

# 2026

## TEXAS YOUTH RANCH RODEO ASSOCIATION RULEBOOK

### **THE ASSOCIATION:**

The Texas Youth Ranch Rodeo Association (TYRRA) is a non-profit organization founded on the belief of promoting youth leadership and teamwork: 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 providing 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.

### **Americans with Disabilities Act**

The Board of Directors will decide on the actions taken to accommodate those with disabilities who choose to participate in any TYRRA event.

### **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.

### **1099's**

As a non-profit organization we are required to issue a 1099 to each member who has won money throughout the year. Social Security numbers are required at time of registration for the sole purpose of sending out 1099's.



# AGE DIVISIONS

Age divisions are determined by contestant's age on January 1<sup>st</sup> 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 if 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 underage division because they exceed that age division.

## 1. PEE WEE DIVISION

6 YEARS OLD AND UNDER

## 2. JR DIVISION

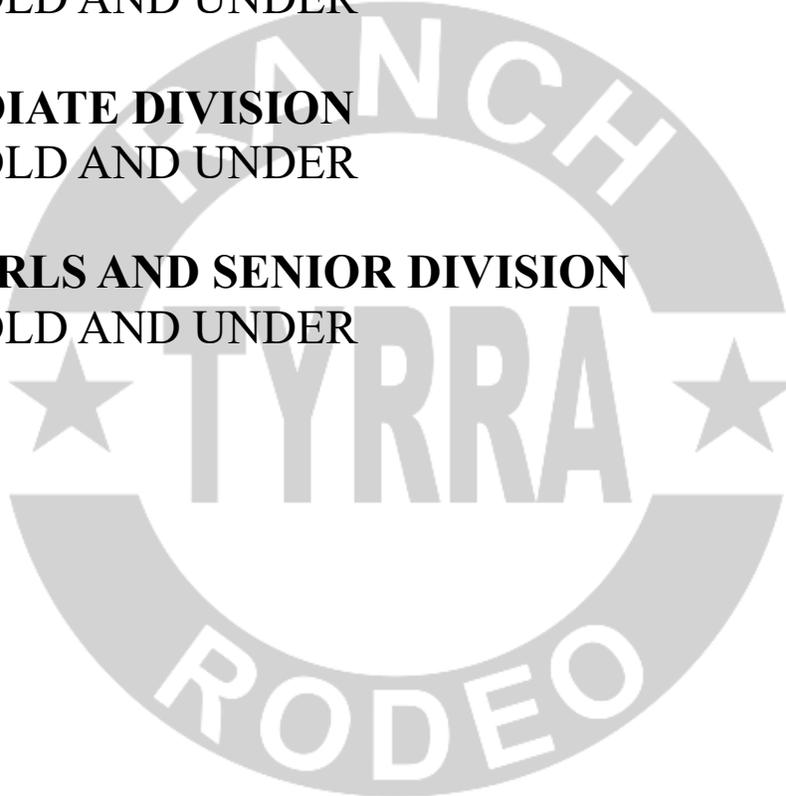
10 YEARS OLD AND UNDER

## 3. INTERMEDIATE DIVISION

13 YEARS OLD AND UNDER

## 4. SENIOR GIRLS AND SENIOR DIVISION

18 YEARS OLD 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. Official times 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 to protest a call at least 1 team member must remain in the arena after their run before the judge can be approached. If a team wants clarification on a rule, they can ask a director or wait until the end of the division to ask the judge.
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 to participate.
6. For a team to accumulate points, a team must ride with at least three TYRRA members and two of the team members must be original. This rule applies to instances where at least three members are not present. Events not completed in this manner will result in a full time.
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 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 members must follow the full-dress code. Cowboy attire must be worn, boots, long sleeve button down shirts and long pants. Cowboy hats and riding helmets are optional for pee wee, junior, and intermediate division. Cowboy hats or helmets must be worn along with cowboy attire for senior girls and senior division. Chaps and spurs are optional. Entering the arena not in full dress code will result in a Full Time.
12. Riding double in the arena is not allowed. (see misconduct)
13. All horses must be saddled to enter the arena

14. Team members must always have their ranch brands on their backs. It must be large enough to be seen by the judge and spectators
15. Directors and Judges reserve the right to bar horses with just cause. i.e.: stallion, kicking horse, bucking horse or runaways.
16. Ranch teams should leave the arena as soon as possible after finishing the event and all times are final.
17. Time of previous ranch should be announced prior to the start of work by the next ranch team.
18. The winning ranch team will be the ranch with the lowest overall time for all events.
19. Cattle may be replaced at the judge's discretion unless it is the 2<sup>nd</sup> run.
20. There must be at least 2 timekeepers with separate watches per performance.
21. In the event of a tie at year end, team ranking will be determined by the lowest total accumulated time for the season.
22. First rodeos' complete entry fee and forms can be turned in the day of the rodeo. All other rodeos' needs EXACT entry fee and forms turned in at the prior rodeo to avoid late fees. No carry overs and no shortages. Any fees not received by the deadline will have a \$20.00 penalty added per late entry.
23. 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.
24. All teams must compete in 90% of the rodeo season and participate in state final to qualify for year-end prizes.
25. All entry fees must be paid by the end of rodeo nine to qualify for finals. Each team member must sell the required amount of raffle tickets, valued at **\$350** per team per division. Each team is required to sell a total of **\$1,400**, regardless of the number of members to participate in finals. **The minimum amount of required raffle tickets is due by Rodeo 6. If the tickets are not received at rodeo six, the member will not be allowed to ride in Rodeo 6.**
26. **Each member will be required to purchase a \$25.00 advertisement or a \$100 team advertisement for the finals program to be paid by rodeo 6.**
27. All cattle numbers will be drawn by a random selection by the event staff.
28. Total working time in each event cannot exceed 120 seconds (2 minutes)  
Total working time per event including penalties cannot exceed 180 seconds (3 minutes)  
All ranches NOT given the final flag for completion of the event will automatically result in a full-time penalty of 180 seconds.
29. Third call rule: If working team does not enter the arena upon third call, full time penalty will be assessed by the judge.
30. All time should start when field judge gives the flag.

31. 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.
32. 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. Small children, anyone with camera, and all other adults must remain in designated safe area of arena.
33. 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.
34. 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.
35. Any cattle not held by settlers that cross line 2 times, the judge has right to call for new cattle.
36. In "line events" upon equipment failure, prior to a contestant entering working circle, the team will receive a re-ride. Upon equipment failure, once a contestant has entered the working circle, animal will be reset, and time will resume from the occurrence.
37. In all events where animals are staked, circle around animal must not be entered by a horse with or without a rider, or a 10 second penalty for each horse that enters inside the circle will be given.
38. A rookie is one who has not rode in past years either as a member of a team or as a substitute even if it was for just 1 rodeo.

## SAFETY RULES

1. In the event of an injury time will not stop.
2. Directors, stock handlers and judges are always considered part of the arena. Safety of the participants always comes first. If 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 spectator's way. Small children, anyone with camera, and all other adults must remain in designated safe area of arena.
4. No cameras are allowed in the 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, timekeepers, or announcers while another ranch is working.
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, and 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.
4. In the event of a rerun all previously acquired penalties will carry over.

**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 DIVISION 6 YEARS OLD AND UNDER

### PEE WEE MUGGING

1. Judge will raise flag and declare the line is ready. All contestants will line up behind the starting line. The judge will drop flag to start time when the first horse's nose crosses the line or when 20 seconds has expired.
2. Entire horse must cross working line before dismounting. A 10 second penalty will be given for each rider that dismounts before crossing the working line or if the rider does not cross before the final flag.
3. In all events where animals are staked, circle around animal must not be entered by a horse with or without a rider, or a 10 second penalty for each time a horse enters inside the circle will be given.
4. **If any person other than the judge, arena directors, or the working team enter the circle, the working team will be assessed a full time.**
5. Animals must be day lighted before contestant can work an animal. 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. If participants have hands on animal when it goes down on the ground, it does not have to be day lighted. Daylight means the animal's body 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. Pre-tied strings cannot be used.
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. Judge will raise flag and declare the line is ready. All contestants will line up behind the starting line. The judge will drop flag to start time when the first horse's nose crosses the line or when 20 seconds has expired.
2. Entire horse must cross working line before dismounting. A 10 second penalty will be given for each rider that dismounts before crossing the working line or if the rider does not cross before the final flag.
3. In all events where animals are staked, circle around animal must not be entered by a horse with or without a rider, or a 10 second penalty for each time a horse enters inside the circle will be given.
4. **If any person other than the judge, arena directors, or the working team enter the circle, the working team will be assessed a full time.**
5. There will be 2 pieces of tape attached to the goat. Each piece of tape must be pulled by 2 separate contestants and taken to the finishing circle. Time will stop when both contestants have entered the finishing circle with tape. A 10 second penalty will be assessed for 1 person pulling both pieces of tape.
6. The tape/ribbon must leave the circle with 2 separate contestants. If not, an exchange has to be made inside the working circle. Completion flag will drop when both pieces of tape/ribbon has entered the finishing circle with different runners.

**PEE WEE BRANDING**

1. Judge will raise flag and declare the line is ready. All contestants will line up behind the starting line. The judge will drop flag to start time when the first horse's nose crosses the line or when 20 seconds has expired.
2. Entire horse must cross working line before dismounting. A 10 second penalty will be given for each rider that dismounts before crossing the working line or if the rider does not cross before the final flag.
3. In all events where animals are staked, circle around animal must not be entered by a horse with or without a rider, or a 10 second penalty for each time a horse enters inside the circle will be given.
4. **If any person other than the judge, arena directors, or the working team enter the circle, the working team will be assessed a full time.**
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 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. If participants have hands on animal when it goes down on the ground, it does not have to be day lighted. Daylight means the animal's body 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 10 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 from shoulders back. Mop head end of branding iron must contact animal from the shoulders back. If branded in any other location the team will receive a 10 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.

## JUNIOR DIVISION 10 AND UNDER

### JUNIOR 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. 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.
4. 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.
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.
7. Final flag will be dropped when the 3<sup>rd</sup> calf sorted in proper order crosses the working line.

### JUNIOR MUGGING

1. Judge will raise flag and declare the line is ready. All contestants will line up behind the starting line. The judge will drop flag to start time when the first horse's nose crosses the line or when 20 seconds has expired.
2. Entire horse must cross working line before dismounting. A 10 second penalty will be given for each rider that dismounts before crossing the working line or if the rider does not cross before the final flag.
3. In all events where animals are staked, circle around animal must not be entered by a horse with or without a rider, or a 10 second penalty for each time a horse enters inside the circle will be given.
4. **If any person other than the judge, arena directors, or the working team enter the circle, the working team will be assessed a full time.**
5. Animals must be day lighted before contestant can work an animal. 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. If participants have hands on animal when it goes down on the ground, it does not have to be day lighted. Daylight means the animal's body 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.

## JUNIOR BRANDING

1. Judge will raise flag and declare the line is ready. All contestants will line up behind the starting line. The judge will drop flag to start time when the first horse's nose crosses the line or when 20 seconds has expired.
2. Entire horse must cross working line before dismounting. A 10 second penalty will be given for each rider that dismounts before crossing the working line or if the rider does not cross before the final flag.
3. In all events where animals are staked, circle around animal must not be entered by a horse with or without a rider, or a 10 second penalty for each time a horse enters inside the circle will be given.
4. **If any person other than the judge, arena directors, or the working team enter the circle, the working team will be assessed a full time.**
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 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. If participants have hands on animal when it goes down on the ground, it does not have to be day lighted. Daylight means the animal's body 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 10 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. Mop head end of branding iron must contact animal from the shoulders back. If branded in any other location the team will receive a 10 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.

## JUNIOR 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. Two penning animals 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.
4. After the cattle are worked across the line in the correct order a full time will be given after the 4th re-cross. A re-cross is when the cattle are out in the correct order and then cross back over into the working area.
5. 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.
6. When animals are penned, time will stop when first nose of contestant's horse breaks the plane of the gate.
7. Animals must be penned from horseback.
8. 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 DIVISION 13 AND UNDER**

### **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. A total of 4 animals (2 pair) will be behind the working line.
4. Team members will cut and pen their designated pair of cattle. If a wrong number is penned a 10 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.
5. 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.
6. Line remains alive as long as right numbered cattle or rider is inside working line.
7. Animals must be penned from horseback.
8. 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.
9. When animals are penned, time will stop when first nose of contestant's horse breaks the plane of the gate.
10. 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 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 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 10 second penalty will be assessed for wrong numbered calf crossing working line before line becomes dead. When correct number calf and all riders are clear the working line the first time the line becomes dead.
6. 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.
7. Calf can be roped behind the line after the line becomes dead.
8. In this event, you must have a full pass over the head and then it is catch as catch can.
9. 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 secured long enough to break the string.
10. Should string become unattached or broken from the rope or saddle horn it becomes a dead rope.
11. Full time penalty of 180 seconds will be assessed if rider dismounts while rope is tied or is hanging across center line of horse, from ears to rear of horse.
12. Calf does have to be standing to be roped. In the event the animal falls down, animal may be tailed up at judge or team's discretion. Rope must be clear of horse and equipment before rider dismounts. A rope cannot be placed on the calf it must be thrown
13. If both calves are caught in one rope and the string breaks, the rope is dead.
14. If the judge or anyone else has to intervene in releasing the rope, that rope is dead.
15. Time stops when string is broken, and judge drops the flag. String may not be broken by the contestant.

## INTERMEDIATE MUGGING

1. Judge will raise flag and declare the line is ready. All contestants will line up behind the starting line. The judge will drop flag to start time when the first horse's nose crosses the line or when 20 seconds has expired.
2. Entire horse must cross working line before dismounting. A 10 second penalty will be given for each rider that dismounts before crossing the working line or if the rider does not cross before the final flag.
3. In all events where animals are staked, circle around animal must not be entered by a horse with or without a rider, or a 10 second penalty for each time a horse enters inside the circle will be given.
4. **If any person other than the judge, arena directors, or the working team enter the circle, the working team will be assessed a full time.**
5. Animals must be day lighted before contestant can work an animal. 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. If participants have hands on animal when it goes down on the ground, it does not have to be day lighted. Daylight means the animal's body 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.

## SENIOR GIRLS 18 AND UNDER

### SENIOR GIRLS MUGGING

1. Judge will raise flag and declare the line is ready. All contestants will line up behind the starting line. The judge will drop flag to start time when the first horse's nose crosses the line or when 20 seconds has expired.
2. Entire horse must cross working line before dismounting. A 10 second penalty will be given for each rider that dismounts before crossing the working line or if the rider does not cross before the final flag.
3. In all events where animals are staked, circle around animal must not be entered by a horse with or without a rider, or a 10 second penalty for each time a horse enters inside the circle will be given.
4. **If any person other than the judge, arena directors, or the working team enter the circle, the working team will be assessed a full time.**
5. Animals must be day lighted before contestant can work an animal. 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. If participants have hands on animal when it goes down on the ground, it does not have to be day lighted. Daylight means the animal's body 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.

### SENIOR 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 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 10 second penalty will be assessed for wrong numbered calf crossing working line before line becomes dead. When correct number calf and all riders are clear the working line the first time the line becomes dead.
6. 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.

7. Calf can be roped behind the line after the line becomes dead.
8. In this event, you must have a full pass over the head and then it is catch as catch can.
9. 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 secured long enough to break the string.
10. Should string become unattached or broken from the rope or saddle horn it becomes a dead rope.
11. Full time penalty of 180 seconds will be assessed if rider dismounts while rope is tied or is hanging across center line of horse, from ears to rear of horse.
12. Calf does have to be standing to be roped. In the event the animal falls down, animal may be tailed up at judge or team's discretion. Rope must be clear of horse and equipment before rider dismounts. A rope cannot be placed on the calf it must be thrown
13. If both calves are caught in one rope and the string breaks, the rope is dead.
14. If the judge or anyone else has to intervene in releasing the rope, that rope is dead
15. Time stops when string is broken, and judge drops the flag. String may not be broken by the contestant.
16. 4 Loop limit

### SENIOR 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.

**SENIOR 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. A total of 4 animals (2 pair) will be behind the working line.
4. Team members will cut and pen their designated pair of cattle. If a wrong number is penned a 10 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.
5. 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.
6. Line remains alive as long as right numbered cattle or rider is inside working line.
7. Animals must be penned from horseback.
8. 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.
9. When animals are penned, time will stop when first nose of contestant's horse breaks the plane of the gate.
10. 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.

**SENIOR DIVISION 18 AND UNDER**

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. When judge determines cattle are settled, team must accept cattle.
3. Total working time in each event cannot exceed 120 seconds (2 minutes)
4. Total working time per event including penalties cannot exceed 180 seconds (3minutes)
5. 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.
6. No neck ropes or keepers may be used. Rope must be free to fall to the ground in all roping events.
7. All team members can carry and use only ONE rope.
8. All team members can use his/her rope ONLY.
9. There is a 4-loop limit in all roping events.
10. All cattle must be roped from horseback, or a full-time penalty will be assessed.
11. Cattle must be standing when roped or a full-time penalty will be assessed.
12. Ropes cannot be placed on cattle they must be thrown, or a full-time penalty will be assessed.
13. Legal rope catches are as follows: heel catches (one heel or two heels, shoulders back), head catch (around horns, half head and neck rope). Any rope on the cattle with a catch other than these will be a dead rope. A dead rope on the calf must not be touching horse or rider before a legal catch can be made.
14. All members can either dally or tie hard for all roping events. (See Rule #20)
15. 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.
16. If contestant dismounts and the catch is ruled illegal, contestants can recoil, mount and rope again.
17. 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.
18. A rope on a calf crossing the line back into the herd with any part of its body will become a dead rope and must be let go.
19. A full-time penalty will be assessed if animal is worked on herd side of penalty line.
20. All ropes must be clear of horse before dismount, or a Full-Time penalty will be assessed.

21. All ropes must be removed and may not be touching animal in anyway in all Senior events when the final flag is given. A full-time penalty will be assessed.
22. Once team has made contact with legally caught animal and then loses contact with the animal and rope, a full time will be assessed.
23. If the correct numbered cattle cross the working line back into the herd 2 times in all roping events, a full time will be assessed.
24. A 10 second penalty each time correct number animal re-crosses the working line.
25. A 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.
26. Eight (8) wrong numbers in any event will result in a full time.
27. In roping events: If animal is roped behind the line, it will result in a full time.

#### **SENIOR DIVISION 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. 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. 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.
4. 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.
5. There will be two of the same numbered cattle penned.
6. Animals must be penned from horseback only.
7. 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.
8. Time ends when pen is empty of all wrong numbered stock and contestants leaving only the correct numbered cattle in the pen and the gate is closed.

## SENIOR DIVISION 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. Animal must be roped at headfirst, then the heels.
4. Must be a legal head catch. Those are as follows:
  - around horns
  - half head
  - neck rope
5. If header loses rope after animal is heeled but no whistle has been blown BOTH ropes are dead, and animal must be released and re roped.
6. 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.
7. Contestants other than the header and the heeler cannot touch either rope or the animal until judge gives the whistle. If animal or rope is touched a full-time penalty will be assessed. There is no penalty if the animal or the rope is jerked or pulled into the contestants.
8. Time will end when all ropes are removed.

## SENIOR DIVISION 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 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. If participants have hands on animal when it goes down on the ground, it does not have to be day lighted. Daylight means the animal's body 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 10 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 from the shoulders back a 10 second penalty will be assessed. Mop head end of branding iron must contact animal from the shoulders back.
12. Time will end when brander enters the branding circle.

### SENIOR DIVISION 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 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. If participants have hands on animal when it goes down on the ground, it does not have to be day lighted. Daylight means the animal's body 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.
8. Judge will allow 6 seconds for animal to get free. If animal is not securely tied at 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.

**Notes**

