2015

Women’s Ranch Rodeo Association

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We are also on Facebook and Twitter!

**Mission**

**Women’s Ranch Rodeo Association
educates its members and viewers while
perpetuating and promoting the sport of Women’s
Ranch Rodeo. WRRA also honors the lifestyles and
skills associated with women in the cattle, equine
and ranching industries.**

**2015 Membership/Entries/Qualifying**

**2015 WRRA 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.

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

1. **Team & Individual Dues**
2. Annual WRRA Team Membership Dues $300.00 (subject to change on a yearly basis)
3. Annual WRRA Individual Membership Dues $25.00 (subject to change on a yearly basis)
4. Team Membership & Individual Membership Form must be turned in with dues.
5. Team & Individual Membership Dues must be received by the WRRA Secretary before competing in rodeo.
6. **Memberships will not be collected at rodeos;** unless other arrangements have been previously made. (e.i. New team qualifies for the World Finals, a WRRA representative present at the rodeo will collect Team Membership Due’s if team excepts their spots in the World Finals)
7. Mail to: WRRA Secretary: Meagen Krueger: 90281 419th Ave. Valentine, NE 69201
8. **New Team**

***Definition of a New Team:*** One cowgirl that has competed at WRRA rodeos but has 3 teammates that has not, or 4 cowgirls that have not competed at a WRRA sanctioned rodeo.

1. A new team to the WRRA may compete in their 1st rodeo without paying the $300 Team Membership dues.
2. All team members must pay the $25 individual Membership Dues before competing in their 1st rodeo.
3. If the 1st rodeo is on a weekend with 2 rodeos they can compete at both on their $25 individual membership.
4. If the new team wins their 1st rodeo they must pay their team membership dues that day if they choose to go to the World Finals in October. Same holds true if winning 2nd rodeo on a 2 rodeo weekend. (WRRA representative present at the rodeo will have paperwork for qualifying team and will collect the membership check made out to the WRRA)

1. The next WRRA rodeo the new team enters they must pay their Team Membership fee before competing.

1. **Local Team**

***Definition of a Local Team***: A Local Team has no desire to compete for year end points/awards or qualify to go to the World Finals in October.

1. Cowgirls of a Local Team can be previous WRRA members.
2. Teams competing as a Local Team will pay a fee of $90 to the WRRA per rodeo. (this fee is on top of entry fee)
3. A Local Team can only compete at 2 rodeos per season.
4. At each rodeo a Local Team enters, they will pay the $90 fee.
5. A Local Team must be based out of a town within 60 miles of the rodeo entered.
6. A Local Team wanting to join and compete for the yearend and/or qualify for World Finals in October will pay Individual & Team Membership (if a new team-just individual fees are due) before rodeo starts.
7. Local Team fee of $90 will not be applied to individual or team membership dues if the local team decides to join after competing at their local rodeo.
8. No year end points will be given to a Local Team.

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

1. **Entering a Rodeo**
2. Teams will call the WRRA Secretary the Friday three weeks prior to rodeo to enter.
3. Entry time will be **open 9am CST- 2pm CST**
4. Books will remain open until 16 team limit is reached or the following Monday at Noon CST.
5. **Call in # 402-389-0983**
6. Maximum number of teams at each season rodeo will be 16.
7. During call in you will be notified of mailing address for entry fees.
8. Any teams over 16 will be put on a waiting list.
9. Team & members must be in good standing with the WRRA.

1. **Paying Entry Fees**
2. **Entry Fees will be paid by the Friday after Entry Day. NO EXCEPTIONS**
3. Entry Fee check will be made out to the rodeo producer.
4. Fees not received by deadline team will forfeit place in rodeo.
5. Entry fees will be deposited on the Friday 2 weeks prior to the rodeo.
6. Entry fees will be forfeited if team cancels after the Friday 2 weeks prior to the rodeo.
7. **Refund of Entry Fees**
8. Rodeo producer will return check to any team cancelling before the Friday 2 week deadline.
9. Rodeo producer will provide proof to the WRRA that they have returned funds to cancelled team.
10. A WRRA representative will collect funds from Rodeo Producer before rodeo starts if no proof of return funds has been received.

1. **Non-sufficient funds - Return of Winnings**
2. If the WRRA 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 WRRA Board of Directors.
3. The team/contestant will also be responsible for all NSF fees that might be assessed by the bank.
4. 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 WRRA or Rodeo Producer. So correct team can be paid.
5. A copy of the timesheet will be provided to the team captain or team contact.
6. Any team not paying back winnings not due to them will not be allowed to compete until said winnings are paid back.
7. **Advertising & Sponsorships**
8. Members will respect the advertisers that the WRRA has already obtained and not call on them.
9. Team Sponsors will only be announced if sponsorship/advertising rules are followed.
10. Any questions on advertising call or email one of your WRRA board members.
11. World Finals Qualifying teams will receive a Team Ad Form & a Brand Ad Form in their finals packet.
12. **Qualifying for WRRA World Finals Rodeo**
13. The winning team of the average at each sanctioned rodeo will qualify for the finals.
14. If the winning team of the average has already qualified for the finals at a previous sanctioned rodeo the 2nd place team in the average will be the qualifying team. If the 2nd place team has already qualified the qualifying team will move down to the 3rd place team in the average and so on.
15. If a qualifying team decides not to enter the WRRA World Finals Rodeo the next placing team in the average at that rodeo will be the qualifying team.
16. The qualifying team has one month to turn in entry form for WRRA World Finals Rodeo. (Unless otherwise stated by WRRA Board; if sanctioned rodeo is held after August 15th, entry fees are due within a week of qualifying.)
17. Bios for all team members due no later than August 15
18. Any team changes after August 15, 2014 will not be guaranteed to make the rodeo program.
19. Any team changes after August 15, 2014 will not be guaranteed for sizes on any welcome bag products.
20. Bios and team info will be sent to team contact person for approval.
21. Changes must be received back to association within 48 hours.
22. If a qualifying team does not turn in paperwork by the deadline the next placing team at that qualifying rodeo will be the qualifying team.
23. Entry Fee for finals $1,500.00 is due by August 15th and deposited the Friday before the World Finals.
24. Team must be in good standing with the WRRA or forfeit their spot in the finals.
25. Wild Card Rodeo: Two-Day Average Winners will be chosen to qualify for World Finals from the largest two-day rodeo. (largest, meaning the most entries at a two day rodeo) (Rule will be implemented if a sanctioned rodeo has no teams excepting their spot in the World Finals or if a sanctioned rodeo is canceled.)

**2015 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.

1. **TEAM**
2. A team consists of 4 women.
3. A cowgirl can only compete on one team during a rodeo.
4. Every team will have a captain to act as spokesperson for the team.
5. Team members must ride the same horse throughout the rodeo.
6. All teams must sign a release form before the rodeo.
7. **Anyone under the age of 18 years of age competing, a parent or guardian must sign with them.**
8. A team may start the rodeo with 3 girls and add the 4th later in the rodeo.

1. **JUDGES/TIMERS/ARENA WORKERS**
2. A team member may work the rodeo but cannot be doing the books or timing.
3. There will be 2 timers and 2 judges.
4. 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.
5. Judges and timers cannot be immediate family members (parent, children, spouse or sibling) of the team members competing.
6. **All judges’ decisions are final.**
7. 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.
8. The arena director/gate man will take the issue to the judges.
9. When a sanctioned rodeo or world finals rodeo begins, any WRRA 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.
10. **RULES MEETING**

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

1. Rules meeting will begin 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 pointed out at this time to the teams as they will run the meeting.
7. If a team does not have a representative present at the rules meeting they forfeit their entry fees.
8. **ALTERNATES**
9. One alternate may be listed per team per rodeo.
10. Alternate may be used in case of an injury of a teammate
11. Alternate may be used if original teammate listed cannot make the rodeo.
12. Alternate has to be a paid member of the WRRA.
13. **INJURY**
14. Another cowgirl may be chosen if an injury occurs during the rodeo.
15. The cowgirl does not have to be on the entry form or program.
16. The chosen substitute cannot be working the rodeo or on a team competing in the rodeo.
17. The cowgirl chosen to substitute does not have to be a member of the WRRA.
18. The substitute must be used during the remainder of the rodeo.
19. The team may choose to complete the rodeo with only 3 cowgirls but will not be treated any differently than a team with 4 team members.
20. If an injury of a team member or animal occurs during an event, there will be no rerun.
21. 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.
22. **ATTIRE & EQUIPMENT**
23. Arena attire will consist of jeans, long sleeve shirt, cowboy boots or shoes with a riding heel, and cowboy hat.
24. Cowgirls must be dressed in full Arena Attire at all times while in the arena. (This includes warm-up and during awards.)
25. Ranch Name or Ranch Brand will be shown on either shirt, saddle pad or other visible area.
26. Condition of equipment is the team’s responsibility.
27. No reruns will be made because of equipment failure of the team.
28. Shirt tails must be tucked in.
29. Long sleeves may not be rolled up.
30. **PAYBACK**
31. 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.
32. Team must be in good standing with the WRRA to receive payback or prizes.
33. 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 WRRA or Rodeo Producer, so that the correct team can be paid. A copy of the timesheet will be provided to the team captain or team contact.
34. Any team not paying back winnings not due to them will not be allowed to compete until said winnings are paid back.
35. Rodeo producer will be responsible and held accountable for all winnings being paid to the winning teams.
36. **SCORING AT SANCTIONED WRR**
37. The rodeo producer will use the following scoring system, no exceptions to this rule.
38. Points will be given based on the number of teams taking part in the rodeo. i.e. 16 teams; 16pts for 1st, 15pts for 2nd, 14pts for 3rd and so on down to 1pt for 16th place.
39. Points are given in each event
40. 10 bonus points will go to teams with a time in each event.
41. A team receiving a no time in an event will receive no points.
42. Event totals and bonus points are added together to determine the placing in the average.
43. 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. based on 16 teams at the rodeo; tie between 1st/2nd =31pts (16pts for 1st + 15pts for 2nd) both teams will receive 15 ½ pts.
44. Before the rodeo the judge or arena director will have selected a sealed envelope containing the tie-breaking event.
45. The tie-breaking event will not be announced during the rodeo and will only be used in the occurrence of a tie in the average.

1. **SCORING FOR YEAR END AWARDS**
2. The same point system will be used for year-end points as what is used to score a rodeo.
3. Points will be totaled in events for average event winners and points will be totaled for overall rodeo average winners.
4. 10 bonus points will go to teams with a time in each event.
5. A team receiving a no time in an event will receive no points.
6. To qualify for the year end awards teams must complete 7 sanctioned rodeos.
7. Any team not taking 7 rodeos to the world finals will not be qualified for yearend awards.
8. The points earned at the 3 performances World Finals Rodeo will count towards the year end awards.
9. Year end points will be calculated from the required 7 rodeos plus all rodeo’s thereafter as well as the points earned during the 3 rounds at the WRRA World Finals Rodeo if the team qualified for the World Finals.
10. If there is a tie in an event for year end, the times from the season rodeos and the finals times will be added up and fastest time will win the tie.
11. If the total time (rodeo’s + finals) are tied then a coin flip will be the deciding factor.
12. Teams qualifying for yearend awards but do not qualify for the finals will still remain in the running for prizes awarded for the year end.

1. **SCORING AT THE WORLD FINALS FOR ROUNDS AND AVERAGE**
2. The same point system as used at sanctioned rodeos will be used for the rounds and average at the World Finals Rodeo.
3. Each round will be treated as a rodeo itself.
4. Points will be rewarded based on number of teams taking part in the rodeo
5. 16 teams 16pts for 1st; 15pts for 2nd; 14pts for 3rd and so on down to 1pt for 16th place.
6. Points will be given in each event.
7. 10 bonus points will go to teams with a time in each event.
8. A team receiving a no time in an event will receive no points.
9. Event totals and bonus points are added together per round to determine placing in average per round.
10. In 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.
11. Points received in all 3 rounds will be added together to determine World Finals Average Winners.
12. If there is a tie in points for the event average the times for 3 rounds will be added together and the fastest time wins.
13. Before the rodeo the judge or arena director will have selected a sealed envelope containing the tie-breaking event for each round and the average.
14. The tie-breaking event will not be announced during the rodeo and will only be used in the occurrence of a tie in the round average and/or the World Finals Average.

**2015 EVENT RULES**

 A sanctioned WRRA Ranch Rodeo will have the 5 following Events at each rodeo, Tie Down, Doctoring, Sorting, Trailer Loading and Calf Branding

**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.

1. **TIE DOWN (mugging/stray gathering**)
2. 3 minute time limit
3. No loop limit.
4. Steer will be let out of a gate on opposite end of arena from team
5. Team will be at opposite end of arena from steer behind chalk line.
6. Judge will flag team when to go and this will start time.
7. Steer must be roped (rope on steer) with a legal head catch in the first minute.
	1. Legal catches (around the horns, half-head, around the neck, one heel or two).
8. During an illegal head catch the roper cannot ride up and take the rope off the animal.
9. All 4 members are allowed to rope
10. A team can have no more than 4 ropes in the arena at any time.
11. Ropes may be passed from one team member to another.
12. Ropes must be thrown not laid upon steer.
13. Rope must maintain in contact with horse or rider or it is a dead rope.
14. Teams cannot tie their ropes on, they must dally.
15. Steer must be on his feet when roped
16. Once steer has been caught, rope cannot be handed off to another member horseback.
17. Roper cannot dally to slow down or control steer for another team member to throw a head loop.
18. Steer doesn’t have to be heeled; this is up to the teams’ discretion.
19. If control of steer is lost after the 1st minute it is a No Time (Loss of Dally or Rope).
20. During mugging process at least one team member must be in contact with rope or steer
21. After steer is roped and mugged down, he will be tied by 3 legs \* legs must be crossed
22. Steer does not have to be day-lighted.
23. Steer must not be intentionally jerked down or choked down.
24. All ropes and team members must be off steer before calling for time.
25. Time stops when one team member raises hands after steer is tied down.
26. Steer must stay tied for 6 seconds.

1. **DOCTORING**
2. 2 minute time limit.
3. No loop limit.
4. Steer will be let out of a gate on opposite end of arena from team
5. Team will be at opposite end of arena from steer behind chalk line.
6. Judge will flag team when to go and this will start time.
7. Steer must be roped (rope on steer) with a legal head catch in the first minute.
	1. Legal catches (around the horns, half-head, around the neck, one heel or two).
8. During an illegal head catch the roper cannot ride up and take the rope off the animal.
9. All 4 members are allowed to rope
10. A team can have no more than 4 ropes in the arena at any time.
11. Ropes may be passed from one team member to another.
12. Ropes must be thrown not laid upon steer.
13. Rope must maintain in contact with horse or rider or it is a dead rope.
14. Teams cannot tie their ropes on, they must dally.
15. Steer must be on his feet when roped
16. Once steer has been caught, rope cannot be handed off to another member horseback
17. Roper cannot dally to slow down or control steer for another team member to throw a head loop.
18. If control of steer is lost after the 1st minute it is a No Time (Loss of Dally or Rope).
19. Team must head and heel steer.
20. Once steer is roped - ropes must be tight and a visible mark will be placed on the steer’s face.
21. One chalk stick per team
22. Marking chalk must be handed from one team member to another, not thrown.
23. Time stops when steer has been marked on face and team member signals for time.

1. **SORTING**
2. 3 minute time limit.
3. Sort 3 head
4. All members may cross the line and anyone can sort.
5. A herd consists of 3 or more head.
6. No loping in or scattering of the herd.
7. It is at the judge’s discretion to give a no time for loping in or scattering the heard.
8. Only one rider can be in the herd at a time, there may be turn back helpers
9. Cattle will be located at the opposite end of the arena behind chalk line.
10. Time will start when the first team member crosses the line.
11. Cattle numbers will be announced when first team member crosses the line.
12. 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)
13. The cattle must be day-lighted when coming across the chalk line.
14. If any sorted cattle come back across the line, it is a no time
15. No wrong numbered cattle may cross the line, or it’s a no time.
16. Time stops when all cattle are out in the correct order and all riders are across the line.

1. **TRAILER LOADING**
2. 2 minute time limit
3. All members can 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 at 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 will be located at the opposite end of the arena behind chalk line.
9. Time will start when the first team member crosses the line.
10. Cattle number will be announced when first team member crosses the line.
11. Team will sort their numbered animal.
12. You may have one wrong numbered animal across the line at a time.
13. No wrong numbered animal may be loaded. This results in a no time.
14. If the animal that is to be loaded gets back across the line is a no time.
15. Load animal in front of the trailer.
16. Shut the middle gate.
17. Load one horse in the back of the trailer.
18. No riding horse in the trailer.
19. Shut the end trailer gate and latch it. Trailer must be “Road Ready”. (Judge’s discretion as to what they call ‘Road Read’ and it will be announced before rodeo starts.)
20. Team will run a foot to the circle.
21. Time stops when all members are in the chalk circle.
22. Truck and trailer will be located along the side of the arena with a wing fence.
23. If the wing fence is knocked down, the team members may leave it down or set it up.
24. If wing fence is knocked down, there will be no rerun.

1. **CALF BRANDING**
2. 3 minute time limit.
3. 2 calves are branded or no time.
4. A herd of calves are contained behind a chalk line in a pen within the arena.
5. Teams will show sportsmanship and good working relationships by being herd holders.
6. Four members consisting of a roper, brander, and two wrestlers.
7. Ground crew (2 wrestlers & brander) may be exchanged.
8. No loop limit.
9. Roper is allowed to carry only one rope.
10. Legal catches are: 1 heel or 2 heels, & pantyhose.
11. Heels will be roped from the bottom up.
12. Illegal catches are: neck loop, one or two front legs, belly loop, two calves at the same time.
13. During an illegal catch ground crew may take rope off when judge tells them to.
14. During an illegal catch, the roper can dally to help ground crew take rope off.
15. Roper has to re-rope calf after ground crew removes illegal catch.
16. During an illegal catch the roper must keep hold of the rope.
17. No loping in or out of the herd.
18. All members of ground crew can mug.
19. Ground crew may help pull calf across the line for branding.
20. Ground crew must stay behind the chalk line.
21. Roper & calf has to be on bucket side of the time line before ground crew can come into contact with calf.
22. Two calves are drug across the line, one at a time.
23. 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.
24. Judge will signal when brander can take iron from the bucket.
25. Calf must be branded on either hip.
26. Roper can return to the herd for her second calf as soon as the ground crew removes the rope.
27. Roper cannot re-rope the first calf branded until that calf is back into the herd. (3 or more calves is a herd)
28. Time stops after 2nd calf is branded and iron is returned to the bucket.
29. If calf is branded wrong, it is a not time.
30. Roper must remain on horse during event, even if there are only 3 members present.
31. Roper must remain in contact with rope.
32. Two teams may go at the same time but in separate pens and at least one judge per pen.
33. If rodeo committee cannot find appropriately sized calves, it is at judge’s discretion to allow teams’ 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.

**Sanctioning Rules**

1. **2015 SANCTIONING RODEOS**

The 2015 WRRA format will be as follows.

1. There will be minimum of 16 and maximum of 20 sanctioned rodeos in the 2015 season
2. Beginning February 15 and ending September 30.
3. The Wild Card Rodeo rule: ***Membership/Entry/Qualifying Rule K13;*** will be followed if a World Finals Spot needs to be filled.
4. **Rodeo Sanctioning Guidelines**
5. Sanctioning fee for WRRA shall be $200 per rodeo (This fee is subject to change on a yearly basis).
6. Sanctioning fee is due with application.
7. There will be no refund of the sanctioning fee if a rodeo is cancelled and not rescheduled.
8. Sanctioning application will be available on request from WRRA or may be downloaded from website.
9. Sanctioning is on an annual basis.
10. All ranch rodeos requesting sanctioned status must apply annually before April 15, 2015. Unless WRRA Board approves a late application due to a canceled WRR.
11. WRRA reserves the right to sanction rodeos based on geographical locations, facilities, board involvement, etc.
12. After being sanctioned by WRRA, all advertising and/or promotional material, must prominently display the WRRA logo and season sponsors.
13. The rodeo shall provide a reasonable space for the display of WRRA and WRRA season sponsor banners.
14. The rodeo shall also provide booth space for the WRRA display.
15. The Rodeo Committee shall provide adequate first-aid service for all performances. Equipment & personnel must remain available throughout the entire performance.
16. The Rodeo Committee shall ensure that a veterinarian is present or on call for every performance.
17. The Rodeo Committee must obtain a signed release form from each team and its members.
18. The five (5) events of the WRRA Ranch Rodeo will be: Sorting, Doctoring, Trailer Loading, Calf Branding and Tie Down.
	1. A WRRA sanctioned rodeo must include all five (5) of these events.
19. The Rodeo Committee will have 5 sealed envelopes for a judge to draw, one, before the start of the rodeo and he/she will sign the outside of the envelope. In the event of a tie for the average, the envelope will be opened to reveal the tie breaking event.
20. WRRA sanctioned rodeos may have other events in addition to those listed.
21. Points for WRRA qualification will only be derived from the five WRRA recognized events.
22. Rodeo Committee shall be responsible for all contracts and expenses associated with producing a sanctioned rodeo.
23. A sanctioned rodeo must have a minimum of 6 teams attending said rodeo.
24. A rodeo not having the minimum of 6 teams will not be a sanctioned rodeo
25. A sanctioned rodeo will be limited to 16 teams.
26. **Entry Fees will be paid by the Friday after Entry Day. NO EXCEPTIONS**
27. Entry Fee check will be made out to the rodeo producer.
28. Fees not received by deadline team will forfeit place in rodeo.
29. Entry fees will be deposited on the Friday 2 weeks prior to the rodeo.
30. Teams canceling after paying their fees must give rodeo producers at least 2 weeks’ notice for refund.
31. Rodeo producer will return check to any team cancelling before the 2 week deadline Entry fees will be forfeited if team cancels after the Friday2 weeks prior to the rodeo.
32. (This holds true even if the rodeo has the limited 16 teams) The cancelled team’s fees will go into the payback 100%. The WRRA will go to the waiting list and attempt to replace the cancelled team.
33. Rodeo producer will provide proof to the WRRA that they have returned funds to cancelled team.
34. WRRA representative will collect funds from Rodeo Producer before rodeo starts if no proof of return funds has been received.
35. A sanctioned ranch rodeo can be run simultaneously with another sanctioned rodeo.
36. Score sheets and ranch rodeo results will be turned into designated WRRA board member or representative when sanctioned rodeo is complete.
37. Judges, rodeo producer, arena director and at least 1 WRRA board member or representative will have a meeting prior to rules meeting.
38. If a WRRA board member or representative is not present at a sanctioned rodeo, the score sheets & ranch rodeo results must be received by WRRA office at least one week after completion of the sanctioned rodeo.
39. 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.
40. Rodeo Committee will provide the day sheet for the rodeo. Day sheet template will be emailed to rodeo committee from WRRA Secretary, which will contain all WRRA Season Sponsors.
41. Rodeo producer will be responsible and held accountable for all winnings being paid to the winning teams.
42. During the branding event, 2 teams can run at the same time but they must be in separate pens and 1 judge per pen.
43. Special arrangements made by the rodeo producer and teams entered for paying entry fees other than what is a WRRA 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).