw the rope in an attempt to catch the dummy. If the contestant should miss on the first attempt, he/she may rebuild one loop (parent or friend may assist).
7. Pee Wee Dummy Ropers may take their cowboy hats off before they rope, so that they do not hit their hat while swinging. They still must wear their hat for other Pee Wee Events.

### **SLED ROPING 10U, 14U, AND 19U:**

1. The time will start with a flagger, when the horse crosses the flagger's line, and the time will stop when the contestant's rope breaks away from the saddle.
2. No barrier will be used in this event.
3. Should be a bell collar catch. If the loop catches the front of the sled, or anywhere on the sled but is still around the neck, it will count as a catch. Judge will make the ruling.
4. Speed on the ATV will be as follows: Speed will be appropriate for each age division and consistent at each rodeo. Should be similar to: 1<sup>st</sup> gear for 10U, 2<sup>nd</sup> gear for 14U, and 3<sup>rd</sup> gear for 19U.

5. A catch around the pole is considered a miss.
6. The contestant must swing the rope and throw the rope in an attempt to catch the dummy.
7. Contestant will receive a no-time for roping dummy without throwing a loop.
8. A dropped loop will count as a thrown loop. ONE loop will be permitted. There is no rebuilding or second loops.
9. Time limit is one minute from flag to flag.
10. Time will be started and stopped between two flags. One at the box, whether mechanical or manual, will start the time and one at the field Judge to stop the time.
11. The flagman and field judge shall be in position to accurately judge the contestant.
12. Judge's decision is final. There will be no arguing with the judge.
13. After each completed run, the 4 wheeler driver will pull the tie of the contestant. If the tie comes undone, it will be a no time. If the tie is tight enough to stay tied, no penalty is assessed.

#### DISQUALIFICATIONS AND NO-TIMES:

1. Committing any offense listed in the rules.
2. Failure to rope the dummy.
3. Illegal catch.
4. Going past the one minute time limit.

5. Contestant will receive a no-time for breaking rope from saddle horn during throw or pulling slack. However, if the rope should dally around the horn, the contestant may ride forward, un-dally the rope, and then stop the horse to make the rope break away.

**BREAKAWAY 10U, 14U, and 19U:**

1. Must be a bell collar catch. The calf must break the rope from the saddle horn.
2. Contestant must use string approved by the judge. All contestants are to use breakaway string provided by the Roping Director.
3. Rope shall be tied onto the saddle horn at the knot. Flag will be provided by Event Director.
4. A dropped loop will count as a thrown loop.
5. Barrier will be used.
6. One minute time limit from flag to flag.
7. Gate will be closed during the breakaway event. No other contestants are allowed in the arena while contestant is roping. Only judge, human hazers, or approved persons are allowed in the arena while the contestant is roping.
8. Time will be started and stopped between two flags. One at the flag by the box, and one by the Judge to stop the time.
9. The field Judge shall be mounted and in position to accurately judge the contestant.
10. Judge's decision is final.

**DISQUALIFICATIONS AND NO-TIMES:**

1. Committing any offense listed in the rules.
2. Failure to rope calf.
3. Contestant will receive a no-time for roping calf without throwing a loop.
4. Contestant will receive a no-time for breaking rope from saddle horn during throw or pulling slack. However, if the rope should dally around the horn, the contestant may ride forward, un-dally the rope, and then stop the horse to make the rope break away.
5. Illegal catch.
6. Going longer than one minute.

### **SLED TIE DOWN, 12U and 19U**

1. There shall be two individual timekeepers, a time for field Judge and a time for barrier Judge. This event uses an ATV to pull a tie down dummy, with a realistic calf. 19U Must flank the calf from the ground. 12U will not have to flank the dummy, but may tie it as it lays after the catch.
2. Automatic timers or manual timers will start time.
3. Length of box will remain the same for all ropers. No exceptions will be made for unruly or anticipating horses. Refer to Barrier Rules.
4. No barrier will be used.
5. Gate will be closed.
6. One loop will be permitted.
7. A legal catch shall be catch as catch can.
8. A dropped loop is a thrown loop.

9. The contestant must rope the dummy, dismount, go down the rope, throw the dummy by hand (12U does not apply to this rule) and cross and tie any three legs. Tie MUST be tight enough to withstand the 4 wheeler driver pulling in an upward motion, and not coming untied. If the tie comes undone on his pull, it will be a no time.
10. The roper will receive a no-time for going back to the tie after he has signaled for time stop.
11. ATV will begin forward movement when the contestant nods.
12. Roper will have 60-second time limit, flag to flag.
13. Judge's decision is final.

## **RIBBON ROPING**

1. There are TWO entries/contestants in the Ribbon Roping event, and they will enter as a TEAM. Both the runner AND the roper will pay entry fees, enter by Monday, and follow all rules listed in the CYRA Rule Book. Roper AND Runner will receive payout AND year end prizes! Both the Roper AND the Runner must be a CYRA member.
2. Roper will rope calf and STAY ON THE HORSE. The team MUST have a designated mugger, whom they decide upon as a team. If they do not have a designated mugger, they will not be allowed to run. Mugger can be a parent, another contestant, a friend, or a by stander. However, mugger must be decided upon and pointed out before their run begins. We will not wait on a team to find a mugger when their run is beginning. They must find someone prior to their run.
3. Roping Contestant should be tied off at saddle horn.
4. Gate will be closed during Ribbon Roping. Other Ribbon Roping runners must stand behind the ribbon roping line.
5. One loop is permitted.

6. All ribbons will be brightly colored, identical in size, and tied on the calf's tail. The RUNNER must take the ribbon off the calf's tail and carry it across the score line. Part or all of the ribbon is passable. The calf does not have to be standing up to pull the ribbon. If the RUNNER finds the calf without a ribbon on its tail, he is to make an honest attempt and grab calf's tail and run back across the line. A ribbon cannot be picked up off the ground if it fell off prior to roping.
7. Roper will rope calf. A legal catch shall be catch as catch can. Rope must be on the calf when ribbon is removed.
8. Flour will be used to mark the line in which the runner will cross to stop the timer.
9. Roping the calf without releasing the loop is not permitted.
10. Animal belongs to contestant when contestant calls for it.
11. There will be a one minute time limit, from flag to flag.
12. The contestant must adjust the neck rope and reins in a manner that will prevent the horse from dragging the calf. If the horse drags the calf excessively, the Judge may stop the horse and the contestant will receive a no time.
13. Runners will all begin their run at the designated line, but may stand anywhere in the arena, as long as it is behind that line. They may stand on the right side, left side, or center, as long as they do not cross the designated line.
14. You must attend 10 out of 12 regular season rodeos AS A TEAM to qualify for finals AND get year-end awards.
15. You may enter ribbon roping twice. Once as a runner, and once as a roper. There will be no entering twice as a runner or twice as a roper.

**TEAM ROPING:**

1. Team Roping is not considered a team event. You may enter team roping with a partner, or utilize the manipulated draw.
2. A dally team roper can enter up to two times, by switching ends or partners. Only one run per rodeo will count towards points standings. Best qualified time will qualify for points.
3. Animal belongs to contestant when he or she calls for it, regardless of what happens, except for mechanical failure.
4. Time will be taken when steer is roped. Steer must be standing up when roped by head or heels.
5. Team ropers are required to dally. They cannot be tied on.
6. Steer must not be handled roughly at any time. Ropers may receive a no time if in the opinion of the field Judge that they have intentionally done so.
7. No foul catches can be removed by hand.
8. If steer is roped by the horn, the roper is not allowed to ride up and put rope over the other horn, or head, with his or her hand.
9. If the heeler ropes a front foot or feet in the heel loop, this is considered a foul catch.
10. Neither contestant may remove the foot or feet from the loop by hand, however, should the front foot or feet come out of the heel loop by the time the field judge drops the flag, time will be given.
11. The Judge can eliminate objectionable animals from this event, and will decide any questions as to catches in this event.
12. There are only three legal head catches: 1. Both horns, 2. Half a head, 3. Around the neck.

13. If a hondo passes over one horn and the loop over the other, the catch is illegal. Any heel catch behind both shoulders is legal if rope goes to heel.

14. Catching of only one hind foot is a five second penalty.

15. If loop crosses itself in a head catch, it is illegal.

16. There will be a one minute time limit, from flag to flag.

17. Gate will be closed during all team roping events.

18. To be eligible for year-end prizes in heading and heeling, you must enter 10 out of 12 regular season rodeos in both heading and heeling.

19. Judge's decision is final.

20. To be eligible for the Finals and year-end prizes, you must enter 10 of out 12 rodeos, but it doesn't matter who your partner is. You are only roping for YOUR points, and not necessarily a TEAM point. Your points accumulated as a header will reflect in the season standings. You may select anyone to rope with you at the Finals that has also qualified in team roping, or we will use the manipulated draw to match you with someone.

21. If you are chosen as an EXTRA team roper, this will be extra runs on top of your 2 runs you already entered. These runs will not pay money or points, but you will be roping for other contestants. It will be considered a practice run for you. EXTRA runs will be marked (EX)

21. Flag will be dropped at two tight ropes.

22. Broken Barrier will add +10.

23. Three loops PER team are allowed. For example: three loops total may be thrown. After three loops total, the run is over.

DISQUALIFICATIONS AND NO-TIMES:

1. Committing any offense listed in the rules.
2. Broken rope or dropped rope
3. Failure to catch animal on head and heel side.

### **PEE WEE GOAT DUMMY TYING:**

1. Pee Wee Contestants must be age 7 and under as of August 1, 2026. This is a non-compete class with no day money.
2. There will be a one minute time limit.
3. The goat dummy will be set up in the arena, facing the alley.
4. Time will start by a flag when contestant crosses a line ten feet from the goat dummy, and will stop when they throw their hands in the air.
5. Contestant will begin on the starting line (no horse). They will run and use a piggin' style string or goat tying string and tie any three legs of the dummy they choose. Time will stop when contestant throws hands in air.

### **PEE WEE GOAT RIBBONS:**

1. Pee Wee Contestants must be age 7 and under as of August 1, 2026. This is a non-compete class with no day money.
2. There will be a one minute time limit.
3. The goat will be tied with a stake ten feet in length.
4. Time lines will be measured 20 feet from the ground stake.
5. Contestant will start as designated starting line on foot (no horse) with time starting as contestant crosses line and will catch goat and pull ribbon from the front leg of the goat on the right side and run to designated finish line when the time will stop.

## Walk Up GOAT TYING: 10U, 14U, 19U

1. This event is like Goat Tying, but without the horse. A line will be marked with flour 20 feet from the goat stake. The contestant will begin at the flour start line, where time will start. They will run, on foot, to the goat and tie 3 legs. Time will stop when the contestant's hands go in the air.
2. The goat will be tied to a stake with a rope 10 feet in length.
3. The stake will be pounded completely into the ground so that no part of it is visible.
4. GOAT MUST BE HELD BY THE COLLAR. The goat must be held by the collar at the end of the rope in a vertical position from the starting line until time begins.
5. If the goat is down when the contestant reaches it, it must be let up to its feet or may be helped up with at least three legs dangling and thrown by hand. "Must have a chance to get up." HAND ON GOAT WHEN FALLS. If contestant's hand is on the goat when goat falls, the goat is considered thrown by hand.
6. Tie will be timed by the Judge, and if it is not secure for six seconds, the contestant will receive a no time.
7. Time will stop when judge signals the completion of the tie.
8. RUNS ON A GOAT. No goat will have more than three (3) consecutive ties made on them. Three paid ties (non-notified turnouts and doctor releases included) will constitute a run on the goat. Each goat must be "run" before any goat can be "run" the second and subsequent times. No splits will be allowed in goat tying.
9. There will be a one minute time limit.

10. The goat will be held straight back from the stake when the contestant enters the arena. When the contestant crosses the starting line, the goat will be released. Wrap and tie at least three (3) feet together with a leather string or other type string. No wire is to be used in the goat string. To qualify as a legal tie, there must be at least one complete wrap around at least three (3) legs, and a half tie or knot that encompasses the three legs wrapped.

11 . STAND BACK THREE FEET AFTER TIE. The contestant must stand back three feet (3') from the goat before judge will start the five (6) second time limit on the tie for the goat's legs to remain crossed and tied.

Contestant will receive a no time for going back to the tie after they have signaled for the completion time.

12. Boys and girls will run together in their age division. Either boy tie or girl tie is accepted.

#### DISQUALIFICATIONS AND NO TIMES:

1. Goat doesn't stay tied for 6 (six) seconds.
2. Committing any offense listed above.

#### **GOAT TYING: 10U, 14U, and 19U**

1.DISTANCE BETWEEN STARTING LINE AND GOAT. There is no set distance from the starting line to the goat. Arena conditions should govern distance.

2. GATES The starting gate or gates will remain the same throughout the entire rodeo.

3. RUNNING START. Contestant is allowed a running start, and will be required to run in the arena only when an acceptable, centrally located gate or gates safely permits, or by event and regional directors approval.

4. STAKE. The goat is to be tied to a stake with a rope ten feet (10') in length from snap to snap. The stake is to be pounded completely into the ground

with no part of it visible. The stakes are to be placed in the ground for the entire rodeo.

5. REQUIREMENTS. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from their horse, throw the goat by hand, cross, wrap and tie at least three (3) feet together with a leather string or other type string. No wire is to be used in the goat string. To qualify as a legal tie, there must be at least one complete wrap around at least three (3) legs, and a half tie or knot that encompasses the three legs wrapped.

6. STAND BACK THREE FEET AFTER TIE. The contestant must stand back three feet (3') from the goat before judge will start the five (6) second time limit on the tie for the goat's legs to remain crossed and tied.

7. GOAT MUST BE CLEARED OF THE GROUND BEFORE TIE. If the goat is down when the contestant reaches it, the goat must be elevated high enough that it has the opportunity to gain its feet.

8. HAND ON GOAT WHEN FALLS. If contestant's hand is on the goat when goat falls, the goat is considered thrown by hand.

9. HORSE/ROPE VIOLATION. Should the horse run over, or touch the rope, stake, or goat, the contestant will be given a ten second penalty. If the violation occurs after flagman has signaled for time, there will be no penalty.

10. GOAT MUST BE HELD BY THE COLLAR. The goat must be held by the collar at the end of the rope in a vertical position from the starting line until time begins.

11. RUNS ON A GOAT. No goat will have more than three (3) consecutive ties made on them. Three paid ties (non-notified turnouts and doctor releases included) will constitute a run on the goat. Each goat must be "run" before any goat can be "run" the second and subsequent times. No splits will be allowed in goat tying.

12. There will be a one minute time limit.

13. Boys and girls will run together in this event, and may tie with a piggin string, or with a "girl" string. As long as they tie 3 legs, any type of string will work.

DISQUALIFICATIONS AND NO TIMES:

1. Committing any offense listed in the rules
2. Goat does not stay tied for 6 seconds.
3. Going over one minute.

### **GOAT RIBBONS 10U:**

1. The goat will be tied on a stake with a rope ten feet in length.
2. The contestant will be mounted on a horse and must ride from the starting line to the goat, dismount from their horse, and pull the ribbon from the goat's tail and run across the time line to stop and complete the run.
3. There will be a one minute time limit.
4. The contestant may only receive help to re-mount the horse after the time has been called.
5. Should the horse run over or touch the rope, with or without contact to the goat, the contestant will receive a 10 second penalty. If the violation occurs after the flagman has signaled for a time, there will be no penalty.

### **DISQUALIFICATIONS AND NO TIMES:**

1. Committing any offense listed in the rules.
2. Contestant will receive a no time for parent help, or for going over the allotted time.

### **BARRELS: PEE WEE**

1. This is a non-compete class. No day money.
2. Riders can perform pattern alone or with assistance on foot or led by someone on another horse.

## **BARRELS 10U, 14U, and 19U:**

1. Barrel race is a timed event using three identical barrels set in a cloverleaf pattern using a 55 gallon empty barrel with closed ends. Barrels may not have any weights in them that will make it less likely for them to be knocked over.
2. The contestant may start on either the right or left barrel. When starting on the right barrel, there will be one right turn and two left turns. When starting on the left barrel, they will have one left hand turn and two right turns. No variations.
3. Electric timer or at least two digital watches shall be used with the time indicated by the electric timer. If electric timer malfunctions on 2 consecutive runs, stop watches used by the judge will mark the official times.
4. The horse's nose will be flagged as horse crosses the starting line to start the time, and flagged again as nose crosses the same line to stop.
5. The starting gate or gates must remain the same during the event. A contestant may request that the gate be closed after they enter the arena.
6. The start/finish line must be permanently marked and remain the same during the event.
7. Drag will occur every 5 runs.
8. If a contestant is a no show or a scratch, the next contestant moves up, and the drag will continue to happen every ten runs, regardless of scratches.
9. Any time a contestant crosses the starting line, time will begin.
10. A contestant will be given no time for breaking the pattern or crossing the starting line prior to completing the cloverleaf pattern. A broken pattern shall be defined as breaking their forward motion to retrace their tracks and finish the pattern and/or passing the plane of the barrel on the

off side. Example: Should a contestant run by a barrel and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.

11. A contestant will receive no time for running out of turn. It is the contestant's responsibility to know their draw.

12. A contestant will be given a plus five seconds for knocking a barrel to the ground. A plus five will also be given if the barrel is knocked completely over but sets up on the other end. Touching any barrel, including to keep it from falling, is permitted without penalty.

13. A contestant will be given a no time if the horse or rider falls during the run in such a manner as to break the pattern, or if the rider falls off the horse.

14. If a barrel is moved off its marker during competition, the barrel must be reset prior to the next competitor's run.

15. A horse may only be run twice in the barrel racing event. For example, if two sisters run the same horse and one sister is 7 years old and one is 12, they may only compete in one age division each, so that the horse is only run two times.

16. The contestant will not be allowed to practice on the official pattern before the rodeo or between performances.

17. Only one horse in the arena at any time during the competition.

18. Reruns shall be granted if the timer fails to work properly or if the barrels are not placed properly on their markers. If a timer fails and a rerun is given and the first run was penalty free, rerun will be penalty free.

#### DISQUALIFICATIONS AND NO TIMES:

1. Committing any offense listed in the rules

2. Contestant will be called three times, and if they fail to enter the arena they will receive a no time.

3. Running out of turn.

### **PEE WEE POLES:**

1. This is a non-compete class.

2. Rider can perform pattern alone or with assistance from someone on foot or led by someone on another horse.

### **POLES 10U, 14U, AND 19U:**

1. Pole bending is a timed event and the pole pattern is to be run with 6 poles, each pole is to be 21 feet apart, and the first pole is to be 21 feet from the starting line.

2. A horse may start on either the right or the left side of the first pole and then run the remainder of the pattern accordingly.

3. Electric timer or at least 2 digital watches shall be used with the time indicated by the electric timer. If electric timer malfunctions on 2 consecutive runs, watches by the officials will mark the official time.

4. The horse's nose will be flagged as horse crosses the starting line and flagged again as his nose crosses the same line to stop time.

5. The starting gate or gates or gates must remain the same throughout the entire event. A contestant may request that the gate may be closed after they enter the arena.

6. The start/finish line and the pole positions should be permanently marked and must remain the same through the entire event.

7. Drag will be determined by ground conditions prior to class, and will happen every 5 runs.
8. Any time a contestant crosses the starting line, time will begin.
9. A contestant will be given a no time for breaking the pattern or crossing the starting line prior to completing the pole pattern. A broken pattern shall be defined as breaking the forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the off side. Example: should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.
10. A contestant will be given a plus five for knocking a pole to the ground. A plus 5 will also be given if a pole is knocked to the ground and it sets up again. Touching a pole, including to keep it from falling, is permitted without penalty.
11. A contestant will be given a no time if the horse or rider falls during the run in such a manner as to break the pattern, or if the rider falls off the horse.
12. Contestant may ride any horse, regardless of ownership. However, a horse may not be ridden more than two times in the Pole Bending.
13. If a pole is moved off its marker during competition, the pole must be reset prior to the next competitor's run.
14. Contestants are not allowed to practice on the official pattern before the performance.
15. Only one horse may be in the arena during the competition.
16. Reruns shall be granted if the timer fails to work properly or if the poles are not placed properly on their markers. No prior penalty will apply to the rerun.

DISQUALIFICATIONS AND NO TIMES:

1. Committing any offense listed in the rules.
2. Contestant will be called 3 times. If the contestant has not entered arena after 3 calls, they will receive a no time.
3. A contestant will receive a no time for running out of turn. It is the contestant's responsibly to know his/her draw position.