

GENERAL RULES

These are Central Plains Youth Rodeo Association rules and if at any time a situation arises which is not covered in the CPYRA Rulebook, the CPYRA DIRECTORS and JUDGES DECISION WILL BE FINAL.

1. There will be six (6) age groups with events as follows:
 - 4 & under: ON FOOT WITH STICK HORSE: Barrels, Poles, Goat Undecorating, and Calf Dummy Roping
 - 6 & under: Mutton Bustin, Flags, Barrels, Poles, Goat Undecorating, Calf Dummy Roping, ON FOOT Goat Dummy Tying.
 - 7 – 9: Flags, Barrels, Poles, Goat Tying (BOYS and GIRLS will be separate), Breakaway Calf Roping, and Breakaway Steer Roping.
 - 10 – 12: Barrels, Poles, Goat Tying (BOYS and GIRLS will be separate), Breakaway Calf Roping, Breakaway Steer Roping, and Tie-Down Roping.
 - 13 – 16: Barrels, Poles, Girls Goat Tying, Breakaway Calf Roping, Breakaway Steer Roping, and Tie-Down Roping.
 - 16 & under: Heading, Heeling, and Chute Dogging

2. There shall be 5 rodeo attendances, per season, required to attend the CPYRA Finals. All Around points require participation in three (3) or more events. Members must compete in five (5) of the rodeos during the rodeo season in the same three (3) events or more to qualify for All-Around standings. Only highest placing (one money per event) will count towards All Around points.

3. Contestant may move up in age group event, but points will not be counted toward year end standings unless said event is not offered in their age group. Contestant is competing for jackpot money only. In the case the event is not offered in the contestants age group, year-end points will accumulate in that event only but not count toward all around points. Goat undecorating is considered a form of goat tying and calf dummy roping is considered a form of breakaway calf roping, tie down roping or team roping.

4. Each contestant must pay an entry fee, stock charge (when applicable) and a facility charge in the amounts determined by Board of Directors. All such fees must be paid in cash. Payout will be in cash to the whole dollar.

5. The Rodeo Official, advisory board and event directors shall consider profanity, harassment, or misconduct by any individual member or parent of a member, and if deemed necessary, the contestant shall be fined \$20.00 or suspended from the CPYRA.

6. The use of alcohol, tobacco, or drugs will NOT be tolerated, and contestant shall be suspended from the CPYRA.

7. All contestants, including Team Roping helpers, must be in the following dress code at all times while in the arena, which is defined as box, fence, alleyway, arena floor, chutes and gates: collared long sleeved shirt, long pants, western boots (no docks, chukkas, or heelsdown tennis), and a western hat. Any member not in dress code while calling for his/her run or stock will receive a NO TIME unless the rule has been waived by the Board of Directors. In racing events, the contestant's hat must be on when the contestant enters the plane of the

arena, or the contestant will receive a five (5) second penalty. The alley is considered a part of the arena.

REMINDER CPYRA is a rodeo association. We will comply with western attire rules to help prepare contestants for future rodeo events requiring the same.

8. All contestants must purchase their membership before any rodeo will count towards the required 5 rodeos or points won will accumulate towards the year-end finals.

9. CPYRA Finals produced by and for the CPYRA. Monies accumulated will consist of the membership dues, facility fees, ticket sales, sponsorships, and donations and other fundraisers.

10. The Board members must approve all stock contractors. The size of the stock will be determined by the event's directors. This includes roping calves, goats, and steers.

11. Only personnel approved by event director, president, vice-president, or majority of Board of Directors will be allowed to be Judges.

12. All Board of Directors will help and assist stock producers to clear the arena and prepare for competition.

13. Only working help will be allowed in the arena during all events. The roping directors may choose to waive this rule during the roping events.

14. There will be a 60-second time limit for all age group timed events unless otherwise stated within the specific event rule. At 60 seconds, contestants will still receive time, but no points. Contestant's time will be announced to acknowledge effort. At 60 seconds, a horn will sound, and contestant must concede his/her run.

15. NO LEAD LINES. Contestant horses are not allowed to be led by a parent or other contestant during a competitive run.

16. Any deliberate abuse of animals, (horse, calf, goats, etc.) will result in a \$25.00 fine and possible disqualification per discretion of the judge.

17. Name of contestant will be called 3 times. At the end of the first call, the contestant will have 60 seconds to break the timer line or a No Time will be assessed. If a contestant is present though having difficulty getting his/her horse in the arena or in the roping box after 3 calls, they will then have 60 seconds to break the timer line, call for stock, or change mounts or a No Time will be assessed.

18. If, at any time during a competition run, a judge or director deems the safety of our contestants, spectators, or livestock to be in jeopardy, the decision can be made to assist the contestant or livestock. If the run is incomplete at the time of the assistance, the contestant will receive a NO TIME. If the run has been completed, the judge, who may confer with a director on the decision, will determine whether the contestant will receive a qualified time. All judges' decisions will be final.

19. In the case of a broken pattern, contestant is to finish the run as quickly as possible and exit the arena. Repetitive working of your horse by circling barrel or poles with result in a \$20.00 fine.

20. Any form of restraint and/or seat belt or anything used to hold a contestant in the saddle will not be allowed in any event. Rubber bands on the feet/stirrups are excluded and can be used.

21. It is the responsibility of the contestant and the contestant's parents to know and understand the CPYRA rules. Failure of contestant or parents to know and understand the CPYRA rules is not a valid excuse.

22. Anything unclear in the CPYRA rulebook will revert to the NHSRA/NJHSRA rulebook.

PAYOUT - No ground money paid (all ground money goes to CPYRA prize fund)

1. 70% of entry fee (jackpot money, excluding stock charge) in each event paid back to contestant – remainder to association to apply to stock charge, finals fund, facility expense, etc.

2. \$15 facility charge per family per rodeo (each day).

3. Payout is as follows:

- 1-4 entries 1 money 100%
- 5-9 entries 2 monies 60/40%
- 10-14 entries ... 3 monies 50/30/20%
- 15-19 entries ... 4 monies 40/30/20/10%
- 20-24 entries ... 5 monies 37/27/17/12/7%
- 25 & over 6 monies 29/24/19/14/9/5%

**If there is a qualified time or score, all prize money will be paid. If no qualified time or score, all money goes to the CPYRA Prize Fund.

** If contestant is a no show, entry fee will remain in jackpot for distribution. If medical or vet release is presented timely, jackpot money will be refunded to contestant.

POINTS- Points will be awarded only to member contestants who qualify in an event through 10 places. If less than 10 member contestants qualify in an event, only the number that does qualify will receive points. There is not a minimum to 10 member contestants for point calculation. Total points for an event will be as follows:

- 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

ORDER OF EVENTS-

6 & under Flag Race

7-9 Flag Race

6 & under Barrel Race

ORDER OF EVENTS CONTINUED-

7-9 Barrel Race

10-12 Barrel Race

13-16 Barrel Race

6 & under Poles

7-9 Poles

10-12 Poles

13-16 Poles

6 & under Goat Undecorating

7-9 Goat Tying (Boys and Girls separate)

10-12 Goat Tying (Boys and Girls separate)

13-16 Girls Goat Tying

6 & under Mutton Bustin

16 & under Chute Dogging

ALL ON FOOT GROUND EVENTS OUTSIDE OF ARENA

7-9 Breakaway Calf Roping

10-12 Breakaway Calf Roping

10-12 Tie Down Roping

13-16 Breakaway Calf Roping

13-16 Tie Down Roping

7-9 Breakaway Steer Roping

10-12 Breakaway Steer Roping

13-16 Breakaway Steer Roping

16 & under Team Roping (Heading then Heeling)

- Saturday and Sunday start time @10:00 am
- Speed Events (flags, barrels, poles, and goats) books close @9 am
- Ground Events, Mutton Bustin, Roping and Chute Dogging books close @1 pm

Entry fees for the 2024 rodeo year shall be as follows:

4 & Under

- Stick Horse Barrels - \$10
- Stick Horse Poles - \$10
- Stick Horse Goat Undecorating - \$10
- Dummy Roping - \$10

6 & Under

- Mutton Bustin - \$20
- Flag Race - \$15
- Barrels - \$15
- Poles - \$15
- Goat Undecorating - \$15
- Dummy Roping - \$10
- Goat Dummy Tying - \$10
- Calf Dummy Tying - \$10

7-9

- Flags - \$15
- Barrels - \$15
- Poles - \$15
- Girls Goat Tying - \$20
- Boys Goat Tying - \$20
- Coed Breakaway Roping - \$25
- Coed Steer Breakaway Roping - \$25

10 – 12

- Barrels – \$20
- Poles – \$20
- Girls Goat Tying – \$20
- Boys Goat Tying - \$20
- Coed Breakaway Roping - \$25
- Coed Steer Breakaway Roping - \$25
- Tie Down Roping – \$25

13-16

- Barrels – \$25
- Poles – \$25
- Goat Tying – \$25
- Coed Breakaway Roping - \$30
- Tie Down Roping - \$30
- Breakaway Steer Roping - \$30

16 & Under

- Dally Team Roping - \$30.00 (per run; enter 2x each end if desired)
- Chute Dogging - \$30.00

MEMBERSHIP RULES

1. Membership in the CPYRA is open to any boy or girl who is sixteen (16) years old or under as of January 1, of the current rodeo year.
2. Each member must furnish a birth certificate or permanent school records along with membership fees to the Rodeo Secretary or Treasurer of the CPYRA to begin point accumulation
3. \$30.00 annual dues per member
4. Each member is responsible for additional fund raising of \$200.00 by selling raffle tickets provided by the CPYRA or selling sponsorship packages. A receipt can be provided.
5. Fundraiser money is due by March 30, 2024.

6. Member must compete in at least 5 rodeos prior to June 8, 2024 and fulfill fundraising requirements to qualify for the finals.
7. Provide a minimum of one silent auction item to be held during the year. Auction date TBA.

ENTRY METHOD

1. CPYRA will receive event entries via text messaging. Time will be set as the Wednesday prior to the weekend of the rodeo @12pm – 7pm. Text line #855.949.6517. No response text is generated. Pre-Entries will be posted on our website upon completion.
2. The text will need to include contestant's name, age group, event/s, days to be entered, & member status.
3. After the first rodeo weekend, the option to pre-enter and pay will be available at the rodeo office.
4. All fees will be paid in cash unless you pre-enter at the rodeo for future events. At this time, a check will be accepted, held, and cashed the Wednesday prior to the rodeo weekend.

EVENT RULES

****Any issues that arise not covered under the following, CPYRA board will refer to the NHSRA/NJHSRA rule book**

6 & UNDER MUTTON BUSTIN

1. Helmet is mandatory. If contestant does not have one, one can be borrowed but this needs to be arranged prior to start of the event.
2. Rider can hold on with one or both hands and laying on top of the sheep in a bear hug position is acceptable. How the rider begins the ride must be maintained throughout ride duration for scoring purposes. A rope may be used if rider desires.
3. The time will stop when any part of the rider's upper body touches the ground or if the free hand (on what begins as a one-handed ride) touches the animal.
4. No re-rides will be given
5. Length of time for a qualified ride is six (6) seconds. Time starts when plane of the chute is broken and whistle will sound at six (6) second mark to end the ride.

6. Riders riding with one (1) hand will be scored higher than riders using two (2) hands. Points and payout will be based on the riders score on a qualified ride and then by riders who have ridden for the longest amount of time until all placings are filled.

4 & UNDER AND 6 & UNDER CALF DUMMY ROPING

1. Rope until you miss. Contestant must swing rope at least one full swing prior to throwing.
2. First run – contestant must rope from behind calf's head.
3. Calf will be moved 1 ft. after each run.
4. 1 legal catch – (collar catch around neck only).
5. Fishing will be allowed (5 second time limit).
6. Roper will be disqualified for stepping over the line at any time.
7. The ropers slack must be pulled tight.
8. Last contestant left roping will win event. Remaining contestants will split points & jackpot as appropriate. (If 3 contestants missed on 3 ft. & 4th contestant catches at 4 ft. –he/she will win event & 10 points – last 3 will split 2nd, 3rd & 4th. If only one contestant catches – he/she receives 1st place points and money.
9. The official roping dummy will be a Charlie calf dummy.

4 & UNDER AND 6 & UNDER GOAT/CALF DUMMY TYING

1. Must cross and tie any three legs (legs must be crossed above the hoof). Legal tie - 1 or more wraps and a 1/2 hitch, hooey or knot.

(a) Boys will string and tie dummy same as a calf (see tie-down roping rules). Boys must use a piggin' string, no other material permitted.

(b) Girls must use a rope, piggin' string or leather/nylon string, no other material permitted.

2. This will be performed on foot outside of the arena.
3. Contestant will start behind designated line and time will start once line is crossed. Time will end when contestant completes tie and places both hands in air signaling for time to stop.

FLAG RACE

1. Flag is to stand up in a container or bucket of sand.
2. Flag racer must circle the barrel in the same direction and take the flag from the container. Only turns directly around the barrel make a legal flag run.
3. Racer must cross the timeline with the flag in hand. Racers who drop the flag before crossing the timeline will receive a NO TIME.
4. Racers cannot use the flag to whip their horse: this will result in a NO TIME.
5. The racing directors will set a drag according to the safety of the racers.
6. The barrel for the flag race shall not be on the same stake as the barrel racing stakes.
7. If the contestant knocks over the barrel that will result in a NO TIME.

ALL BARREL RACING

1. All barrels to be 55-gallon steel drums with both ends intact.
2. Barrels to be set in a clover leaf pattern (diagram at back) a minimum of 15 feet from fence or standard pattern. Standard Barrel Pattern: If arena size allows; 60 ft from start to 1st and 2nd barrels - 90 ft between 1st & 2nd barrel - 105 ft. between 3rd and 1st or 2nd barrels - 75 ft from score line to fence. If the size must be reduced, do so by even increments.
3. There will be a five second penalty for each turned over barrel.
4. Contestant may start from left or right side.
5. Failure to complete pattern is a no time. (See diagram at back)
6. Gates will be closed during run.
7. Forward progression must be maintained throughout the run.
8. Age Groups 10 & above drag after 8 runs. (*rule subject to change depending on number of entries and depending on ground conditions - at the discrepancy of arena director or Board of Directors.)

ALL POLE BENDING

1. There will be 6 poles used, height of poles to be 5 to 6 feet tall. Pole base size must be standard in diameter (no metal bases).
2. Poles to be set on top of ground in a straight line (diagram at back). The distance from the starting line to the first pole will be approximately 21 ft. and distance between poles will be approximately 21 ft.
3. There will be a 5 second penalty for each pole knocked down. Top of pole touching the ground.
4. Contestant may start from left or right side.
5. Failure to complete pattern is a no time. (See diagram at back)
 - a) Wrong way turns are broken patterns.
 - b) If a pole is down, horse must pass on proper side of where the base should sit in a "stacked" pattern to be a qualified run.
 - c) If contestant or horse breaks the plane of the start line, except at the beginning and ending of the run, it is a no time.
6. Gates will be closed during run.
7. Forward progression must be maintained throughout the run.
8. Age Groups 10 & above drag after 8 runs (*rule subject to change depending on number of entries and depending on ground conditions - at the discrepancy of arena director or Board of Directors.)

6 & UNDER GOAT UNDECORATING

1. Goat staked on a 10 ft. rope. Stake to be driven below ground level.

2. Goat to be held until contestant crosses the starting line.
3. The contestant must dismount their horse unassisted, strip the ribbon from the tail of the goat, and carry the ribbon across a chalk line. This chalk line will be located approximately 10 feet past the goat.
4. Time stops when contestant removes ribbon off tail, carries the ribbon across chalk line, & the judge drops the flag.
5. Contestant will receive a no-time for running over the goat or goat/holder. If horse runs over goat or rope, with or without contact, there will be a 10 second penalty.
6. An arena assistant may be present in the arena but is to be located in a position directed by the judge. The arena assistant may help stop the contestant's horse only if deemed a safety concern, but contestant must dismount on their own. The goat-holder will not be responsible for stopping horses, unless the horse is getting in the rope, then a 10 second penalty will also be assessed.
7. If a contestant is led to the goat, they will receive a NO TIME.

ALL GOAT TYING

1. Goat staked on a 10 ft. rope. Stake to be driven below ground level.
2. Goat to be held until contestant crosses the starting line.
3. Goat must be thrown by hand. If goat is down, contestant must lift goat to feet & throw again. If contestant's hand is on goat when goat falls, it is considered thrown by hand.
4. Must cross and tie any three legs (legs must be crossed above the hoof). Legal tie - 1 or more wraps and a 1/2 hitch, hooey or knot.
 - (a) Boys will string and tie goat same as a calf (see tie-down roping rules). Boys must use a piggin' string, no other material permitted.
 - (b) Girls must use a rope, piggin' string or leather/nylon string, no other material permitted.
5. Contestant must stand back 3 feet from goat before judge will start time for 6 second time limit.
6. Goat must stay tied for 6 seconds.
5. No time if contestant touches goat or string after signaling for time.
6. If contestant crosses over goat or rope with horse or if the contestant's horse comes into contact with goat or rope at any time, a 10 second penalty will be assessed.
7. Goats to be changed as minimally as available stock allows.
8. All fresh goats to be run at and tied down before each rodeo. In case of draw-out, goat will be tied by director or contestant from another age group.
9. If goat breaks away because of fault of horse, contestant will be disqualified.
10. Goats may have horns but they must be tipped.

11. Goats will be of equal size and weight within each age group.
12. All goats will be drawn before each performance.

ROPING EVENTS - GENERAL RULES

1. A 10 second penalty will be added for breaking the barrier.
2. Barrier will not be considered broken unless ring drops within 10 ft. of pin.
3. If barrier equipment hangs on animal, the decision concerning getting animal back will be made by the barrier judge.
4. If automatic barrier fails to work and stock is brought back, contestant must take animal over, during or immediately after the same performance.
5. If, in the opinion of the line judge, contestant is fouled by barrier, roper shall get his/her calf or steer back, providing contestant declares himself by pulling up immediately.
6. If animal leaves arena, roper gets calf back lap & tap with the time added which was taken when the calf left the arena.
7. TD & BA All Ages; Minimum length of score will be length of roping box minus 4 ft. unless box is less than 14 ft. In this instance, the length of the score would be a maximum of the length of the box minus 5 ft. The minimum length of team roping score shall be the length of the box minus 2 ft. Barriers to be set by roping director, arena director and/or judge.
8. There shall be 2 or more timers, a field flag judge, and a barrier judge. Time to be taken between 2 flags. Animals used for roping events should be inspected & objectionable ones eliminated.
9. One loop per roper in all roping events, excluding the finals which will be an aggregate over the two days. Should the roper miss with one loop, he/she must concede and no time will be allowed.
10. One loop per roper in all roping events except at the finals where 2 loops may be permitted and should the roper miss with both loops, he/she must concede and no time will be allowed. If roper intends to use 2 loops where permitted, he must carry 2 ropes and must use 2nd rope for 2nd loop except for the team roping and 3 loops will be allowed at the finals only.
11. Roping calf/steer without releasing loop from hand is not permitted and shall be a no time.
12. Field flag judge must watch calf during the 6 second period and will stop the watch when calf kicks free using the time shown on the watch to determine whether calf was tied long enough to qualify.
13. Roper will be disqualified for removing rope from calf after signaling for time, until the tie has been passed on by the field judge.
14. If the field judge flags a roper out that still legally has another loop coming, he may get the same calf back lap & tap with elapsed time assessed for the 1 loop already thrown.

15. CPYRA will furnish barrier equipment.

16. In all roping events, the pusher cannot push calf or steer past the end of the chute.

17. Animal belongs to contestant when they call for it, regardless of what happens, with the following exceptions:

a) If animal escapes from arena, the field judge will drop flag and all watches will be stopped. Contestant will receive original animal back with lap & tap start. Time accumulated will be added to time used to complete qualifying run. If time is not recorded; contestant will receive a 10 second penalty for any jump or loop used. Contestant will also take any barrier or field penalties with him on lap & tap.

b) In cases of mechanical failure.

c) If, in the opinion of the line judge, contestant is fouled by barrier, contestant shall get their same stock back, providing they declare themselves by pulling up.

18. Parents/Helper may be present in box to help get set for the run but may not hold horse in box to aid or assist in the score. Parent/Helper may not touch the horse or rope during tie down roping while in the arena or a NO TIME will result.

19. If contestant enters breakaway steer roping, they are not allowed to enter dally team roping. If contestant enters dally team roping, they are not allowed to enter breakaway steer roping.

20. 10-12 contestants may enter both breakaway calf roping and tie down roping. 13-16 contestants must only enter breakaway calf roping OR tie down roping but may not compete in both.

21. ALL STOCK WILL BE CHUTE RUN. Walk up entries will be added to the top of the pre-existing draw.

BREAKAWAY CALF ROPING - 30 second time limit prior to penalties

1. Gate will be CLOSED for 7-9 age group. Gate will be OPEN for 10-12 and 13-16 age groups.

2. Use string provided by CPYRA. All saddle horn ties may be inspected by official.

3. Roper MUST HAVE WHITE FLAG TIED TO END OF ROPE. Rope will be tied to saddle horn at the end of the rope.

4. Barrier must be used; 10 second penalty for broken barrier. NO BARRIER for 7-9 age group.

5. Calf must look through the loop then catch as catch can.

6. Calf must break string, no time if contestant breaks string.

7. Contestant will receive no time should they break rope from saddle horn by hand or by touching rope or string after catch is complete. However, if the rope should dally around the horn, the contestant may ride forward, un-dally the rope & then stop horse to make rope break away.

8. Time will be flagged when rope breaks from saddle horn.

TIE DOWN ROPING – 60 second time limit for 10-12; 30 second time limit for 13-16 (prior to penalties)

1. 1 loop during regular season, 2 loops allowed at finals – must carry both.

2. Tie down stock will run to closed gates for safety purposes in all age groups.
3. Horse must have neck rope to prevent abuse to livestock.
4. Rope must be tied hard & fast.
5. Calf must look through loop then catch as catch can. Rope must hold calf until roper gets hand on calf.
6. Contestant must rope, dismount, daylight & throw calf by hand (must make 3 honest efforts to daylight), cross & tie any 3 legs. Legal tie - 1 or more wraps & 1/2 hitch or hooley.
7. Tie must hold for 6 seconds after roper mounts and gives slack.
8. Roper must not touch calf after signaling for time, this will result in a no time.
9. In 10-12 age group, a helper may assist with flanking the calf after contestant has attempted at least once and contestant has hand on calf. Helper may flank the calf then allow contestant to complete tie. At no point is helper allowed to tie the calf. Helper can position themselves anywhere in the arena but stock is contestants and no rerun will be issued if stock is turned back by helper or helper interferes with the path.
10. An attempted flank consists of roper on his two feet in flanking position and otherwise in control. If control is lost, roper must re-establish flanking position without the helper coming in contact with horse, rope, or calf. If safety becomes an issue for contestant or stock, judge will refer to General Rule #18 and a no time will result.

CHUTE DOGGING

1. With steers loaded in provided chute, dogger gets beside the steer, right hand in front of or behind right front shoulder. When dogger calls for the steer the chute gate will be opened. Dogger must keep right hand in front of or behind shoulder until the steer's nose crosses the score line. If dogger moves into throwing position or touches either horn(s), or ear(s), before steer's nose crosses score line there will be a ten (10) second penalty added to time. If steer is thrown before crossing the score line, the dogger will be disqualified.
2. Chute Dogger must allow steer to maintain forward motion to the score line. Chute Dogger may not choke steer.
3. It is the contestant's responsibility to check for broken horns.
4. There will be a designated helper assigned by the Arena Director. The helper cannot pass the plane of the chute gate.
5. Contestant is considered working the steer when the steer leaves the chute.
6. If steer gets loose, dogger may take no more than one step to catch steer.
7. After crossing the start line, wrestler must bring it to a stop or change its direction and twist it down.
8. If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.
9. Wrestler must have hand on steer when flagged.
10. Contestant is required to turn steer's head so that he can get up.
11. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.
12. Refer to NHSRA JH Division Rule Book for any discrepancies.

STEER BREAKAWAY - 30 second time limit

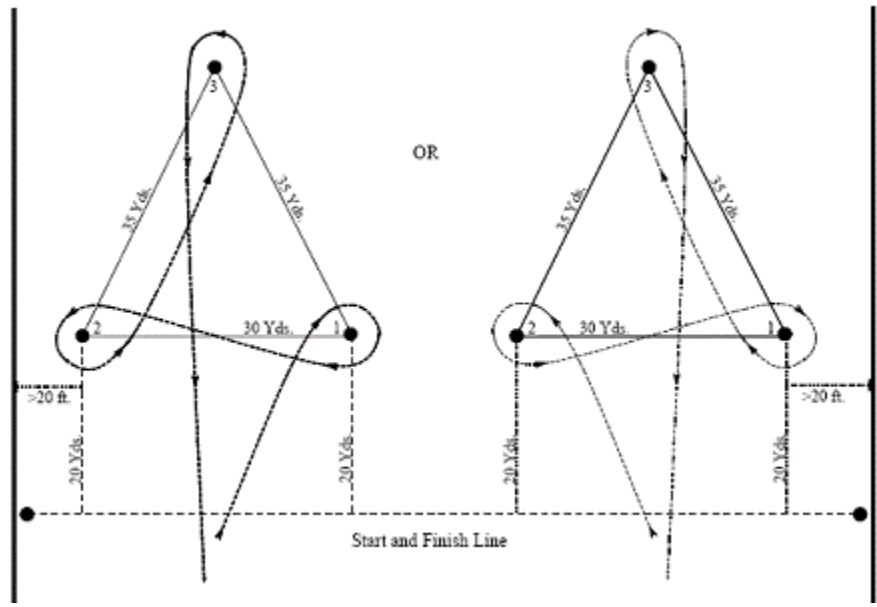
1. 1 loop during regular season, 2 loops allowed at finals – must carry both.
2. Roper to come from heading box.
3. 30 second time limit, before penalties.
4. Use string provided by CPYRA. All saddle horn ties may be inspected by official.
5. Roper MUST HAVE WHITE FLAG TIED TO END OF ROPE. Rope will be tied to saddle horn at the end of the rope.
6. Barrier must be used - 10 second penalty for broken barrier. NO BARRIER FOR 7-9 age group.
7. 3 legal head catches:
 - a) Both horns
 - b) Half head, includes 1 horn & nose
 - c) Around the neck
8. If loop crosses itself in the head catch, it is illegal. If hondo passes over one horn & loop is over the other, the catch is illegal.
9. Front leg in head loop is a no time.
10. Steer must break string, no time if contestant breaks string.
11. Contestant will receive no time should they break rope from saddle horn by hand or by touching rope or string after catch is complete. However, if the rope should dally around the horn, the contestant may ride forward, un-dally the rope & then stop horse to make rope break away.
12. Time will be flagged when rope breaks from saddle horn.

DALLY TEAM ROPING – 16 & under

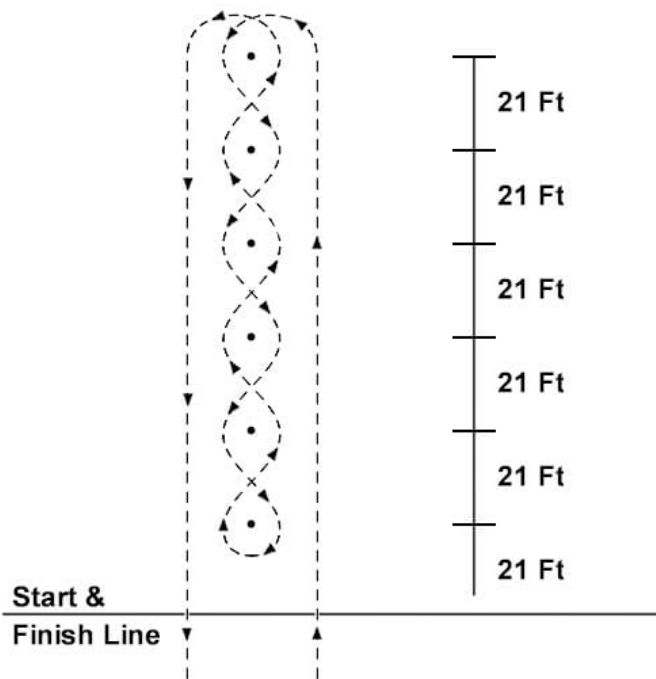
1. 1 loop for header and 1 loop for heeler during regular season rodeos and 3 total loops during the finals. Header & heeler must enter box as entered in rodeo (header or heeler). Points will be awarded according to the way contestant entered in rodeo (header or heeler).
2. Both header and heeler must leave from roping boxes.
3. 30 second time limit, before penalties.
4. Heading barrier must be used - 10 second penalty for broken barrier.
5. 3 legal head catches:
 - a) Both horns
 - b) Half head, includes 1 horn & nose
 - c) Around the neck

6. If loop crosses itself in the head catch, it is illegal. If hondo passes over one horn & loop is over the other, the catch is illegal.
7. Front leg in head loop is a no time.
8. Cross fire is an automatic no time.
9. If heeler catches 1 hind foot it is a 5 second penalty.
10. Time will be taken when both ropers are dallied around saddle horn & horses face each other in a line with ropes tight & horses' front feet on the ground. Ropers must be mounted before time will be taken.
11. Girls may tie on, heel end only.
12. Enter 2 times by switching ends or partners - must be done when entering rodeo.
13. All Team Roping Contestants will enter as an individual and find a helping partner. The team roping helper will be declared upon entry. The team roping helper/ partner must be in official rodeo attire.

Barrel Racing Pattern



Pole Bending Pattern



This rule book was amended January 2024 and supersedes all previous versions.