

Elite Youth Rodeo Association

2025-2026 Season 8

Rules and Regulations

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General Rules

- Sportsmanship by all contestants and parents shall be the first objective of the association.
- EYRA reserves the right to refuse or terminate a membership at any time during a rodeo season.
- The association will tolerate no alcoholic beverages, illegal drugs, or the use of profanity.
- No loose pets. All pets must be properly secured on a leash.
- All contestants must wear proper western attire while in the arena and rodeo working area.
- Failure to follow rules and regulations will be grounds for disqualification.
- The decision of any judges, flagmen, or timers will be final, and no protest by contestant will be permitted.
- EYRA shall manage the affairs of the organization.
- EYRA assumes NO responsibility or liability for injury or damage to the person, property or stock of any owner, contestant or assistant. Each participant by the act of his/her membership and/or entry into the youth rodeo series waives all claims against EYRA and, its directors, other members, stock contractors, sponsoring groups, arena owners and any other individual associated with the rodeo for any injury he/she or his/her property may sustain.

- Decisions of rulings made by EYRA that protect the safety of the contestant or stock are not reviewable.
- Any situation or rule that arises that is not clearly covered in this rulebook shall be decided upon the discretion of the EYRA and the National High School Rodeo Association rules.
- The rules herein are subject to change at any time, if it is determined that they are not serving the best interest of the EYRA or its members.
- In any roping event the contestant is responsible for providing their own pusher to push their calf/steer. • A \$37.50 returned check fee will be charged for any NSF checks. After 2 NSF checks, the contestant will become cash only.
- Negative Coggins required. You are required to have a current copy on you in the event an inspector is onsite.
- Other prizes to be awarded according to available funds and/or sponsorships.
- No contestant will be allowed to change clothes in the arena or behind the chutes.
- All contestants participating in rough stock events, i.e., Mutton Bustin', calf riding, steer riding, pony broncs and saddle bronc / ranch bronc are required to wear vests and helmets.
- Each contestant will be required to participate and sell raffle tickets to be eligible for prizes.

- There will be no ground money. In the case of only 1 qualified run or ride, the qualifying contestant will receive all the money in that event. Points will count for all money paid.

Membership

- All qualified persons may become a member of the youth rodeo series and participate for points and series end prizes upon payment of \$50 membership fee (Peewee noncompetitive) or \$75 for competitive age groups and completion of required forms.
- Membership fees are required to be paid in full by the first rodeo prior to competing and raffle tickets are required to be turned in by the designated time.
- The points and count of competing rodeos will count once membership is paid. Membership must be paid prior to competing in rodeo.
- Age will be determined as of January 1, 2025, for participation in each age group. Contestants may ride up into an older age group for an event that is not offered in their respective age group, but only their declared age group will count toward all around.
- Any member of this association may be expelled by two-thirds affirmative vote of the EYRA: such expulsion being imposed only after due notice and opportunity for hearing has

been given to the member so accused of any conduct unbecoming a member of the association or reflecting upon the integrity of this association.

- Peewee, Noncompetitive contestants, who have a valid paid membership, sold required raffle tickets, and attended 6 of the 8 regular season rodeos AND the finals, will receive a buckle for their year-end award. One buckle per contestant regardless of classes entered.
- Members must participate in 6 of the 8 regular season rodeos and the Finals to be eligible for year- end awards.
- Contestants must compete in each go-round of finals unless excused by the Board of Directors. In case of an excused absence, the contestant must pay the entry fees for the event or events they wish to be excused from to receive prizes in that event or events. The contestant does not have to attempt to compete in those said event or events to receive their prizes. Contestants must be present to receive awards or make arrangements for prizes to be picked up at the finals.
- Each contestant must have on file a membership form and any other forms necessary at the discretion of the association.
- Any non-member can enter as many events as they choose. Non-members must complete all required forms. Non-members cannot

accumulate points nor count rodeos toward series end awards qualification unless membership form is turn in and member dues are paid in full. A fee of \$25 will be charged at each rodeo entered.

Competing Conduct

- Turn Outs: Any contestant not competing or performing when called upon to do so shall have his/her livestock turned out; this is a disqualification and shall be enforced by the rodeo directors or judges.
- Not ready: When a contestant has been advised he/she is next to go and he/she is not ready when called on the THIRD time, that contestant shall receive a no time for that event. The rule is enforced by the rodeo directors or judges.
- Honest effort: All contestants must make an honest effort when competing in the arena. Failure to make an honest effort is cause for disqualification and shall be left to the discretion of the judges.

Dress Code

- Dress requirements (including non-members and peewee contestants): Contestants must wear a cowboy hat, western boots, a button up long sleeve shirt, and long western style pants.

- Sleeves must be rolled down and buttoned or snapped.
- Contestants must start run with hat on his/her head across the plane of the gate at entrance of arena at the bucking chute or barrier with no deliberate action or motion to remove it.
- Contestants may wear protective head gear in place of a hat when competing.
- Exceptions to dress code: Rough stock riders may roll the sleeve of their riding arm up, but only when they are competing. Helmets and vests are required for rough stock events.
- Suspensions of dress code: During inclement weather, parts of the dress code may be suspended at any time during the rodeo function.
- During cold weather and optional to officials the day of the rodeo, contestants may wear hoodies or jackets over dress code.
- Violations of dress code shall result in disqualification of participant in all entered events of the rodeo in which the violation occurred.

Re-Rides

- Re-rides to be determined and announced by judge immediately following ride. Re-rides are at the discretion of the judges.

- Contestants will be permitted to ask for a re-ride.
- If a required flank strap comes off, the rider must make a qualified ride before given the option for a re-ride. The rider has the option to refuse his/her re-ride and take the marking.
- If gross outside interference occurs with a contestant and does not give the contestant a fair chance to perform in an event, the judge has the right to grant him/her a re-ride or re-run.
- If, in the opinion of the judge, a rider makes 3 honest efforts to get out on a chute fighting animal and is unable to do so, he/she may have a re-ride drawn.
- If, in the opinion of the judge, the contestant failed to receive equal opportunity due to the performance of the animal, a re-ride will be given, and the animal will be removed from the draw.
- A rider, if fouled at the chute, or if his/her animal falls on its side, is entitled to a re-ride. Contestant may refuse and take marking.
- All the rules of this chapter are the responsibility of the judges to carry out and/or enforce.

Re-Runs

- When time is stopped before a contestant has a legal catch or run, he/she shall receive a re-run.
- A re-run shall mean a completely separate run with no previous time, or penalties added. If stock is required, the run may be on the same animal, at the judge's discretion.
- In all roping events, if the contestant ropes or commits, it shall be considered a run, and no rerun will be allowed regardless of whether contestant called for animal or not.
- If calf or steer gets out of the arena and the flagman fails to flag him, or timekeepers fail to get time, the roper will receive animal over. The contestant will have same number of loops as he/she had left when animal got out.
- If, for any reason, time is not started when contestant start his/her run and it is not possible to record a time, the contestant shall receive a re-run.
- At any time, depending on the event's circumstances, the time is stopped; the judge shall award a re-run. Reasons for stopping time: (determined only by field judge's discretion) If animal breaks out or is let out of the arena (roping boxes and chutes are part of the arena), if contestant becomes endangered, such as loose stock or other foreign matter in the arena

etc. or if contestant does not have a fair chance to compete.

Barriers

- Judges or Directors will install barriers.
- Barriers will be checked for correctness of length and for proper working order by a judge 30 minutes before rodeo, and again before rodeo, and again before start of each event requiring a barrier.
- Barrier will not be considered broken unless ring falls within 10 feet of post. No metal may be used on jerk line and neck rope that extends beyond front of chute.
- If barrier equipment fouls contestant in any timed event, he/she will be entitled to a rerun only if he/she declares himself/herself immediately. If the contestant breaks or beats the barrier, a 10 second penalty will be enforced.
- If barrier equipment stops or turns the animal back, the contestant will receive a re-run and the judge will decide if same stock is to be run. If the same stock is to be re-run and the same situation occurs, the animal will be removed from the draw and drawn re-run animal used.
- Stock belongs to the contestant when asked for.
- The starting flag must be in the most visible place for timekeepers.

- The barrier must be between 32" and 36" in height, measuring at the middle of each box if possible.
- If the automatic barrier fails and time is recorded, the contestant will receive no penalty. Time will stand as recorded.
- Barriers will be used in all rodeos in roping events. Length is to be decided according to length of box and arena.
- Stock must cross the score line in front of judge after leaving chute. If stock does not cross the score line of the line judge, stock will be brought back and re- run.

Pee-Wee Mutton Bustin'

- The contestant must be 7 & under as indicated by the "age as of date" for the association, and **weigh 60 lbs. or less.**
- Rider must ride for 6 seconds but will be given a time if dismounts before the 6 seconds.
- This is a Pee Wee, noncompete class, and will have no payout.
- Protective helmets and vests must be worn, they will not be provided.

Calf Riding

- Contestants must be 7 & under or 10 & under as indicated by the “age as of date” for the association..
- The rider must ride with one hand.
- Rope must have bell.
- The rider must ride for 6 seconds. Qualified rides will receive a score.
- Time will start when the animal’s front inside shoulder breaks the plain of the chute.
- Riders shall use dry rosin only on rope and glove.
- If rider makes a qualified ride with any part of the rope in riding hand, he is to be marked.
- Flanks are required.
- The judge’s decision on re-rides is final.
- Riders must wear a protective vest and helmet. Mouthpieces are optional but encouraged.

14U Steer Riding & 19U Bull Riding

- Same rules apply to steer riding as calf riding with these exceptions:
- Steer Riding is for ages 14 & under as indicated by the “age as of date” for the association..
- Bull Riding is for ages 19 & under as indicated by the “age as of date” for the association..

- The rider will ride for 8 seconds.
- Contestants will take no longer than 2 minutes to ready themselves on the animal at the discretion of the judge.
- Flanks are required.
- Any of the following offenses will disqualify a rider:
 - Being bucked off. Touching animal, helmet, fence, or self with free hand.
 - Using sharp spurs.
 - Putting chaps under rope when rope is being tightened.
 - If rope breaks during ride.

10U & 14U Pony Bronc

- Contestant must be at least 7 years old up to 10 years old to compete in the 10U or 14U as indicated by the “age as of date” for the association..
- Contestant can ride with a bareback rigging or western saddle.
- Contestant can ride with 1 free arm or can ride with both hands touching rigging and saddle but will be scored accordingly.
- Flanks are required.
- Rider must ride for 6 seconds in 10U & 14U. (NHSRA rules)
- Riders must wear protective vests and helmets.

- Judges will decide all re-rides and judge's decisions are final.

19U Saddle Bronc / Ranch Bronc

- The contestant must be at least 14 years old or 19U as indicated by the "age as of date" for the association..
- Contestant is not to use sharp spurs.
- If chest or brisket, belly, side or rump contacts the ground animal will be considered fallen. Knee is not considered fallen.
- Saddle bronc riding shall be timed for eight (8) seconds. Time to start when animal's inside front shoulder passes the plane of the chute.
- Riding rein and hand must be on the same side, rein cannot be wrapped around hand.
- Horses to be saddled in chute.
- To qualify, the rider must have spurs over the break of the shoulders and touching horse when horse's front feet hit the ground on its initial move out of the chute.
- Night latch can be used.
- The judge on the latch side of the chute gate shall serve as a backup timer in the saddle bronc riding event or a person assigned by the Arena Director may serve as the back-up timer. The judge's stopwatch reading shall be used as

a means of verification when the length of the qualified ride is in question. The judge shall stop his watch when, in his opinion, the contestant has been disqualified for any reason, or when he hears the whistle or horn, whichever comes first. In either instance, the judge will refer to his watch for a time verification on each ride. In any instance where the time is eight seconds or more on the judge's watch, the contestant shall be entitled to a marking without penalty. In the instance the whistle blows before the eight seconds, the judge must go with the whistle.

- If a horse stalls coming out of the chute, either judge may tell the contestant to take his feet out of the horse's neck or the first jump qualification will then be waived.
- A rider will be given a no score for any of the following reasons: a. being bucked off. b. Changing hands on reins. c. Wrapping rein around hand. d. Pulling leather. e. Losing stirrup. f. Touching self, animal, saddle, rein, etc., with free hand. g. Riding with locked rowel or rowels that will lock on spurs.
- The matter of re-rides shall be decided by the judge.
- Riding to be done with a plain halter, one rope-rein and committee saddle and contestant must supply own saddle. Standard halter must be used unless agreement is made by both contestant and stock contractor.

- All contestants must wear a helmet and vest designed to protect the chest and back while contesting in the Saddle Bronc Riding Event. The vest shall be one manufactured for rodeo/equestrian events and sold by retailers.

Pee-Wee Goat Ribbon Pull

- Contestants entering the goat ribbon pull must be 7 years or under as indicated by the “age as of date” for the association.. This is a non-compete class, no payout.
- The goat will be tied to a stake with rope 10 feet in length.
- Timelines (start and stop) will be measured 20 feet from ground stake.
- Contestant will start from designated starting line on foot (no horse), with time starting as contestant crosses line and will catch goat and pull ribbon from tail and run to designated finish line, time will stop.

7U, 10U, 14U Goat Ribbon Pull

- The goat will be tied to a stake with rope 10 feet in length.
- The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from their horse and pull the ribbon from the goat's tail and run across the timeline to stop the time and complete the run.

- **If the ribbon falls off or is not on the tail when the contestant reaches the goat, the contestant will receive a RE-RUN.**
- The contestant can only receive help to re-mount the horse after time has been called.
- There will be a 90 second time limit.
- Timeline will be measured 20 feet from ground stake.
- Should the horse run over or touch the rope, with or without contact to the goat, the contestant will receive a 10-second penalty. If the violation occurs, flagman has signaled for a time, there will be no penalty. If a horse/rope violation is declared but timer fails to get time and a re-run is awarded, a 10- second penalty will be assessed in the re-run.

7U, 10U, 14U, & 19U Goat Tying

- The goat will be tied to a stake with rope 10 feet in length.
- The stake will be pounded completely into the ground so that no part is visible.
- The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from their horse, throw the goat by hand, cross, wrap and tie by hand any 3 legs together with a goat string, then stand back at least 3 feet from the goat after signaling for time before judge starts time for goat to stay

tied. If the contestant is tangled in rope when backing up after the tie, it is in the judge's discretion when to begin time for the sake of safety to the contestant.

- A goat string can be a leather string, pigging string, or rope. No wire is to be used in the goat string. If the event is split between boys and girls, boys must use a boy's piggin string.
- If the goat is down when the contestant reaches it, the goat must be let up to its feet or may be helped up with at least 3 legs dangling and thrown by hand.
- The tie will be timed by the judge, and if it is not secure for 6 seconds the contestant will receive a no time.
- Time will stop when the judge signals the completion of the tie.
- There will be a 90 second time limit for 19U and 2- minute time limit for 7U, 10U and 14U.
- Should the horse run over or touch the rope, with or without contact to the goat, the contestant will receive a 10-second penalty. If the violation occurs, flagman has signaled for a time, there will be no penalty. If a horse/rope violation is declared but timer fails to get time and a re-run is awarded, a 10- second penalty will be assessed in the re-run.
- The goat will be held straight back from the stake when the contestant enters the arena.

When the contestant crosses the starting line, the goat will be released.

- Any unnecessary roughness as determined by the judge will receive a no time.
- Contestant will receive a no time for going back to the tie after they have signaled for the completion time.

7U, 10U, 14U, Goat Tying (Horseless)

- Same rules apply as to Goat Tying except the use of a horse.
- Contestants will run on foot from the start line down to the goat. Start line will be 50 feet from the stake.
- This event will not count toward all-around points.

14U & 19U Chute Dogging

- Contestants must be 14 years or younger & 19 years or younger.
- When the chute opens, the contestant must bring the steer to line, 10 feet from the chute, and wrestle the steer to the ground.
- Dogger gets beside the steer, right hand in front of or behind right shoulder. Dogger cannot touch the horns until the steer's nose crosses the score line. If dogger touches horn before the steer's nose crosses the score line, there

will be a 10-second penalty added to the time.
If a steer is thrown before crossing the score line, the dogger will be disqualified.

- Contestants can tail out until they cross the 10-foot line. Helper cannot pass the plane of the chute gate.
- All four feet of the steer must be in the air when the steer is on the ground for time to stop.
- Other falls are called "dog falls" and the contestant must try to let the steer up and try to get all four legs in the air.
- Contestant can be disqualified for losing contact with the steer or tripping the steer.
- There will be a 60 second time limit.
- Judges' decisions are final.

7U, 10U Dummy Breakaway (Horse Required)

- Contestant must be 7 year or younger or 10 years or younger and on horseback as indicated by the "age as of date" for the association.
- Roping dummy sled will be pulled by ATV. A barrier will be attached to the dummy and time starts when barrier is broken and flag drops.
- There will be a 10-second penalty if the contestant and horse break the plane of the box before the flag drops.
- Judge will drop the flag when rope breaks loose to end time.

- Catch as catch can, head must pass through the loop.
- One loop limit.
- The judge's decision is final.

10U, 14U, & 19U Breakaway Roping

- Catch as catch can, but head must pass through the loop.
- Calf must break the rope from the saddle horn.
- Contestant must use string approved by judge.
- Contestant will receive no time for roping calf without throwing loop.
- The contestant will receive no time for breaking rope from saddle horn during throw or pulling slack, however, if the rope should dally around the horn, the contestant may ride forward, undally the rope and then stop the horse to make the rope break away.
- Rope should be tied to the saddle horn at the knot not the tail. There will be no tail. The flag shall be tied behind string on rope. It shall be the contestant's responsibility to use a highly visible flag, preferably white. The specifications will be left up to the barrier judge.
- A dropped loop will count as a thrown loop.
- Contestant dismounting for any reason before a legal catch is made or the field judge stops the time will receive a no time. Ropers must be mounted when the time is taken.

- A hotshot will be used only if requested by the contestant.
- 60 second time limit.
- Gate will be closed during breakaway roping event.
- Time will start and stop between 2 flags. One at the barrier, whether mechanical or manual, will start the time and one at the field judge to stop the time.
- The flagman or field judge shall be mounted and in position to accurately judge the contestant.
- If the contestant breaks or beats the barrier, a 10- second penalty will be enforced.
- Only carry one loop.
- Judges' decisions are final.

Double Mugging

- Contestant must be 10 years or younger and on horseback as indicated by the "age as of date" for the association.
- It will be up to the roper to secure a mugger. Mugger must be an adult or contestant from an older age group entered in the rodeo.
- CATCH AS CATCH CAN with rope from horse, rope must hold calf until mugger has hands on calf
- Mugger may take ONE (1) step to secure calf in the event the rope comes off the calf

- Rope must be tied hard and fast to saddle horn.
- Once calf is roped, roper must dismount and wait for mugger to throw calf by hand, mugger will hold foreleg and give the foreleg to the roper. At this point, the mugger can assist in holding the calf down in a way the calf is unable to get up. Roper must cross and tie any three (3) of the calf's legs. Muggers MAY NOT assist in the tie. IF the calf gets up before time is called for, the procedure is repeated with the mugger throwing the calf and holding the foreleg and giving the foreleg to the roper.
- A legal tie shall consist of one or two wraps and a half hitch. Any three legs must be tied together.
- Tie must hold until passed on by the judge and the roper must not touch the calf after giving the finished signal until after the judge has completed his examination.
- The field judge will pass on the tie, timing six (6) seconds from the time the horse takes it's first steps forward after the roper has remounted and put slack in the rope. If the catch rope is off the calf after completion of the tie, the six (6) second time period is to start when the roper clears the calf.
- Rope will not be removed from the calf and rope must remain slack until the field judge has passed on the tie.

- A NECK ROPE IS REQUIRED. Any contestant not using a neck rope will receive a “NO TIME”
- The gate will remain closed.

MUGGER

- If the calf is down when the mugger reaches it, the calf must be cleared to the satisfaction of the judge and thrown by hand.
- If the mugger’s hand is on the calf when the calf falls, the calf is considered thrown by hand.
- If there is a safety issue, the mugger may remove the rope from the calf BEFORE the roper has finished the tie (ONLY IF NECESSARY FOR SAFETY REASONS).

Disqualification and No Time

- If the tie comes loose or the calf gets up before the time is ruled fair.
- If the tie is ruled illegal.
- If there is NO NECK ROPE USED.

Member/Parent Ribbon Roping

- 10U must be 10 years or younger, 14U must be 14 years or younger, and 19U must be 19 years or younger.
- Catch as catch can. Any catch that holds the calf is legal.
- Neck ropes must be used.
- Only carry one loop.

- 60-second time limit.
- Muggers can stand anywhere they choose in the arena.
- Roper must rope calf and dismount. Parent must mug and hold the calf. Parent must be in contact with the calf while the Roper removes the ribbon.
- Rope must hold calf until Parent touches the calf.
- Runner must cross the finish line to get time with the ribbon in hand.
 - **If the calf does not have a ribbon when the roper reaches the calf, the roper will receive a rerun.**

14U & 19U Dally Team Roping

- Jr. Contestant must be 14 years or younger. Sr. contestant must be 19 years or younger as indicated by the “age as of date” for the association.
- A team will be composed of 2 contestants. One or both contestants may be a boy or girl. Members must rope with other members to accumulate points.
- A dally team roper may enter up to two times by switching ends or partners. Only the fastest head run, and fastest heel run per rodeo will count toward point standings. (Example: A member can head twice, but the fastest

qualified time will receive points. A member can head once and heel once and points will count for each end. Head and Heel are two separate events.)

- Each team will be allowed to carry only 1 rope. Each
- 14U team and 19U team is allowed 3 loops total (example: header can throw 2 loops and heeler will get 1 loop or header throws 1 loop and heeler can throw 2 loops). Roping steers without a release loop will be considered a no catch. Both contestants must dally.
- If you do not have a partner, one can be drawn for you.
 - Draw partner will be a contestant entered in the event and age group unless no one is available.
 - If a partner is drawn that is not in the participating age group, the draw partner may not pay entry fee to be considered for payout.
- A draw partner has to pay an entry fee to receive winnings. The draw partner will not receive points for the draw run, it is a courtesy run.
- Animal belongs to contestant when he/she calls for it, regardless of what happens, except in cases of mechanical failure.
- Time will be taken when the steer is roped. Both horses must be facing steer at 90-degree

angle or more with dallied and tight. Steer must be standing up when roped by head or heels.

- Team ropers are required to dally and cannot be tied on for any reason.
- Steer must not be handled roughly at any time. Ropers may receive a no time if in the opinion of the field judge that they have intentionally done so.
- Broken rope or dropped rope will be considered a no time.
- No foul catches can be removed by hand.
- If steer is roped by the horn, the roper is not allowed to ride up and put rope over the other horn or head with his/her hand.
- If the heeler ropes a front foot or feet in the loop, this is considered a foul catch.
- Neither contestant may remove the front foot or feet from the loop by hand, however, should the front foot or feet come out of the heel loop by the time the field judge drops the flag, time will be given.
- The judge can eliminate objectionable animals from this event.
- The judges will decide any questions as to catches in this event.
- There will be only 3 legal head catches. 1. Both horns. 2. Half a head. 3. around the neck.
- If Hondo passes over 1 horn and the loop over the other, the catch is illegal.

- Any heel catch behind both shoulders is legal if rope goes to the heel.
- Catching 1 hind foot receives a 5-second penalty.
- If loop crosses itself in a head catch it is illegal.
- There will be a 90-second time limit, flag to flag.
- Cross firing is illegal. (Cross fire: steers entire body must be turned in tow with 1 hop before heel loop can be thrown). If the steer stops, it must be in tow for the heel loop to be legal.
- If the automatic barrier fails and time is recorded, contestant will receive a time with no penalty.
- If the contestant breaks or beats the barrier, a 10-second penalty shall be enforced.
- Gate will be closed during all team roping events.
- Team roping points are split and will be kept separated between heading and heeling. The header must head, and heeler must heel.
- Teams must remain dallied until field judge passes that dallies are legal. Failure to do so will result in a no time.
- Team ropers are not to remove head rope off steer head until it has left the arena (so judge can determine that it is a legal catch).
- The judge's decision is final.

14U & 19U Tie Down Roping

- Rope may be dallied or tied hard and fast. The contestant must rope the calf, dismount, go down rope and throw calf by hand and cross and tie any 3 feet. To qualify as a legal tie, there shall be at least 1 wrap around all 3 legs and half hitch (hooey). If
- the calf is down when the roper reaches it, the calf must be let up to vertical position with feet dangling underneath and re-thrown by hand. If roper's hand is on calf when calf falls, calf is considered thrown by hand. Rope must hold calf until roper get hand on calf. Tie must hold, and 3 legs remain crossed until passed on by judge, and roper may not touch the tie or calf's legs after calling for time until judge has completed his examination. The field flag judge will pass on the tie of calves with use of stopwatch, timing 6-seconds from the time the rope horse takes his first step forward after the roper has remounted. Rope will not be removed from calf and rope must remain slack until removed from calf or judge has passed on tie. In the event a rope comes off calf after completion of tie, the 6-second time period is to start when roper clears calf. FLAGGER MUST WATCH CALF during the 6-second period and will stop the watch when calf kicks free, using the time on the watch to determine whether calf was tied long enough to qualify. Roper will be

disqualified for removing rope from calf after signaling for time. If tie comes loose or calf gets to his feet before tie has been ruled a fair one, roper will receive no time, at judge's discretion.

- Only carry one loop.
- Contestant must adjust rope and reins in a manner that will prevent horse from dragging calf.
- Contestants must receive no outside assistance of any kind.
- Each contestant may have someone push calves out of the chute for them.
- If barrier jerks calf around and knocks calf down, a re-run will be awarded. Roper will receive the first extra calf if extras are available or will use miss draw procedure.
- Roper will be disqualified by removing rope from the calf after signaling for time, until the tie has been ruled on by field judge.
- Neck ropes must be tied with string. No metal snaps or hardware shall be used on neck rope in the timed events.
- If, in the opinion of barrier judge, contestant is fouled (including any penalties) by neck rope, ropers shall get calf over providing contestant declares himself immediately by pulling up horse. Hitting a stationary object such as fence, pole, chute, etc. is roper's responsibility. No re-runs.

- There will be a 60-second time limit to complete the run.
- All judge's decisions will be final.

Pee-Wee Poles

- This is a non-compete class.
- The contestant must be 7 years or younger as indicated by the "age as of date" for the association. The rider can perform patterns alone or with assistance from someone on foot or led by someone on another horse.

7U, 10U, 14U, & 19U Poles

- Contestants for 7U must be 7 years or younger, 10U must be 10 years or younger, 14U must be 14 years or younger, and 19U must be 19 years or younger as indicated by the "age as of date" for the association.
- Pole bending is a timed event, and the pole pattern is to be run with 6 poles. Each pole is to be 21 feet apart and the first pole is to be 21 feet from the starting line. Poles shall be set on top of the ground, 6 feet high and with no base more than 14 inches in diameter. Poles must be straight in line for each contestant. No flags, metal poles or bases shall be used.
- A horse may start either on the right or the left of the first pole and then run the remainder of the pattern accordingly.

- Electric timer or at least 2 digital watches shall be used with the time indicated by the electric timer. If the electric timer malfunctions on 2 consecutive runs, watches used by the officials will be the official time.
- The horse's nose will be flagged as the horse crosses the starting line to start the time and flagged again as his nose crosses the same line to stop the time.
- This event will be run with a closed arena gate.
- The start/finish line and the pole positions should be permanently marked and must remain the same throughout the entire event.
- Drag will occur every 5 draw runs and in between age groups.
- Any time a contestant crosses the starting line, time will begin.
- A contestant will be given a no time for breaking the pattern or crossing the starting line prior to completing the pole pattern. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern and/or passing the plane of the pole on the offside. Example: Should a contestant run by a pole and have to back up or turn around and retrace their tracks, this would be considered a broken pattern.
- A contestant will receive a no time for running out of turn. It is the contestant's responsibility to know his/her draw position.

- A contestant will be given a "+5 seconds" for knocking a pole to the ground. A "+5 seconds" will also be given if a pole is knocked to the ground and it sets up again. Touching a pole, including to keep it from falling, is permitted without penalty.
- A contestant will be given no time if the horse or rider falls during the run in such manner as to break the pattern, or if the rider falls off the horse.
- Contestants may ride any horse, regardless of ownership. However, a horse may not be ridden by more than 1 person in this event, unless the following conditions are met: Both contestants are members of the same immediate family (brothers, sisters, stepbrother, and stepsister). In no case will the same horse be run more than twice in this event during the rodeo regardless of division. In the event of injury to contestant's horse at the rodeo, upon approval of judges, the rule may be waived.
- If a pole is moved off its marker during competition, the pole must be reset prior to the next competitor's run.
- Contestant will be called 3 times, if contestant has not entered the arena after 3 calls, they will be turned out.
- Western-type equipment must be used. The judges may prohibit the use of bits or equipment that he may consider severe.

- The contestant will not be allowed to practice the official pattern before the rodeo or between performances.
- Only 1 horse may be in the arena at any time during the competition.
- Reruns shall be granted if the timer fails to work properly or if the poles are not placed properly on their markers. No prior penalty will apply to the run.

Pee-Wee Barrels

- This is a non-compete event.
- Contestants must be 7 years or younger as indicated by the “age as of date” for the association.
- The rider can perform patterns alone or with assistance from someone on foot or led by someone on another horse.

7U, 10U, 14U, & 19U Barrels

- Contestant in 7U must be 7 years or younger, 10U must be 10 years or younger, 14U must be 14 years or younger, and 19U must be 19 years or younger as indicated by the “age as of date” for the association.
- Barrel racing is a timed event using 3 identical barrels set in a cloverleaf pattern using 55-gallon empty barrels with closed ends. Barrels

- must not have any weights in them, that will make it less likely for them to be knocked over.
- The contestant may start on either the right or left barrel. When starting on the right barrel, there will be 1 right turn and 2 left turns around the barrels. When starting on the left barrel, there will be 1 left turn and 2 right turns. No variations.
 - Electric timer or at least 2 digital watches shall be used with the time indicated by the electric timer. If the electric timer malfunctions on 2 consecutive runs, watches used by the officials will be the official time.
 - The horse's nose will be flagged as the horse crosses the starting line to start the time and flagged again as his nose crosses the same line to stop the time.
 - The start/finish line and the barrel positions should be permanently marked and must remain the same throughout the entire event.
 - Drag will occur every 5 draw runs and in between age groups.
 - This event will be run with a closed arena gate. Any time a contestant crosses the starting line, time begins.
 - A contestant will be given a no time for breaking the pattern or crossing the starting line prior to completing the cloverleaf pattern. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to

finish the pattern and/or passing the plane of the barrel on the offside.

- A contestant will receive a no time for running out of turn. It is the contestant's responsibility to know his/her draw position.
- A contestant will be given a +5 seconds for knocking a barrel to the ground. A +5 seconds will also be given if a barrel is knocked to the ground, and it sets up again on either end. Touching a barrel, including to keep it from falling, is permitted without penalty.
- A contestant will be given a no time if the horse or rider falls during the run in such a manner as to break the pattern, or if the rider falls off the horse.
- If a barrel is moved off its marker during the competition, the barrel must be reset before the next competitor's run.
- Contestants may ride any horse regardless of ownership. Exceptions are the same as rules in poles.
- Contestants will be called 3 times, if he/she has not entered the arena after 3 calls they will be turned out.
- Western-type equipment must be used. Judges may prohibit the use of bits or equipment that he may consider severe.
- Contestants will not be allowed to practice the official pattern before the rodeo or between performances.

- Only 1 horse may be in the arena at any time during the competition.
- Reruns shall be granted if the timer fails to work properly or if the barrels are not placed properly on their markers. If the timer fails and rerun is given and 1st run is penalty free, rerun will be penalty free. If the timer fails to work on rerun with penalty, rerun will be given and penalty will be carried over. If a rerun is granted due to barrels not being properly on stakes, no penalty shall apply. If the contestant is asked to hold up once time has started, and contestant makes an honest effort to pull up and hits a barrel, no penalty will be assessed. Honest effort will be determined by a judge and/or event director.
- Payout is equal pay.

Finals Entry and Participation

- Eligibility Requirements: Contestants must have competed in at least 6 out of the 8 rodeos of the regular season.
- Responsibility for Confirmation: It is the responsibility of the parents or contestants to verify if the contestant has participated or will participate in enough rodeos. Verification should be done no later than Rodeo 5.
- Event Entry at Finals: A contestant qualified for the finals may enter any event offered in their

age group during finals, regardless of whether they qualified for that specific event.

- **Points Allocation:**

- Points will be awarded based on the contestant's performance in the event during finals.

- Non-Qualified Event Points: Points earned at the finals in an event for which a contestant is not qualified will be added to the contestant's All-Around point total. However, the contestant will not receive an event prize for that specific event.

Rodeo Entry, Draw-Outs & Late Arrivals

- Rodeo entries: All entries should be paid at the rodeo prior (example rodeo 2 must be paid before leaving rodeo 1).
- Final entry date without late fee will be Sunday prior to the rodeo at 6PM (MUST ENTER ONLINE AND PAY ONLINE). Payment due at time entry is made otherwise late fee will apply.
- Non-member call in or late call in will be Monday and Tuesday prior to rodeo. Non-members will be charged a \$25 non-member fee per contestant. Members utilizing late call in will be charged a \$25 late fee per contestant.
- Entry fee can be paid by Check (will be deposited the day after rodeo being entered),

Credit Card (a 5% processing fee will apply), or Cash.

- Any entry not received by the end of the required date / time will be subject to a \$25 late fee.
- Non-member call in will be Monday & Tuesday prior to the rodeo to 214-797-6076. Payment due at time of call in via credit / debit card. A fee of \$25 will be charged for each person entering as a non- member. This fee will be charged at each rodeo entered.
- Mail in entries must be postmarked by the Monday 2 weeks prior to the rodeo being entered.
- To enter online go to www.cowboychurchrodeo.org, set up a user account if you do not have one, add contestant.
 - DO NOT set up multiple user / contestant accounts. This will affect year end points and finals qualification.
- To enter at the rodeo, a computer will be available at the office.
- Enter contestant, select PAY NOW, enter card information.
- If selecting PAY LATER, you must immediately go to payment window with Cash or Check.
- Entry questions please call 214-797-6076
- Mailing address for rodeo entries 3628 CR 4586 Sulphur Springs, TX 75482

- Draw-outs: All draw-outs must be called into the secretary by 9:00 pm the Wednesday before the scheduled rodeo event.
- No refund of money will be made if the above rule is not observed.
- Refunds will be given for each contestant who presents a medical release or a veterinary release ONLY. This release must be presented to the secretary PRIOR to the start of the rodeo you are withdrawing from.
- Turn-outs: If a contestant is not willing to compete on his own, his stock will be turned out at the discretion of the judge.
- The judge's decision is final.

Connecting with EYRA

- **Facebook**
 - Like the page
 - Monitor closely the 2 weeks leading up to the rodeo.
- **REMIND**
 - Download the REMIND app.
 - Text @h9474f to 81010 to join.
- Both formats will be updated with changes, notifications, reminders, etc.

Confirmation of Entries

- Tuesday/Wednesday prior to each rodeo a link with a list of runs will be posted on Facebook

and Remind. You will have until 9PM Wednesday night to make any corrections to your contestant's entry. **Failure to notify secretary of changes by cutoff time will result in Contestant competing as shown on the list of runs.**

- It is your responsibility to enter your contestant in their appropriate event(s). Failure to correct entry by the Wednesday cut off will result in the contestant competing in the event entered.
- As of 9PM Wednesday prior to the rodeo, books will close, and NO CHANGES WILL BE MADE.
- To make changes, call 214-797-6076.

Points System

- Only members in good standing are eligible to acquire points during the regular rodeo season.
- Points are awarded to the first 10 places. 1 participation point is given to each contestant regardless of placing in the contestant makes an honest attempt to compete in the event. The following point system shall be used:
 1. 10 points for 1st place + 1 participation point = 11 points
 2. 9 points for 2nd place + 1 participation point = 10 points
 3. 8 points for 3rd place + 1 participation point = 9 points

4. 7 points for 4th place + 1 participation point = 8 points
5. 6 points for 5th place + 1 participation point = 7 points
6. 5 points for 6th place + 1 participation point = 6 points
7. 4 points for 7th place + 1 participation point = 5 points
8. 3 points for 8th place + 1 participation point = 4 points
9. 2 points for 9th place + 1 participation point = 3 points
10. 1 point for 10th place + 1 participation point = 2 points

All places after 10th place will receive 1 participation point per event.

All Around Saddles

- Saddles will be awarded to one boy and one girl contestant in each age group except for peewee classes.
- Contestant must be a member in good standing with EYRA.
- All events in each respective age group count towards the all-around except horseless goat tying.
- Totals will be based on the point system above for each event and tallied at the end of the series.
- Contestant with the most points tallied together from the events in their age group for the entire series will be awarded the saddles.
- An all-around tie breaker will include all events that both contestants compete in, will be 1 head or 1 run and will be drawn to decide which event is run and the position will be drawn as well.

Event Prizes

- Saddles will be awarded to 1st place in each competitive event with 10 or more contestants. The contestant count will be determined at Rodeo 5.

- Buckles will be awarded to Event Champion and Reserve Champion.
- In the event of a tie, a match run will take place by the end of the finals.
- Event prizes will be given to every contestant that competes in 6 of 8 rodeos and both finals **rodeos (EXCEPTION: Pee Wee will compete in Saturday finals performance ONLY)**, sells raffle tickets and is a member in good standing.
- Jackets will be awarded to members who have paid membership and turned in and paid required raffle ticket sales by the required due date. If a contestant fails to complete the year, it will be the contestant's responsibility to pick up their jacket at finals.

CHANGES/CLARIFICATIONS EFFECTIVE SEASON 8 RODEO 2

10U DOUBLE MUGGING

- Only one mugger allowed to assist a roper with their run. If a 2nd mugger steps in, the contestant will receive a no time.
- 90 second time limit
- Mugger can assist in holding the calf down but cannot assist with the tie.

14U TIE DOWN

- Roper does not have to daylight calf if jerked down but a 10 second *penalty* will be added.