

2010
TEXAS YOUTH
RANCH RODEO
RULEBOOK

THE ASSOCIATION:

The Texas Youth Ranch Rodeo Association (TYRRA) was founded on the belief of promoting youth leadership and team work: that of gaining knowledge of the equine world and their own western heritage. It was constitutionalized on the idea of giving back to the youth of today and the leaders of tomorrow. The TYRRA emphasizes the importance of the working ranch: the species of rodeo shunned in the darkness contradicting the original plan for the sport. The TYRRA aims to reward all contestants for their improvement, hard work, merit and academic success and to promote the highest type of conduct and sportsmanship at various rodeos by setting standards to be met or reached by the contestant.

THE BOARD OF DIRECTORS:

This committee was designed to offer guidance and support to all its members proving equal opportunities to all and to also improve the rules and regulations of the official rule book. The board is democratically elected by the voting members of the TYRRA.

THE OFFICIAL RULE BOOK:

The rulebook was designed to govern and foresee all legal and association matters to better the equality of the competition; adjacent to federal and state laws by the government.

AGE DIVISIONS

Age divisions are determined by contestant's age on January 1st of the current rodeo season. A rider cannot participate on two teams in the same age division, but may compete on different teams in different age divisions as long as the rider does not exceed the age limit for that division. IE: an 11 year old may compete in the 10-13 age division and may compete in the 14 - 18 age division but may NOT compete in the 10 and under age division because they exceed that age division.

PEE WEE DIVISION

6 YEARS OLD AND UNDER

JR DIVISION

10 AND UNDER

INTERMEDIATE DIVISION

13 AND UNDER

SR BOYS AND GIRLS DIVISION

18 AND UNDER

GENERAL RULES FOR ALL CONTESTANTS AND ALL AGE DIVISIONS

It is the responsibility of parents and contestants to read and understand this rule book. Rule interpretation is decided by the board of directors. It is not the judge's responsibility to notify a team or team member of any rule violations during the event worked.

- 1. All judges' calls are final.**
- 2. No contestant, parent or spectator may address the judge, timekeeper, or announcer at any time when a ranch is working. If a team wants clarification on a call, the team members must remain in the arena and contact the Judge. Once the team leaves the arena then the judge's decision is final.**
3. Ranch teams should leave the arena as soon as possible after finishing the event and all times are final.
4. Any incident not covered in this rulebook will be decided by the board of directors at that time.
5. All teams should be made up of four members. A ranch may choose to compete with less than four members but not less than three members. Full entry fee must be paid in order to participate.
6. In order for a team to accumulate points, a team must ride with two of the original paid members. This rule applies to instances where multiple members are not present to participate in the rodeo.
7. If a team splits and forms two new teams, all points will be eliminated.
8. Ranch can substitute riders if injury or proper cause occurs. Proper cause will be determined by a committee of directors. A new rider must be declared to the judge and must compete in all remaining events. A team must ride with at least three paid members of the association and can have no more than 2 substitutes. Proof of age documents must be presented prior to the start of the next rodeo or points will be forfeited. Any violation of this rule by a substitute rider will result in the rider being immediately removed from the team and the arena. All events completed while in violation will result in full times. Any points assessed while in violation will be recalculated for the entire division reflecting the full time scores. An accident release form must be signed and completed for all substitute riders who are not members of the TYRRA prior to the team participating.
9. All riders at the finals must be paid TYRRA members
10. Only teams officially registered with the association can participate in a TYRRA rodeo. No outside association teams or pick up teams will be allowed to ride for day money.
11. All senior boys and senior girls must follow the full dress code. Cowboy attire must be worn, boots, hats, long sleeve shirts and long pants. Chaps and spurs are optional. Full cowboy attire with shirt tucked in, sleeves rolled down and buttoned must be worn at all times while inside the arena during competition. The ONLY exception to the shirt sleeves rolled down and buttoned is as follows. A rider

may leave one sleeve rolled up to avoid hindering any mobility of the arm. No caps, riding shoes or tennis shoes will be permitted inside the arena. Directors have the option to wave the hat rule at their discretion. Contestants must be neat and conduct themselves in an orderly manner. An individual team member may be ejected from the arena for failure to comply with these rules by a judge or a director.

12. Riding double is not allowed
13. All horses must be saddled to enter the arena
14. Team members must have their ranch brands on their backs at all times. It must be large enough to be seen by the judge and spectators
15. Ranch may substitute any horse that is injured becomes ill or becomes a danger to spectators and contestants. Once a horse has been substituted, the substitute horse must be used in all remaining events. Substitute horses may be at judge and directors discretion and only with the proper papers. Failure to notify a judge of a substitute horse prior to the event will result in a full time penalty for that event.
16. Team members can swap horses within their own team with due cause. Once a horse has been swapped the new rider must ride that horse for the remainder of the rodeo.
17. Directors and Judges reserve the right to bar horses with just cause. i.e.: stallion, kicking horse, bucking horse or runaways.
18. Ranch teams should leave the arena as soon as possible after finishing the event and all times are final.
19. Time of previous ranch should be announced prior to the start of work by the next ranch team.
20. The winning ranch team will be the ranch with the lowest overall time for all events.
21. Cattle may be replaced at the judge's discretion.
22. There must be at least 2 time keepers with separate watches per performance.
23. In the event of a tie at year end, team ranking will be determined by the lowest total accumulated time for the season
24. Complete team entry fee and forms, must be in the hands of the secretary by 6:00 pm five days prior to the rodeo and must be for the **EXACT** amount. No carry over's and no shortages. Any fee not received by the deadline will have a \$40.00 penalty added per late team entry.
25. Any horse on rodeo premises must have a current coggins paper or horse will be evicted from the premises. Additionally, any horse found competing and in violation of this rule will result in a full time for all completed events and or loss of points.
26. All teams must compete in 90% of the rodeo season and participate in state final to qualify for year end prizes.
27. All entry fees must be paid to qualify and participate in the finals rodeo.

- 28.** Each team must work rodeo duty (opening and closing gates, chalking the line, lining up teams etc...) Each team will have 4 representatives who will be assigned work duty during a specific age division. The number of times a team will work during a season will depend on the number of teams and rodeos in a given year. Failure by a team to fulfill their work obligations will result in the team receiving the full times for all events during that rodeo. All points will be recalculated for the entire division reflecting the loss of points.
- 29.** All cattle numbers will be drawn by a random selection by the Rodeo Announcer or Secretary in PA Booth just prior to the start of work by the ranch.
- 30.** Total working time per event including penalties cannot exceed 180 seconds (3 minutes)
- 31.** All ranches **NOT** given the final flag for completion of the even will automatically result in a full time penalty of 180 seconds.
- 32.** Third call rule: If working team does not enter the arena upon third call, full time penalty will be assessed by the judge.
- 33.** All time should start when field judge gives the flag
- 34. ONLY** 4 people are allowed near the working area to help catch all horses. They **MUST** lead them behind the line and out of contestant's way and spectator's way.
- 35.** All contestants will ride to the starting line (within 10 feet). Judge will raise flag and declare the line is ready. Judge will drop flag to start time when the first horse's nose crosses the working line.
- 36.** Stock abuse will not be tolerated. IE: running over calf, running calf into fence without a way out, jerking calf over backwards with all four feet straight up in the air. This will be at the judge's discretion. A full time penalty will be assessed.
- 37.** In all line events, when announcer gives the number, contestants have 20 seconds to cross working line before time begins. It is the contestant's responsibility to check the arena before crossing the start line.
- 38.** Once time has started a non team member cannot assist until completion of the event. A full time penalty will be assessed for violation. This includes assisting in mounting and dismounting of a member from the horse. However in the Pee Wee division **only** the contestant may receive assistance in dismounting with no penalty assessed.

SAFETY RULES

1. In the event of an injury time will not stop.
2. Directors, stock handlers and judges are considered part of the arena at all times. Safety of the participants always comes first. If a parent, guardian or medical personnel enters the arena, they become part of the arena. Directors/Judges have the right to assist if safety is an issue with no time penalty taken.
3. Only four adults can be near working area to help catch all horses and lead them behind the boundary line out of contestants and spectators way. Small children, anyone with camera, and all other adults must remain in designated safe area of arena.

MISCONDUCT

1. Misconduct by members, parents or guardians will be handled accordingly:
First Offense: Verbal warning.
Second Offense: Offender will be barred from the next rodeo.
Third Offense: Offenders will be barred from any further TYRRA sanctioned event. If the offender is a parent or guardian the contestant will also be barred.

All decisions regarding misconduct will be at the discretion of the board of directors.

***There will be no drinking of alcoholic beverages during a TYRRA Rodeo.**

***Any participant caught with any alcoholic beverage or drugs during a TYRRA Rodeo will be barred from participating in any event.**

2. Any person coaching, aiding or abetting any illegal activities will be removed from arena, second offense will be barred from any further events.
3. No contestant or parent may address a judge, time keepers, or announcers while another ranch is working. A \$100.00 fine will be assessed.
4. The Board of Directors has the right to suspend or cancel any membership for just and proper cause.

RE-DRAWS AND RE-RIDES

1. Re-rides will be given in the event of a mechanical error.

- Example: Such as timekeeping failure, stake coming up, in case of dry animal or no ribbon tape etc. on milking animal.
- Example: same number given twice without notice, pen collapses, animal escapes arena, animal is caught in any part of the arena and is considered unworkable by a judge. Example of unworkable cattle would be: requiring assistance from others to free animal. Animal exhibits illness not observed during cattle settling. Aggressive animal deemed a danger to contestants. Judge signals final flag in the roping event and there has not been a legal catch Other animals escape into the arena and interfere with the teams' run.
- Same animal will be used in re-rides where applicable. Animal that becomes aggressive or unworkable due to excessive chasing by team will not be considered grounds for a re-ride
- Re-ride animal re-draws will be at the discretion of the judges. Re-draw examples could be: animal was injured and not useable, an escaped animal that could not be returned to the arena in a reasonable amount of time.
- **At judge's discretion only the animal in question may be removed and a same numbered replacement substituted.**

2. In re-rides, that ranch *can confer* with the judge to either go immediately or take a short rest. **The judge's decision will be final.**

3. In case of an accident involving the judge where judge cannot give final flag, there will be an automatic re-draw.

Rain Out – Due to rainout or any other unforeseeable acts of Mother Nature during a scheduled TYRRA Rodeo, any event that was completed will be recorded for that scheduled rodeo. The events that were not completed will be run at the next scheduled TYRRA Rodeo.

PEE WEE MUGGING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line is ready. The judge will drop flag to start time when the first horse's nose crosses the line.
2. Entire horse must cross working line before dismounting. A 20 second penalty will be given for each rider that dismounts before crossing the working line.
3. In all events where animals are staked, circle around animal must not be ridden into, or a 20 second penalty for each rider who rides inside the circle will be given. No penalty will be given if horses go in circle after the contestant has dismounted.
4. Parent assistance given to contestants inside the working circle will be assessed a full time of 180 seconds.
5. Animals must be day lighted before contestant can work an animal. If participants have hands on animal before it goes down on the ground, it does not have to be day lighted. If the animal is on the ground, it must be brought up and day lighted before working. Contestants do not have to wait for judge's approval to tail up the animal. Daylight means the animal's torso must be clear of the ground.
6. Three legs of the animal must be tied in a cross bone fashion with a goat string, pigging string, or leather string and remain tied throughout 6 seconds. If animal breaks free of that tie even one leg out, the team will be given a full time of 180 seconds.
7. Judge will drop flag to signal that time should stop when contestant ties the animal and releases string and raises hands. Six seconds will start when all contestants are free of animal and equipment. If animal is touched during those six seconds a full time penalty will be assessed to that team.

PEE WEE MILKING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line is ready. The judge will drop flag to start time when the first horse's nose crosses the line.
2. Entire horse must cross working line before dismounting. A 20 second penalty will be given for each rider that dismounts before crossing the working line.
3. In all events where animals are staked, circle around animal must not be ridden into, or a 20 second penalty for each rider who rides inside the circle will be given. No penalty will be given if horses go in circle after the contestant has dismounted.
4. Parent assistance given to contestants inside the working circle will be assessed a full time of 180 seconds.
5. There will be 2 (two) pieces of tape attached to the goat. Each piece of tape must be pulled by two separate contestants and taken to the finishing circle. Time will stop when both contestants have entered the finishing circle with tape.

6. A full time penalty of 180 seconds will be assessed if either contestant does not have tape/ribbon when given the final flag of completion when entering the finishing circle.

PEE WEE BRANDING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line is ready. The judge will drop flag to start time when the first horse's nose crosses the line.
2. Entire horse must cross working line before dismounting. A 20 second penalty will be given for each rider that dismounts before crossing the working line.
3. In all events where animals are staked, circle around animal must not be ridden into, or a 20 second penalty for each rider who rides inside the circle will be given. No penalty will be given if horses go in circle after the contestant has dismounted.
4. Parent assistance given to contestants inside the working circle will be assessed a full time of 180 seconds
5. Branding contestants must cross working line before going to the branding pot. After crossing working line, brander must run on foot to the branding pot, to animal and back to the branding circle.
6. Animals must be day lighted before contestant can work an animal. If participants have hands on animal before it goes down on the ground, it does not have to be day lighted. If the animal is on the ground, it must be brought up and day lighted before working. Contestants do not have to wait for judge's approval to tail up the animal. Daylight means animal's torso must be clear of the ground.
7. Judge will blow the whistle when the animal is in branding position (branding position is when the animal is on its side with all four legs facing the same direction) If jerked down, the animal must be day lighted before taken down to brand. If goat or calf gets up after brander leaves the branding circle that animal must be placed in the branding position before the animal can be branded. If the animal is branded in any other position than the branding position, and worked to completion, the team will receive a full time penalty.
8. A 20 second penalty will be given if the brander leaves the circle before the whistle is blown by the judge.
9. Brander may leave the circle to assist the team but the branding mop has to stay at the bucket in the branding circle.
10. Animal must be branded on the hip. If branded in any other location the team will receive a 20 second penalty.
11. Branding mop may be handed off to another contestant, but not thrown. A full time (180 seconds) will be given if branding mop is thrown.
12. Animal cannot be dragged or carried toward branding bucket to gain advantage or a full time penalty will be given.

JR MUGGING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line is ready. The judge will drop flag to start time when the first horse's nose crosses the line.
2. Entire horse must cross working line before dismounting. A 20 second penalty will be given for each rider that dismounts before crossing the working line.
3. In all events where animals are staked, circle around animal must not be ridden into, or a 20 second penalty for each rider who rides inside the circle will be given. No penalty will be given if horses go in circle after the contestant has dismounted.
4. Parent assistance given to contestants dismounting or inside the working circle will be assessed a full time of 180 seconds.
5. Animals must be day lighted before contestant can work an animal. If participants have hands on animal before it goes down on the ground, it does not have to be day lighted. If the animal is on the ground, it must be brought up and day lighted before working. Contestants do not have to wait for judge's approval to tail up the animal. Daylight means the animal's torso must be clear of the ground.
6. Three legs of the animal must be tied in a cross bone fashion with a goat string, pigging string, or leather string and remain tied throughout 6 seconds. If animal breaks free of that tie even one leg out, the team will be given a full time of 180 seconds.
7. Judge will drop flag to signal that time should stop when contestant ties the animal and releases string and raises hands. Six seconds will start when all contestants are free of animal and equipment. If animal is touched during those six seconds a full time penalty will be assessed to that team.
8. Rider may remount horse without assistance with no time penalty if rider crosses working line before judge drops final flag.

JR SORTING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line ready. The judge will drop flag to start time when the first horse's nose crosses the line. If calf crosses working line and rider has not, the calf must be brought back and cattle resettled.
2. In all line events, when announcer gives the number, contestants have 20 seconds to cross working line before time begins. It is the contestant's responsibility to check arena before crossing the start line. Number will be given to team by the announcer when line judge raises flag.
3. Cattle must cross working line. Cattle crossing working line out of sequence must be retrieved immediately and worked in proper order. There is no penalty for cattle crossing out of order but must be retrieved and worked in proper order.

4. Three numbered cattle will be used in the sorting event. Numbers must be consecutive (1, 2, and 3 or 2, 3, and 4. etc...). Team will start with the lowest number and work to the highest number.
5. No penalty for cattle sorted in proper order coming back across working line.
6. No ropes or aids may be carried or used in sorting.. A 180 second penalty will be assessed. This includes throwing hat or any object in front of animal to change its direction.

JUNIOR BRANDING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line ready. The judge will drop flag to start time when the first horse's nose crosses the line.
2. Entire horse must cross working line before dismounting. A 20 second penalty will be given for each rider that dismounts before crossing the working line.
3. In all events where animals are staked, circle around animal must not be ridden into, or a 20 second penalty for each rider who rides inside the circle will be given. No penalty will be given if horses go in circle after the contestant has dismounted.
4. Parent assistance given to contestants inside the working circle will be assessed a full time of 180 seconds
5. Branding contestants must cross working line before going to the branding pot. After crossing working line, brander must run on foot to the branding pot, to animal and back to the branding circle.
6. Animals must be day lighted before contestant can work an animal. If participants have hands on animal before it goes down on the ground, it does not have to be day lighted. If the animal is on the ground, it must be brought up and day lighted before working. Contestants do not have to wait for judge's approval to tail up the animal. Daylight means animal's torso must be clear of the ground.
7. Judge will blow the whistle when the animal is in branding position (branding position is when the animal is on its side with all four legs facing the same direction) If jerked down, the animal must be day lighted before taken down to brand. If goat or calf gets up after brander leaves the branding circle that animal must be placed in the branding position before the animal can be branded. If the animal is branded in any other position than the branding position, and worked to completion, the team will receive a full time penalty.
8. A 20 second penalty will be given if the brander leaves the circle before the whistle is blown by the judge.
9. Brander may leave the circle to assist the team but the branding mop has to stay at the bucket in the branding circle.
10. Animal must be branded on the hip. If branded in any other location the team will receive a 20 second penalty.

11. Branding mop may be handed off to another contestant, but not thrown. A full time (180 seconds) will be given if branding mop is thrown.
12. Animal cannot be dragged or carried toward branding bucket to gain advantage or a full time penalty will be given.
13. . Rider may remount horse without assistance with no time penalty if rider crosses working line before judge drops final flag.

JR PENNING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line ready. The judge will drop flag to start time when the first horse's nose crosses the line. If calf crosses working line and rider has not, the calf must be brought back and cattle resettled.
2. In all line events, when announcer gives the number, contestants have 20 seconds to cross working line before time begins. It is the contestant's responsibility to check arena before crossing the start line. Number will be given to team by the announcer when line judge raises flag.
3. In the penning event, the pen will be in the center of the arena 15 ft from the back fence. Penning panels will be staked down
4. Two penning animas are allowed in arena behind working line. Cattle will be sorted in order. Number will be given by announcer when line judge raised his flag. If cattle are numbered 2 – 3, and number 2 is announced, team must bring the number 2 calf across the line and then the number 3 calf. If the wrong number crosses the line first, that animal must be retrieved immediately and worked in the proper order. Working team cannot bring another calf across the line until the wrong number calf is retrieved. There is not a penalty for the wrong number crossing the line. Line remains alive as long as the right numbered cattle or rider is inside the working line.
5. When animals are penned , time will stop when first nose of contestants horse breaks the plane of the gate
6. Animals must be penned from horseback
7. No ropes or aids may be carried or used in penning. A 180 second penalty will be assessed. This includes throwing hat in front of animal to change its direction

INTERMEDIATE PENNING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line ready. The judge will drop flag to start time when the first horse's nose crosses the line. If calf crosses working line and rider has not, the calf must be brought back and cattle resettled.

2. In all line events, when announcer gives the number, contestants have 20 seconds to cross working line before time begins. It is the contestant's responsibility to check arena before crossing the start line. Number will be given to team by the announcer when line judge raises flag.
3. In the penning event, the pen will be in the center of the arena 15 ft from the back fence. Penning panels will be staked down
4. A total of 4 animals will be behind the working line.
5. Team members will cut and pen their designated cattle. If a wrong number is penned a 20 second penalty will be assessed. A 10 second penalty will be assessed for each wrong numbered animal that crosses working line. Full body of calf must cross working line before penalty can be assessed.
6. Animals must be penned from horseback
7. No ropes or aids may be carried or used in penning. A 180 second penalty will be assessed. This includes throwing hat in front of animal to change its direction.
8. Line remains alive as long as right numbered cattle or rider is inside working line Animals must be penned from horseback
9. On third re-cross a full time penalty will be assessed. A re-cross is defined when the right numbered animal comes out across working line and then crosses back over working line.
10. When animals are penned , time will stop when first nose of contestants horse breaks the plane of the gate

INTERMEDIATE MUGGING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line is ready. The judge will drop flag to start time when the first horse's nose crosses the line.
2. Entire horse must cross working line before dismounting. A 20 second penalty will be given for each rider that dismounts before crossing the working line.
3. In all events where animals are staked, circle around animal must not be ridden into, or a 20 second penalty for each rider who rides inside the circle will be given. No penalty will be given if horses go in circle after the contestant has dismounted.
4. Parent assistance given to contestants inside the working circle will be assessed a full time of 180 seconds.
5. Animals must be day lighted before contestant can work an animal If participants have hands on animal before it goes down on the ground, it does not have to be day lighted. If the animal is on the ground, it must be brought up and day lighted before working. Contestants do not have to wait for judge's approval to tail up the animal. Daylight means the animal's torso must be clear of the ground.

6. Three legs of the animal must be tied in a cross bone fashion with a goat string, pigging string, or leather string and remain tied throughout 6 seconds. If animal breaks free of that tie even one leg out, the team will be given a full time of 180 seconds.
7. Judge will drop flag to signal that time should stop when contestant ties the animal and releases string and raises hands. Six seconds will start when all contestants are free of animal and equipment. If animal is touched during those six seconds a full time penalty will be assessed to that team.
8. Rider may remount horse without assistance with no time penalty if rider crosses working line before judge drops final flag.

INTERMEDIATE SORTING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line ready. The judge will drop flag to start time when the first horse's nose crosses the line. If calf crosses working line and rider has not, the calf must be brought back and cattle resettled.
2. In all line events, when announcer gives the number, contestants have 20 seconds to cross working line before time begins. It is the contestant's responsibility to check arena before crossing the start line. Number will be given to team by the announcer when line judge raises flag.
3. Five numbered cattle will be used in this event. Numbers must be consecutive.
4. Cattle will be sorted in sequence IE: if the number 3 is called the cattle will be sorted 3, 4, 5, 1, and 2.
5. Cattle must cross working line. Cattle crossing working line out of sequence must be retrieved immediately and worked in proper order. Full body of calf must cross working line before penalty can be assessed. A 10 second penalty will be assessed for each wrong numbered (out of sequence) cattle that crosses working line.
6. Eight wrong numbers (out of sequence) crossing the working line will result in a full time penalty.
7. No ropes or aids may be carried or used in sorting. A 180 second penalty will be assessed. This includes throwing hat or any object in front of animal to change its direction.

INTERMEDIATE BREAKAWAY ROPING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line ready. The judge will drop flag to start time when the first horse's nose crosses the line. If calf crosses working line and rider has not, the calf must be brought back and cattle resettled.
2. In all line events, when announcer gives the number, contestants have 20 seconds to cross working line before time begins. It is the contestant's responsibility to check arena before crossing the start line. Number will be given to team by the announcer when line judge raises the flag.
3. Two calves will be placed behind the working line. Each calf will have different a different number.

4. Rider must bring correct number across working line before roping. Full body of calf must cross working line before rope touches the animal.
5. A 20 second penalty will assessed for wrong numbered calf crossing working line out of sequence before line becomes dead.
6. When correct numbered calf and rider clears the working line the first time the line is dead.
7. If roped behind the line while the line is still alive, the rope is considered dead and time will continue, if missed recoil and go again.
8. Calf can be roped behind the line after the line becomes dead.
9. This event is **catch as catch can**.
10. String must be tied hard at the end of the rope with a **bandana** attached or it will be considered a dead rope. Bandana must be long enough for the judge to see from a distance. Rope must be secure long enough to break the string.
11. Should string become unattached or broken from the rope or saddle horn it becomes a dead rope.
12. Full time penalty of 180 seconds will be assessed if rider dismounts while rope is dallied or tied.
 - One coil on the saddle horn or the string secured to the saddle horn is considered a dally.
 - A dismount is considered one foot on the ground or a fallen rider.
13. **Calf does have to be standing to be roped.** In the event the animal falls down, animal may be tailed up at judge or teams discretion. Rope must be clear of horse and equipment before rider dismounts. A rope cannot be placed on the calf it must be thrown
14. If both calves are caught in one rope and the string breaks the rope is dead.
15. If the judge or anyone else has to intervene in releasing the rope, that rope is dead
16. Time stops when string is broken and judge drops the flag. String may not be broken by the contestant.

SR GIRLS MUGGING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line is ready. The judge will drop flag to start time when the first horse's nose crosses the line.
2. Entire horse must cross working line before dismounting. A 20 second penalty will be given for each rider that dismounts before crossing the working line.

3. In all events where animals are staked, circle around animal must not be ridden into, or a 20 second penalty for each rider who rides inside the circle will be given. No penalty will be given if horses go in circle after the contestant has dismounted.
4. Parent assistance given to contestants inside the working circle will be assessed a full time of 180 seconds.
5. Animals must be day lighted before contestant can work an animal. If participants have hands on animal before it goes down on the ground, it does not have to be day lighted. If the animal is on the ground, it must be brought up and day lighted before working. Contestants do not have to wait for judge's approval to tail up the animal. Daylight means the animal's torso must be clear of the ground.
6. Three legs of the animal must be tied in a cross bone fashion with a goat string, pigging string, or leather string and remain tied throughout 6 seconds. If animal breaks free of that tie even one leg out, the team will be given a full time of 180 seconds.
7. Judge will drop flag to signal that time should stop when contestant ties the animal and releases string and raises hands. Six seconds will start when all contestants are free of animal and equipment. If animal is touched during those six seconds a full time penalty will be assessed to that team.
8. Rider may remount horse without assistance with no time penalty if rider crosses working line before judge drops final flag.

SR GIRLS BREAKAWAY ROPING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line ready. The judge will drop flag to start time when the first horse's nose crosses the line. If calf crosses working line and rider has not, the calf must be brought back and cattle resettled.
2. In all line events, when announcer gives the number, contestants have 20 seconds to cross working line before time begins. It is the contestant's responsibility to check arena before crossing the start line. Number will be given to team by the announcer when line judge raises the flag.
3. Two calves will be placed behind the working line. Each calf will have different a different number.
4. Rider must bring correct number across working line before roping. Full body of calf must cross working line before rope touches the animal.
5. A 20 second penalty will assessed for wrong numbered calf crossing working line out of sequence before line becomes dead.
6. When correct numbered calf and rider clears the working line the first time the line is dead.
7. If roped behind the line while the line is still alive, the rope is considered dead and time will continue, if missed recoil and go again.
8. Calf can be roped behind the line after the line becomes dead.

9. In this event, you must have **a full pass over the head and then it is catch as catch can.**
10. String must be tied hard at the end of the rope with a **bandana** attached or it will be considered a dead rope. Bandana must be long enough for the judge to see from a distance. Rope must be secure long enough to break the string.
11. Should string become unattached or broken from the rope or saddle horn it becomes a dead rope.
12. Full time penalty of 180 seconds will be assessed if rider dismounts while rope is dallied or tied.
 - One coil on the saddle horn or the string secured to the saddle horn is considered a dally.
 - A dismount is considered one foot on the ground or a fallen rider.
13. **Calf does have to be standing to be roped.** In the event the animal falls down, animal may be tailed up at judge or teams discretion. Rope must be clear of horse and equipment before rider dismounts. A rope cannot be placed on the calf it must be thrown.
14. If both calves are caught in one rope and the string breaks the rope is dead.
15. If the judge or anyone else has to intervene in releasing the rope, that rope is dead
16. Time stops when string is broken and judge drops the flag. String may not be broken by the contestant.

SR GIRLS SORTING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line ready. The judge will drop flag to start time when the first horse's nose crosses the line. If calf crosses working line and rider has not, the calf must be brought back and cattle resettled.
2. In all line events, when announcer gives the number, contestants have 20 seconds to cross working line before time begins. It is the contestant's responsibility to check arena before crossing the start line. Number will be given to team by the announcer when line judge raises flag.
3. Five numbered cattle will be used in this event. Numbers must be consecutive.
4. Cattle will be sorted in sequence IE: if the number 3 is called the cattle will be sorted 3, 4, 5, 1, and 2.
5. Cattle must cross working line. Cattle crossing working line out of sequence must be retrieved immediately and worked in proper order. Full body of calf must cross working line before penalty can be assessed. A 10 second penalty will be assessed for each wrong numbered (out of sequence) cattle that crosses working line.
6. Eight wrong numbers (out of sequence) crossing the working line will result in a full time penalty.
7. No ropes or aids may be carried or used in sorting. A 180 second penalty will be assessed. This includes throwing hat or any object in front of animal to change its direction.

SR GIRLS PENNING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line ready. The judge will drop flag to start time when the first horse's nose crosses the line. If calf crosses working line and rider has not, the calf must be brought back and cattle resettled.
2. In all line events, when announcer gives the number, contestants have 20 seconds to cross working line before time begins. It is the contestant's responsibility to check arena before crossing the start line. Number will be given to team by the announcer when line judge raises flag.
3. In the penning event, the pen will be in the center of the arena 15 ft from the back fence. Penning panels will be staked down
4. A total of 4 animals will be behind the working line.
5. Team members will cut and pen their designated cattle. If a wrong number is penned a 20 second penalty will be assessed. A 10 second penalty will be assessed for each wrong numbered animal that crosses working line. Full body of calf must cross working line before penalty can be assessed.
6. Animals must be penned from horseback
7. No ropes or aids may be carried or used in penning. A 180 second penalty will be assessed. This includes throwing hat in front of animal to change its direction.
8. Line remains alive as long as right numbered cattle or rider is inside working line.
9. On third re-cross a full time penalty will be assessed. A re-cross is defined when the right numbered animal comes out across working line and then crosses back over working line.
10. When animals are penned , time will stop when first nose of contestants horse breaks the plane of the gate

SR BOYS DIVISION

1. Time will start when the nose of the first horse crosses the working line. If calf crosses before horse's nose then the cattle must be returned to the herd and resettled.
2. No ropes or aides may be used or carried into the arena in the Penning Event. This is to include throwing of hat or any other object in front of the cattle to change the direction. A full time penalty will be assessed
3. When judge determines cattle are settled, team must accept cattle.

4. Total working time in each event cannot exceed 120 seconds (2 minutes)
5. Total working time per event including penalties cannot exceed 180 seconds (3minutes)
6. Ranch members cannot be touching the animal in any way, in all events, when the final flag is given. A full time penalty will be assessed.
7. No neck ropes or keepers may be used. Rope must be free to fall to the ground in all roping events.
8. All team members can carry and use only **ONE** rope
9. All team members can use his/her rope **ONLY**. Cattle cannot be roped until an illegal rope is released.
10. There are unlimited loops in all roping events
11. All cattle must be roped from horseback or a full time penalty will be assessed
12. Cattle must be standing when roped or a full time penalty will be assessed
13. Ropes cannot be placed on cattle they must be thrown or a full time penalty will be assessed
14. Legal rope catches are as follows: heel catches (one heel or two heels, shoulders back), head catch (around horns, half head and neck rope).
15. All members must dally
16. All team members must follow the judge's instructions. I.E.: Releasing injured or illegally caught animal. Any team that refuses or fails to follow judge's instructions will be given a full time penalty. Cattle cannot be roped until an illegal rope is released.
17. If contestant dismounts and the catch is ruled illegal, contestants can recoil, mount and rope again.
18. Any rope attached to cattle with other end loose is considered a dead rope and cannot be used. If rope falls free of animal, rider must dismount in order to retrieve his/her rope on the ground
19. On cattle returning to the herd, if full body of animal crosses working line with **LEGAL CATCH** and the rider is in control of the animal, and this is the 1st re-cross, then the animal can be returned to the working side of the line with a 20 second penalty. If this is the second re-cross a full time penalty will be assessed. The definition of **CONTROL**: A legal catch with a dally
20. A full time penalty will be assessed if animal is worked on herd side of penalty line.
21. All ropes must be clear of horse before dismount. A dismount is considered one foot on the ground or a fallen rider.
22. All ropes must be removed and may not be touching animal in anyway in all Sr. Boys events, when the final flag is given. A full time penalty will be assessed.
23. Once team has made contact with legally caught animal and then loses contact with the animal and rope, a full time will be assessed.

24. If the correct cattle cross the working line 3 times in the penning event a full time will be assessed.
25. If the correct numbered cattle cross the working line back into herd 2 times in all roping events, a full time will be assessed.
26. Twenty (20) second penalty each time correct number animal re-crosses the working line.
27. Ten (10) second penalty will be given for each extra animal across the working line, while line is live. Line remains live as long as right numbered cattle or rider is inside the working line.

SR BOYS TEAM PENNING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line ready. The judge will drop flag to start time when the first horse's nose crosses the line. If calf crosses working line and rider has not, the calf must be brought back and cattle resettled.
2. In all line events, when announcer gives the number, contestants have 20 seconds to cross working line before time begins. It is the contestant's responsibility to check arena before crossing the start line. Number will be given to team by the announcer when line judge raises flag.
3. There will be two of the same numbered cattle penned
4. Animals must be penned from horseback only
5. No penalty for touching cattle inside the pen. No penalty if animal drags cowboy outside plane of gate, if contact with animal is maintained by cowboy, animal can be returned as long as contact is not lost.
6. Time ends when pen is empty of all wrong numbered stock and contestants and only the correct numbered cattle are in the pen and the gate is closed

SR BOYS PASTURE ROPING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line ready. The judge will drop flag to start time when the first horse's nose crosses the line. If calf crosses working line and rider has not, the calf must be brought back and cattle resettled.
2. In all line events, when announcer gives the number, contestants have 20 seconds to cross working line before time begins. It is the contestant's responsibility to check arena before crossing the start line. Number will be given to team by the announcer when line judge raises flag.
3. Steer must be roped at head first, then the heels
4. Must be a legal head catch. Those are as follows:
 - around horns
 - half head
 - neck rope

5. Ropes must be dallied
6. If header loses rope after steer is heeled but no whistle has been blown **BOTH** ropes are dead and steer must be released and re roped
7. Horses must be faced and ropes tight before judge will give the whistle to remove the ropes. Judge will signal when animal is in correct position, by use of the whistle to signal contestants to remove the ropes
8. Contestants other than the header and the heeler cannot touch either rope or the steer until judge gives the whistle. If steer or rope is touched a full time penalty will be assessed. There is no penalty if the steer or the rope is jerked or pulled into the contestants
9. Time will end when all ropes are removed

SR BOYS BRANDING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line ready. The judge will drop flag to start time when the first horse's nose crosses the line. If calf crosses working line and rider has not, the calf must be brought back and cattle resettled.
2. In all line events, when announcer gives the number, contestants have 20 seconds to cross working line before time begins. It is the contestant's responsibility to check arena before crossing the start line. Number will be given to team by the announcer when line judge raises flag.
3. Cattle must have legal head catch, Bell collar only.
4. Calf must be stopped as soon as a legal catch has been made.
5. If a calf is caught in the branding circle, calf cannot be branded until calf is removed from branding circle.
6. Animals must be day lighted before contestant can work an animal, if participants have hands on animal before it goes down on the ground, it does not have to be day lighted. If the animal is on the ground, it must be brought up and day lighted before working. Contestants do not have to wait for judge's approval to tail up the animal. Daylight means the animal's torso must be clear of the ground.
7. Calf must be in branding position when branded. Judge will blow the whistle to signal brander to leave the circle when all ropes are off and not touching animal and calf is in the branding position. If a calf gets up after brander leaves the circle the calf must be placed in the branding position before it can be branded.
8. A 20 second penalty will be given if the brander leaves the circle before the whistle is blown by the judge.
9. Brander must run on foot to calf and back to circle. Branding iron may be handed off to another contestant but not thrown. A full time penalty will be assessed if iron is thrown. If brander has already

left the circle and calf gets up the brander does not have to return to the circle. Brander may leave the circle to assist the team but the branding iron must stay in the circle.

10. If calf is branded in any other position than the branding position a full time penalty will be assessed.
11. If calf is branded in any other place other than on the hip a 20 second penalty will be assessed
12. Time will end when brander enters the branding circle

SR BOYS MUGGING

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line ready. The judge will drop flag to start time when the first horse's nose crosses the line. If calf crosses working line and rider has not, the calf must be brought back and cattle resettled.
2. In all line events, when announcer gives the number, contestants have 20 seconds to cross working line before time begins. It is the contestant's responsibility to check arena before crossing the start line. Number will be given to team by the announcer when line judge raises flag.
3. Cattle must have legal head catch, Bell collar only.
4. Calf must be stopped as soon as a legal catch has been made.
5. Animals must be day lighted before contestant can work an animal. If participants have hands on animal before it goes down on the ground, it does not have to be day lighted. If the animal is on the ground, it must be brought up and day lighted before working. Contestants do not have to wait for judge's approval to tail up the animal. Daylight means the animal's torso must be clear of the ground.
6. Any of the team's contestants can tie cattle. Any three legs must be tied in a cross bone fashion with a pigging string only.
7. Judge will drop flag to signal that time should stop when contestant ties the animal and releases string and raises hands. Six seconds will start when all contestants are free of animal. If animal is touched during those six seconds a full time penalty will be assessed to that team. (See general rule #21.)
8. Judge will allow 6 seconds for animal to get free. If animal is not securely tied and the end of those 6 seconds a full time penalty will be assessed. If the animal is touched by a contestant in those 6 seconds a full time penalty will be assessed.