

RULES
PINEYWOODS YOUTH RODEO ASSOCIATION
2019 - 2020

1. Membership in the PYRA is open to any boy or girl in the United States, Canada or Mexico who is nineteen years of age or under and has never been married or annulled. The Association shall provide a membership application form to a prospective member who desires one.
2. Contestant must attend and participate in 6 of the points rodeos, excluding the finals, in order to compete at the PYRA finals. To be eligible to receive year-end event awards, you must have participated in said event at 6 of the points rodeos. The 6 & Under Non Competitive Age Group must attend and compete in 6 of the seasons rodeos excluding finals and must meet all obligations set forth by the Director to receive year end awards. This includes paying all fees and monies owed, work requirements and helping with fundraisers throughout the year.
3. Non-members will be charged a \$10.00 non-member fee per day and will also be required to pay a \$2.00 awards fee per event at each rodeo.
 - a. Membership Fees for all Competitive Age Groups:
 - i. \$75.00 per year for each child. Only members are eligible to receive points at any rodeo. All PYRA members competing will pay a \$15.00 per day office charge and a \$2.00 awards fee per event at each rodeo.
 - b. Membership Fee for 6 & Under Non Competitive Age Group:
 - i. \$20.00 per year from each member is used to pay for the liability insurance and facility rental expenses for all rodeos throughout the season.
4. Only current board members shall vote in the affairs of the PYRA. The Executive Committee which is made up of the President, Vice President and Secretary has the authority to make decisions for the board in emergency situations.
5. The Association shall issue all PYRA members a rulebook each year via email or a printed booklet.

PYRA POINT AWARD SYSTEM

1. Points will be figured up to a 10-point system for all Competitive Age Groups.
EX: 27 entries – 10 points
4 entries – 10 points

Non-member contestants will not be eligible for points. There will be two placings: (1) for jackpot and (2) for PYRA members' points.
2. When two or more contestants tie or split two or more placings, then the points that should go to the respective places that are tied, should be added together and divided by number of contestants that tied for them.

3. Age Groups of the PYRA:
 - 6 & under Non Competitive
 - 6 & under Competitive
 - 7-9
 - 10-13
 - 14 – 19
4. Ages are determined as of August 1st of the current PYRA rodeo season.
5. Contestants must furnish a copy of their birth certificate and a notarized minor's release at the first rodeo he or she enters.

PYRA FINALS

The PYRA finals are open to only paid members of the PYRA who participated in 6 or more rodeos (excluding finals).

In the event of illness or injury of a contestant, he or she must pay all entry fees at the finals to be eligible for year-end awards.

All members participating in the Finals must pay entry fees for both days to be eligible for year-end awards.

Finals will be two go-rounds with points given in each go-round. Monies will be paid in both go-rounds. Ties: Ties for prizes will be determined by the contestant winning the most 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th and 10th places. If tie still exist, the Association will average times. **ALL CONTESTANTS MUST ATTEND THE AWARDS CEREMONY, IN FULL WESTERN ATTIRE, IN ORDER TO RECEIVE AWARDS.**

Saddles will be given in each event if the event averages 10 contestants in said event for the year, unless a saddle is specifically donated for said event.

6 & Under Non Competitive will not accumulate points throughout the season. The goal of this group is to promote horsemanship skills and create a positive learning experience. Year-end awards will depend on the amount of money raised through fundraisers (Fundraisers must be reviewed and approved through the PYRA Board of Directors), sponsorships and donations.

PAYOFF OF PRIZE MONEY

All entry fees in the event will be paid back in prize money as follows:

1-4	Entries	100%					
5-9	Entries	60%	40%				
10-14	Entries	50%	30%	20%			
15-19	Entries	40%	30%	20%	10%		
20-24	Entries	30%	25%	20%	15%	10%	
25 or more	Entries	29%	24%	19%	14%	9%	5%

Jackpot payout will be 65%.

If not enough contestants qualify for the number of places to be paid in any event, those contestants qualifying will be paid according to the payoff schedule.

EX: 3 contestants qualify 50% 30% 20%
1 contestant qualifies 100%

If no one qualifies, the money will be divided evenly among all who competed, but this money shall be considered ground money.

The Unassisted contestants in the 6 & Under Non Competitive Age Group will not have payouts.

GENERAL GROUND RULES

1. Every effort will be made to provide adequate judges, timers and flagmen.
2. All contestants are required to read the rules carefully, particularly those relating to the contestants and events in which they will enter. Failure to understand rules will not be accepted as an excuse.
3. The management, its agents, or employees of the PYRA approved rodeo 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 entering, waives all rights or claims against the management, its agents or employees, for injuries he or his property may sustain. All PYRA members must have on file a notarized minor's release.
4. Contestants must be on hand to answer call of the Directors and must comply with all reasonable rules of the management of each particular contest or exhibition held under auspices of the PYRA as long as they do not conflict with PYRA rules. When in the opinion of the Event Director, sufficient number of contestants is present for an event, there will be no delay because of others not present.
5. Upon notification of the Secretary of the PYRA by the officials of any approved rodeo, that if any of the following offenses have been committed, a contestant shall automatically be suspended as of the date of commission of the offense, until reinstated by a majority vote of the PYRA Board of Directors. If a parent tries to influence or interfere with a Judge or Official in any manner, the contestant will be automatically disqualified. This includes judges, timers, secretary, or officials.
 - a. **The following offenses will not be tolerated and will be enforced by the President or Vice President. These offenses are subject to automatic disqualification and suspension of a parent/guardian and/or contestant.**
 - i. Drinking of alcoholic beverages in the arena. Drugs or marijuana or any other type intoxicant.
 - ii. Rowdiness or quarreling in the actual domain of the arena.
 - iii. Mistreatment of stock.
 - iv. Refusing to contest on an animal drawn.
 - v. Cheating or attempting to cheat.

- vi. Misconduct of parents, or parent of any contestant, including complaints by parent or parents, to the Officials of any PYRA approved rodeo.
 - vii. Should any contestant fail to meet any financial obligations of a membership rodeo, the facts shall be reported to the Secretary of the Association, and the contestant shall be barred from participation in any membership rodeo until obligations are met.
6. Contestants are required to postmark entries by the date stated on entry forms, email their entry by the postmark deadline or call-in the entry on the specified date. Anyone not adhering to deadlines will be assessed a \$10.00 per day late fee. This also includes the entry deadlines set for the 6 & Under Non Competitive age group.
 7. It is each member's responsibility to find out when they are to perform.
 8. Contestants may draw out of any event up to 24 hours before first performance. After that time, contestants may draw out with verification of illness or injury to the contestant or extreme emergency. You forfeit the awards fund and the Association fee when you draw out. Final decision will be left up to Rodeo Officials. Failure to do so will mean forfeiture of fees.
 9. Any person entered in a PYRA approved show who is not contesting in the proper age group will be put on the PYRA Suspended List and will not be allowed to enter any more PYRA shows until all money that was won in improper age group is refunded.
 10. Any member who gives a bad check shall be fined \$25.00 for the first offense; \$100.00 for second offense. After the second offense, the Association will no longer accept a personal check from the member. They must pay by cash, money order or cashier's check, and will not be allowed to enter until their obligations have been met.
 11. Contestants may enter either 6U-Non-Competitive, 6U-Competitive, 7-9 age group, 10-13 age group, or the (14-19) age group. **THEY CANNOT ENTER BOTH AGE GROUPS.** Whichever age group contestant chooses, he or she must stay in said age group throughout the remainder of the point year. Contestant may enter an event in another age group if that specific event is not offered in their own age group. (Any points earned will count toward event only and not all-around.)

PROTEST: If anyone wishes to file a protest at a rodeo, they should go to the Event Director and voice their protest. The Event Director will inform them to write out their protest and post a \$100.00 cash protest bond and present it to the Rodeo Secretary. This includes the 6 & Under Non Competitive Age Group as well. The PYRA Board members that are present at that performance will make the decision. In the 6 & Under Non Competitive the decision will be made by the Event Directors and the 6 & Under Director. The meeting will be held immediately after that particular performance. Protest allowed only on rule infractions and none on judgment calls by the officials (the Event Director in 6 & Under Non Competitive). If complaint is ruled "valid" the protest fee is refundable.

12. The contestant entered in the event must wear complete western attire in arena during performance or slack. This includes boots, Western saddle and long sleeve shirt. Hat rule waived, but **NO CAPS ALLOWED IN THE ARENA.**

13. The PYRA Board of Directors and rodeo judge will decide upon any rule not covered in PYRA Rule Book.
14. All stock will be numbered and drawn for in the calf roping and dogging events. The team roping steers will be chute run.
15. Contestants' positions must be drawn for each performance in each event.
16. All contestants must have a current coggins on all horses entering the rodeo grounds.
17. No scooters, bicycles, skateboards, etc. will be allowed on rodeo grounds.

GENERAL ROPING & CHUTE DOGGING RULES

There shall be two or more timekeepers, a field judge, a scoreline judge and as many other officials as the local management finds necessary. Arena conditions will determine start and scoreline, but a short score of six (6) to fifteen (15) feet is desirable.

1. If automatic barrier fails to work, contestant or team will get stock back only for a qualified time. Should barrier break at any other point, the decision is up to the barrier judge. If contestant obviously beats barrier, or barrier rope is broken and string unbroken, barrier judge may assess a ten (10) second penalty. If the short end of the barrier rope is lying any distance from the chute post, it will be considered a broken barrier. The barrier judge may overrule this if it is evident that the barrier malfunctioned. The starting flag must be tied to the barrier across the front of the roping box. No one will be allowed past the score line. Pusher may not follow the calf/steer out of chute until the neck rope breaks and roper has passed the barrier line. If automatic barrier fails to work and stock is brought back, contestant must have same animal over during or immediately after the same performance. If the barrier fouls contestant, contestant must pull up and declare the foul.
2. Under no conditions can a roper build a second loop in the arena, except in the team roping. Even though a second loop may be carried on the saddle, it can, under no circumstances, be rebuilt if it touches the ground. Roping without releasing loop from hand is not permitted.
3. Once the roper/dogger calls for their stock, he belongs to roper/dogger. Roping box is part of the arena.
4. Contestants must compete on calf and/or steer number drawn for him before time will be official.
5. Roper must start horse from back corner of box. Judge may flag contestant out for failure to do so.
6. In any timed event, if the animal escapes from the arena, flag will be dropped and watches stopped. Contestant will get animal back with lap and tap start, and time already spent, plus any penalty, will be added to time used in qualifying. If time is not recorded, the decision of the flag judge shall be final. Roping/Dogging box is considered part of the arena.

7. In all timed events, a penalty of ten (10) seconds will be assessed for breaking the barrier. Barrier equipment must be inspected before each event. If equipment is faulty, it must be replaced.
8. In no case may stock of a different general size be substituted for a complete go-round after one go-round has been completed. This is to eliminate one contestant on one size stock and other contestants on another size stock in the same go-round, this making unfair competition.
9. If the roper is in the box and the chute opens without the ropers nod, he/she must pull up and not continue the run. The contestant will be given another run after the judge confirms the call. All calls are final be the judge.

CALF DUMMY ROPING NON COMPETITIVE 6 & UNDER

The Calf Dummy Roping is a timed event that involves a calf dummy with a barrier line set two (2) feet from the dummy and the starting line set ten (10) feet behind the barrier line.

1. The Event Director will flag the event and signal for the contestant to start.
2. The Time Recorders will start the time by using either a stopwatch or their mobile devices when the participant crosses the starting line. The participant's time will stop when the Event Director drops the flag. The Time Recorder with the fastest time will be the time recorded by the Announcer/Secretary as the official time. One of the Time Recorders will also record times on the draw sheet as a backup to the secretary/announcer.
3. The time will start when the contestant crosses the starting line. The flag will drop and time will stop when the rope is tight around the calf's neck.
4. The contestant must swing the rope overhead and throw (release) in an attempt to catch the calf dummy. The rope cannot be placed on the dummy or contestant will receive a "No Time."
5. After the loop is thrown, the loop must go over the calf's head and come tight around the neck resulting in a bell collar catch. If the loop fails to go completely around the calf's neck (top knot) or around any additional part of the calf dummy (around the shoulder or body), contestant will receive a "No Time."
6. A contestant who has started their swing, but not delivered their rope may stop their swing and re-adjust their loop size, spoke, etc. and then continue with no penalties.
7. If the contestant should miss on the first attempt, they may rebuild their loop one time and attempt to rope the calf dummy again. Parents or any other individuals may assist the contestant with rebuilding the loop with no penalties. If a parent or other representative has to assist the participant with swinging or throwing the rope or completing the event in any other way, the participant will receive a "No Time".

8. If the participant misses the calf dummy on both attempts, contestant will receive a “No Time.”
9. If the participant steps on or across the barrier line, they will receive a ten (10) second penalty.

RIBBON ROPING

Age Groups 7-9, 10-13, 14-19

A neck rope must be used. Rope must be tied on.

Catch as catch can. Any catch that holds the calf is legal. Rope must hold calf until roper touches calf.

Roper must rope calf, dismount and remove ribbon with mugger assisting in holding the calf and run back across finish line. Calf does not need to be flanked.

Roper must cross finish line to get time. Flag judge will flag time when roper crosses finish line with ribbon in hand and give to judge or team will receive a no time.

Ribbon must be removed by Roper. Any part of the ribbon is legal. If there is no ribbon on the calf when the roper gets to it, for whatever reason, he/she shall be entitled to the same calf over.

If roper gets calf over due to ribbon coming off, etc., and broke out on first run, he/she gets calf over lap and tap plus ten (10) second barrier penalty.

In the 7-9 Age Group and 10-13 Age Group the back gate will be open with a sixty (60) second time limit.

In the 14-19 Age Group the back gate will be open with a thirty (30) second time limit.

Contestants are allowed only 1 loop in all age groups (7-9, 10-13 & 14-19) throughout the regular rodeo season for safety reasons. At the Finals 2 loops will be permitted. If the roper intends to use two (2) loops, he must carry two ropes and use second rope for second loop.

The time line will be set at the judge's discretion.

It will be up to the roper to secure a mugger. Mugger must be a contestant of the rodeo in the 14-19 age group or a parent of a contestant. If the mugger is a contestant, he/she must be in full western attire. Judge's discretion as to who may mug if certain age group or parent of contestant is not available.

BREAKAWAY ROPING

The PYRA will furnish the breakaway string for all age groups. Two loops will be allowed if two loops are carried. The rope must be tied with string so when the calf is roped, rope will break from the saddle horn. The loop must go over the calf's head and the time will stop when the string breaks from the saddle horn. The field judge shall be able to consult an appointed helper

(mounted or dismounted). Calf must break string with no assistance from roper or roper will be flagged out.

If flagman flags on an illegal catch, roper will receive calf over lap and tap with added time, only if carrying two loops.

A **white** flag must be tied next to saddle horn at the end of the rope to assist the flag judge in flagging breakaway. The breakaway string must be as strong as the barrier string used at the rodeo. The back gate will be closed on the 7-9 age group and the 10-13 age groups with a sixty (60) second time limit. The 14-19 girls' back gate will be closed with a thirty (30) second time limit. In all of these age groups, rope must go over the head.

In the 14-19 boys age group, the back gate will be open with a thirty (30) second time limit. Ropers must have a bell collar catch. At the Finals, the back gate will be closed and roper will be allowed to carry two (2) loops.

Two loops will be permitted in the 7-9 age group, 10-13 age group and the 14-19 girls breakaway. The 14-19 boys are allowed one loop **ONLY**. Should the roper miss with both, he must retire and no time will be given. Roping calf without releasing loop from hand is not permitted. Roper cannot rope calf before barrier neck rope comes off.

DOUBLE MUGGING 9 & UNDER

A neck rope must be used.

Catch-as-catch can.

Contestant must adjust rope and reins in a manner that will prevent horse from dragging calf. Contestant must receive no assistance of any kind from outside. If horse drags calf, field judge may stop horse and any penalty for such offense can only be assessed by flag judge.

Rope must be tied hard and fast. Contestant must rope the calf, dismount the horse and go down the rope at which time the mugger will flank the calf and roper must cross and tie three (3) feet. If calf is down when mugger reaches it, the calf must be let to its feet and thrown by hand. If mugger's hands are on the calf when calf falls, calf is considered thrown by hand. Rope must hold calf until mugger gets hands on the calf.

After roping the calf, roper must dismount and wait for mugger to throw calf by hand. Mugger holds foreleg and gives foreleg to roper. At this time, mugger can assist in holding calf down in a way that calf is unable to gain its feet. After roper has completed tie and throws hands in air signaling time, mugger must step away from calf. Mugger cannot aid roper in gathering calf's legs to tie the calf. Feet must be crossed and tied with at least one wrap and hooley.

Mugger may remove rope from calf (before roper has finished the tie) if necessary for safety reasons. This will not disqualify the run, however, after roper has signaled for time, the rope may not be removed until judge has expired 6 second tie rule.

Field judge must watch calf during the six (6) second period and will stop watch when a calf kicks free to determine whether calf was tied long enough to qualify.

Under any circumstance, roper will be disqualified for removing the rope from calf after signaling for time, until the tie has been passed on by the field judge.

Contestants are allowed only 1 loop throughout the regular rodeo season for safety reasons. At the Finals 2 loops will be permitted. If the roper intends to use two (2) loops, he must carry two ropes and use second rope for second loop.

Excessive dragging of a calf, 10 feet or more, may result in a 10 second penalty if deemed necessary by the field judge.

It will be up to the roper to secure a mugger. Mugger must be a contestant of the rodeo in the 14-19 age group or a parent of a contestant. If the mugger is a contestant, he/she must be in full western attire. Judge's discretion as to who may mug if certain age group or parent of contestant is not available.

The back gate will be open with a sixty (60) second time limit. At the Finals, the back gate will be closed and two (2) loops will be allowed if carried.

TIEDOWN CALF ROPING 10-13 & 14-19

At rodeos, the Event or Arena Director will determine length of score.

There shall be two or more timers, a field judge and a barrier judge. Time to be taken between two flags. Arena conditions will determine score and length of score. Animals used in the event should be inspected and objectionable ones eliminated.

If there must be a re-run on calves to complete a go-round, all calves must be tied down before any stock is drawn to the satisfaction of the Calf Roping Director and at least one (1) judge. If after one go-round has been completed, a fresh calf has to be used, the calf must be roped and tied before the drawing, but if extra calves have been tied at that rodeo, they will not be considered fresh.

A neck rope must be used.

Catch-as-catch can.

Contestant must adjust rope and reins in a manner that will prevent horse from dragging calf. Contestant must receive no assistance of any kind from outside. If horse drags calf, field judge may stop horse and any penalty for such offense can only be assessed by flag judge.

Rope must be tied hard and fast. Contestant must dismount, go down rope and throw calf by hand and cross and tie three feet. To qualify as a legal tie, there shall be at least one wrap around all three legs and a half-hitch. If calf is down when roper reaches it, the calf must be let up to his feet and thrown by hand. Roper must hold calf until roper gets hand on calf. If the calf falls down while the roper's hands are on calf, he will be considered thrown by hand. Tie must hold and three legs remained crossed until passed on by the judge, and roper must not touch calf after giving finish signal until judge has completed his examination. If tie comes loose or calf gets to his feet before the tie has been ruled a fair one, the roper will be marked a no time.

In the 10-13 age group a penalty of five (5) seconds will be assessed if the roper does not allow the calf up to his feet to be thrown by hand.

In the 14-19 age group if the calf is down when the roper reaches it, the calf must be let up to his feet and thrown by hand.

The field judge will pass on the tie of calves through use of a stop watch, timing six (6) seconds from the time roper has remounted and rode up permitting slack to calf. Rope must be lying on the ground. Rope will not be removed from calf and rope must remain slack until field judge has passed on tie. If contestant's rope is off calf when time is signaled, six (6) second time limit will start when roper clears calf.

Field judge must watch calf during the six (6) second period and will stop watch when a calf kicks free to determine whether calf was tied long enough to qualify.

Under any circumstance, roper will be disqualified for removing rope from calf after signaling for time, until the tie has been passes on by the field judge.

Contestants are allowed only 1 loop in both age groups (10-13 & 14-19) throughout the regular rodeo season for safety reasons. At the Finals 2 loops will be permitted. If the roper intends to use two (2) loops, he must carry two ropes and use second rope for second loop.

Excessive dragging of a calf, 10 feet or more, may result in a 10 second penalty if deemed necessary by the judge.

The back gate will be open with a sixty (60) second time limit for the 10-13 age group and a thirty (30) second time limit for the 14-19 age group. At the finals, the back gate will be closed and two (2) loops will be allowed if carried.

TEAM ROPING (Jr. & Sr.)

Barrier length will be determined by the Event or Arena Director.

Contestant may enter twice only. You may enter up and back or with other partners. You must switch ends when roping up and back. Due to being able to enter twice, the points will be split evenly between the two partners. (i.e. 1st place receives 10 points – header will receive 5 and heeler will receive 5) If a team containing a non-member places in the top 10, only that partner who is a member will receive points. The non-member's points will not be carried down to the next placing. Each team will receive the respective points given for whatever placing they end up. (Any questions please see a director.)

LEGAL CATCHES:

- a. Around both horns
- b. Around the neck
- c. Half a head

Optional: Heeler can dally or tie off. (This applies to the Jr. age group only)

If hondo passes one horn and the loop over the other, the catch is illegal. Any heel catch behind both shoulders is legal if rope goes up heels. One hind foot receives five (5) second fine. If loop crosses itself in a head catch, it is illegal. This does not include heel catches. Three (3) loops will be allowed. Thirty (30) second time limit with back gate closed for the Sr. division. Sixty (60) second time limit with back gate closed for the Jr. division. No cross firing. Total of three (3) loops allowed.

CHUTE DOGGING

Contestants are allowed one helper (tail man) in the chute; however, the helper cannot pass the plane of the chute gate.

Score line will be marked in front of the straight away chute. It will be set at ten (10) feet in front of the chute. This measurement will be made with chute gate in the closed position.

The line (barrier) judge will flag the start when the animal's nose crosses the score line. Time shall be taken between two flags.

A straight away chute must be used and all chute dogging runs must run from the same chute.

With steers loaded in straight away chute, dogger gets in chute beside the steer, right hand in front of or behind right front shoulder. When dogger calls for the steer, the chute gate will be opened. Dogger must keep right hand in front of or behind shoulder until the steer's nose crosses the score line. If dogger moves into throwing position or touches either horn before steer's nose crosses score line there will be a ten (10) second penalty added to time. If steer is thrown before crossing the score line, the dogger will be disqualified.

If steer gets loose, dogger may take no more than one step to catch steer.

After crossing the start line, dogger must bring it to a stop or change its direction and twist it down.

If steer is accidentally knocked down or thrown before being brought to a stop or is thrown by dogger putting animal's horns into the ground, it must be let up to all four feet and then thrown.

Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight.

Dogger must have hand on steer when flagged.

A steer falling in the opposite direction the dogger is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.

All contestants will have a thirty (30) second time limit.

GENERAL SPEED EVENT RULES

1. Electric timer will be used at all PYRA rodeos and a second electric timer as backup. The 6 & Under Non Competitive Age Group will not accumulate points so a backup timer is not necessary.

2. Should for any reason the barrels or poles are not placed on the correct stakes, the age group affected will be rerun.
3. Should both timers fail, (or just the one timer in the Non Competitive Arena), a rerun will be awarded with any penalties being carried over to the rerun.
4. Contestant will be allowed legitimate time from the time she enters arena until her time starts by Field Judge or electric eye. The alley is considered part of the arena.
5. Different contestants in the same competitive age group (6 & Under Competitive, 7-9, 10-13, 14-19) are not allowed to ride the same horse in the barrel racing, pole bending or straightaway barrels.
6. 6 & Under Non Competitive will be allowed to ride the same horse.
7. Western type equipment, including saddle, must be used in ALL EVENTS.
8. **A holding pen will be used for the next 5 contestants in ALL SPEED EVENTS.** If contestant does not want to use the holding pen due to problems with horse, he/she must get permission prior to the event from the event director and/or judge.
9. 6 & Under Non Competitive will not be required to use a holding pen but must be near the alley ready for their turn.
10. The drag will be after five (5) names on the draw no matter the actual runs on the ground. The drag in the Non Competitive 6 & Under Arena will be determined by the Director.
11. All 6 & Under Non Competitive Events will be held in the warm up arenas.
12. **It will be at the judge's discretion if forward motion is broken. In 6 & Under Non Competitive this decision will be at the Event Directors discretion.**

BARREL RACING

The contestant may start on either the right or left barrel, but when starting on the right barrel, there will be one right turn and two left turns around the barrels. When starting on the left barrel, there will be one left turn and two rights turns around the barrels.

The barrels must be a least fifteen (15) feet from the fence and the start/finish line must not be less than fifteen (15) yards from the end of the arena.

The suggested distance is thirty (30) yards between barrels #1 and #2 and thirty-five (35) yards between barrels #1 and #3, and thirty-five (35) yards between barrels #2 and #3. However, the distance should be set according to the arena size.

There will be a five (5) second penalty for each barrel knocked over, even if it bounces back upright.

There will be a disqualification for not following the pattern.

Barrels must not have any obstructions on them.

Starting line and all barrels must be marked permanently for the entire show. The manner in which it is usually done is to take a short length of rope three (3) feet and tie several knots in one end. Dig a hole with post hole diggers one (1) to one and one half (1 ½) feet deep. Tamp down dirt around the rope and leave the excess rope sticking above ground.

GOAT RIBBON PULLING
6 & Under Competitive
6 & Under Non Competitive

There is not a set distance from the starting line to the goat, but a minimum of fifty (50) yards is desirable. Arena conditions will govern this distance.

The goat should be tied to a stake with a rope ten (10) feet in length. Stakes should be pounded completely into the ground so that no part of it is visible.

The goat holder will hold the goat at all times with the goat and rope stretched tight in a straight line towards the marked finish line. The holder will hold the goat while the contestant gets the ribbon from the goat's tail. A short length of ribbon approximately ten (10) inches or more in length must be fastened with a rubber band to the goat's tail.

The time will start when the contestant crosses the starting line and will stop when the contestant crosses the finish line marked behind the goat.

The judge (Event Director in 6 & Under Non Competitive) shall mark the finish line ten (10) feet behind the goat. It is the contestant's responsibility to get the ribbon across the finish line.

The judge (Event Director in 6 & Under Non Competitive) will flag the run at the crossing of the line, however if the contestant crosses the finish line without a ribbon (or hair if no ribbon is on the goat) they will receive a no time. The contestant should return the ribbon to the judge (Event Director in 6 & Under Non Competitive) after the run is complete.

6 & Under Non Competitive: The contestant must be mounted on a horse and must ride from the starting line to the goat and dismount from the horse. In both divisions of the Non Competitive Age Group (Assisted or Unassisted) contestants may have help dismounting from the horse. Unassisted riders must make an attempt before assistance is allowed.

6 & Under Competitive: The contestant must be mounted on a horse and must ride from the starting line to the goat and dismount from the horse without assistance. A contestant may not have someone act as a holder to catch and hold the horse for the contestant to dismount. Touching the contestant by the holder will result in a no time.

The contestant must pull the ribbon from the goat's tail and cross the finish line with all or a portion of the ribbon. If the goat does not have a ribbon for any reason, the contestant should pull hair from the goat's tail and cross the finish line with the hair.

If the contestant's horse comes in contact with the goat or holder prior to the contestant crossing the finish line a ten (10) second penalty will be assessed.

If the goat should break away because of the fault of the horse, the contestant will be disqualified.

If the goat should break away any other time, it will be left up to the judge's (Event Director in 6 & Under Non Competitive) discretion whether the contestant will get a rerun.

6 & Under Non Competitive: No Time Limit

6 & Under Competitive: Boys and Girls will compete together in one group and points will be given accordingly to contestant placings. A thirty (30) second time limit will be given and all contestants will compete on the same goat. The goat may be changed during the course of the age group only if the field judge deems it necessary due to injury or an unsuitable animal.

GOAT TYING

There is not a set distance from the starting line to the goat, but a minimum of fifty (50) yards is desirable. Arena conditions will govern this distance however.

The goat should be tied to a stake with a rope ten (10) feet in length. Stakes should be pounded completely into the ground so that no part of it is visible. The contestant must be mounted on a horse and must ride from the starting line to the goat, dismount from the horse, throw goat by hand, cross, wrap and tie any three (3) feet together with leather string or pigging string and stand clear of the goat.

If the goat is down when the contestant reaches it, the goat must be cleared of the ground before tie is made.

No more than five (5) consecutive runs on goat in each age group.

In the 7-9 and 10-13 age groups boys will compete against boys and girls will compete against girls.

Boys will be required to ty with a piggin string and girls with a goat sting in the 7-9 and 10-13 age groups.

Contestants must compete on the goat number drawn for him/her before time will be official.

The tie will be passed on by a field judge and if it is not secure for six (6) seconds, the contestant will receive a no time.

Timing will start when the contestant crosses the starting line and will stop when the contestant signals the completion of the tie.

If the contestant's horse crosses over the rope or goat, or if the contestant's horse come in contact with the goat or rope prior to the contestant signaling for time, a ten (10) second penalty will be assessed.

If the goat should break away because of the fault of the horse, the contestant will be disqualified. If the goat should break away any other time, it will be left up to the judge's discretion whether the contestant will get a rerun.

If rerun is given, it must be taken in same position drawn.

Contestant will receive a no time for touching the goat or tie string after signaling he/she is finished.

7-9 age group will have a sixty (60) second time limit. All other age groups will have a thirty (30) second time limit.

POLE BENDING

The Pole Bending pattern is to be run around six (6) poles. Each pole is to be twenty-one (21) feet apart and the first pole is to be twenty-one (21) feet from the starting line.

For each pole that is knocked over, there will be a five (5) second penalty, even if pole bounces back upright.

There will be a disqualification for not following the pattern.

A contestant may use a standing or running start; right or left.

STRAIGHTAWAY BARRELS

The contestant may start on either the right or left side of the first barrel.

The barrels will be sixty (60) feet apart with no set distance from the timer to the first barrel.

There will be a five (5) second penalty for each barrel knocked over, even if it bounces back upright.

There will be a disqualification for not following the pattern.

**JUDGE'S DECISION WILL BE FINAL. THE DECISION OF THE 6 & UNDER
NON COMPETITIVE DIRECTOR WILL BE FINAL**

**THIS RULE BOOK WAS COMPILED FOR A PURPOSE. IT IS MANDATORY FOR
ALL TO FOLLOW IT.**

**IT IS THE INTENT OF THE PYRA TO USE THE SAME RULES AS THE NHSRA
WITH RESPECT TO THE EVENT RULES EXCEPT THAT THE PYRA WILL
PROMULGATE ITS OWN RULES AS TO THE LIVESTOCK TO BE USED. TO
THE EXTENT THAT A PYRA EVENT RULE DIFFERS FROM THAT OF THE
NHSRA, THE NHSRA RULES WILL CONTROL UNLESS THE RULE IN
QUESTIONS IS ONE CONCERNING THE CHARACTER OR REQUIREMENTS OF
LIVESTOCK TO BE USED**