

2022 Cleburne Youth Rodeo

Things you need to know....

1. A copy of each contestant's birth certificate or driver's license must be included with the entry form. If necessary, copies can be emailed to cleburneyouthrodeo@yahoo.com.
2. Entries must be postmarked by July 20, 2022 – Mail to CYR P.O. Box 1385, Cleburne, TX. 76033.
3. Mail-in entries must include the office fee
4. Entries must be paid with a cashier's check or money order. No cash or personal checks.
5. Call-ins are on July 28, 2022 from 10 am to 10 pm. A \$25 late fee will be added to all call-in entries, or entries after July 24, 2022 Call-ins will be taken by Timarie McGrath 817-487-3730
6. Contestants must enter four (4) events and place in two (2) to be eligible for the AllAround award.
7. Only one (1) contestant per entry form.
8. Team roping – all team ropers must enter as a team and must enter in the appropriate age group. Ropers can enter once as a header and once as a heeler.
9. A current negative Coggins will be required for each horse that is brought onto the rodeo grounds.
10. All-Around buckles will be given in the 6 & under age group, no saddle certificates will be awarded for this group if saddles are to be awarded.
11. No lead-ins. All riders must be able to ride unassisted.
12. Full western attire dress code will be enforced; Hat, long-sleeve button-down shirt with collar, and western boots.
13. All decisions of the judges are final.
14. The decision to cancel due to inclement weather will be made by the rodeo committee - No refunds will be issued due to weather.
15. Only walk-ups will be accepted on Thursday and Friday ONLY until 5:45. \$25 late fee applies.
16. All results will be posted on our Facebook page CYR – Cleburne Youth Rodeo and also on our Junior Posse website www.jcjsp.yolasite.com
17. Order of events: Muttin Butsin, Poles, Barrels, Flags, Goats, Chute Dogging, Breakaway, Ribbon Roping, Tie-Down Roping, Team Roping.
18. Have questions, call or text Timarie McGrath (817)487-3730 or Cody Baker (469)337-7592.
19. Limited RV spaces are available on-site call Cody Baker to reserve a hook-up.

2022 Cleburne Youth Rodeo

August 4,5,6 2022

7 PM Nightly Performance — 60% Payback

Name: _____ Sex: M or F Age as of 1/1/2022: _____
 Address: _____ City, State, Zip : _____
 Phone: _____ Email Address: _____

6 & Under

\$40 Muttin' Bustin	\$40 Poles
	\$40 Barrels
\$35 Poles	\$40 Flag Race
\$35 Barrels	\$40 Goat Tying
\$35 Flag Race	\$45 Breakaway
\$35 Goat Ribbon	

9 & Under

12 & Under

\$40 Poles	\$50 Poles
\$40 Barrels	\$50 Barrels
\$40 Flag Race	\$50 Flag Race
\$40 Goat Tying	\$50 Goat Tying
\$45 Breakaway	\$55 Breakaway
\$45 Ribbon Roping	\$55 Ribbon Roping
\$45 Double Mugging	\$55 Tie Down Roping
\$45 Team Roping -	\$55 Team Roping—Header
\$45 Team Roping - Heeler	\$55 Team Roping—Heeler

16 & Under

21 & Under

\$50 Poles
\$50 Barrels
\$50 Flag Race
\$50 Goat Tying
\$55 Breakaway
\$55 Ribbon Roping
\$55 Tie Down Roping
\$55 Team Roping—Header
\$55 Team Roping—Heeler
\$55 13-21 Chute Dogging

CIRCLE ONE PERFORMANCE
 Thursday 7 pm
 Friday 7pm
 Saturday 7pm

Mail Entries To:
 Cleburne Youth Rodeo
 P.O. Box 1385
 Cleburne, TX. 76033

Entry Fee: \$ _____
Office Fee: (\$15) \$ _____
Late Fee (\$25): \$ _____
TOTAL FEES ENCLOSED: \$ _____

Post Mark by July 20th

Call-Ins: 7/28/22 10 am -10 pm —(817)487-3730

Walk up entries Thursday and Friday ONLY until 5:45pm

*****All call-ins & walk up entries will be charged \$25 late fee *****

Team 1: Header: _____
 Heeler: _____
 Team 2: Header: _____
 Heeler: _____

Parent Consent: We the undersigned, grant our son/daughter permission to participate in the Cleburne Youth Rodeo, and in doing so, release the Johnson County Sheriffs Posse and Junior Sheriffs Posse and/or any individuals from any responsibility and liability for any personal injury or loss and/or damage of private property incurred by the above named while taking part in the rodeo. I have read the above entry in its entirety understand completely, and agree to abide by the rules and regulations set forth.

Parent /Guardian Signature: _____ Sworn
 to me and subscribed to on this _____ day of _____ 2022.
 Notary Public in and for _____

My commission expires: _____ Notary Signature: _____

CLEBURNE YOUTH RODEO (CYR)

RULEBOOK

GENERAL RULES:

These are **CYR** rules and if at any time a situation occurs which is not covered in this **CYR** rule book.

1. Contestants must compete in their age group for year-end points. If a contestant moves up in any one event, then the contestant must move up into the same age bracket in all events.
2. To be eligible for All-Around awards, a contestant must compete in a minimum of 4 events and place in 2 events to be eligible for the All-Around.
3. Contestant's responsibility to check the posted list for all draws. Third call turn-out rule. Contestants must run in the order that is drawn or receive a disqualification—no trades with other contestants.
4. All contestants must 21 years of age or younger as of January 1 of the current year.
5. The contestant will have 30 seconds to enter the arena after the contestant's name is called. After 30 seconds contestants will be turned out in that event. NO EXCEPTIONS!

MISCONDUCT

Misconduct by any contestant, or parent of a contestant, shall be considered by **CYR**. A contestant may be suspended for the following:

1. Profanity, use of alcohol or drugs, falsification of name, age, or other such acts will not be tolerated and such action will bring immediate suspension.
2. Contestants being rowdy, quarreling, or fighting in the arena at any time or any place during a sanctioned **CYR** the rodeo will be suspended or asked to leave.
3. Contestants issuing hot checks for their entries will be disqualified from receiving any monies or points until the business is taken care of.
4. Vandalism at any place or any time is not allowed.
5. Mistreatment of rodeo stock or contestant's horse in or out of the arena will be cause for disqualification.
6. Contestants will be disqualified for failure to keep their horse under control while entering or leaving the arena.
7. Competing under another name.

DRESS CODE

The following dress code will be **REQUIRED** and **ENFORCED**:

1. All contestants must wear a collared long sleeve shirt, long pants, western boots, western hat, or helmet.
2. A hat or helmet must be worn when competing in an event within the confinement of the arena at all times. This goes for **INTENTIONALLY** knocking off your hat. Hats must stay on contestants' head until clear of the alleyway.

Example: Setting your hat on the back of your head at an angle that will easily fall off.

CONTESTANT RESPONSIBILITIES:

To participate in the **Cleburne Youth Rodeo** a contestant must present to the **CYR** Rodeo Secretary the following:

1. A **COPY** of the member's birth certificate. A copy of the birth certificate will be required only one time for the purpose of placing contestants in the correct age group.

2. The contestant must not have reached his/her 22nd birthday by January 1 of the current year.
3. The contestant has 30 seconds to enter the arena once the contestant's name is called. After 30 seconds contestant will be turned out. NO EXCEPTIONS!

ENTRY FEES:

1. Contestants may only pay the entry fee by money order, cash, or credit card.
2. Contestants entering at Call-In, but not showing at the rodeo, must pay an entry fee, office charge, and late fee BEFORE THEY WILL BE ALLOWED TO ENTER ANOTHER RODEO. Medical / Veterinary drawout applies.
3. \$25 LATE FEE for each entry called-in, e-mailed, mailed late, or mailed without a fee. ALL ENTRIES MUST BE PRE-ENTERED & all fees must be paid in full before the beginning of your first event! **WALK-UP ENTRIES ALLOWED ONLY ON THURSDAY AND FRIDAY UNTIL 5:45!**All returned checks will be subject to a \$30 NSF charge.
4. If you are calling in, **YOU ARE LATE!**
5. If a contestant moves up in age in any one event, then the contestant must move up into the same age bracket in all events.

PAYOUT:

The payout for all events will be 60% with the maximum number of places paying out being six (6).

All boys and girls will run together and payouts will be together.

ALL EVENTS:

1-7	100%					
8-14	60%	40%				
15-21	50%	30%	20%			
22-28	40%	30%	20%	10%		
29-35	30%	25%	20%	15%	10%	
36+	29%	24%	19%	14%	9%	5%

POINT SYSTEM

- 1st Place ----- 10 points
- 2nd Place ----- 9 points
- 3rd Place----- 8 points
- 4th Place----- 7 points
- 5th Place----- 6 points
- 6th Place----- 5 points
- 7th Place----- 4 points
- 8th Place----- 3 points
- 9th Place----- 2 points
- 10th Place ----- 1 point

Contestants are responsible for checking the accuracy of the points.

All-around awards will be awarded to each All-Around Boy and All-Around Girl, except for the 5 & Under, and will be awarded to the contestant who has entered at least (4) or more events and placed in (2) or more events.

Ties will be determined by the most number of 1st places, 2nd places, 3rd places, and so forth that have been earned during regular season rodeos until there is not a tie.

Example:

- Roper 1 had times of 8.35 and 11.00 for a total of 19.35 on 2 head □
- Roper 2 had times of 8.21 and 11.14 for a total of 19.35 on 2 head
- Roper 2 would be the Average Event Champion because he had the fastest time of 8.21.

AGE GROUPS: Age as of January 1 of said year.

6U Boys & Girls combined – NO LEADLINE*

Mutton Bustin’

Pole Bending

Barrels

Flags

Goat Ribbon Pulling

9 & Under Boys & Girls Combined*

Pole Bending

Breakaway

Barrel Racing

Flags

Goat Tying

12 & Under Boys & Girls Combined*

Pole Bending

Breakaway

Barrel Racing

Ribbon Roping

Flags

Double Mugging

Goat Tying

Team Roping

16 & Under Boys & Girls Combined*

Pole Bending

Breakaway

Barrel Racing

Ribbon Roping

Chute Doggin’
(Ages:21&Under)

Flags

Tie Down

Goat Tying

Team Roping

21 & Under Boys & Girls Combined*

Pole Bending

Breakaway

Barrel Racing

Ribbon Roping

Chute Doggin’
(Ages:21&Under)

Flags

Tie Down

Goat Tying

Team Roping

Rodeo Event Rules:

General rules for all events:

1. When a contestant nods for an animal or enters into the arena, they accept the arena conditions as is, or they must declare themselves by pulling up.
2. If a timer fails, the backup time will be the official time.
3. Contestants will run in random order from a computer drawing conducted by the **CYR** secretary. This includes speed and goat events. All stock for all roping events will be chute run. After the contestant's name has been called he/she will have 30 seconds to begin his/her event once they have entered the roping box or alleyway. After 30 seconds if they have not started, they will be asked to leave, and the next contestant will be called.
4. It is your responsibility as a contestant to be prepared and ready for each event you have entered. After your name has been called three times and you are not ready to compete, this will result in an automatic turnout, which results in a no time, and fees will not be refunded.
5. If any contestant or parent elects to protest a decision of any official, he or she must notify, in writing, the rodeo secretary before the end of the event in question and deposit a \$200 protest fee. No protest will be accepted on a strictly judgmental ruling by a Rodeo Judge. The Arena Director will make the final call. If you lose the protest, you lose the \$200 fee. If they rule in your favor, your \$200 fee will be returned.
6. A parent that abuses a judge for a call made may result in disqualification of their child for the remainder of that rodeo.
7. There will be two (2) timekeepers: one (1) Official & one (1) back-up.

Barrels: Open Gate for all age groups

Contestants:

6U Girls & Boys

9&UnderGirls&Boys

12&UnderGirls&Boys

16&UnderGirls&Boys

21&Under Girls & Boys

General Rules for Barrels:

1. The suggested distance is 90 ft. between barrels one and two and 105 ft. between barrels two and three. However, the distance should be set to conform to the arena and arena conditions as decided by the Arena Director, but not closer than 18 feet from the fence. The location must be permanently marked for the entire rodeo.
2. Barrels must be painted so as to be easily seen by horses and riders.
3. All barrels must be placed **INSIDE** of stake.
4. Open gate
5. No time limit
6. A rerun will be given in the event the clock and backup timer malfunction.
7. Age groups will run consecutively with a drag every 5 (five) contestants.
8. When a horse/rider starts the timer, they have accepted arena conditions & the order of the run as-is.
9. The judge's decisions will be final.

Pattern:

1. Contestants will start from behind the starting line, run around barrel number one, then around barrel number two, and continue around barrel number three, finishing by crossing the starting line on the way back. This pattern may be altered by starting with the number two barrel, then to number one all in a forward motion.

2. The time starts when the contestant crosses the starting line and stops when they pass it on the way back after running the pattern.

Disqualification & "No Time":

1. Contestant commits any offense listed under "Contestant Responsibilities".
2. Contestant breaks the pattern.
3. If anyone, other than the contestant, whips or strikes at the contestant's horse in the arena to start the horse, including the alley, warm-up area, and boxes.
4. If the contestant does not remain mounted for the entire run.
5. If forward motion is broken.
6. If a contestant runs out of order.

Penalties:

A five (5) second penalty for each barrel knocked over. If a contestant knocks over a barrel and it stands up again on its other end, it will be the same as knocking it over.

Pole Bending: Open Gate for all age groups

6U Girls & Boys

9 & Under Girls & Boys

12 & Under Girls & Boys

16 & Under Girls & Boys

21 & Under Girls & Boys

General Rules for Pole Bending:

1. The first pole is to be twenty-one (21) feet from the starting line and each of the six (6) poles shall be twenty-one (21) feet apart.
2. Poles must be set with tape and marked with flour each time they are used.
3. Poles must be mounted on a flexible base
4. Open gate
5. No time limit
6. A rerun will be given if the clock and backup timer malfunction.
7. Age groups will run consecutively with a drag every 5 (five) contestants.
8. When a horse/rider starts the timer, they have accepted the arena conditions & the order of the run as-is.
9. The judge's decisions will be final.

Pattern:

1. The contestant may start either to the right or to the left of the first pole and then run the remainder of the pattern accordingly, all in a forward motion.
2. If the contestant backs up, it is considered a broken pattern.

Disqualification & "No Time":

1. If the contestant crosses the starting line during a run.
2. Contestant commits any offense listed under "Contestant Responsibilities".
3. Contestant breaks the pattern.
4. If anyone, other than the contestant, whips or strikes at the contestant's horse in the arena to start a horse, including the alley, warm-up area, and roping boxes.
5. If the contestant does not remain mounted for the entire run.

6. If forward motion is broken.
7. If a contestant runs out of order.

Penalties: Five (5) second penalty for each pole knocked down, even if the pole is knocked back upright.

GOAT RIBBON PULLING

Contestants: Closed Gate

6 & under Girls & Boys

General Rules:

1. Contestants must ride the horse into the arena into the general area of the staked goat.
2. Contestant must dismount and go to the goat; pull off the ribbon and run across the designated line to the flag judge with the ribbon.
3. No parents are allowed in the arena with the contestant.
4. Time will stop when the judge lowers the flag after crossing the designated line.
5. 30 sec time limit.
6. A rerun will be issued in the event the goat breaks loose from the stake during the run.
7. The goat shall be staked with rope ten (10) feet in length.
8. Goat is to be held by an arena worker at all times during the contestant's run.
9. The same goat will be used for all contestants.
10. The judge's decisions will be final.

Arena:

1. The stake is to be driven into the ground so that none of it is visible.
2. The goat is to be staked 105 feet from the timeline (start line).
3. The designated line will be 20-30 feet to the left from the staked goat.

Penalties:

1. Contestant will receive a ten (10) second penalty if the goat tier is in contact with the horse when the horse touches the rope.

Disqualifications & No times:

1. If the goat should break away because of the fault of the horse, the contestant will receive no time for that run
2. Failure to pull the ribbon from goat & hand to judge.
3. Contestant commits any offense listed under "Contestants Responsibilities".
4. A No Time will be given if the contestant does not cross the designated line with the goat ribbon in their possession.

Goat Tying:

Contestants: Closed Gate for all age groups

9 & Under

12 & Under Girls & Boys

16 & Under Girls & Boys

21 & Under Girls & Boys

General Rules:

1. The contestant must be mounted on a horse and must ride from starting line to goat, dismount, throw goat by hand and tie any three (3) feet together with a tie string of contestants choice, and stand clear of goat at least 3 ft. from the goat.
2. The goat must remain tied for six (6) seconds.
3. If the goat is down when the contestant reaches it, the goat must be flanked before a tie is made.
4. Three (3) legs must be crossed and tied to qualify as a legal tie. There will be one or more wraps, a half hitch, or tied.
5. Time will start when the mounted contestant crosses the starting line and will stop when the contestant signals the completion of the tie by raising hands in the air.
6. Rerun will be issued if the goat breaks loose from the stake.
7. No parents allowed in the arena with the contestant.
8. The goat shall be staked with rope ten (10) feet in length.
9. The goat is to be held at the end of the rope facing the starting line. The goat will be released when the contestant crosses the starting line.
10. Goat is to be changed after every three (3) contestants runs and at the beginning of each age group.
11. If the contestant does not show up for run, will continue to the next contestant.
12. The judge's decisions will be final.
13. The stake is to be driven into the ground so that none of it is visible.
14. The goat is to be staked 105 feet from the timer line (start line).
15. All goats will but numbered and computer drawn by the rodeo secretary.

Penalties:

1. The contestant will receive a ten (10) second penalty if a horse hits the goat and/or the goat rope at anytime during the run while the contestant is in contact with the horse.
2. A NO Time will be given if the goat does not stay tied for 6 seconds from the time the flag is dropped ending the goat run.

Disqualification & "No Time":

1. Contestant commits any offense listed under "Contestant Responsibilities".
2. If the goat does not remain tied for six (6) seconds.
3. Failure to step away from the goat before qualifying time starts (6 seconds).
4. Once a contestant has signaled their tie complete, he or she may not again touch the tie or the goat. Any attempt to enhance competitive opportunity after signaling for time will result in disqualification.
5. If the goat should break away because of the fault of the horse, the contestant will receive a no time for that run.

General Roping Rules

1. There shall be two or more timekeepers, a field judge (flagman), a scoreline referee, and as many officials as the local committee find necessary.
2. In all roping events, a penalty of ten (10) seconds will be given for breaking the barrier.
3. Should the barrier break at any point other than the designated breaking point, it will be considered a malfunction.
4. The starting flag should be tied where timers can easily see it when the barrier releases.
5. No contestant shall intentionally beat the barrier. The decision of the judge will be final. The animal may not be roped before the neck rope breaks from the animal, and the horse's chest must break the plane of the barrier strap.

If not, the contestant will be disqualified.

6. Calves and steers will be chute run.
7. In any roping event, if the animal escapes from the arena, the flag will be dropped, and watches stopped. Contestants will get animal back with lap and tap start, and time already spent will be added to the time used in qualifying.
8. The decision of the flag judge shall be final and the judge's decisions are never to be based on video viewing.
9. A roper cannot build a second loop in the arena. The rope cannot under any circumstance, be rebuilt if it touches the ground or drops the loop.
10. Once the roper calls for stock, stock belongs to the roper.
11. There will be a 30 sec time limit of roping.
12. Any contestant who fails to heed an initial warning from judges that he is mistreating an animal may be disqualified for the remainder of the rodeo.
13. Anyone who is caught pulling the neck barrier, the contestant will be disqualified.
14. One loop per roping event for all age groups.

Ribbon Roping:

Contestants:

9 & Under Girls & Boys - Closed Gate, 16 & Under Girls & Boys - Open Gate
21 & Under Girls & Boys - Open Gate

Stock:

1. While the calf is in the chute, a length of ribbon about one-half (1/2) inch wide and ten (10) inches or more in length must be fastened with a rubber band to the tail head of the calve's tail.
2. Calves will be chute run.
3. Only the roper will pay for the entry and receive points.
4. It will be up to the roper to secure a mugger, a **CYR** member, or non-member and must be a contestant or parent that is in full **RODEO ATTIRE**.
5. Roper will run its own ribbon. Roper must remove the ribbon himself. The mugger cannot hand the ribbon to the roper.
6. Neck rope **MUST** be used, and the contestant must adjust rope and reins in such a manner that will prevent the horse from dragging calves. If the horse drags calf, the judge may stop the horse, and the contestant may not receive any assistance from outside.
7. Any part of the ribbon is legal.
8. The calf's head must pass through the loop. The loop may draw upon any part of the calf's body behind the head.

Mugger:

1. Since no entry fee is paid by the mugger, he/she may assist more than once.
2. The mugger will be on foot and in the dress code.
3. Muggers may choose where they wish to stand in the arena.
4. After the calf is roped, the mugger assists the roper by holding the calf so the roper can safely pull the ribbon from the calf's tail. The mugger does not have to be touching the calf before the ribbon is pulled.
5. After the calf is roped, the roper removes the ribbon from calve's tail and runs across the flag line.
6. The score/flag line will be in front of the roping chute; the distance will be determined by the judges..
7. If the roper or mugger sees there is no ribbon on the calf's tail, he or she must grab hair.
8. Roper must **HAND** ribbon to flag judge **IMMEDIATELY AFTER RUN**. The failure to hand the ribbon to the judge will result in a no time.

9. Mugger can take more than one step after the rope comes off the calf to finish the qualified time.

Disqualifications & "No-Time":

1. If a roper or mugger commits an offense under "Contestant Responsibilities".
2. If the rope does not hold the calf until the ribbon is removed or the roper has his/her hand on the calf.
3. If roper throws ribbon on the ground or does not hand to judge as stated.
4. If the roper fails to rope the calf 5. Any hazing.
6. Lost or broken rope
7. If a person pushing a calf follows the calf out of the chute in the act of tailing.
8. If rope goes on the calf before neck rope comes off
9. Intentional abuse to livestock.

Re-Run:

1. If the ribbon is not on the calf's tail and roper or mugger states fact immediately whether the rope is thrown or not.
2. Any penalties incurred during the original run will be added to re-run time.
3. If a re-run is given, any penalties incurred during the original run will be added to the re-run time.
4. If the roper does not ask for the calf, he/she must stop the horse as soon as possible without throwing his rope and a re-run will be given. If a contestant throws his/her rope, it will forfeit his/her rerun.
5. Roper can be fouled at the barrier by (calf) neck rope ONLY.

Double Mugging Roping

Contestants: Closed Gate

12 & Under Boys &

Girls

1. Time taken between two flags.
2. Catch as catch can. Roping the calf without releasing the rope from the hand is not permitted.
3. The contestant's stock will be chute run.
4. The rope must be tied "hard and fast" to the saddle horn. The contestant must rope the calf, dismount the horse, and go down the rope at which time the mugger will flank the calf, and the roper must cross and tie three feet. If the calf is down when the mugger reaches it, it must be let to its feet and thrown by hand. If the mugger's hand is on the calf when the calf falls, the calf is considered thrown by hand. The rope must hold the calf until the mugger gets a hands-on calf.
5. After roping the calf, the roper must dismount and wait for the mugger to throw the calf by hand. Mugger holds foreleg and gives foreleg to roper. At this time, the mugger can assist in holding the calf down in a way that the calf is unable to gain its feet. After the roper has completed the tie and throws hands in the air signaling time, the mugger must step away from the calf. Mugger cannot aid roper in gathering calf's legs to enable roper to tie calf.
6. Mugger may remove the rope from a calf (before roper has finished the tie) if necessary for safety reasons. This will not disqualify the run; however, after the roper has signaled for a time the rope may not be removed until the judge has expired the 6-second tie rule.
7. A neck rope must be used, and the contestant must adjust rope and reins in such a manner that will permit the horse from dragging calves.
8. The tie must hold until passed on by the judge and roper, and the mugger must not touch the calf after giving the finish signal. If the tie comes loose before the tie has been ruled a fair one, the roper will be given no time.
9. The calf must be crossed and tied with at least one wrap and hooley.
10. The flag judge will pass on the tie of the calf by use of a stopwatch, timing 6 seconds from the time roper has remounted (may have assistance from mugger), and given slack to the rope. The rope will not be removed from the calf and the rope will remain slack until the field judge has passed on the tie.

11. The flag judge is to stop watching when the calf kicks free, using the time on the watch to determine if the time limit of 6 seconds was reached to qualify time.
12. There will be a designated person for the mugger. The same mugger for all contestants and Mugger must be in full dress code.

Tie-Down Roping

Contestants: Open

Gate 16 & Under Boys

& Girls 21 & Under

Boys & Girls

1. Time to be taken between two flags.
2. Roping calf without releasing rope from hand is not permitted. Catch as catch can.
3. The contestant's stock will be chute run.
4. A neck rope must be used, and the contestant must adjust rope and reins in such a manner that will prevent the horse from dragging calves. If the horse drags the calf, the field judge may stop the horse. The contestant must not receive any assistance of any kind from outside.
5. The rope must be tied "**hard and fast**" to the saddle horn. The contestant must cross and tie three feet. There will be a "**no daylight rule**" for the 9-12 age group ONLY. If the calf is down, he may stay down and be tied, but there will a 10-second penalty. The rope must hold the calf until the roper gets his hands on the calf.
6. The tie must hold until passed on by the judge, and the roper must not touch the calf after giving the finish signal. If the tie comes loose before the tie has been ruled a fair one, the roper will be given a no time.
7. The flagman will pass on the tie on the calf by use of a stopwatch, timing six (6) seconds from the time roper has remounted and given slack to rope. The rope will not be removed from the calf, and the rope will remain slack until the field judge has passed on the tie.
8. The flagger is to stopwatch when the calf kicks free, using the time on the watch to determine if the time limit of six (6) seconds was reached to qualify time.
9. In all age groups, in all roping events, there will be only one loop used.
10. Three calf legs must be crossed and tied with at least one wrap and hooley.
11. 30 sec time limit.

BREAKAWAY ROPING RULES:

Contestants:

9 & U Boys & Girls Closed Gate 12 & Under

Boys & Girls Closed Gate

16 & Under Boys & Girls Open Gate

21 & Under Boys & Girls Open Gate

1. The rope must be tied on at the end of the rope with **CYR**-provided string. The breakaway flag is to be tied at the end of the rope. The barrier judge will check each contestant's string and flag before roping.
2. The calf's head must pass through the loop. The loop may draw upon any part of the calf's body behind the head.
3. The field judge shall be able to consult an appointed helper (mounted or un-mounted).
4. The calf must break the string with no assistance from the roper. If the roper assists, they will receive no time.
5. The judges decision will be final.
6. The contestant's stock will be chute run.
7. In all age groups, in all roping events, there will be only one loop used.
8. 30 sec time limit.

TEAM ROPING RULES:

Contestants

12&Under Boys & Girls - Closed Gate 16&Under Boys & Girls - Open Gate
21&Under Boys & Girls - Open Gate

Contestants will start from behind a barrier in all rodeos with a mechanical barrier. The header must start from the steer wrestling box.

1. Each contestant will be allowed to carry one rope. Two loops per team shall be allowed one loop at each end. Roping steer without turning loose of the loop will be considered no catch. Only girls are allowed to tie on; all others must dally.
2. Time will be taken when the steer is roped, and both horses are facing steer in line with ropes dallied and tight. Horses' front feet must be on the ground, and contestants must be mounted when time is taken. The steer must be standing up when roped by head or heels. Ropers must hold dallies until passed on by the judge.
3. Steer must not be handled roughly or the contestants may be disqualified, in the opinion of the field judge, the contestants have intentionally done so.
4. If in the opinion of the flagger, a heel loop is thrown before the header has dallied and hanged the direction of a steer, the team shall be disqualified.
5. Broken rope or dropped rope will be considered no time, whether time has been taken or not.
6. If the steer is roped by one (1) horn, the contestant is not allowed to ride up and put the rope over the horn or head with his hands.
7. If the heeler ropes a front foot or feet in the heel loop, this is a foul catch. However, should the front foot come out of the heel loop by the time the field judge drops his flag, time will be counted.
8. Any questions as to the catches in this contest will be decided by the judges.
9. Legal Catches – There will be only (3) legal head catches:
 - A. Around both horns
 - B. Half a head.
 - C. Around the neck
10. Ropers must hold dallies until passed on by the judge.
11. If the hondo passes over one horn and the loop over the other, the catch is illegal.
12. Any heel catch behind both shoulders is legal if the rope goes up the heels.
13. One (1) hindfoot receives a five (5) second penalty.
14. If the loop crosses itself in a head catch, it is illegal. This does not include heel catches
15. No plastic horns will be allowed.
16. **NO CROSSFIRE! Steer must be in tow with head turned and moving forward one hop before heeler ropes. This applies to all age groups.**
17. Team Roping (Heading and Heeling) will be considered events for All-Around. Heading and Heeling will be regarded as a separate events, and points will be given in each event. Points will be carried to the individual's age group.
18. Team Roping—during regular rodeo: A contestant may enter twice once as a header and once as a heeler.
19. All team ropers (headers and heelers) must rope in their own age group.
20. The contestant's stock will be chute run.

CHUTE DOGGING

Contestants:

1. The judge will start time with the flag when the animal's nose crosses the timer line. The left hand must be on the steer's left horn or shoulder area until the contestant crosses the line that starts the time.

21& Under

Time Limit: 30 Seconds

2. There will be a line drawn 3 feet from the chute to a 15 ft line to be used as the line where the steer may be thrown when the nose of the steer crosses the line. The contestant cannot go for the steers' nose until the whistle blows. If a contestant touches the steers' nose before the whistle blows it will result in a no time. The steer must be stopped or the steers' forward motion changed before twisting down. Flag stops time.
3. There will be one flagman to designate a legal fall, which shall be all four feet extended in the same direction.
4. Any steer making a hula-hand must be let to his feet and thrown again for a legal throw.
5. If a steer breaks away from the chute dogger, the chute dogger may take no more than one step to catch the steer.
6. Any steer accidentally knocked down without being thrown, must be let to his feet and thrown by hand.
7. All chute doggers must keep a hand on the steer until the judge drops the flag.
8. Contestant and one helper must enter from the back of the chute only. All contestants, parents, sponsors must stay behind the chute. The helper cannot cross the three-foot line while in contact with the steer or the contestant is disqualified.
9. The contestant must start his run with his hat on.
10. The contestant's stock will be chute run.
11. Time Limit 45 seconds.
12. CYR reserves the right to cancel any event with less than 4 entries.

General Rules for Rough Stock:

1. Bulls and steers will be computer-drawn. Mutton busting and calf riding will be chute run.
2. The contestant is not to use sharp spurs.
3. Contestants will have the right to call judges to pass on whether or not the animal is properly flanked to buck the best of his ability.
4. Fall - If chest or brisket, belly, side, or rump contacts the ground animal will be considered fallen. The knee is not considered fallen.
5. No contestant will ride two heads in the same event during a performance except for re-rides.
6. Contestants may pull riggings from either side.
7. The contestant's stock will be chute run.
8. One parent or helper is allowed behind the chutes with the contestant. Parent or helper may not enter the arena after rigging or rope is pulled.
9. When any body part (feet, toe, elbow, leg arm, hand, etc.) comes in contact with the ground, fence, etc. other than rough stock during 6-second ride contestants will be flagged out.
10. If the contestant is called upon he has 30 seconds to nod. Failure to nod will lead to a DQ. NO CONTESTANT WILL BE FORCED AGAINST HIS WILL TO NOD.

MUTTON BUSTIN':

Contestant:

6& U ONLY **60 Pounds Weight Limit**

1. All contestants and parents or guardians must sign a release to **CYR**, and its committees and/or Contestants, or anyone else associated with the above in an official capacity of any liability in the event of an accident to the contestant.
2. All contestants participating in this event must be 6U.
3. All contestants participating in this event must weigh 60 lbs. or less. Each child will be weighed prior to the event of their first rodeo. If your child weighs more than 60 lbs. he or she will be immediately disqualified and will forfeit the entry fee. Please know what your child weighs before completing the entry form.
4. All contestants must be dressed in western attire – long-sleeved shirts and boots.

5. Contestants can hold on to the animal and ride for a maximum of 6 seconds, which is a qualified ride. If your child refuses to ride after the second try, the child will be disqualified.
6. Contestants must provide their own helmet, mouthpiece, vest, and must be worn while competing.
7. All judges' decisions are final.
8. If any part of the body (arms, hands, feet, etc.) comes in contact with the ground, fence, etc. other than sheep (during 6-second ride) contestants will be flagged out.
9. NO ROPES ALLOWED!

FLAGS:

Contestants: Open Gate

6 & Under Girls & Boys

9 & Under Girls & Boys

12 & Under Girls & Boys

16 & Under Girls & Boys

21 & Under Girls & Boys

General Rules:

1. The contestant must be mounted on a horse and must ride from the starting line (timer eye) to the barrel. Retrieve the flag that is placed in a bucket of dirt on the third barrel stake and race home.
2. The contestant must drop the flag after clearing the starting line (timer eye).
3. There will be a 45 second time limit.
4. The barrel will be set at the third barrel stake 105 feet from the first or second barrel stake.
5. A rerun will be given in the event the clock and backup timer malfunction.
6. The contestant can run the flag from either side.
7. Age groups will run consecutively with a drag every five (5) contestants.
8. When a horse & rider start the timer, they have accepted the arena conditions & order of the run as-is.
9. Judges' decisions will be final.

Disqualifications & "No Times":

1. Contestant commits any offense listed under "Contestant Responsibilities".
2. Contestant breaks the pattern.
3. If anyone, other than the contestant, whips or strikes at the contestants' horse in the arena to start the horse, including alleyway, warm-up areas, and roping boxes.
4. If the contestant does not remain mounted for the entire run.
5. If a contestant runs out of order.
6. If a contestant drops flag at any time or drops flag before crossing the timer eye.

Penalties:

1. (5) Five-second penalty for barrel knocked over & if it stands up again on its other end, it will be the same as knocking it over. The contestant will not be penalized for the bucket that holds the flag.