

STYRRA – Sub Junior & Junior Division Rule Book (On- Foot / Goats Only)

(Sub Junior 7-9) (Junior 10-12)

All Junior Division events are ON FOOT ONLY. No horses permitted.

All Junior teams consist of **four (4) youth competitors.**

All events will use GOATS only.

Goats will NOT be staked.

A **shortened arena** will be used for all Junior Division events.

This division is designed to teach **real ranch rodeo skills, teamwork, and stockmanship** in a safe, controlled youth environment

Junior Division Events

1. Trailer Loading
 2. Tying (Mugging)
 3. Branding
 4. Milking
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General Junior Rules

- All contestants must wear long pants and closed-toe shoes.
 - Goats will be calm, age-appropriate, and free-moving.
 - Rough or abusive handling of stock will result in **full time or disqualification.**
 - Parents or helpers may enter the arena **only when directed by an official.**
 - Judges' decisions are final.
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1. TRAILER LOADING

Objective:

Locate and safely load the designated goat into the trailer.

Rules:

- The goat will be loose in the shortened arena.

- On the flag, the team must locate their **designated goat**.
 - The goat must be guided into the **stock trailer or mini-trailer**.
 - **All four feet must be inside** the trailer.
 - The trailer gate must be **closed and latched**.
 - Time stops when the gate is latched.
 - **Rough handling or unsafe methods** result in **disqualification**.
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2. TYING (MUGGING)

Objective:

Rope, stop, and tie three legs of the goat.

Rules:

- Teams will rope, stop, and **tie three (3) legs** in a **cross-bone fashion**.
 - The goat must be **daylighted** (completely clear of the ground) before tying begins.
 - A legal tie must **hold for six (6) seconds**.
 - **Pre-tied strings are prohibited**.
 - **Early touching** of the goat during the six-second count results in **full time**.
 - **Abusive handling** results in **full time**.
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3. BRANDING

Objective:

Safely brand the goat in the proper position.

Rules:

- One contestant will run from the start line carrying the branding iron.
 - The goat must be placed **on its side in proper branding position**.
 - The brand must be applied **from the shoulders back**.
 - Leaving the circle early or branding in the wrong location results in a **10-second penalty**.
 - **Throwing the branding iron** or **dragging the goat toward the pot** results in **no time**.
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4. MILKING

Objective:

Retrieve ribbons and cross the finish line together.

Rules:

- A **goat** will be used.

- Two ribbons or tape pieces will be attached to the goat.
- Two contestants must each retrieve **one ribbon**.
- Both contestants must **cross the finish line together** with their ribbons.
- If one contestant pulls **both ribbons**, a **10-second penalty** applies.
- Time stops when both contestants cross the line with ribbons.