

## **Cedar Junior Rodeo Association Event Rules CJRA Rule Book 2026**

### **Contestants:**

- Applications for current-year membership shall close on the Monday preceding the first rodeo of the season, which coincides with the close of entries for that event.
- All contestants must be in western wear.
  - Cowboy hat, Helmet or no hat. (No ball caps.)
  - Long or short sleeve collared western shirt.
- A contestant's age group shall be determined by their age as of January 1 of the applicable season year.
- No Time will be given for failure to meet dress code.

### **Entries:**

- Entries shall only be accepted via saddlebook.
- Entries are open for 1 week and will close 9:00 PM the MONDAY prior to each rodeo.
- Late entries will be accepted via saddlebook 9:15 PM Monday night- 10:00 AM Tuesday with a \$20 per contestant late fee.
- Payment for entries shall be accepted by card only.
- Refunds shall not be issued for no-shows. Entries may be refunded only if the committee is notified prior to the entry deadline (the Monday preceding the rodeo).
- The contestant is responsible for reviewing the accuracy of their entries. If there is an error (wrong age group, gender, events etc.) the contestant must notify the committee by the Tuesday prior to the rodeo before 5:00 pm to correct. If the committee is not notified, the contestant can either compete in that incorrect group for a "Time Only" with no day money/points, or choose to turnout for no refund.

### **Disqualification:** Contestant can be disqualified or banned from CJRA rodeos for the following:

- Falsifying information.
- Cheating.
- Failure to follow event rules or directors instructions.
- Intentional abuse of livestock.
- Profanity, obscenity, quarreling.
- Evasion of financial obligations.
- 3 call turn out for that event.

### **Volunteers:**

- Volunteers shall register through SignUpGenius, which will be made available on the Monday that entries open.
- Volunteer Sign ups will be on a first come first serve basis.
- Members need 1 volunteer per family for minimum 3 of the 4 rodeos.
- Contestants can be the volunteer as well as parents, friends, etc but must indicate so on their sign up.
- Failure to meet volunteer requirements will result in docking of 20 all-around points.

### **Judges:**

- Judges/Flaggers decisions will be final as long as they are made in accordance with CJRA rules.

Updated 3/28/2026

- Judges are to read and know rules for the events in which they are judging.

Payouts/Points/All-around:

- \$10 entry fee per event for Barrel Racing, Pole Bending, Goat Events and Sled Roping, \$3 will be retained by the club per entry fee.
- \$15.00 entry fee for Roughstock and Roping Events. \$5.00 will be paid to the contractor for the stock fee, \$3.00 retained by the club and the remainder is paid out.
- Payouts will be based on number of contestants and as follows: 2 Contestants will pay 1 place 1st – 100%; 3-4 Contestants will pay 2 places 1st- 60% and 2nd- 40%; 5-6 Contestants will pay 3 places, 1st- 50%, 2nd-30% and 3rd- 20%; 7-10 Contestants will pay 4 places, 1st- 40%, 2nd-30%, 3rd- 20% and 4th-10%; 11-15 Contestants will pay 5 places, 1st-30%, 2nd-25%, 3rd-20%, 4th-15%, and 5th-10%; 16-20 Contestants will pay 6 places 1st-28%, 2nd-23%, 3rd-18%, 4th-13%, 5th-10% and 6th-8%; 21+ Contestants will pay 7 places 1st-27%, 2nd-22%, 3rd-17%, 4th-12%, 5th-9%, 6th-7% and 7th-6%.
- Payouts will be rounded to the nearest dollar.
- Points for all-around will be awarded: 1st- 10 points, 2nd- 9 points, 3rd-8 points, 4th-7 points, 5th- 6 points, 6th- 5 points, 7th-4 points, 8th-3 points, 9th- 2 points, 10th and up-1 point.
- When contestants are tied for placing positions, points for the tying places are added together and divided by the number of tying contestants. (In 2-way tie for first place add the points for first and second and divided by 2)
- Members must have an entry in 2 or more events to be qualified for all-around prizes.
- In the event of a tie in all-around or event point standings, the tie shall be broken based on the number of higher placings or the faster times.
- All-around and individual event points shall be deemed final following a one-week review period after publication. Any discrepancies must be submitted prior to the expiration of the review period.

Lead Line (L.L.):

- When a contestant's parent/helper crosses the eye and/or leads during the event.
- Parents must lead contestant's horse on the ground or on another horse.
- Parents may NOT ride with contestants.
- Parents can catch a horse after the rider has dismounted but cannot affect the motion of the horse while the contestant is still mounted or it will count as a Lead Line.
- Lead Line contestants are welcome in any age group and event.
- Lead Line contestants will not place above other contestants.

Events:

- When there is a discrepancy/situation that is not addressed in the rules below, CJRA will use National High School Rodeo rules or if there is a discrepancy that cannot be addressed through rule books, the committee shall meet and then vote on a resolution.
- All events will be ran to a closed gate.
- All events have a time limit, if not completed in allotted time will result in a No time.

**Ribbon Pull:**

**0-5 age group:** Objective: Mounted contestant will race across starting line to a goat on a 3' leash 100' from the starting line. Contestant will dismount, pull a ribbon from the goat's tail and time will stop.

- 120 second time limit.
- The committee will allow parents to stand at the end of the arena, but helping contestants off horse, touching the horse or affecting the motion of the horse while the contestant is mounted and across the eyes will be considered a lead line. Contestant's safety is top priority.

**6-8 age group:** Objective—For the contestant to ride horseback across the start line, run to where a goat is tethered on 3' leash, remove a ribbon from the goat's tail and race back across the finish line in the shortest amount of time possible.

- 120-second time limit in this event.
- Contestant must ride his/her horse across the start line, race to where the goat is tethered, dismount, remove the ribbon from the goat's tail, and run back across the finish line, which will be located (ten) 10 feet from tether stake back in the direction of the start line. Contestant must run across the finish line with ribbon in hand.
- Once time has started, if the ribbon falls off the goat's tail prior to the contestant dismounting, the contestant will be issued a re-run.  
If the ribbon falls off the goat's tail after the contestant has dismounted (relinquished control of horse), the contestant will pick up the ribbon and run to the finish line with ribbon in hand.
- The goat will be tethered at a point (one hundred) 100 feet from the start line and held at the point furthest away from the starting line and facing the starting line and far enough away from fences or walls that there is room to reasonably compete.
- The goat will be held by a goat handler facing the starting point until the rider dismounts. He/she will then release the goat and step back out of the way.
- The committee will allow parents to stand at the end of the arena, but helping contestants off horse, touching the horse or affecting the motion of the horse while the contestant is mounted and across the eyes will be considered a lead line. Contestant's safety is top priority.
- Time runs from the time the start line field judge drops his/her flag or crosses the timer, until the field judge drops his/her flag as the contestant crosses the finish line.
- Penalties: A 5-second penalty if horse crosses the tether between when the time starts and times ends.

Disqualifications Rules:

1. The horse makes contact with the goat.
2. Undue roughness in handling the goat.
3. Crossing the finish line without the ribbon in hand (6-8 age group)

### **Goat Tying:**

**9-18 age groups:** Objective—For the contestant to ride horseback across the start line, run to where a goat is tethered, dismount, catch, throw and tie any three legs and throw hands in air to signal time stop and do this in the shortest amount of time possible.

Updated 3/28/2026

- 60 second time limit.
- Contestant must ride her horse across the start line, race to where the goat is tethered, dismount, catch the goat, throw and tie any three legs together and signal that her tie is complete by raising her hands in the air. There will be a 6 second tie inspection where the contestant must then step back away from the goat at least (three) 3 feet. The goat must remain with (three) 3 legs crossed and tied for (six) 6-seconds from the time the contestant steps back away from the goat. The field judge will have a stop watch and time the goat for (six) 6 seconds, stopping the watch at the instant the goat kicks free of the tie. Elapsed time on the watch will determine if the tie held long enough to qualify.
- Girls will use goat strings, boys will use piggin strings. No metal rings or wire allowed on or in string. String may be leather, nylon, grass, rope or a combination of materials.
- The goat will be tethered at a point 100 feet from the start line and held at the point furthest away from the starting line and facing the starting line and far enough away from fences or walls that there is room to reasonably compete.
- The goat will be held by a goat handler facing the starting point until the start line flagger flags the start of the time. He/she will then release the goat and step back out of the way.
- If the goat is down or on its knees when the contestant reaches it, the goat must be let up or lifted up high enough to be given the opportunity to regain its feet. Then the contestant may throw and tie the goat.
- Time runs from the time the start line flagger drops his/her flag starting the run or, the contestant crosses the timer until the field judge drops his/her flag as the contestant signals tie complete.
- Penalties: A 5-second penalty if the horse crosses the tether between when the time starts and times ends.

Disqualification Rules:

1. The horse makes contact with the goat.
2. Undue roughness in handling the goat.
3. Tie not holding or legs not remaining crossed for (six) 6- seconds.
4. Touching goat or tie with hands after signaling completion of tie.

### **Barrels Racing:**

Objective - Rider will perform a clover leaf pattern in the fastest time possible.

#### **0-5 age group:**

- Pattern will be shortened.
- 5 second penalty for each barrel knocked over.
- Contestants may start on either 1 right turn and 2 left turns, or 1 left turn followed by 2 right turns.

#### **6-18 age group:**

- Standard pattern will be used and modified to fit arena if needed.
- 5 second penalty for each barrel knocked over.
- Rider may touch poles to prevent from falling over.
- Drag will occur at a minimum every 10 riders. Hand rake as needed.

Updated 3/28/2026

- Contestants may start on either 1 right turn and 2 left turns, or 1 left turn followed by 2 right turns.

Barrel Racing Disqualifications Rules for all age groups:

All penalties, no times and broken patterns will be documented by the time keepers.

1. Broken pattern (Crossing the wrong side of the barrel and not maintaining forward motion)
2. Crossing Timer eyes prior to finishing pattern

### **Pole Bending:**

Objective: Ride through the standard 6 pole pattern in the shortest time possible.

#### **0-5 age group:**

- 3 pole pattern will be used.
- 5 second penalty for each pole knocked over.
- Rider may touch poles to prevent from falling over.
- Rider may ride down either side.

#### **6-18 age group:**

- 5 second penalty for each pole knocked over.
- No time will be given for broken pattern or crossing over timer eyes prior to completing pattern.
- Rider may touch poles to prevent from falling over.
- Rider may ride down either side.
- Drag minimum of every 10 riders. Hand rake as needed.

Pole Bending Disqualifications Rules for all age groups:

All penalties, no times and broken patterns will be documented by the time keepers.

1. Broken pattern (Crossing the wrong side of the barrel and not maintaining forward motion)
2. Crossing over timer eyes prior to completing the pattern.

### **Dummy Roping:**

Objective: Roper will cross a starting line, swing rope overhead, throw loop and legally catch a heading roping dummy, pulling the slack tight to end time. All illegal head catches will be documented by the timekeepers.

#### **0-5 age group:**

Roper is allowed to walk up to the dummy and place rope on head, there will not be a roping line.

- Time is started once the contestant crosses the starting line (which is 15'-20' from butt of the dummy).
- The roper shall have three rounds to rope the dummy, and the final time shall be calculated as the average of the three rounds.
- Legal head catch consists of: Slick horns, Half head, or neck catch.
- Parents can help build loops.

#### **6-8 age group:**

- Roper will not cross the roping line which is at the butt of the dummy.

Updated 3/28/2026

- Time is started once the contestant crosses the starting line (which is 15'-20' from butt of the dummy).
- The roper shall have three rounds to rope the dummy, and the final time shall be calculated as the average of the three rounds.
- Legal head catch consists of: Slick horns, Half head, or neck catch.

### **Breakaway Roping:**

Objective: Contestant will rope a calf from the back of a horse with a rope that is connected to the saddle horn by a string furnished by the rodeo committee and the calf will break the rope away from the saddle horn in the fastest time possible. All Stock will be chute drawn.

6-11 age group:

- Contestants will be roping a calf sled.
- Same ATV driver for all contestants.
- There is no barrier. Time begins with the forward motion of the horse.
- The contestant will nod to the ATV driver to indicate they are ready for the driver to go. The sled will make one pass down the arena. The contestant may rope the sled at any time once sled motion has started. The sled will stop at a predetermined spot at the end of the arena. The contestant may rope from the stopped position if they have not already released their rope.
- ATV speed will remain consistent across all rodeos for the season within each age division. The 9-11 division may run at a faster speed.
- Any catch that passes over the head is legal.
- Parent/helper may be in the arena and allowed in the Roping Box. Contestant's safety is top priority. If the parent/helper goes with the contestant out of the roping box, whether or not they are touching the horse, the contestant will be considered Lead Line.
- Sled must break rope away; contestants will receive no time for breaking rope themselves. The exception to this rule is if there is a dangerous situation (rope goes under the horse, under the ATV or Sled) the contestant, parent or ATV driver will be allowed to break the rope from the saddle horn or unhook the rope from the caught object. Flagger will stop time once the rope is released from the horn and ATV driver and Field Judge will determine if time is qualified.
- The contestant is required to have a flag tied at the end of the rope.
- One loop only.

12-18 age group (girls only 15-18):

- The contestant will start from behind a barrier in the right hand box and will nod to the gate man to indicate when the contestant is ready for the calf to be released. The calf will be given a predetermined head start and beating or breaking penalty will be documented by the time keepers and result in a 10 second penalty.
- Any catch that passes over the head is legal.
  - **Extraordinary Circumstance:** When horned cattle are used, the judge may authorize legal head catches in accordance with the team roping rules described in this document.
- Calf must break rope away; contestants will receive no time for breaking rope themselves or if the rope becomes untied during the run and falls off.

Updated 3/28/2026

- **Extraordinary Circumstance:** In the event of a safety concern where the string fails to break and the calf is unable to break the string, the flagger shall authorize the contestant to break the string. Time shall stop when the flagger drops the flag.
- Contestant is required to have a flag tied at the end of the rope.
- One loop only.
- 30 second time limit.

Disqualifications not covered above:

Time Keepers will record Field Judge Flagging.

1. A dropped loop is considered a throne loop.
2. Breaking the string by hand rather than letting the calf pull the rope and break it away from the saddle horn unless extraordinary circumstances as described above is met.

### **Tie Down Roping:**

Objective - Contestant will rope the calf, dismount, go down the rope and throw the calf by hand and tie three legs. All stock will be chute drawn.

15-18 age group:

- Any catch that passes over the head is legal.
- If calf is down when the roper reaches it, calf must be stood on at least 3 feet before throwing.
- Tie must hold 6 seconds.
- Contestant will receive no time if the calf does not stay tied for allotted time, or touching the calf after throwing hands in air after the tie.
- 10 second penalty will be added for broken barrier.
- 60 seconds time limit.

### **Team Roping:**

Objective - Contestant, with partner of choosing, will perform standard team roping event. One team member will rope the head, dally and turn the steer for other team member to rope the hind legs in the shortest amount of time possible. Time will stop under the "on the heels" rule. Once the rope is tight between the header and heeler and the heel horse is facing the steer, time will stop; the header is not required to face. Time is taken when the flag is dropped, however, that time is not official until the field judge/flagger gives indication to the time keeper. Contestants may enter both the Heading and Heeling events with partner of their choosing. All stock will be chute drawn.

9-11 age group:

- The header starts from behind a barrier in the left hand roping box, the heeler from the right hand box with no barrier. The team will be fined a (ten) 10-second penalty if the header breaks the barrier and must be documented by the time keeper.
- Legal head catch (Slick horns, Half head, or neck catch.)
- 5 second penalty for catching one leg.
- Contestant may head or heel.
- Contestant may rope with any partner of their choosing.
- The time will be given to the contestant whose name is called for that run.

Updated 3/28/2026

- Only one contestant will be awarded time/points for each run.
- 2 Loop rule. Header and Heeler are allowed one loop each.
- 60 second time limit.
- Time will stop under the “on the heels rule” for both the heading and heeling categories. Facing is not required.
- For the 9–11 Heeling division, a dally is not required; time will stop once the heel rope slack is tight.
- Header must have possession of their rope and fully mounted when flag is dropped.
- Heel horse’s front feet must be on the ground and both ropers must be mounted when time is taken
- No foul catches may be removed by hand and if steer is roped by (one) 1 horn, roper is not allowed to ride up to the steer and put rope over the horn by hand.
- To ensure the heeler has a chance to stop the time, he/she may opt to have the header put the rope on the steer's horns in the chute to begin the run. The following applies to the run if the heeler opts in to the header putting the rope on in the chute.
  - the heeler must choose this option before the header calls for the steer
  - an automatic 10 seconds will be added onto the end of the run
  - the barrier is no longer used
  - the time will start as usual by the steer tripping the eye
  - the header may turn the steer after passing where the flagger is on his horse
  - a point on the side of the arena will be established before the rodeo where the flagger will stand.

#### Disqualification Rules:

1. Dropping or losing rope.
2. Illegal head catch; anytime a loop crosses over itself or “figure 8’s” as part of the catch. Hondo over a horn or a front leg or legs in loop.
3. If contestant dallies and turns steer off with a front leg in the rope, the team will be flagged out immediately.
4. Crossfire—if the heeler throws his loop prior to the steer completing the initial switch (which is when the steer makes any move from straight to being towed or in tow to the left as defined by PRCA), the team should be flagged out by the field judge.

#### 12-18 age groups:

- The header starts from behind a barrier in the left hand roping box, the heeler from the right hand box with no barrier. The team will be fined a (ten) 10-second penalty if the header breaks the barrier and must be documented by the time keeper.
- Legal head catch (Slick horns, Half head, or neck catch.)
- 5 second penalty for catching one leg.
- Contestant may head or heel.

- Contestant may rope with any partner of their choosing.
- The time will be given to contestant whose name is called for that run.
- Only one contestant will be awarded time/points for each run.
- 2 Loop rule. Header and Heeler are allowed one loop each.
- 10 second penalty will be added for broken barrier.
- 60 second time limit.
- Time will stop “on the heels rule” for both heading and heeling categories. Facing is not required.
- Header must have possession of their rope and fully mounted when flag is dropped.
- Heel horse’s front feet must be on the ground and both ropers must be mounted when time is taken
- No foul catches may be removed by hand and if steer is roped by (one) 1 horn, roper is not allowed to ride up to the steer and put rope over the horn by hand.
- To ensure the heeler has a chance to stop the time, he/she may opt to have the header put the rope on the steer’s horns in the chute to begin the run. The following applies to the run if the heeler opts in to the header putting the rope on in the chute.
  - the heeler must choose this option before the header calls for the steer
  - an automatic 10 seconds will be added onto the end of the run
  - the barrier is no longer used
  - the time will start as usual by the steer tripping the eye
  - the header may turn the steer after passing where the flagger is on his horse
  - a point on the side of the arena will be established before the rodeo where the flagger will stand.

Disqualification Rules:

1. Dropping or losing rope.
2. Illegal head catch; anytime a loop crosses over itself or “figure 8’s” as part of the catch. Hondo over a horn or a front leg or legs in loop.
3. If contestant dallies and turns steer off with a front leg in the rope, the team will be flagged out immediately.
4. Crossfire—if the heeler throws his loop prior to the steer completing the initial switch (which is when the steer makes any move from straight to being towed or in tow to the left as defined by PRCA), the team should be flagged out by the field judge.