

2019 RULE BOOK



**WOMEN'S RANCH RODEO
ASSOCIATION**

2019
Women's Ranch Rodeo Association
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The purpose of the Association is to promote the knowledge of women's role in ranching and agriculture on a national level. We strive to inform the American people of our heritage, a valuable way of life worth preserving. Our mission is to educate while perpetuating the sport of Women's Ranch Rodeo. We compete to bring recognition to the lifestyles and skills associated with women in the cattle and ranching industries.

* Purple text are changes from previous year.

2019 Membership/Entries/Qualifying

2019 WRRR Membership Rules

We have been blessed with the opportunity to compete in a sport honoring a lifestyle that we love. We consent to conduct ourselves in a manner that maintains the integrity of the legacy of the cowgirl.

A. Team

1. A team consists of 4 Women.
2. Each team will pay team membership dues.
3. Each team member will pay individual membership dues.
4. Each team will designate one team member to be their contact person with the association.
5. Each team will designate one team member to be their captain.
6. Contact person and captain can be the same person.
7. Members will abide by membership, general and event rules.

B. Team & Individual Dues

1. Annual WRRR Team Membership Dues: \$300 (subject to change on a yearly basis)
2. Annual WRRR Individual Membership Dues: \$25 (subject to change on a yearly basis)
3. Team Membership & Individual Membership Form must be turned in with Dues.
4. Team & Individual Membership Dues must be received by the WRRR Secretary before competing in rodeo.
5. Memberships will not be collected at rodeos.
6. Mail to: WRRR Secretary: **Sonya Stapleford 1515 GG RD. Toronto, KS. 66777**, **memberships may be paid online at www.womensranchrodeo.com. A service fee will apply.**

Revised 12/2018

C. Open Team

Definition of a Open Team: A Open Team has no desire to qualify for and/or compete at the World Finals.

1. Members of an open team must buy an individual WRRR membership prior to rodeo.
2. Open teams compete at local rodeos for cash and prizes, but accumulate no points for year end.

D. Notifications

1. All WRRR notifications will be: posted on Facebook page, via email and/or text & will be sent to team contact person.
2. The WRRR Rulebook can be found on the website, downloaded and printed off.
3. **It is the responsibility of the contact person to get information to her team members.**

E. Entering a Rodeo

1. Teams will call the WRRR **VP of Sanctioning; Sarah Kucera** the Friday three weeks prior to rodeo to enter.
2. Entry time will be **9:00 am until 2:00 pm** Central Standard Time.
3. Books will remain open until following Monday at Noon CST.
4. **Call in number:(308)520-5084**
5. During call in you will be notified of mailing address for entry fees.
6. Team & members must be in good standing with the WRRR.

F. Paying Entry Fees

1. **Entry Fees will be paid by the Friday after Entry Day. NO EXCEPTIONS**
2. Entry Fee check will be made out to the rodeo producer.
3. Fees not received by deadline team will forfeit place in rodeo.
4. Entry fees will be deposited on the Friday 2 weeks prior to the rodeo.
5. Entry fees will be forfeited if team cancels after the Friday 2 weeks prior to the rodeo.

6. Producers may assess a \$25 late fee and will be paid before entering arena.
7. Teams not complying with WRRR rules will hold a status of "not in good standing". Once fees are paid, the status will change to "in good standing".

G. Refund of Entry Fees

1. Rodeo producer will return check to any team canceling before the Friday 2 week deadline.
2. Rodeo producer will provide proof to the WRRR that they have returned funds to canceled team.
3. A WRRR representative will collect funds from Rodeo Producer before rodeo starts if no proof of return funds have been received.

H. Non-sufficient funds - Return of Winning

1. If the WRRR or any Sanctioned Ranch Rodeo producer receives a NSF Check, the team/contestant who submitted the check will be required to pay all further fees with cash, money order, or a cashier's check at the discretion of the WRRR Board of Directors.
2. The team/contestant will also be responsible for all NSF fees that might be assessed by the bank.
3. If a team is paid for winning at a rodeo and a mistake is found in the calculations, the team must return all winnings to the WRRR or Rodeo Producer so the correct team can be paid.
4. A copy of the timesheet will be provided to the team captain or team contact.
5. Any team not paying back winnings not due to them will not be allowed to compete until said winnings are paid back.

I. Advertising & Sponsorship

1. Members will respect the advertisers that the WRRR has already obtained and not call on them.
2. Team Sponsors will only be announced if sponsorship/advertising rules are followed.
3. Any questions on advertising, call or email one of your WRRR board members.

J. Qualifying for WRRR World Finals Rodeo

1. The top 20 teams in the standings will qualify.
2. The points will be figured with the existing WRRR points system for **each rodeo**.
Example: 1st place in each event is 20 points, 10 bonus points with a possible total points of 110 pts.
3. The qualifying teams have until August 15th to turn in their entry form for WRRR World Finals Rodeo. (Unless otherwise stated by WRRR Board; if sanctioned rodeo is held after August 15th, entry fees are due within a week of qualifying.)
4. **Updates** for bios for all team members due no later than August 15th.
5. Any team changes after August 15th, will not be guaranteed to make the rodeo program.
6. Any team changes after August 15th, will not be guaranteed for sizes on any welcome bag products.
7. Bios and team info will be sent to team contact person for approval.
8. Changes must be received back to association within 48 hours.
9. Entry Fee for finals **\$2,000** is due by August 15th and deposited on **September 13, 2019**.
10. Teams must be in good standing with the WRRR or forfeit their spot in the finals.
11. Teams must participate at finals with a minimum of 2 original members.
12. Team substitutions at Finals must have participated in at least one WRRR during the current year.

Revised 12/2018

2019 GENERAL RULES

No loud, obnoxious profane unsportsmanlike conduct will be tolerated.

OBJECTIVE AT RODEOS

The objective is to have the fastest time in each event while conducting yourself as a fine sportsman and handling livestock in a good manner.

A. TEAM

1. A team consists of 4 women.
2. A cowgirl can only compete on one team during a rodeo.
3. Every team will have a captain to act as spokesperson for the team.

4. Team members must ride the same horse throughout the rodeo.
5. All teams must sign a release form before the rodeo.
6. **Anyone under the age of 18 years of age competing, a parent or guardian must sign with them.**
7. A team may start the rodeo with 3 girls and may add the 4th later in the rodeo.

B. JUDGES/TIMERS/ARENA WORKERS

1. A team member may work the rodeo but cannot keep books or timing.
2. There will be 2 timers and 2 judges.
3. One of the judges, arena director, or rodeo producer will be drawing for team positions in the events and cattle numbers prior to the rodeo.
4. Judges and timers cannot be immediate family members (parent, children, spouse or sibling) of the team members competing.
5. **All judges' decisions are final.**
6. If the team has a discretion/problem/question, the captain will direct it to the arena director or gate man prior to the next team competing.
7. The arena director/gate man will take the issue to the judges.
8. When a sanctioned rodeo or world finals rodeo begins, any WRRR Officer/Board Member that is a contestant is just that, a contestant. Any questions or concerns with rules/judges calls will be directed to the Arena Director. The Arena Director will direct the concerns to the correct people.

C. RULES MEETING

This is the time to discuss any changes in the rules or clarification of a rule.

1. Rules meeting will begin **a minimum of** 30 minutes before performance time.
2. At least one member from each team is required to attend.
3. If any changes are announced during the team rules meeting, those changes take preference over written rules (a change in rules may be due to the condition of arena or cattle)
4. Violation of any rule could result in team disqualification.
5. If a team is disqualified, there will be no refund of entry fees.
6. Arena Director and Judges will be introduced at this time as they will run the meeting.

Revised 12/2018

D. INJURY

1. Another cowgirl may be chosen if an injury occurs during the rodeo.
2. The cowgirl does not have to be on the entry form or program.
3. The cowgirl chosen to substitute cannot be working the rodeo or be on a team competing in the rodeo.
4. The substitute must be used during the remainder of the rodeo.
5. The team may choose to complete the rodeo with only 3 cowgirls but will not be treated any different than a team with 4 team members.
6. If an injury of a team member or animal occurs during an event, there will be no rerun.
7. If there is an injury to a horse the vet or arena director must verify the injury and the change in horses. The team member must complete the rodeo on a replacement horse.

E. ATTIRE & EQUIPMENT

1. Western attire (jeans, long sleeve shirt, cowboy boots or shoes with a riding heel, and cowboy hat) is required at all times in the arena.
2. Condition of equipment is the team's responsibility.
3. No reruns will be made because of equipment failure of the team.
4. Shirt tails must be tucked in.
5. Long sleeves may not be rolled up.

F. PAYBACK

1. In case of bad weather, the last event completed by all teams will be the final event for figuring payback in events and the average.
2. Team must be in good standing with the WRRR to receive payback or prizes.
3. If a team is paid for winning at a rodeo and a mistake is found in the calculations the team must return all winnings to the WRRR or Rodeo Producer, so that the correct team can be paid. A copy of the time sheet will be provided to the team captain or team contact.

4. Any team not paying back winnings not due to them will not be allowed to compete until said winnings are paid back.
5. Rodeo producer will be responsible and held accountable for all winnings being paid to the winning teams.

G. SCORING AT SANCTIONED WRR

1. The rodeo producer putting a rodeo on will use the following scoring system, no exceptions to this rule.
2. **The tie breaker for the entirety of the 2019 WRRR year will be the Tie Down/Mugging.**
3. 20 points will be given to the first place team in each event. (i.e. 1st – 20, 2nd – 19, 3rd – 18, 4th – 17 and so on.)
4. A team receiving a 'No Time' in an event will receive zero (0) points.
5. 10 bonus points will go to teams with a time in each event.
6. Event totals and bonus points are added together to determine the placing **in each individual rodeo.**
7. In case of a tie in an event at the rodeo, points will be added and divided by the number of teams tied and awarded to each team equally. (i.e. 20 pts; tie between 1st/2nd =39 pts (20pts for 1st + 19pts for 2nd) both teams will receive 19 ½ pts.)
8. Each **individual** rodeo will be worth 20 year end points for 1st. (19 pts – 2nd, 18 pts – 3rd, and so on)
9. **In case of a tie in the average of each individual rodeo**
 - a. **The tie breaker will be used first. (2019 tie breaker is the TieDown/Mugging)**
 - b. If teams are tied in the 'tie breaker' then it will go down to times, if teams are tied in times then it will **then a coin will be flipped with team captains present to determine winner of the tie.**

H. SCORING FOR 2019 YEAR END.

1. Points will only be kept on paid WRRR teams.
2. Points from teams' top 5 **highest** scoring rodeos **and the 3 individual rodeos at the 2019 WRRR Finals, for a total of 8 rodeos**, will be counted for year end.
3. **Each rodeo is worth 20 year-end points for placing 1st. 19pts for 2nd etc., in the rodeo average**
4. **Each team will take their 5 highest scoring rodeos to be added together for year-end standings.**
5. **Teams have to complete a minimum of 5 sanctioned rodeos to qualify for year-end standings.**
6. The year-end points will be the total of points received at each teams top 5 competed rodeo.
7. In case of a tie **in the year-end placing; team placing highest in the Tie Down/Mugging event average will win the tie.**

I. SCORING AT THE WORLD FINALS FOR ROUNDS AND AVERAGE

1. There will be 3 full rodeos performed; **each round will be treated as a rodeo itself.**
2. **The tie breaker for the 2019 WRRR year will be the Tie Down/Mugging.**
3. Points will be earned in each event.
4. **WRRR World Finals Rounds-**
 - a. The points will be figured with the existing WRRR point system for each round.
 - b. 1st place in an event=20pts, 2nd=19pts., 3rd=18pts,etc.
 - c. 10 bonus points will be given for a time in all events.
 - d. All event points and bonus points earned will be added together to determine the number of points earned in the rodeo.
 - e. There are a possible 110pts.
 - f. A team receiving a no time in an event will receive 0 points for that event.
 - g. In the case of a **time tie** in an event, points will be added and divided by the number of teams tied and awarded to each team equally.
 - h. In the case of a tie in the average of an individual rodeo, the tie breaker will be used. If the teams are still tied for points after using the tie breaking event, the tie will be taken to times from the tie breaker event, fast time wins.
6. **WRRR World Finals Average (combination of 3 rounds at the Finals)**
 - a. Each round will be treated as rodeo itself and scored accordingly to determine points earned for the Finals Average.

- b. Teams total points from all 3 rounds will be added together to determine World Finals Average Winners. (Example: Rodeo 1, 100pts+ Rodeo 2, 85pts+ Rodeo 3, 60pts=255pts out of a possible 330)
- c. In the case of a tie in the Finals Average, the tie breaking event will be used. (The tie breaker for the 2019 WRRR year is the Tie Down/Mugging)
- d. If there is still a tie after using the tie breaking event, times from all 3 rounds, in the Tie Down/Mugging event, will be added together and fast time wins the tie.

Revised 12/2018

2019 EVENT RULES

(At least 3 WRR events will be used at sanctioned rodeos. Sanctioned rodeo producer can adjust rules to fit their needs. 5 WRR events will be used at the WRRR Finals along with WRR rules.)

The tie breaker event for the 2019 WRRR rodeo year is the Tie Down/Mugging.

LIVESTOCK

Abuse of the stock (horses or cattle) which is deemed unnecessary or cruel, as determined by a Judge or Arena Director will result in a no time. If abuse results in the death of livestock, the team will be held responsible and will be required to compensate the stock contractor the market value of the animal.

TIE DOWN (mugging/stray gathering):

A steer will be let into the arena. The team will start behind a line. The judge will drop the flag to start time. The steer must be roped with a legal head catch and tied down. Time will be called when team and ropes are clear of the steer.

1. 3 minute time limit.
2. No loop limit.
3. Steer must be roped (rope on steer) with a legal head catch in the first minute.
 - a. Legal catches (around the horns, half-head, around the neck, one heel or two).
4. A team can have no more than 4 ropes in the arena at any time.
5. Ropes may NOT be passed from one team member to another.
6. Ropes must be thrown not laid upon steer.
7. A dead rope is defined as any rope that is dropped because of loss of control. If the rider dismounts and pitches their rope, it can be picked up again.
8. Teams cannot tie their ropes on. They must dally.
9. The steer must be on his feet when roped.
10. Once steer has been caught, rope cannot be handed off to another member horseback.
11. Roper cannot dally on an illegal head catch to slow down or control steer for another team member to throw a head loop.
12. Steer doesn't have to be heeled; this is the team's discretion.
13. If control of steer is lost after the 1st minute it is a No Time (Loss of Dally or Rope).
14. After steer is roped and mugged down, he will be tied by 3 legs. * legs must be crossed
15. Steer does not have to be day-lighted.
16. Steer must not be intentionally jerked and/or choked down.
17. All ropes and team members must be off steer before calling for time.
18. Time stops when one team member raises hands after steer is tied down.
19. Steer must stay tied for 6 seconds.
20. The one minute time limit will be announced in all runs.
21. All ropes must be cleared from dismounted horses.

DOCTORING:

A steer will be let into the arena. The team will start behind a line. The judge will drop the flag to start time. The steer will be headed and heeled, then doctored with a chalk stick. Time will be called when the team member is clear.

1. 2 minute time limit.
2. No loop limit.

3. Steer must be roped (rope on steer) with a legal head catch in the first minute.
 - a. Legal catches (around the horns, half-head, around the neck, one heel or two).
4. A team can have no more than 4 ropes in the arena at any time.
5. Ropes may NOT be passed from one team member to another.
6. Ropes must be thrown not laid upon steer.
7. A dead rope is defined as any rope that is dropped because of loss of control. If the rider dismounts and pitches their rope, it can be picked up again.
8. Teams cannot tie their ropes on. They must dally.
9. The steer must be on his feet when roped.
10. Once steer has been caught, rope cannot be handed off to another member horseback.
11. Roper cannot dally to slow down or control steer for another team member to throw a head loop.
12. If control of steer is lost after the 1st minute it is a No Time (Loss of Dally or Rope).
13. The one minute time limit will be announced in all runs.
14. Team must head and heel steer.
15. Once steer is roped - ropes must be tight and a visible mark will be placed on the steer's face.
16. One chalk stick per team.
17. Time stops when steer has been marked and team member signals for time.

SORTING:

A herd of cattle will be held at the opposite end of the arena behind a sort line. Time will start when the first team member crosses the sort line. Three consecutive numbered cattle will be sorted. Time will be called when all correct numbered cattle and members are across the line.

1. 3 minute time limit.
2. Sort 3 head.
3. All members may cross the line and anyone can sort.
4. A herd consists of 3 or more head.
5. No loping in or scattering of the herd.
6. It is the judge's discretion to give a no time for loping in or scattering the herd.
7. Only one rider can be in the herd at a time. There may be turn back helpers.
8. Cattle numbers will be announced when first team member crosses the line.
9. Cattle will be sorted in numerical order OR sort 3 head of the same number. (at rodeo producers discretion and will be announced before rodeo starts)
10. The cattle must be day-lighted when coming across the chalk line.
11. If any sorted cattle come back across the line, it is a no time.
12. No wrong numbered cattle may cross the line, or it's a no time.
13. Time stops when all cattle are out in the correct order and all riders are across the line.

TRAILER LOADING:

A herd of cattle will be held at the opposite end of the arena behind a sort line. Time will start when the first team member crosses the sort line. The trailer will be located along the side of the arena with a wing fence. Sort the called numbered cow out of the herd. Load cow in the front of the trailer and one horse in the back. Trailer will be road ready. Time will be called when all team members are in the designated area.

1. 2 minute time limit.
2. All members can cross the line and anyone can sort.
3. A herd consists of 3 or more head.
4. No loping in or scattering of the herd.
5. It is the judge's discretion to give a no time for loping in or scattering the herd.
6. Only one rider can be in the herd at a time. There may be turn back helpers.
7. Team will sort their numbered animal.
8. You may have one wrong numbered animal across the line at a time.
9. Team has to option to rope their steer once it has crossed the herd line. The steer **CANNOT** be drug into the trailer horseback.
10. No wrong numbered animal may be loaded. This results in a no time.
11. If the animal that is to be loaded gets back across the line is a no time.
12. Load animal in front of the trailer.
13. Shut the middle gate.
14. Load one horse in the back of the trailer.
15. No riding horse in the trailer.

16. Shut the end trailer gate and latch it. Trailer must be "Road Ready". (Judge's discretion as to what they call "Road Ready" and it will be announced before rodeo starts.)
17. Time stops when all members are in the designated area.
18. If wing fence is knocked down, there will be no rerun.

CALF BRANDING:

A herd of calves are contained behind a chalk line in a pen within the arena. The crew consists of a roper, brander, and two wrestlers. The ground crew (2 wrestlers & brander) may be exchanged. The team will brand 2 separate calves with legal catches. If illegal catch is made, the ground crew can take off the rope and calf re-roped. Time will be called when the last calf has been branded and the iron is back in the bucket.

1. 3 minute time limit.
2. 2 calves are branded.
3. No loop limit.
4. Roper is allowed to carry only one rope.
5. Legal catches are: 1 heel or 2 heels, & pantyhose.
6. Heels will be roped from the bottom up.
7. During an illegal catch ground crew may take rope off.
8. During an illegal catch the roper must keep hold of the rope.
9. No loping in or out of the herd.
10. Ground crew can touch the rope once the rider is across the line.
11. Once calf breaks the plane of the line it can be touched, but must be fully across the line before branding.
12. Ground crew must have the calf flat on its side and rope off before iron can leave the bucket and the calf can be branded.
13. Judge will signal when brander can take iron from the bucket.
14. Calf must be branded on either hip.
15. Roper cannot re-rope the first calf branded until that calf is back into the herd. (3 or more calves is a herd)
16. Time stops after 2nd calf is branded and iron is returned to the bucket.
17. If calf is branded wrong, it is a no time.
18. Roper must remain on horse during event, even if there are only 3 members present.
19. Roper must remain in contact with rope.
20. Two teams may go at the same time but in separate pens and at least one judge per pen.
21. If rodeo committee cannot find appropriately sized calves, it is at judge's discretion to allow team's roper to hold heels while branding. If calf is drug in by one heel, ground crew must put rope around both heels before branding iron can leave the bucket.

TEAM PENNING

A herd of cattle will be held at the opposite end of the arena behind a sort line. Time will start when the first team member crosses the sort line. Three numbered cattle will be sorted. Time will be called when 2 or 3 correct numbered cattle are penned in pen. (Pen will be located on opposite end of arena from cattle, away from each fence, with opening facing away from cattle and be at least 20' x 20'.

1. 3 minute time limit. Whistle will be blown at 2 minutes, signaling 1 minute left.
2. Sort 2 or 3 head
3. All members are horseback may cross the line. Anyone can sort.
4. A herd consists of 3 or more head.
5. No loping in or scattering of the herd.
6. It is the judge's discretion to give a no time for loping in or scattering the herd.
7. Only one rider can be in the herd at a time. There may be turn back helpers.
8. Cattle numbers will be announced when first team member crosses the line.
9. Cattle will be sorted by the teams 3 numbers (example: 1,2,3 but do not have to be sorted in numerical order) OR sort 3 head of the same number. (at rodeo producers discretion and will be announced before rodeo starts). Teams will be given their number as they cross the line.
10. Team has the option to only sort 2 and pen two head.
 - a) Teams penning 3 head will place above teams penning 2.
11. The cattle must be day-lighted when coming across the chalk line.
12. If any sorted cattle come back across the line, it is a no time.
13. No wrong numbered cattle may cross the line during the sort, or it's a no time. Once committed to penning the line becomes dead to the herd.

14. Time stops when all cattle are penned and at least one member crosses line at pen.
15. Contact with cattle by hands, ropes, bats, or any other equipment, or hazing with any equipment or apparel will result in a no time.

Revised 12/2018

DOUBLE TEAM ROPING

Two steers will be let into the arena. The team will split into pairs and will start behind a line. Time starts when first member crosses the line. Both steers will be headed and heeled. All 4 members must rope.

1. 2 minute time limit.
2. 4 person team, all must be horseback.
3. 2 steers will be turned out. Time starts when first team member crosses time line.
4. No loop limit.
5. Steers must be roped (rope on steer) with a legal head catch in the first minute.
 - a. Legal catches (around the horns, half-head, around the neck, one heel or two).
 - b. Illegal head catches result in a no time.
6. Roper cannot dally to slow down or control steer for another team member to throw a head loop.
7. If control of steer is lost after the 1st minute it is a No Time (Loss of Dally or Rope).
8. A team can have no more than 4 ropes in the arena at any time.
9. Ropes may NOT be passed from one team member to another.
10. Ropes must be thrown not laid upon steer.
11. A dead rope is defined as any rope that is dropped because of loss of control. If the rider dismounts and pitches their rope, it can be picked up again.
12. Teams cannot tie their ropes on. They must dally.
13. The steer must be on his feet when roped.
14. Once steer has been caught, rope cannot be handed off to another member horseback.
15. Each contestant may only carry one rope, members will split into pairs. Each team member must rope.
16. Once first steer is headed and heeled, and horses faced, having ropes tight, the judge with that pair of team members will give the okay to just hold steer out of other team members way. DO NOT turn steer loose.
17. Both steers must be headed and heeled.
18. Flag is dropped and time stops when second steer is headed and heeled, horses faced and ropes tight.

Revised 12/2018

STEER BRANDING

Two steers will be let out into arena. The team will split into pairs, first pair on horses, second pair will tie their horses by branding bucket and work as ground crew until first steer is branded then pairs will switch and the other steer will be roped and branded.

1. 6 minute time limit.
2. 2 steers will be turned out. Time starts when first team member crosses time line.
3. No loop limit.
4. Steer must be roped (rope on steer) with a legal head.
 - a. Legal catches (around the horns, half-head, around the neck, one heel or two).
 - b. Illegal head catches result in a no time.
5. A team can have no more than 4 ropes in the arena at any time.
6. Ropes may NOT be passed from one team member to another.
7. Ropes must be thrown not laid upon steer.
8. A dead rope is defined as any rope that is dropped because of loss of control. If the rider dismounts and pitches their rope, it can be picked up again.
9. Teams cannot tie their ropes on. They must dally.
10. All ropes must be cleared from dismounted horses or results in a No Time.
11. The steer must be on his feet when roped.
12. Once steer has been caught, rope cannot be handed off to another member horseback.
13. Roper cannot dally to slow down or control steer for another team member to throw a head loop.
14. If control of steer is lost after the 1st minute it is a No Time (Loss of Dally or Rope).
15. Branding iron can leave bucket at anytime with ground crew.

16. Once first steer is headed and heeled the ground crew will go tail down the steer. Heel loop must be placed on both hind feet and head loop must be placed on both front feet before steer can be branded.
17. Steer must be branded on either hip.
18. If steer is branded wrong, it is a NO TIME.
19. Once branded, ropes need to be off steer before second steer can be roped.
20. First ropers tie up their horses and become the ground crew.
21. Second pair heads and heels steer. Ground crew tails steer down and places ropes accordingly.
22. Rope on front feet must be off steer before judge will drop flag for time.
23. Iron must be in back in bucket to stop time.
 - a. Brander must have heel rope from 2nd steer when taking branding iron back to bucket.

Revised 12/2018

Sanctioning Rules

2019 SANCTIONING RODEOS

The WRRR rodeo year will run from November 1st through Labor Day Weekend.

A. Rodeo Sanctioning Guidelines

1. Sanctioning fee for WRRR shall be **\$100 for 1 rodeo and 2 rodeos on the same day, or \$150 for a 2 day rodeo** (This fee is subject to change on a yearly basis).
2. **Sanctioning fee is due with application.**
3. **Sanctioned rodeo producers may use the WRRR rules as guidelines for their events, adjusting them to fit their individual rodeos.**
4. There will be no refund of the sanctioning fee if a rodeo is canceled and not rescheduled.
5. Sanctioning application will be available on request from WRRR or may be downloaded from website.
6. Sanctioning is on an annual basis.
7. WRRR reserves the right to sanction rodeos based on geographical locations, facilities, board involvement, etc.
8. After being sanctioned by WRRR, all advertising and/or promotional material, must prominently display the WRRR logo and season sponsors.
9. The rodeo shall provide a reasonable space for the display of WRRR and WRRR season sponsor banners.
10. The Rodeo Committee shall provide adequate first-aid service for all performances. Equipment & personnel must remain available throughout the entire performance.
11. The Rodeo Committee must obtain a signed release form from each team and its members.
12. The **8** events of the WRRR Ranch Rodeo will be: Sorting, Doctoring, Trailer Loading, Calf Branding and Tie Down, **Team Penning, Double Team Roping, Steer Branding. A minimum of 3 WRRR events must be used in a WRRR Sanctioned Rodeo.**
13. **The tie breaker event for the 2019 WRRR rodeo year is the Tie Down/Mugging.**
14. WRRR sanctioned rodeos may have other events in addition to those listed.
15. Points for WRRR qualification will only be derived from the 8 WRRR recognized events.
16. Rodeo Committee shall be responsible for all contracts and expenses associated with producing a sanctioned rodeo.
17. A sanctioned rodeo must have a minimum of 5 teams attending said rodeo, **the WRRR Board will vote of individual rodeos to approve with less teams.**
18. **Entry Fees will be paid by the Friday after Entry Day. NO EXCEPTIONS**
19. Entry Fee check will be made out to the rodeo producer.
20. Fees not received by deadline team will forfeit place in rodeo.
21. A \$25 late fee maybe assessed, and will be used at producers discretion.
22. Entry fees will be deposited on the Friday 2 weeks prior to the rodeo.
23. Teams canceling, after paying their fees, must give rodeo producers at least 2 weeks notice for refund.
24. Rodeo producer will return check to any team canceling 2 weeks before scheduled rodeo. Entry fees will be forfeited if team cancels after the Friday 2 weeks prior to the rodeo.

25. The canceled team's fees will go into the payback 100%. The WRRRA will go to the waiting list and attempt to replace the canceled team.
26. Rodeo producer will provide proof to the WRRRA that they have returned funds to canceled team.
27. WRRRA representative will collect funds from Rodeo Producer before rodeo starts if no proof of return funds has been received.
28. A sanctioned ranch rodeo can be run simultaneously with another sanctioned rodeo.
29. Score sheets and ranch rodeo results will be turned into designated WRRRA board member or representative when sanctioned rodeo is complete.
30. Judges, rodeo producer, arena director and at least 1 WRRRA Board member or representative will have a meeting prior to rules meeting.
31. If a WRRRA board member or representative is not present at a sanctioned rodeo, the score sheets & ranch rodeo results must be received by WRRRA office at least one week after completion of the sanctioned rodeo.
32. **Failure to turn in score sheets and ranch rodeo results will result in loss of sanctioning. Teams are not awarded points from a rodeo failing to meet this obligation.**
33. Rodeo Committee will provide the day sheet for the rodeo. Day sheet template will be emailed to rodeo committee from WRRRA Secretary or Sanctioning Officer, which will contain all WRRRA Season Sponsors.
34. Rodeo producer will be responsible and held accountable for all winnings being paid to the winning teams.
35. Special arrangements made by the rodeo producer and teams entered for paying entry fees other than what is a WRRRA rule is the rodeo producers responsibility (draw out after the deadline date/no show of a team wanting to pay cash day of rodeo is the rodeo producers responsibility if those arrangements were made with a team).

Revised 12/2018

B. CO-SANCTIONING GUIDELINGS

1. Co-sanctioning fee for WRRRA shall be **\$100 for 1 rodeo and 2 rodeos on the same day, or \$150 for a 2 day rodeo.** (This fee is subject to change on a yearly basis).
2. Co-Sanctioning fee is due with application.
3. There will be no refund of the co-sanctioning fee if a rodeo is canceled and not rescheduled.
4. Co-sanctioning application will be available on request from WRRRA or may be downloaded from website.
5. Co-sanctioning is on an annual basis.
6. Co-sanctioned rodeos will have the option to run their own rules and/or events **or use the WRRRA event rules. The rodeo must include at least 3 of the WRRRA events (Sorting, Doctoring, Trailer Loading, Calf Branding, Tie Down/Mugging, Team Penning, Double Team Roping, Steer Branding).**
7. **If the co-sanctioned rodeo doesn't use a points system the WRRRA will convert all places to points and applied accordingly to WRRRA teams.**
8. WRRRA reserves the right to co-sanction rodeos based on geographical locations, facilities, board involvement, etc.
9. After being co-sanctioned by WRRRA, all advertising and/or promotional material, must prominently display the WRRRA logo and season sponsors.
10. The rodeo shall provide a reasonable space for the display of WRRRA and WRRRA season sponsor banners.
11. Entries of co-sanctioned rodeo can either be taken by the co-sanctioned association or the WRRRA.
12. Special arrangements made by the rodeo producer and teams entered for paying entry fees other than what is a WRRRA rule is the rodeo producers responsibility (draw out after the deadline date/no show of a team wanting to pay cash day of rodeo is the rodeo producers responsibility if those arrangements were made with a team).
13. The Rodeo Committee shall provide adequate first-aid service for all performances. Equipment & personnel must remain available throughout the entire performance.
14. The Rodeo Committee must obtain a signed release form from each team and its member.
15. Rodeo Committee shall be responsible for all contracts and expenses associated with producing a co-sanctioned rodeo.
16. Score sheets and ranch rodeo results will be turned into designated WRRRA board member or representative when sanctioned rodeo is complete.
17. **Failure to turn in score sheets and ranch rodeo results will result in loss of co-sanctioning. Teams are not awarded points from a rodeo failing to meet this obligation.**
18. Rodeo Committee will provide the day sheet for the rodeo. Day sheet template will be emailed to rodeo committee from WRRRA Secretary or Sanctioning Officer, which will contain all WRRRA Season Sponsors.

19. Rodeo producer will be responsible and held accountable for all winnings being paid to the winning teams.

Revised 12/2018