

WTLW 2024 Rulebook

General Overview & By-Laws

***All Contestants & Parents are encouraged to read the rules carefully. Failure to familiarize yourself with the rules will not be accepted as an excuse.**

This organization shall be known as West Tennessee Lil Wranglers. It is strictly a non-profit organization.

The purpose and mission of the West Tennessee Lil Wranglers is to develop sportsmanship, horsemanship, build character, and life skills in the youth of our country. Promoting the positive image of the sport of rodeo. Preserve the Western Heritage. Offer a privilege of family bonding. Maintain the highest regard for the livestock.

All rules will be written in favor of contestants to encourage them to participate in the sport of rodeo. The Board of Directors reserves the right to modify or add rules for the good of the contestants and the organization. General membership meetings will be held throughout the rodeo season as needed.

Board Members will be voted on for each upcoming rodeo season by the board of the current year. New board members must be nominated by an existing board member to be eligible. Elected Board Members shall always make decisions based on contestant safety & to better the association as a whole. Decisions shall not be made in any way to benefit your child. We are all only involved in this to help better & grow our association and our kids and their experiences in rodeo. Rodeo is not all about winning!

The WTLW organization is a **100% DRAMA FREE** organization, and any drama or mind games will not be tolerated at all. This organization is all about the kids and helping them excel in all ways possible.

Each participant, by the act of paying membership dues &/or entry fees, waives all claims against management, stock contractors, arena owners, and the association for injuries he or she or their property may sustain at the rodeo or on the road to and from the rodeo.

The Board of Directors reserves the right to deny membership &/or rodeo entries to any participant and parent as needed due to conduct or continued infractions by the parent or the contestant. The Board of Directors also reserves the right to remove any parent from the arena/property if they continue to disregard the WTLW rules.

A Contestant and Contestant's parent/guardian must abide by the rules of the West Tennessee Lil Wranglers in their entirety.

A Contestant is eligible for All-Around points if entered in two or more events. Below is the list of approved events & the Board of Directors.

The Board of Directors reserves the right to modify, change, or add any rules during the season as we see fit for purposes to better the association or for the safety of the contestants.

Board of Directors & Judges

President –	Matt Moore	Board Members -	Keith & Brittany Newton
Vice Presidents –	Darryl Fenton & Michael Wadley		Clayton & Jessica Smith
Treasurer –	Marcie Moore		Darryl & Holly Fenton
Secretaries –	Cynthia Rice		Justin & Mallory Fowler
	Holly Fenton		Ernie & Dawn Draffin
Head Timer -	Twyla Smith		Michael & Emily Wadley
Back Gate Officials -	Alisse Kirk & Mallory Fowler		
Judges -	Caleb Smith		
	Grant Mayfield		

ORDER of EVENTS

Dummy Roping
 Ribbon Pull
 Unmounted Goat Tying
 Stick Horse Race
 Calf /Steer Riding
 Steer Riding
 *Breakaway Roping
 *Tie-Down Roping

*Barrel Racing
 Chute Dogging
 *Goat Tying
 *Sr. & Jr. Team Roping
 *Steer Stopping
 *Pole Bending
 *Timed Trail

(Will run in a rotation: When you are done with one event you go to the next event.)

*Indicates Mounted Event

*EXHIBITIONS will run after each event.

Points are awarded to member contestants as follows in the table below:

1 st Place	10 Points
2 nd Place	9 Points
3 rd Place	8 Points
4 th Place	7 Points
5 th Place	6 Points
6 th Place	5 Points
7 th Place	4 Points
8 th Place	3 Points
9 th Place	2 Points
10 th Place	1 Point
Participation	1 Point

In the event of a tie for any placing the point distribution will be handled as follows:
 Example: Three contestants are tied for first place. The points for first, second and third place will be added together for a total of 27 points. Those 27 points will be divided by three (the number of contestants involved) and each of the tie holders will receive equal points (9 points each). This calculation process applies for all ties for the 1st through 10th place. In the event of a tie for 10th place both/all contestants will receive 1 point.

Everyone will be given one point for active participation in each event. Participation points will be added to the points received from placing in an event. Just entering and paying an entry fee does not constitute active participation. The contestant must physically enter the arena and participate in the event.

Points will be awarded based on the day sheets for each rodeo. No changes will be made to the points unless noted on one of the day sheets.

****Video or hearsay will not be taken into consideration at any time.**

The association assumes no responsibility for injury or damage to person, property or stock of any owner, contestant, or assistant.

CONTESTANTS, PARENTS, AND SPECTATORS ARE NOT TO CONFRONT THE JUDGES, TIMERS, OR ANNOUNCERS.

Confronting the judges will not be tolerated. If a problem arises or you have a question, please visit with the Arena Directors or Event Director.

All judges' decisions are final. Judges, Arena Director, & Board may have discussions about any situation and how to proceed with a decision, to ensure fairness while considering all aspects of the decision being made about an issue or call.

Books will close with no exceptions at the beginning of the immediately preceding event.

Parents WILL NOT confront other parents or contestants about placing and/or penalties that their child may have received. The judge's decision & day sheets are the final decision for points, payout, etc. Videos or hearsay aren't admissible evidence to make any modifications.

The building and grounds should be left as it was when we arrived.

All contestants and families are responsible for cleaning up their area around trailers and in the bleachers. All trash both inside and outside should be picked up each day.

Parent/Guardian Code of Conduct

West Tennessee Lil Wranglers believes that the young people of our Association are the future of rodeo and the future of our country. It is important that the parents and guardians of the Contestants realize how much the kids learn from watching the example set by the adults who attend our rodeos. It is understood that we, the adults who support our children in their rodeo endeavors, all want the best outcome for our children and for the children of our friends and our communities. It is also understood that certain things will come up during the rodeo season, just as in the rest of our lives that we will disagree with. A questionable call by a judge, the fact our kids might not have been one of the winners that day, an honest mistake made figuring a score or a time, are just a few things that come to mind. How we choose to deal with those things can have far reaching impact on our children and our organization as a whole. Those impacts can be either positive or negative and we have control over that outcome. We will strive to show the kids of our Association that it is possible to disagree with something and to register that disagreement in such a manner so as not to create a negative experience, environment, or memory for our children who are always watching us. We understand that we are the teachers of **all** the children who are within the sound of our voices and in sight of our actions. We will make a promise to think before we act and to show our children that we respect the sport of rodeo and the people of West Tennessee Lil Wranglers. We do this to set a good example for the young minds and hearts that look to us every day for guidance, strength, support and understanding. We are the adults. We are the teachers.

GENERAL RULES

1. Membership fee will be \$40.00 per contestant or \$60 per family, with a \$1 fee per each additional contestant. Each contestant will receive 2 Back Numbers with their membership. Additional Back Numbers can be purchased for \$10.
2. Contestants will enter during the designated online entry date range. Check-In will begin at 8 am. Late entries are NOT ALLOWED. Online Entries will be open for 2 weeks. Entries will open at 8pm on the 3rd Sunday before the rodeo date and close at 8pm on the Sunday before the rodeo.
3. Membership must be purchased before the contestant enters any rodeo events. Points will not be counted until the membership fee has been paid.
4. A copy of the contestant's birth certificate or other acceptable proof of age will be required at time of membership fee payment or by the second rodeo the contestant attends in the series, or no points will be awarded.
5. *****Finals Qualification Requirements*****
 - Contestants will be required to compete in at least **FIVE** rodeos of the series (not including the finals) as a member per event,
 - Contestants are required to turn in \$200 worth of sponsorship.
 - **Sponsorship Deadline for Banners will be at the March Rodeo, so we can try to have banners at the April Rodeo.**
 - **Sponsorship Deadline for FINALS will be at the October 19th Rodeo.**
 - Contestants are required to Enter and attend the Finals Rodeo to be eligible for year-end awards. **You may not enter in an event in finals if you haven't competed in that event at 5 rodeos prior to finals.**
 - Contestants or Contestant Parent are Required to Sign up & be a Helper at a minimum of 1 Rodeo of the season. We will have a sign-up sheet posted prior to each rodeo. Parents are encouraged to be helpers for kids under 12 years of age.
6. Each contestant will pay a \$15.00 arena charge at each rodeo.
7. There will be five age groups: 1-5, 6-8, 9-12, 13-15, 16-18. Age will be determined as of January 1st of the current year.
8. A Contestant must be under the age of 19 as of January 1st of the current year. Age category is determined by the age of the contestant as of the first day of the current year. For example, if a contestant has a birthday in March and is 8 years old. That contestant will compete as an 8-year-old even though he/she will turn 9 before or during the season. Any contestant who knowingly is competing for points in the wrong age group and is caught, will be disqualified, and not allowed to compete in any other rodeos in the current series. All monies and points will be forfeited.
9. All-Around divisions will be 1-5 girls, 1-5 boys, 6-8 girls, 6-8 boys, 9-12 girls, 9-12 boys, 13-15 girls, 13-15 boys, 16-18 girls, and 16-18 boys.
10. All contestants will be required to wear Western Dress Code attire:
 - Western Hat commonly known as a "cowboy hat" or helmet.

- Button up shirt with collar and long sleeves.
 - *Back Number must be visible. **5-second penalty** if the contestant doesn't have a back number visible when they cross the plane of the arena gate.
 - 2 Back Numbers will be given to each contestant with their membership. Additional Back Numbers can be printed for \$10 each.
 - Long pants: Length from waist to ankles.
 - Western Boots: Lace up boots will be allowed. Slip on type footwear, i.e. "mules", "clogs" will not be allowed.
- Ball caps, T-shirts and Sweatshirts will not be allowed.** Riding tennis shoes are not allowed without a doctor's release at the time of entering rodeo. No exceptions without arena Judge's approval. If for any reason Dress Code will not be enforced at a specific rodeo it WILL BE ANNOUNCED.
11. Shirt sleeves must be rolled down. Contestant's shirts must be buttoned, and tail tucked in at the start of their event.
 12. Contestants' hat/helmet must be on their head when entering the arena. There will be a **5-second penalty** if the contestant doesn't have a hat or helmet on their head when they cross the plane of the arena gate.
 13. If a Contestant chooses to wear protective equipment in place of western attire, he/she will be allowed to compete with the equipment.
 14. All decisions relating to questions of "Dress Code or proper attire" will be the sole and exclusive domain of the Judges in the arena. Contestants who are noted to be in violation of the dress code by a Judge, will be allowed one warning from the Judges. Any code violation shall be immediately brought to the attention of the Contestant. If the violation is noted, as the Contestant is about to compete, said Contestant will be allowed to continue in that specific event with no disqualification. This is to prevent the rodeo being held up while the Contestant procures the proper attire. If said Contestant returns to the arena in a later event that day and has failed to correct the violation, as requested by the Judge, the Contestant will face disqualification from that day's rodeo and surrender any and all points earned in that day's rodeo prior to the disqualification.
 15. Judges are the only individuals who can disqualify a Contestant.
 16. If at any time, Judges, or any official feels that a Contestant, horse, or livestock are in danger of injury they may step in and assist in whatever manner the situation calls for.
 17. If a Contestant is called three times and is not ready to enter the arena, they receive a no time, unless arrangements have been made with the Judges.
 18. Rodeo points will not be counted until all West Tennessee Lil Wranglers Membership Rules are complied with, and a membership is obtained. You may not enter a rodeo without being a current eligible member.
 19. Any rules being questioned will be finalized by the arena director or WTLW President.
 20. The Board of Directors must approve all material pertaining to the organization prior to distribution.
 21. Year-end awards & jackets will be determined by the amount of funds made available through the fund-raising efforts of the association and its members.

22. If a Contestant, a Contestant's parent/guardian, or another Contestant believes the Judge(s) have made an erroneous call, the process for registering that specific belief and initiating a review by the Judge(s) is as follows:
23. The contestant must register any complaint before the next event begins with the arena director.
24. The arena director will approach the Judges asking for clarification. The Judges will decide:
 - a. The Call stands as made, in which case the issue is closed, and the rodeo will continue.
 - b. The complaint is valid, and the Judge will take corrective action.
 - c. The Judges' decision will be final.
25. Contestants, parents, and guardians must wait until after the performance to review all results from that day. All times may be posted or requested to see after each performance. Contestants, parents, and guardians are to give adequate time for the rodeo office to effectively and thoroughly tally times and places.
26. Times and places announced during the rodeo are unofficial. The sheets will be reviewed and signed at the end of the rodeo by the arena director, at that time is when they become official. The official times and places may be posted or available to review at the next rodeo. If you have a disagreement or question, it must be brought to the attention of the secretary or president at that time. We will review the evidence and give you an answer as soon as possible.
27. Only adults or minor children that are 10 years or older are allowed to assist in the arena area for safety reasons. Please do not allow any younger kids to help in the arena. We really need the adults or the older youth to help with the rodeo.
28. Foul Language in the arena may lead to disqualification at the Judges' discretion. This is for contestants and parents.
29. Excessive rowdiness, quarreling, or fighting with the Judges/Officials by Contestant/Parent will be a disqualification and/or removal from the property.
30. Attempting to fix, threaten, bribe, influence, harass, or coerce the judges, officers, or another parent/contestant will result in immediate disqualification and/or removal from the property.
31. Mistreatment of rodeo stock, including excessive dragging, or mistreatment of contestants' mount can result in disqualification.
32. Fighting & arguing among contestants, judges, or parents and guardians will not be permitted under any circumstance.
33. In age brackets 1-5, 6-8, and 9-12 boys and girls will compete against each other for event points and prize money. All 1-5, 6-8, and 9-12 events are open to both boys and girls. They will be separated for all around awards.
34. If at any time, Judges, or any official feels that a Contestant, horse, or livestock are in danger of injury they may step in and assist in whatever manner the situation calls for. There is no penalty when safety is the concern.

35. ALL ENTRIES are to be entered before the event starts. NO ENTERING or ADD ONS AT THE ANNOUNCERS DESK.
36. Must be entered and at the finals to receive year end awards unless you have a dr. note or vet release.
37. In the event of a timer malfunction and there was no time recorded from digital watches, contestant will be given a re-run at a time designated by the judges and Arena Director, plus any penalties. No penalties will carry over from the original run.
38. In the event the WTLW rule book doesn't cover a particular item, we will resort to the current National Little Britches Rulebook.
39. Exhibitions will be entered and ran as a separate event at the end of each event and will not be eligible for points or day money. They are practice runs only. All exhibitions will be run together no matter of age division. Fees for exhibitions will be a \$5 fee plus any stock fees if applicable.
40. Draw-Out Policy. Refunds for drawing out will only be allowed with a doctors note or vet note. If you enter online and do not show at the rodeo, you are responsible for your fees before you can enter the next rodeo. This rodeo system charges us per entry, so we loose money on contestants that enter and do not show up.

Payback

In all events in all age brackets

1-4 entries pay 2 monies, 60% - 40%

5-8 entries pay 4 monies, 40% - 30% - 20% - 10%

9-12 entries pay 6 monies, 29% - 24% - 20% - 14% - 9% - 4%

13-19 entries pay 8 monies, 23% - 20% - 17% - 14% - 11% - 8% - 5% - 2%

20 or more entries pay 10 monies, 19% - 17% - 15% - 13% - 11% - 9% - 7% - 5% - 3% - 1%

Team Roping Jackpot Payout

1-4 entries pay 1 money, 100%

5-8 entries pay 2 monies, 60% - 40%

9-12 entries pay 3 monies, 50% - 30% - 20%

13-19 entries pay 4 monies, 40% - 30% - 20% - 10%

20-25 entries pay 5 monies, 32% - 26% - 20% - 14% - 8%

25 or more entries pay 6 monies, 29% - 24% - 20% - 14% - 9% - 4%

Ground money will not be paid if there are no qualifiers. In case of a tie, monies will be added together, then divided by number (without rounding) of contestants tied.

Entry fees will be as follows:

- Dummy Roping, Stick Horse Race, Ribbon Pull, Timed Trail, Poles, and Barrels (including lead-line barrels and poles) fees will be \$10.00
- Unmounted/Mounted Goat Tying fees will be \$10 + \$5 stock fee for a total of \$15.00
- Chute Dogging, Breakaway roping, Calf Roping, Steer Stopping, Team Roping, Calf & Steer Riding: fees will be \$10 + \$10 cattle fee for a total of \$20.00
- Each Contestant will pay a \$15.00 arena fee per rodeo.
- Exhibition Fee is \$5 per event plus applicable stock fee. ****Does not qualify for points or day money.****

8 & Under Event Rules

SAFETY and success are the main concern with regards to the Children

1. Rule #1 Have FUN!
2. It is strongly recommended that protective helmets be worn in all events.
3. Judges retain the right to stop contestants from competing should a matter of safety become an issue. Following are a few examples for illustration:
 - a. The Child is riding a horse that they cannot control, or the horse is unprepared for the event they are being asked to participate in.
 - b. A child is adamantly protesting having to compete in an event due to fear or other circumstances.
4. Helpers may assist the Contestant in approaching the goat. No penalty will be assessed for the amount of assistance given by the helper to the Contestant. Contestants will not receive a time unless they are the one to actually remove the ribbon.
5. The Judges reserve the right to make special calls regarding the 8 & Under Division. The Emphasis is on safety and success, NOT on who wins.

Rodeo Association

EVENT RULES

DUMMY ROPING Open to ages 1-5, 6-8 & 9-12 Boys & Girls.

1. Ropers will rope a roping dummy supplied by West Tennessee Lil Wranglers as followed for each division: Dummy decision is per recommendations from Smarty Roping & Heel-O-Matic
 - a. 1-5 Dummy Roping
 - i. Steer Head will be a Bones 2.0 with stock horns & hornwrap
 - ii. Calf Head will be a Bones 2.0 without horns and wrap.
 - b. 6-8 Dummy Roping
 - i. Steer Head will be a Bones 2.0 with stock horns & hornwrap
 - ii. Calf Head will be a NEX
 - c. 9-12 Dummy Roping
 - i. Steer Head will be a Bones 2.0 with stock horns & hornwrap
 - ii. Calf Head will be a NEX
2. Contestants must rope with a hat on. If the hat is knocked off during a throw, no penalty will be assessed. Hat must be back on head before Contestant ropes in the next round.
3. The winner of this event is the Contestant who successfully qualifies with a legal catch from the longest distance. If the last two Contestants go out in the same round, they will rope from that distance until one misses or catches. Legal catches – Steer (half head, slick horn, & neck), calf (neck only). **If the rope goes around the entire body of the dummy, the contestant must have made an attempt to pull their slack prior to the rope touching the ground to be a legal catch. If there is not attempt it will be recorded as a miss. This will be decided by the judge of each age division.**
4. The rope must be swung at least **2 or more** times overhead before it can be spent or delivered.
5. The Judges do not have to be the Judges that are working the arena at the rodeo. This contest may be Judged by a representative of West Tennessee Lil Wranglers, or an appointed individual who may not have a child in that age group.
6. The Contestant may receive assistance from a helper in building their loops.
7. A Contestant who has started their swing but has not delivered their rope may stop their swing and readjust their loop size, spoke, etc. and then continue.
8. The Judges will be provided with score sheets for this event. The scoring sheets will be posted along with all other sheets for the rodeo.
9. The contest starts with a line, rope, or board on the ground approximately one (1) foot behind the dummy. This marker is the starting line. The Contestant cannot cross this line with any part of their foot while throwing their rope at the dummy.
10. Each contestant will throw three (3) loops at the dummy in the 1st round. If the Contestant misses all three tries, they are out of the roping. Contestants who have caught all three advances to the next round. After the 1st round there is (1) loop per round. This will continue until there is one remaining contestant. Contestants who only caught one or two are out of the roping but will be placed according to how many they caught.

11. The starting line will be moved back approximately one (1) foot for each round starting with the 2nd round. If an advanced Contestant misses, he is out of the roping and will be placed accordingly. Each contestant that catches will advance to the next round and the line will be moved back approximately one (1) foot at the beginning of each round.
12. The roping will continue in rounds until the last Contestant who successfully qualifies with a legal catch from the longest distance.
13. All contestants must be at the site of the contest with ropes ready at the beginning of the event.
14. Contestants must stay in line in the same order the Judge places them for the duration of the contest until they are eliminated, at which time they will leave the line.
15. Contestants must remain in line and be quiet and orderly during instruction and competition of the event.
16. A contestant who does not exhibit good sportsmanship during this contest can be disqualified at any time by the Judge.
17. The Contestant, who is roping, is to be given as much room as they need to swing and deliver their rope. If during a throw, a Contestant is accidentally fouled by virtue of their rope hitting a spectator or another Contestant, the Contestant who was fouled will be allowed another try. This will be the call of the designated Judge(s).
18. The Judge or their designated assistant(s) are responsible for moving the starting line prior to the start of each round.
19. Fishing is allowed within a ten (10) second time limit.
20. If a Contestant crosses the starting line with any part of their foot on their first or second try the throw will be considered a miss and the Contestant goes to the end of the line to wait for their next try. If a Contestant crosses the starting line with any part of their foot on their third try, the throw will be considered a miss and the Contestant is out of the competition. The Judges' decision is final.
21. Contestants must not remove their rope from the dummy until given the OK to do so by the Judge.
22. The contest goes until all Contestants have been eliminated. The winner is the:
Individual that qualifies from the greatest distance. Any ties that exist after the application of distance shall remain as a tie and be treated the same way as any other tie in any other event.
23. A dummy for each age group will be set up and run at the same time to expedite the rodeo.
24. All age divisions have the option to choose the Steer Dummy or Calf Dummy. Contestants must rope the specified dummy for their age group. Contestants entering the dummy roping cannot enter a mounted roping event, unless it is Exhibition only and not for any points.

STICK HORSE RACE Open to ages 1-5 Boys & Girls

1. No time limit.
2. Time is to be taken between two flags. Start line is to be marked with a line or rope. Time starts when Contestant crosses the start line and stops when Contestant crosses back over the start line.
3. Contestants must run with a hat on. If their hat comes off during a run, no penalty will be assessed.
4. Contestants must cross the start line with their stick horse between their legs, run around one barrel either left or right, continue the pattern, and run back across the starting line.
5. Stick must be between legs when Contestant crosses the start line at the beginning and end of the race. If the stick comes out from between legs while running, Contestant must remount the stick horse. Contestant does not have to stop to remount but must make an honest attempt to get the stick back between legs.
6. If the stick is not between Contestant's legs when Contestant crosses the finish line a 10-second penalty will be added.
7. Contestants will not be disqualified for any reason. Falling or breaking the pattern will not cause a disqualification.
8. Contestants competing in stick horse race are not allowed to compete in a mounted event, unless competing in lead-line.

RIBBON PULLING Open to ages 1-5 & 6-8 Boys & Girls

1. No time limit.
2. Time to be taken between one flag. Judge starts the time when the Contestant crosses the start line, Judge will stop time when Contestant removes the ribbon from the goat's collar.
3. Contestants must run with a hat on. If their hat comes off, no penalty will be assessed.
4. Contestant is to run across the start line, touch the tape on the rope, and pull the ribbon off the goat's collar.
5. Contestant does not have to run down rope but must touch tape before pulling the ribbon off the collar. Failure to do so will be a no time.
6. Goat handlers must hold the goat facing the starting line, at the furthest point away from the contestant. Goat handlers must be an adult, or a Contestant 13 years of age or older.
7. Helpers may assist the Contestant in approaching the goat. No penalty will be assessed for the amount of assistance given by the helper to the Contestant. Contestants will not receive a time unless they are the one to actually remove the ribbon.
8. Contestants in the 6-8 yr old age division competing in ribbon pull may not compete in the 6-8 yr old age division unmounted goat tying.

PATTERNED EVENT GENERAL RULES

Barrel Racing & Pole Bending

1. On patterned events, the official time will be taken from the electronic eye.
2. Electronic eye timing systems are used to mark the times in the patterned events. Backup Timers may be used to back this electronic system up with stopwatches in case the electronic system fails.

Following is an example of how that works; The Timers will run stopwatches using the Line Judge's flag as the cue to start and stop their watches. One of the Judges (the line Judge) stands behind one of the electric eye units and sights across the arena to the second electric eye to establish the plane of the start/finish line. When the nose of the Contestant's horse breaks the plane of the starting line, the Judge drops his flag, and the back-up Timers start their stopwatch at this time. The Judge drops his flag again when the Contestant returns back across the start/stop line after completing their run. The Back-up Timers stop their watches when the Judge drops his flag. The back-up times will be recorded in increments of hundredths (1/100) of a second.

When the electric eye fails to work for one or more Contestants during a performance, the manual back-up time may be used for those electronically missed. In the event of their not being a backup time, a rerun will be granted, plus any penalties incurred. Any penalties from the original run will not carry over. The electric eye-controlled times will remain unaltered.

3. Any contestant crossing the finish line before the pattern is complete or breaking the pattern, will receive a no time. A broken pattern shall be defined as breaking their forward motion to retrace their tracks to finish the pattern.
4. Hat must stay on across the threshold of the gate. **If hat falls off before the threshold, the contestant will receive a 5 second penalty.**
5. If the horse starts the timer by backing through before starting the pattern, time will be considered started.
6. Unless the event director is notified of a problem a contestant will be disqualified for not coming to the gate immediately after being called. If event director is notified of a problem, contestant will be dropped to the end of the age group to make their run.
7. Exhibitor must be mounted before entering the arena.
8. During timed events, the arena will be dragged at regular intervals, to be determined by the Arena Director. Turnouts will be included in the count. The arena must be worked following the Pole Bending and the Barrel Race before the next event can begin.
9. Arena gate must be closed immediately after the Contestant enters the arena and kept closed until pattern is completed and Contestant has horse under control.
10. There will be no re-runs given due to the failure of equipment furnished by the Contestant, or if a horse falls.
11. Contestants in age group 1-5 may be assisted verbally by one person standing behind the timer line and still receive points.

BARREL RACING: Also See Pattern Event Rules.

Open to age 1-5, 6-8, & 9-12 Boys & Girls,
13-15 Girls Only, 16-18 Girls Only

1. Properties: Three (3) 55-gallon barrels.
2. Contestant may go around either right or left barrel first but must make the first turn to the right and two turns to the left or first turn to the left and two turns to the right.
3. Knocking over a barrel is a five (5) second penalty, per barrel.
4. Judges will set barrels according to arena conditions.
5. Should a barrel fall after contestant crossed the finish line, time will hold and run considered qualified. Judge will determine if run is qualified.
6. Touching barrels is permitted by either horse or rider.

POLE BENDING: Also See Pattern Event Rules Open to ages 1-5, 6-8, and 9-12, 13-15 Girls Only, 16-18 Girls Only

1. Properties: 6 Poles each 6-7 feet tall, not constructed in a manner that may cause injury to rider or animal.
2. Contestant may run from left or right.
3. Contestant starts to right or left of the poles, runs down the length of all six poles, makes a left or right hand turn around the last pole, makes a weaving pattern through the six poles, makes a right or left hand turn around the first pole, resumes the weaving pattern and makes another left or right hand turn around the end pole and then runs straight back across the finish line.
4. The distance from the starting line to the first pole shall be twenty-one (21) feet and spacing between poles shall be twenty-one (21) feet apart.
5. There will be a five (5) second penalty for each pole knocked down.
6. Touching the poles is permitted by either horse or rider.

LEADLINE POLES AND BARRELS:

Open to ages 1-5. Exceptions may be made by the Board of Directors for special needs.

1. Contestants will not be divided into age divisions.
2. Contestants competing in lead-line may not compete in any other riding event.
3. Contestants will not accumulate points for year-end awards but will receive a participation award at the end of the season.
4. Contestant **must be led with a halter and leadrope** by an adult or another contestant over the age of 13. The horses must be led (For safety of the kids).
5. Contestant & Leader must both be in Official Dress Code.
6. Patterns in the Lead-Line division may be shortened to reduce time.

GOAT TYING Mounted and Unmounted. Can not get points in both, must pick.

Unmounted 6-8 Boys & Girls

Mounted 6-8 & 9-12 Boys & Girls,

Mounted 13-15 Girls Only, 16-18 Girls Only

Boys & Girls Goat Tying will be separated into different events.

1. Sixty (60) second time limit. The electronic eye system is used to start the timer, and manually stopped at the judges' flag. The time will be recorded in increments of hundredths (1/100) of second. In the even there is a timer malfunction, a rerun will be granted.
2. Goat will be staked on 10 feet of rope at least 100 feet from starting line, if possible. Stake to be completely in the ground so that no part of it is visible.
3. Contestant must ride from the start line to the goat, dismount and throw the goat by hand. Unmounted Goat Tying Contestants must run from the start line and throw the goat by hand.
4. Goat tiers will tie any three (3) legs with goat string or piggin string, with one or more wraps and a half hitch, hooley, or knot. Goat must stay tied for six (6) seconds after contestant steps back at least three (3) steps away from goat. 6 second time starts after stepping back three (3) steps. Girls can use goat string or piggin string. Boys must use a piggin string. If Contestant gets goat tether rope wrapped around leg he/she may ask the Judge for permission to remove it. After getting permission from the Judge, removing the rope and moving back three (3) feet the six-second time limit will start.
5. If the goat is down, it must be brought to its feet then thrown. If Contestant has a hand on the goat before it falls, it is considered thrown.
6. If the Contestant's horse crosses over the rope, or goat, or if the Contestant's horse comes in contact with the rope, or goat at any time while contestant is mounted or dismounted, a 10-second penalty will be added.
7. Goat must be held facing the starting line, at the furthest point away from contestant and must be released as starting flag drops. Goat handlers must be an adult, or a Contestant

not in the event or age group of the Contestant making the run. The handler is to release the goat and move off behind the Field Judge.

8. Time to be taken between two flags. Line Judge starts the time when the nose of the Contestant's horse breaks the plane of the start line, Field Judge stops time when Contestant signals the completion of the tie and the Field Judge has dropped his flag. The Contestant's hands must be clear of the string with arms raised to give clear indication to Field Judge they have completed the tie.
9. If tie comes loose or if the goat gets to its feet before time has been ruled fair, contestant will be marked a no time.
10. Contestant will receive a no time for touching the goat or tie after signaling completion of the tie.
11. In any age division, one contestant CAN NOT get points in both mounted & unmounted goats. They have to decide at the first rodeo which event that they want to enter for points, and continue in that event all season for points. They may enter the other in exhibition only for practice.

TIMED TRAIL:

Open to all age divisions

1. The trail course will consist of five obstacles. *There are no penalties for a down pole on the bridge. There is a 10-second penalty for a down barrel.
2. Winner will be the contestant that completes the course with the fastest time.
3. First obstacle will be a mailbox. Contestant must make a clear attempt to open and close the door on the mailbox. Two sizes will be provided for contestants on a horse or a pony.
4. Second obstacle will be to back between two barrels. Contestant will ride through or turn in front of the barrels to be facing the gate. Contestant will back between the barrels and then head to the next obstacle. There is a 10-second penalty if you knock down a barrel.
5. Third obstacle will be a bridge. The bridge will be surrounded by 6 poles, three on either side. Contestant's horse must cross the bridge without stepping off the side.
6. Fourth obstacle will be a gate.
 - a. 1-5 age group will ride through the gate, gate will already be open.
 - b. 6-8 age group must push open the gate and ride through, the gate will not be latched.
 - c. 9-12 age group must unlatch the gate, open the gate and ride through. The gate does not have to be closed.
 - d. 13-15, and 16-18 must unlatch the gate, open the gate and ride through, then close and latch the gate back shut.
7. Fifth obstacle will be a jump. Jump will consist of a PVC pipe and two cinder blocks.
 - a. 1-5 and 6-8 age group will cross over the PVC pipe with it laying on the ground.
 - b. 9-12, 13-15, and 16-18 will jump over the raised PVC pipe with it sitting in the cinder blocks.
8. Contestant must make a reasonable attempt to complete each obstacle. If an attempt is made, but contestant cannot complete, they may move on to the next obstacle and incur a 10 second time penalty.

9. Contestant the breaks pattern or fails to attempt an obstacle before moving on to the next will receive a no time.
10. In the 1-5 Age Division, the rider may have a helper enter the arena with them for verbal assistance. If the helper must touch the horse in any way, there is a **10 second penalty** for each obstacle that there is assistance.

Calf /Steer Riding:

Open to Boys & Girls 6-8.

1. Stock is to be released from a standard bucking chute. All stock will be released from the same chute.
2. 6-8 Calf/Steer Riding will not be a judged event. This event is to teach the contestants in learning the basics of steer riding.
Points - Each contestant will receive a participation point for attempting a ride. Points for completed rides will be same as if there was a tie like in any other event. Points will be averaged based on the number of completed rides. All contestants who make 5 or more completed rides will receive an award at finals. Points are included in all-around points.
3. Rider can use 2 hands to hold on & must stay on the calf for **3 seconds** to mark as a completed ride. Contestants will NOT be assisted in staying on the steer. Steers will NOT be tailed. If the contestant requests assistance or a tail, it is the same as a “No Time” and will only be given 1 participation point.. Parents are not allowed to enter the arena to help but are allowed to help in the chute. There will be Board Members present in the arena to help the contestants and serve as bullfighters.
4. No Re-Rides.
5. Spurs, or other similar types of equipment are not allowed.
6. Calf/Steer Ropes are mandatory. Contestant can use both hands to hold on. No wraps are allowed. Butterfly only.
7. Full Face Helmet & protective vest must be worn.
8. ****All contestants who make a completed ride in the minimum required rodeos (5) for finals will receive an award for that event.**

Steer Riding: Open to Boys & Girls Ages 9-12.

1. Stock is to be released from a standard bucking chute. All stock will be released from the same chute. A “loose flank” strap may be used to slow the stock and induce a kicking motion instead of a run.
2. Steer Riding is a judged event. Each contestant will receive points based on the length of time of his/her ride & how well they ride. Judge’s decision is final. Board Members will be present in the arena to serve as bullfighters.
3. No Re-Rides.

4. Spurs, or other similar types of equipment are not allowed.
5. Calf/Steer Ropes are mandatory, but no wraps may be taken. Butterfly only.
6. Rider can only use 1 hand to hold to the rope. Free arm can't touch the steer. Must ride **5 seconds** to get a qualified score.
6. Full Face Helmet & protective vest must be worn.

ROPING EVENT GENERAL RULES

***JUDGES DECISION WILL BE FINAL**

1. In the roping events the electronic eye system may be used. Timers use stopwatches. The time will be recorded in increments of hundredths (1/100) of a second. If electronic eye is not used, a barrier judge will start the time as a "barrel roping". Time is to be taken between two flags. Penalties will not count in time limit.
2. There will be a field flagman and a barrier judge. Arena conditions will determine length of score. Length of score will be set by judges, stock contractors, or board member.
3. There will be only one (1) contestant in the arena during a roping event.
4. If a jerk line, which pulls barrier, fouls roper, he will be entitled to a rerun if he declares himself immediately, not after spending his loop.
5. If roper breaks the barrier, a ten (10) second penalty will be added to time.
6. Judges will see that barrier is not tampered with. In the case of a barrier malfunction the call will be made by the line judge. If a contestant pulls up and calls a foul, it must be approved by the line judge in order to get a new run. If it is called and the contestant continues to rope, they will not get a new run.
7. Barrier equipment will be inspected by the judge before each roper competes. Barrier pigtail will be more than 6 inches.
8. Contestants are allowed only one loop in Calf Roping.
9. Cattle may be drawn, or chute run. If they are drawn, it is the contestants' responsibility to rope the correct calf or steer. If the wrong calf/ steer is roped the run must be done again with the proper calf or steer.
10. Unless the event director is notified of a problem a contestant will be disqualified for not coming to gate immediately after being called. If event director is notified of a problem, contestant will be dropped to the end of the age group to make their run.
11. Contestant must use string provided by WTLW to tie on breakaway rope.
12. Cattle belongs to a contestant when he calls for it, regardless of what happens, with the following exceptions:
 - a. In any timed event, if an animal escapes from the arena, the field judge will drop the flag and all watches will be stopped. Contestant will receive original animal back with a lap-and-tap start. Time already accumulated will be added to time used to complete the qualifying run.

- b. In case of mechanical failure.
- c. If in the opinion of the line judge contestant is fouled by barrier.
13. Tailing or pushing of animals is the contestants' preference. Helper must be ready. Arena Director may appoint a pusher for the Contestant, if available.
14. If neck rope remains on the animal after it leaves the chute, an automatic rerun will be awarded. The Field Judge will alert contestant to this fact when it happens. Contestant(s) may pull up and declare themselves but doing so is not mandatory to receive a rerun.
15. Judge is to flag time, then flag contestant out if the run is not legal or signal any penalties.
16. Roper must be mounted when time is taken in Breakaway, Steer Stopping and Team Roping.
17. Roping without releasing loop from hand will be a disqualified catch.
18. Contestant will be disqualified for any abusive treatment of horse or other livestock.
19. Only Western Saddles are to be used.

CHUTE DOGGING:

Also See Roping Event Rules; Open to ages 9-12, 13-15 & 16-18 Boys Only

1. Time limit of thirty (30) seconds. Time to be taken between two flags.
2. Event held at the bucking chutes. A left delivery chute will be used, and all chute dogging runs will be made from the same chute.
3. Prior to starting this event the Judge will swing one of the bucking chute gates open so that it is perpendicular to the chutes. A mark will be made in the dirt at the arena end of this open gate. This mark will indicate the distance the "start of time line" will be set from the bucking chutes. After closing the chute gate, a line will be set in the dirt running parallel to the chutes using the mark previously mentioned as a start guide. This line should be set by the Judge(s). The "start line" is now set.
4. Time starts when steer's nose breaks the plane of the "start line" after leaving the opened chute. One of the judges will drop a flag to indicate when this has happened.
5. With steers loaded in bucking chute, dogger gets beside the steer left hand on the left horn, right hand in front of or behind right shoulder. When dogger calls for the steer the chute gate will be opened. Dogger must keep right hand in front of or behind shoulder until the steer's nose crosses the score line.
6. Contestant cannot "lock up" steer or move into throwing position until the plane of the "start line" has been broken and the judge has dropped his flag. The judge dropping the flag to start the time will verbally cue the dogger when he is clear to lock up the steer.
7. Contestant is free to throw the steer any time after the contestant has been given the verbal cue to "bulldog" or "go" by the judge. **If dogger moves into throwing position before steer's nose crosses the "start line" there will be a ten (10) second penalty added to time.** This will be referred to as breaking the barrier. If steer is thrown before crossing the start line the dogger will be disqualified.
8. After crossing the start line, dogger must change direction of steer and twist it down.

9. Steer will be considered thrown down only when it is lying flat on its side, or on its back with all four feet and head straight. The judge in the field will drop his flag to stop the time when this point has been reached by the Contestant.
10. No dog falls or hoola-hans (end over end) allowed.
11. If steer gets loose from Contestant, they have one step to regain contact with steer.
12. If a steer falls in the opposite direction the dogger is attempting to throw him (dog fall) the contestant may turn the steers head to correspond with him (dog fall) the contestant may turn the steers head to correspond with the leg position to make this a legal fall.
13. Contestant must have one hand on the steer when flagged.
14. If a steer is accidentally knocked down or thrown down before being brought to a stop or is thrown by wrestler putting animal's horns into the ground, it must be let up to all four feet and then thrown.
15. Contestants cannot touch the right horn until the nose of steer crosses the starting line.
16. If steer falls or stumbles, a rerun will be decided by the judges.
17. One (1) person on ground, no other contestants beyond start line.
18. Contestant must not hold steers back or hinder movement until Steer crosses the start line, you will be disqualified.
19. There shall be two judges. A field flag judge and a barrier judge. The fairness of the catch and throw will be left to the judges, and their decision will be final.
20. The field judge is required to watch contestant and steer until animal is turned loose.
21. The barrier judge will stand on the start line on right side of the steer and flag when the animal's nose crosses the line indicating the start of the run.
22. Field judge will flag when the animal is legally thrown indicating the end of the run. The same judge can be used to flag the start and the finish.
23. **Chute Dogging Penalties –**

Locking up before the start line -	+10 seconds
Having the steer tailed -	+5 seconds
Any other assistance besides verbal -	NO TIME

Rodeo Association

BREAKAWAY ROPING: Also See Roping Event Rules. Open to ages 9-12 Boys & Girls; Ages 13-15 & 16-18 Girls Only

1. Thirty (30) second time limit.
2. Ropes are to be tied to the saddle horn with a string supplied by the Arena Director. A knot must be tied at the end of the rope with the string tied at the knot. There will be no tail. **2 loops are allowed but must rebuild.** Cannot carry 2 ropes.
3. A flag that is visible to the flagman or judge must be attached at the knot end of the rope.
4. Rope must go over the calf's head and it must draw up on any part of the calf's body behind the head.

5. Contestants will receive no time should they break rope from the saddle horn by hand or by touching rope or string after the catch is complete. However, if rope should dally around the horn, the contestant may ride forward, un-dally the rope, and then stop their horse to make the rope break away.
6. No flag on rope will be a no time.
7. Horse must clear the box before the loop is thrown.
8. Rope must be released from Contestant's hand to be a legal catch.
9. Closed catch pen.
10. There will be a ten (10) second penalty for a broken barrier.

CALF ROPING: Also See Roping Event Rules Open to ages 13-15 & 16-18 Boys Only

1. Time limit is thirty (30) seconds.
2. One (1) loop will be allowed.
3. Rope must be tied hard and fast.
4. A neck rope must be used. Contestants must adjust rope and reins in a manner that will prevent the horse from dragging the calf.
5. Contestant must rope calf, dismount, go down the rope and throw calf by hand and cross and tie any three (3) feet with a piggin string. There shall be one or more wraps and a half-hitch or hooley. (A hooley is a half hitch with a loop, tail of the sting may be partly, or all the way pulled through.) Time will be stopped when the contestant throws his hands in the air to declare his run.
6. Any catch is legal. "Catch as catch can" rule. Rope must hold calf until roper gets his hands-on calf.
7. If calf is down when roper gets to it, the calf must be stood on at least three feet. (Calf must be elevated high enough that is has the opportunity to regain its feet) and must be re-thrown. If calf is up when roper touches him, then falls, the calf will be considered thrown by hand.
8. If calf is down when the roper gets to it and he chooses not to get the calf up he will receive a ten (10) second penalty. If he tries to get him up and then chooses to go ahead and tie, he will still receive a ten (10) second penalty.
9. Tie must hold for six (6) seconds and three legs must remain crossed after roper has remounted and ridden up and given slack in rope. Slack must remain until judge examines and approves the run. If the tie does not hold, roper will receive a no time. If rope comes off calf as roper starts to work the tie, the six (6) second time will start when roper clears the calf. Rope will not be removed, and rope must remain slack until the field judge has passed on tie.
10. The Judge will watch the animal during the six (6) second period and will stop the watch in the event the animal gets free, using the time on the watch to determine if it was tied for the required length of time. Judge must show his watch if the contestant requests it.
11. There will be a ten (10) second penalty for a broken barrier.

12. Calf belongs to roper when he calls for it, regardless of what happens, except in case of mechanical failure. Judge will rule.
13. Should calf escape the arena, time will be stopped, and roper will get same calf "lap & tap" with elapsed time added. Time will start when the calf's head enters the arena.
14. The drag rule from the High School Rodeo Rulebook will be used for this event. Excessive dragging will be grounds for disqualification.
15. Roper will be given "no time" for touching calf, string, or rope after giving finish signal.
16. If at any time, Judges, or any official feels that a Contestant, horse, or livestock are in danger of injury, they may step in and assist in whatever manner the situation calls for.

STEER STOPPING: Also See Roping Event Rules Open to ages 9- 12, 13-15 & 16-18
Boys & Girls

1. Thirty (30) second time limit. Time is taken between two flags.
2. Three legal head catches: both horns, half head, or around the neck.
3. **2 loops are allowed, but must rebuild.**
4. Roper must dally to stop steer or change steers direction. Dally means one complete turn around the horn. No tied ropes allowed.
5. Time stops when steer and horse face each other with 8 feet on the ground and a taught rope.
6. Steer must be standing when roped.
7. Roping steer without turning loose of the loop will be considered no catch.
8. Closed catch pen.
9. A dropped rope will count as a rope thrown.
10. If a steer is roped by horn or any foul catch, roper is not allowed to ride up and put rope over horn or head with his hands.
11. The judge will decide any questions regarding catches.
12. If horse ducks to the left contestant will be disqualified.
13. A hazer is allowed to help preserve the cattle. The judge may serve as a hazer.

TEAM ROPING: Also See Roping Event Rules Open to ages 9 and above. Boys & Girls
Heading & Heeling. There are 2 Divisions, Senior (13 & over) & Junior (12 & under).

1. A thirty (30) second time limit. Ropers can only carry one loop. Closed catch pen. If animal escapes, time is to stop, and contestant is to receive a rerun @ lap and tap plus the original time. **3 Loops are allowed.**
2. Contestants are allowed to enter 2 times with a different partner. Contestants can also swap ends with the same partner.

3. Heading and Heeling are two separate events and points for the year-end awards in those two events will be tracked as all other events. Points will only be awarded in 1 run per event. The highest placing run for each roper will be the points that will be kept.
4. The team roping is split into two divisions: Junior (12 yrs old and under) and Senior (13 yrs old and above). Points will be awarded according to contestant's age. Points will be kept for the heeler and the header so that a junior may rope with a senior.
5. Day money for team roping will be paid out in a jackpot style according to teams. Fast time wins regardless if the entry was for points or not.
6. There will be a ten (10) second penalty for a broken barrier.
7. If a contestant does not have a partner but wishes to enter with the request that a partner be drawn from a draw box may do so. The Draw Box is defined as the list of names of Contestants, both Headers and Heelers, who entered the rodeo and requested their name be put in the Draw Box. A roper without a partner can enter the rodeo via the entry form with the request that they need a partner drawn. One will be drawn for them out of the ropers listed in the Draw Box. If your name is drawn, you do not have to pay an additional entry fee to rope with the partner you are drawn with. The run will not count for points for the contestant whose name came out of the Draw Box. Their points will only count on their original entered run(s). You must enter at least one time for your name to be eligible to go in the Draw Box. The run will be eligible for prize money.
8. Time will be taken when steer is roped and both horses facing steer in line, with ropes dallied and tight, horse's front feet must be on the ground.
9. Roping steer without turning loose of the loop will be considered no catch.
10. If either roper does not dally or drops rope, the team will be flagged out.
11. If the steer is roped by the horn, the roper is not allowed to ride up and put rope over horn or head with his hands.
12. The judge will decide any questions regarding catches.
13. Three legal head catches: both horns, half head, or around the neck. Legal heel catches: any heel catch behind the front shoulder is legal if rope goes up heels. If only one hind foot caught contestants will receive a five (5) second penalty.
14. No cross firing. This means that the Header must dally and change directions of the steer before the Heeler can throw his/her loop.
15. A dropped rope will count as a rope thrown.
16. Steer must be standing up when roped by head and heels.
17. Contestants can be disqualified if in the Judge's opinion the animal is handled with excessive roughness.
18. Any question as to whether a catch is legal, will be decided by the Judges. Their decision is final.
19. A front or rear leg in the head loop may only be fished out prior to dallying. If the contestant dallies and turns left with a leg in his loop it's an automatic no-time.