



RULE BOOK

Revised September 2024

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REGULATIONS FOR OFFICIALS

MEMBERSHIP

- A. Officials are required to read and know the rules of the CPYRA Failure to know the rules cannot be accepted.
- B. Officials will conduct themselves in an exemplary manner to best reflect the aims, principles and purpose of the CPYRA. Drinking alcoholic beverages by rodeo committee members during any CPYRA function will be prohibited.
- C. Judges, flagmen and timers serve in their same official capacities throughout the duration of the event or class except in case of injury or illness or when removed by the committee for good and sufficient reasons.
- D. Contestants are responsible for supplying a contestant pusher. If contestant does not have a pusher, none will be provided. Pushers must be a contestant or committee member. Pusher shall not push past chute gate.

JUDGES

- A. Judges failing to comply with CPYRA rules will be removed from the Approved Judges List and declared ineligible to officiate at any CPYRA rodeo.
- B. Decisions of the judge shall be final, so long as they are made in accordance with CPYRA rules.
- C. Score cares shall be made in permanent entry and all officials shall be permitted to review them at the conclusion of each performance in the presence of one or more judges.
- D. When CPYRA rules do not cover a situation, judges should apply rules of the National High School Rodeo Association so long as those rules do not conflict with CPYRA rules.

CONDUCT AND ATTIRE

- A. Western saddle and equipment is required.
- B. Contestants must wear western attire. Western hat, or helmet (highly recommended by CPYRA), long sleeved with sleeves rolled down and tucked in (must be wrist length sleeved shirt with collar and cuffs) western boots and long pants. Sweatshirts, pullover sweaters or vests may be worn over a long-sleeved shirt as long as proper collar and cuffs are visible.
 - 1. The only exception of this rule will be in steer riding; a rider may roll up sleeve on riding arm only. Two rolls, not to exceed the elbow when competing.
 - 2. Proper rodeo attire must be worn behind-the chutes or arena area.
 - 3. Steer and bull riders must wear protective vests.
- C. Contestants appearing in any contest or the grand entry will be in acceptable attire or will be disqualified.
- D. Contestants expecting to compete with or in special equipment or attire, which may be in conflict with the CPYRA rules, must present a written request to the rodeo secretary accompanied by written approval by the contestant's physician.
- E. Stallions or mares with colt at side are not permitted to be used in CPYRA competition.
- F. Only designated officials and no more than two contestant helpers are permitted to assist a contestant in any event.

RE-RIDES AND RE-RUNS

- A. When necessary to re-run a section or go-round in any event, only those contestants who did qualify during the original running of the event will be eligible for a re-run. If committee error occurs in any event, all contestants get a re-run. This does not include equipment failure.
- B. A contestant claiming a foul in any event must declare himself immediately when fouled or accept the result of the contest as final.
- C. No contestant will be awarded a re-ride or re-run for breakage of the contestants own or borrowed equipment.

- D. If re-ride is given, judge shall inform contestant of his marking and an option of a re-ride. Contestant may refuse re-ride and take marking.

PROTEST

- A. Protest must be submitted through proper channels and must pertain to rule violations.
JUDGES DECISIONS ARE FINAL in judgement calls.
- B. Protests of contestants must be submitted to the rodeo arena director before the conclusion of that event.
- C. No protest will be recognized after the awards program, following the final performance of a rodeo.
- D. Contestants in an event cannot consult with the judge of timer while the event is taking place. Any inquiry must go to the arena director.

CONTESTANT DISQUALIFICATION

- A. Disqualification from CPYRA, subject to appeal to the Executive Board for individual action, shall occur for the following:
 - 1. Competing under an assumed name or falsifying any entry information.
- B. Disqualification from a particular CPYRA rodeo shall occur for the following:
 - 1. Intentional abuse of stock.
 - 2. Abuse of officials or other contestants.
 - 3. Tampering with rodeo stock or equipment at rodeo.
 - 4. Cheating by contestant or member of contestant's family.
 - 5. Deliberate or continued failure to report for any event.
 - 6. Profanity or obscenity.
 - 7. Quarrelling or rowdiness.
 - 8. Use of unapproved equipment.
 - 9. Acquisition of another's property.
 - 10. Use of or trafficking of intoxicating beverages or drugs.
 - 11. All horses used in rodeo competition must be suitable and safe for the events.
 - 12. No Smoking permitted in arena or chute area.
- C. Repeated violations of Paragraph B may result in disqualification from the entire rodeo or your membership terminated in CPYRA.
- D. A contestant must be disqualified from a particular event for the following:
 - 1. Improper attire
 - 2. Failure to comply with Arena Director's instructions
 - 3. Not being ready when called
 - 4. Refusing stock draw
- E. Suspended contestants who have entered any CPYRA rodeo will automatically surrender any fees advanced to that rodeo after the date of suspension.
- F. Any contestant disqualified from CPYRA competition has the right to petition the Executive Board for reinstatement. A statement from both the contestant and the party making the disqualification must be included on the petition.
- G. The executive Board reserves the right to put a contestant on probation for disciplinary action due to unbecoming conduct for a maximum period of one rodeo a year.

JUDGING RULES - TIMED EVENTS

- A. Barrier judge must have 10' tape available. Barrier will be used in roping events for the 14-18 age groups, if arena conditions permit the use of a barrier.
- B. A 10 second penalty will be added to the qualifying time for breaking the barrier. In order for time to be considered official, barrier flag must operate. The judge must inspect barrier equipment before each timed roping event.
- C. If judge mis-flags the first loop, contestant will get second loop with the same calf, lap and tap plus time already elapsed.
- D. Score must be marked so that it is the same for all contestants.
 - 1. Arena conditions will determine the length of the score line. At no time should the score line be longer than $\frac{2}{3}$ the depth of the roping box.
 - 2. A short score of 6'-15' is desirable and should be used under most conditions.
- E. Barrier neck ropes on cattle may be tied with string or rubber band.
 - 1. Neck ropes must fit cattle and have adjustable slides.
 - 2. No metal snaps or hardware shall be allowed.
 - 3. In the event of mechanical failure; if official time has started but the contestant does not qualify, it will be recorded as no time. If the official time is recorded, the contestant will get that time, but there will be no penalty added for a broken barrier. If the automatic barrier fails to work and official time has not been started, the contestant will get the same animal back.
- F. The cattle used for chute dogging and the steers and or bulls used for steer/bull riding must be numbered or named and a draw is to be done prior to the start of the rodeo by the judges.
- G. Contestant will be disqualified for re-crossing starting line before entering or completing pattern.
- H. Contestant will be disqualified for breaking pattern.
- I. Contestant must enter arena with their hats or helmet on. The hat or helmet must stay on until after the contestant has entered the arena. Deliberately or intentionally causing the loss of your hat while competing in an event will result in disqualification.
- J. Score and position of properties must be marked in advance so that each course will be run in exactly the same distance per class.
- K. Flag judge is to flag a time then signal disqualification. Time should be recorded in the event there is a protest.
- L. A contestant will be given a re-run if interfered by an official or others in the arena. Contestant must stop immediately at the point of interference and ask for the re-run.
- M. During the goat tying, when two contestants are working in the arena at the same time, the second contestant should not be allowed to being her run until the first horse is under control, unless arena has been divided.
- N. An alleyway will be used and will be considered a part of the arena for barrel racing, pole bending, and goat tying. You will need to enter alleyway in a controlled manner. You cannot start your run before entering the alleyway. The out gate will be kept closed until the horse has completely stopped.
- O. A contestant in a lower age group may enter an event in an older age group, if that event is not in offered in their age group. Points will be awarded for the event entered in the age group entered. These points will not be carried over to All Around Points.

EVENTS TO BE WORKED IN RODEO

<p>5-6 Year Old Girls and Boys</p> <ul style="list-style-type: none"> ● Goat Tying (on foot) ● Barrel Racing ● Pole Bending ● Dummy Roping 	<p>7-9 Year Old Girls and Boys</p> <ul style="list-style-type: none"> ● Goat Tying ● Break-a-way calf roping ● Barrel Racing ● Pole Bending ● Dummy Roping ● Calf Riding (Boys)
<p>10-13 Year Old Boys</p> <ul style="list-style-type: none"> ● Steer Riding ● Goat Tying ● Calf Roping ● Team Roping ● Break-a-way calf roping ● Barrel Racing 	<p>10-13 Year Old Girls</p> <ul style="list-style-type: none"> ● Goat Tying ● Team Roping ● Break-a-way calf roping ● Barrel Racing ● Pole Bending
<p>14-18 Year Old Boys</p> <ul style="list-style-type: none"> ● Bull Riding ● Calf Roping ● Team Roping ● Break-a-way calf roping ● Chute Doggin 	<p>14-18 Year Old Girls</p> <ul style="list-style-type: none"> ● Goat Tying ● Team Roping ● Break-a-way calf roping ● Barrel Racing ● Pole Bending

POINT SYSTEM

First Place – 10 Points	Sixth Place – 5 Points
Second Place – 9 Points	Seventh Place – 4 Points
Third Place – 8 Points	Eighth Place – 3 Points
Fourth Place – 7 Points	Ninth Place – 2 Points
Fifth Place – 6 Points	Tenth Place – 1 Point

A contestant must have a qualifying time or score to receive points in event.

TIES

In case of a tie, the points awarded will be determined by adding the points normally awarded for the placings tied for, then divided by the number of contestants involved in the tie. No less than 1/2 a point will be awarded to any one person.

Example (1) Two contestants tie for 1st place:

Add 10 – 1st
 9 – 2nd
 19 divided by 2 = 9.5 points to each contestant
Next placing – 8 points

Example (2) Three contestants tie for 2nd place:

Add 9+8+7=24
Divided by 3 = 8 points for each contestant
Next placing – 6 points

MISCELLANEOUS INFORMATION

ENTRIES

Entries are one-entry per contestant per class. Horses may be used in an event multiple times with different riders. Entry forms are submitted online, mailed to the secretary, or handed in at the rodeos. Entries and fees must be mailed by the postmark date on the entry. To cancel an entry, you must notify the entry secretary by the deadline. To cancel the deadline-you must produce a doctor's excuse or veterinary certificate to have entries refunded. Entry checks will not be deposited before the day of the Rodeo.

A \$100.00 penalty will be assessed per family, per rodeo for any entry postmarked after the entry deadline. Any penalty not paid will exclude that family from entering any rodeo until that penalty is paid. We are hoping that this rule will encourage all parents to send their entries on time and lesson the number of disappointed children who have been unable to compete in the past.

A contestant in a lower age group may enter an event in an older age group, if that event is not offered in their age group. Points will be awarded for the event entered in the age group entered. These points will not be carried over to All Around Points.

STOCK CHARGE

A stock charge may be added to the entry fee in events at any rodeo as decided by the stock contractor and approved by the board to defray the cost of the stock.

FINALS RODEO

A finals rodeo will be held each year for CPYRA contestants.

To qualify as a contestant in an event at the CPYRA Finals you must compete in that event a minimum of three rodeos for that fiscal year and must have earned points in that event. The top ten contestants in each event in each division will receive an invitation to compete at the CPYRA Finals. You must compete at the finals rodeo to receive a finalist jacket.

All 5 & 6 year old contestants will be to compete at the CPYRA finals as long as they have in that event in at three for that fiscal year and must have earned points in that event.

An awards banquet will be held each year for CPYRA members and their families at which time awards will be presented for Event and All-Around Champions as determined by points accumulated throughout the year.

GOAT TYING

- A. Time limit: 60 SECONDS FOR AGES 5 THROUGH 9
30 SECONDS FOR AGES 10 THROUGH 18
- B. Properties
 - 1. Ten (10) foot ropes.
 - 2. 100 feet from starting line to goat tie stake.
 - 3. Stakes should be metal with eye; rope tied through eye and no protrusion above ground level.
- C. Contestant leaves score line with running start, races to goat tethered 100 feet away on a 10' rope, dismounts, throws goat by hand, and ties three feet.
 - 1. Contestant may go down on rope.
 - 2. If goat is down it must be brought to its feet and then thrown.
 - 3. Pigging string or, leather thong, or rope may be used to tie; no other type of material will be permitted.
 - 4. Goats cannot be dropped from shoulder height to render them breathless and immobile.
 - 5. Unusual roughness in handling goat will disqualify contestant.
 - 6. Contestant will be disqualified if horse touches goat or tether rope before or during dismounting. No disqualifications will be imposed for this infraction after the contestant has fully dismounted with both feet on ground, dropped reins, and surrendered control of the horse.
 - 7. Goats must be held (by official) facing starting line, at furthest point away from contestant and must be released as starting flag drops.
- D. When tie is fast, signals time by throwing both hands in air.
- E. Tie must hold for 6 seconds after contestant has cleared goat, Officials must remain a reasonable distance away from goat until time is up. Judge must use stopwatch.
 - 1. Contestant cannot touch tie or goat after a complete tie.
 - 2. If tie comes loose or if goat gets to its feet before time has been ruled fair, contestant will be marked no time.
 - 3. Goat must not be released until judge passes on tie.
 - 4. Contestants must step 3 feet from the goat before the judge will start the stopwatch. Judge may waive this rule under conditions of entanglement.
 - 5. Goat legs must stay crossed until time is official.
- F. At the election of officials, and where width of the arena permits, more than one goat may be tethered and more than one tie at one time. In this event, goats must be tethered at least forty feet apart so that at least ten feet separates the two ropes when the 10' ropes are brought together.
- G. Goats shall be uniform in size and weight should not exceed 50 pounds.
- H. 5 and 6 year olds-goat holder will hold the goat until the child has his or her hands on goat. 5 and 6 year olds will start their time by running on foot across the start line. No horses are used for this age group.
- I. Refer to gate rule under Judging Rules-Timed Events, letter N.
- J. Refer to hat rule under Judging Rules-Timed Events, letter I.

DUMMY ROPING

- A. Open to 5-6 year old boys and girls and 7-9 year old boys and girls.
- B. Judges/Score keepers will be assigned by the Event Director.
- C. Dummy calves will be provided by the association.
- D. Start distance for the 6 & under age group will be 2 feet back from the dummy. The start line will move back in 1 foot increments during rope offs. Start distance for the 7-10 age group will be 4 feet back from the dummy. The start line will move back in 2 feet increments during rope offs.
- E. Each contestant begins by roping 3 consecutive head for the first round. The contestant with the most catches after the first round is the winner of the event. If more than one contestant catches an equal number of times in the first round, a rope off for that round will occur to determine the places for those contestants with the most catches in the first round.
- F. The remaining contestants will continue to rope off to determine the remaining places (1 head sudden death) until all ties are broken or 10 places are filled.
- G. The only legal catch is around the neck, with the slack pulled, and where the rope does not go over the body of the dummy. Half head & top knots will be considered misses. See pictures for examples.
- H. One "fish" or movement of the hand to create a wave-type motion in the rope in order to get the loop positioned around the neck is permitted.
- I. Practice swings stop when judge is ready.
- J. Event Directors decisions are final.



Ideal-slack pull tight



Acceptable



Unacceptable-not a clean catch around the neck

CLOVERLEAF BARREL RACE

- A. No time limit.
- B. Properties, three 55 gallon steel barrels with rim protectors provided by CPYRA.
- C. Contestant crosses score line with a running start, may go around either the left or right barrel first, but must make the first turn to the right then 2 turns to the left, or first turn to the left and then 2 turns to the right.
- D. Raking after 5 runs is encouraged
- E. Contestant will be fined 5 seconds for each barrel knocked over. Touching barrels by hand is permitted
- F. Contestant will be disqualified for re-crossing the starting line before completing the pattern.
- G. Should a barrel fall after contestant crosses the finish line, time will hold & run considered qualified.
- H. The standard barrel race pattern shall be as follows:
 - 45' from barrels 1 & 2
 - 105' between 1 & 3 and between 2 & 3.Where arena size does not permit distances required in the standard pattern, the distances may be reduced, or expanded to accommodate existing ground area, provided contestants in each class run the same course.
- I. Refer to gate rule under Judging Rules-Timed Events, letter N
- J. Refer to hat rule under Judging Rules-Timed Events, letter I
- K. Out gate must be kept closed until the horses has completely stopped.
- L. Brightly colored 55 gallon steel drums with both ends in must be used along with barrel pads.
- M. Rider will be allowed one complete circle before crossing the timers. If more than one circle is made, then possible disqualification may occur.

POLE BENDING

- A. No time limit.
 - Iron or metal poles are prohibited.
 - Poles are to be 1 1/2" - 2" round and 6' high with rubber bases strongly encouraged.
 - It is advisable to have extra poles available in case of breakage.
- B. Contestant crosses start line with a running start, contestant may start the pattern either to the left or right of the first pole and then run the remainder of the pattern accordingly.
- C. Six poles are to be used with each pole 21 feet apart. The first pole is to be 21 feet from the start line.
- D. Disqualifications: re-crossing the starting line before completing the pattern, going off course or running the gate.
- E. Refer to gate rule under Judging Rules-Timed Events, letter N.
- F. Contestant will receive a 5 second penalty for each pole knocked over.
- G. Refer to hat rule under Judging Rules-Timed Events, letter I.
- H. Gate must be kept closed until the horse has completely stopped.
- I. Rider will be allowed one complete circle before crossing the timers. If more than one circle is made, then possible disqualification may occur.

CHUTE DOGGIN

- A. Time limit: 30 seconds
- B. Steer will be loaded in bucking chute. Contestant shall start from within chute with steer, while being on foot.
- C. Contestant shall call for steer, at which time the gate will be opened & the steer belongs to the contestant.
- D. Contestant shall begin run with hands on steer's neck and shall not grasp the horns before the steer crosses the score line.
- E. Contestant shall not touch the horns of the livestock prior to crossing score line. The score line will be made clearly visible to contestants by means of chalk or paint.
- F. The score line shall be 6 feet from the plane of the chute (not open gate) and is to be clearly marked.
- G. Contestant must cross the score line before attempting to throw the steer.
- H. If the steer is thrown before crossing the score line, the run shall be deemed unqualified, and flagger will flag the run as such, and contestant shall receive a "no time".
- I. If the steer falls on its own, contestant shall leave steer back up and then he may go on to make a qualified run.
- J. If contestant loses steer, no more than one (1) step can be used to make contact with the steer.
- K. After catching the steer, the contestant must bring it to a complete stop, or change directions, then twist the steer down by applying hold to head and/or horns.
- L. If the steer is knocked down, tripped or thrown by putting horns into ground or any other obvious illegal fall, the steer must be let up and thrown again
- M. Steer will be considered down only when it is lying flat on it's side with all four feet clear from under him, head and feet in the same direction or on back with all four feet up and head in a straight line with the body.
- N. Contestant must have hand on steer when flagged. Placing fingers in eyes, lips or nose of steer is forbidden.
- O. The fairness of a catch & thrown will be left to the judges and their decision will be final.
- P. Time will start when steer's nose crosses score line and line judge drops the flag to start the time.
- Q. Steer belongs to the contestant when he calls for him, unless the timer misses the time, or in the sole opinion of the line judge, the gateman fouls the contestant by not releasing the animal when called for by the contestant. The contestant will be awarded a rerun if he declares himself immediately.
- R. Steers used in the chute doggin event cannot be used in any other event unless approved by the chute doggin event director.
- S. Each contestant is required to wear a mouthpiece.
- T. The contestants have the option of wearing a safety vest.
- U. Weight limit for steers shall be 550 lbs.

BREAKAWAY CALF ROPING

- A. Time limit: 30 seconds, excluding penalties
- B. Contestant comes out from behind barrier (where arena conditions permit use of barrier) of the right-hand box facing arena; a ten second penalty will be added for beating or breaking the barrier. Barrier may be used for the 14-18 age group only.
- C. One loop will be permitted.
 - Loops cannot be made while roping
 - Ropers must have a white flag tied to the rope where string is tied to saddle horn.
 - All ropers must use string provided by CPYRA
- D. Roping calf without releasing rope from the hand is not permitted.
- E. Contestant's horse must clear roping box before a loop may be thrown. Infraction of this rule will result in disqualification.
- F. Contestant must rope the calf
 - Loop must be a clean catch passing completely over the calf's head--then for age groups 7-9 & 10-13 catch-as-catch-can, but age group 14-18 must be a clean catch around the neck (bell collar).
 - Catch must carry slack out of rope
 - Contestant will receive a no time for breaking the string by hand
- G. Time will be flagged when rope breaks at saddle.
- H. If calf leaves the arena, time will stop (by the flagger) and the calf will be brought back for lap and tap plus time already elapsed.
 - Roping boxes are considered part of the arena. Those committee members that want to may put a panel up.

CALF ROPING

- A. Time limit: 45 seconds, excluding penalties
- B. Contestant comes out from behind barrier (where arena conditions permit use of barrier) of the right-hand box facing arena; a ten second penalty will be added for beating or breaking the barrier. Barrier may be used for the 14-18 age group only.
- C. Horse must have neck rope for safety. Roper must have catch rope run through restraining device around horse's neck, of sufficient strength, to control horse.
- D. One loop will be permitted. Loops cannot be made while roping.
- E. Contestant's horse must clear the roping box before a loop may be thrown. Infraction of this rule will result in disqualification
- F. 14-18 year old contestants may receive no assistance of any kind from outside the barrier.
- G. Rope must be tied hard & fast.
- H. Roping the calf without releasing rope from hand is not permitted.
- I. Contestant must rope calf, dismount, go down rope, throw calf by hand, then cross & tie any three feet.
 - Calf roping is catch as catch can, with any catch considered legal.
 - If the calf is down when roper reaches it, the calf must be let up to its feet or elevated high enough to be day-lighted, and thrown by hand (14-18 year olds only). A calf is considered to be day-lighted when it is lifted high enough with his feet & legs in a standing position so that it can gain its feet if desired before it can be flanked & tied.
 - If roper's hand is on the calf when it falls, the calf is considered thrown by hand.
 - Rope must hold calf until roper gets hand on calf.
 - To qualify as a legal tie, there shall be one or more wraps around all three legs and a half-hitch or hooey.
 - Tie must hold and three legs must remain crossed until passed on by the judge.
- J. The field judge will pass on the tie of calves through use of a stopwatch, timing six (6) seconds from the time the rope horse takes his first step forward after the roper has remounted and the rope becomes slack. The rope will not be removed from calf and rope must remain slack until the field judge has passed on tie. In the event a contestant's catch rope is off a calf after completion of tie, the six second time period is to start when roper clears calf. Flagger must watch calf during the 6 (six) seconds and will stop the watch when a calf kicks free, using the time shown on the stopwatch to determine whether calf was tied long enough to qualify.
 - Roper must not touch calf after giving finish signal until after the judge has completed his examination.
 - Roper will be disqualified for removing rope from calf after signaling for time until the tie has been passed on by the judge.
 - Untie man must not touch calf until judge passes on the tie.
- K. If calf leaves the arena, time will stop (by the flagger) and the calf will be brought back for lap and tap plus time elapsed
- L. Roping calves shall weigh 180-250 pounds.
- M. 10-13 year age group weight limit shall be 165 pounds.
 - The calf will be flanked by a designated adult for the roper to tie once calf has been roped.
 - If the calf is down for a 10-13 age group when roper reaches calf, the contestant does not have to daylight the calf, but can proceed with tie and receive a qualifying time.
- N. 14-18 age group will not receive assistance. Assistance will result in disqualification.

CALF/STEER/BULL RIDING

- A. Time limit: Age groups 7-9 & 10-13 requires 6 seconds
 Age group 14-18 requires 8 seconds
- B. The Stock Contractor furnishes and selects calves, steers or bulls to be used each day as approved the Director.
- C. Riding to be done with one hand and loose rope, with or without handhold. Contestant shall furnish own equipment, including rope and bell.
- Safety vest must be used. Mouthpiece must be worn. Helmet must be worn.**
- No knots or hitches to prevent rope from falling off bull when rider leaves animal are permitted.
 - Rope must have bell; no bell, no marking
 - Ropes with knots, wires, or other devices used for the purpose of placing spurs therein will be considered illegal equipment.
 - Only approved adhesive material may be used on rope and glove (Benzoin, Rosin, etc).
 - Wraps & bubbles are optional at contestant's discretion. Judges will have the authority to disallow dangerous wraps.
 - Rowels must have at least a 1/4" of a turn movement.
 - Judges have the right to approve or disapprove ropes and equipment.
- D. Stock cannot be hot-shotted.
- E. Time begins when stock's inside front shoulder pass the plane to the chute.
- F. If stock falls or if rider is knocked off at chutes, re-ride may be granted at the judge's discretion.
- G. Rider will be disqualified for
- Not being ready when called.
 - Being bucked off before timer
 - Touching any part of the animal, equipment, or person with free hand.
 - Using sharpened rowels or rowels with no movement.
 - Using rope with no bell.
 - Touching hat.
 - Losing hold of rope.
- H. Riders will pay an additional stock fee added to the entry at all rodeos to help defray the additional cost.
- I. The board of CPYRA highly recommends any member entering calf/steer/bull riding to attend a riding clinic prior to entering at a rodeo.
- J. If there are not two bullfighters available, the day of rodeo The Association has the right to cancel the event for that day.
- K. WEIGHT LIMITS
- 7-9 will ride calves with a ###lb weight limit
 - 10-13 will ride steers with a 400-800lb weight limit
 - 14-18 age group will ride steers or bulls with no weight limit

TEAM ROPING

Ropers can enter both the heading and heeling as separate events at each rodeo. This applies to both the 10-13 and 14-18 age groups. Contestants can earn points in both events and compete in both at the year-end finals.

- A. Time limit: 30 seconds, excluding penalties
- B. Enter yourself only — You may choose any CPYRA youth or adult member as your partner. Points are awarded individually, not as a team.
- C. Header and Heeler contestants and partners must start their runs from within the rope box.
- D. Animal belongs to the contestant when he calls for it, except in the case of a mechanical failure, or if the steer gets out of the arena, flag will be dropped and roper gets the steer back lap and tap with the time added to the time taken when the steer left the arena.
- E. Contestants
 - *Heeler Contestant*
 1. Header/Turners Rope will be put on the steer in the chute: Heeler is permitted one loop only. Heeler will not be permitted to throw rope until the Header has passed the designated turning distance. The turning distance will be established by the Director or Judge based on arena conditions. The Header/Turner must keep rope intact, if rope is lost there will be a No Time for the competing heeler.
 2. 10-13 age group - Time starts when the steer crosses the score line or the barrier is released by the steer. Time ends when the contestant's loop draws tight on leg(s) and slack is held. If contestant drops rope or loop falls off leg(s) prior to the time being taken, it will result in a no time. A break-a-way honda is not allowed in this event. Contestant is to hold slack tight with dally or in hand until the judge drops the flag.
 - *Header Contestant*
 1. Header is permitted one loop only. Time stops for the header when the is turned with one legal hop in tow. Heeler/Hazer may have one loop to complete run if they choose to complete the run.
 2. 10-13 age group - Time starts when the steer crosses the score line or the barrier is released by the steer. Time ends when the contestant catches the steer with any of the three legal head catches (slick horns, half head, or whole head/neck), the rope is tight and the rope breaks away from the steer. If the honda breaks before the contestant has completed a full dally (one wrap around the saddle horn), it will result in a no time. The contestant is to slow or stop their horse straight to break the honda and stop the time. The field judge should try to position him/herself in the arena to see both the head catch and the dally. A break-a-way honda is mandatory in this event.
- F. Contestant's horse must clear roping box before a loop may be thrown. Infraction of this rule will result in disqualification.
- G. Steer must not be handled roughly at any time, and ropers may be disqualified if in the opinion of the field judge they have intentionally done so.
- H. If header accidentally jerks steer off his feet, or steer trips or falls header must not drag steer over 8 feet before steer regains his feet or the team will be disqualified.
- I. Broken rope or dropped rope will be considered no time.
- J. No foul catch can be removed by hand.
- K. If steer is stopped by one horn, roper-is not allowed to ride up. and put rope over other horn or head with his hands.
 - If Honda passes over one horn, the loop over the other is illegal.
 - Any heel catch behind both shoulders is legal if rope goes up heels.
 - Catching only one hind foot receives a five (5) second penalty.
 - If loop crosses itself in head catch it is illegal. This does not include heel catches.
- L. If in the opinion of the field flagger a heel loop is thrown before the header has dallied and changed the direction of a steer, the team will be disqualified.
- M. The event director should inspect all ropes.
- N. The judge should approve both dallies and head and heel loops.