

## Willcox Junior Rodeo Association

*Quail Park Arena*

*Willcox, AZ*

### 2021 Rules & Regulations

Welcome to the 2021 Willcox Junior Rodeo Association Series

The schedule for 2021 is:

February 13-14, Entries postmarked by February 1, 2021

March 13-14, Entries postmarked by March 1, 2021

April 10-11, 2021, Entries postmarked by March 29, 2021

All Rodeos will begin at 9 AM.

#### PRE-ENTRIES ONLY – NO ONSITE ENTRIES

Pre-entries must be postmarked by Monday 12 days prior to the event or hand delivered by Wednesday at 5pm before event with \$25 late fee.

**If you are drawing out of the rodeo or an event, you must notify the secretary 24 hours prior to Check In or you will not be refunded. There will be no "make-ups" allowed.**

**Working Families will be drawn per rodeo, or you can pay a \$50 opt out fee. Please *know* your *help* is appreciated.**

**This association is for ages 0-18. Contestant age is as of January 1, 2021. Age groups: (0-6), (7-10), (11-14), and (15-18).**

Each contestant will accumulate all around points in each contestant's top **FIVE (5)** events to be considered for all around points toward year end prizes. Contestants must compete in at least **4 out of the 6** rodeos to be eligible for year-end prizes. Each WJRA event will payout cash to the top winners in each category. WJRA will award prizes at the end of the series during an awards ceremony. Every member participating in at least 4 rodeos will be awarded a prize at the end of the series.

**Dress:** Contestants are expected to wear full western dress (Cowboy Hats optional, no ball caps permitted, cold weather permits for winter hats). Contestants must not be tied to their saddle in any way; seat belts, straps, saddle strings, Velcro, etc. (Rubber bands ARE allowed to help keep feet in stirrups). If there is any question, it must be approved by directors prior to competing.

**WJRA Membership dues:** \$35 per single or \$50 per family (must be immediate family.) All around points will be awarded in 5 events. Stock fees are included in event fees on the registration form. There is no prize fund fees added to event fees.

**Running Order:** All contestants will run in a random draw by the Secretary. Requests for running order will require pre-approval.

**All Around and Event Points:** Points will be given to each contestant based on 1st through 10th place. 10 points will go to first, 9 to second, 8 to third, and so on. In the event of a tie, the

points for that placing are added to the lower placing and split. For example, if two contestants tie for 2nd place, points for 2nd place=9 and 3rd place=8 are added, so  $9+8=17$  divided by  $2=8.5$  points per contestant. The next fastest time will be recorded as fourth place and points applied accordingly.

**Payouts:** Entry fees will be paid back at 65% payback excluding stock fees.

Payouts will be calculated as follows:

1-3 entries: 1<sup>st</sup> Place 100%

4-5 entries: 1<sup>st</sup> Place 60% 2<sup>nd</sup> Place 40%

6-10 entries: 1<sup>st</sup> Place 50% 2<sup>nd</sup> Place 30% 3<sup>rd</sup> Place 20%

11+ entries: 1<sup>st</sup> Place 40% 2<sup>nd</sup> Place 30% 3<sup>rd</sup> Place 20% 4<sup>th</sup> Place 10%

**All funds held from entry fees will go toward year end prizes for all contestants.**

**Leadline:** The lead line class is made up of riders that are assisted by their parents. These riders will run all of their events at once, before the other classes begin. These riders will be given participation prizes, but no points will be kept. The other four age groups will ride unassisted and points will be kept for year-end prizes. A rider can choose to move up to the unassisted age group at any time. They may also choose to ride lead line in one or more event, and unassisted for points in another event(s).

**Barrels:** The clover leaf pattern will be run either to the left or right. If the pattern is broken, it will result in a no time. If the beginning line (the eye) is crossed before the pattern is complete or the competitor goes past the intended barrel in the wrong direction, a broken pattern will result. A forward motion must be maintained to avoid a broken pattern. Contestants in the 0-6 age group will not be disqualified if their horse stops forward motion during the event but they may not backup within the pattern. A broken pattern will be determined by the flag man and arena official. A knocked over barrel will result in a 5 second penalty.

**Flags:** (For contestants in the 6 & Under and 7-10 age groups only.) The competitor may run on either side of the barrel, turn the barrel while removing the flag from the bucket, and return home on the opposite side. The flag may not touch any part of the horse, or a no time will result. If the flag is dropped, a no time will result. If the contestant misses the flag, they may circle the barrel for another attempt. **A forward motion must be maintained.** A knocked over flag bucket will result in a 5 second penalty. A knocked over barrel will result in a 5 second penalty.

**Poles:** The poles can be run on either side. The competitor must turn the end pole and weave down through each one then back up through each one. After the end pole is turned, they must race home on the opposite side of the one they ran down on. If a pole is missed, or the beginning line (the eye) is crossed during the pattern, it will result in a no time. A forward motion must be maintained. A knocked over pole will result in a 5 second penalty. Contestants in the 0-6 age group will not be disqualified if their horse stops forward motion during the event but they may not backup within the pattern.

**Goats:** The contestant must run down to the goat on horseback. The goat will be on a 10 foot tether. The contestant will flank and tie three legs of the goat. The goat must stay tied for six seconds or a no time will result. If the contestant's horse crosses the tether or touches the goat, a 10 second penalty will be added. The contestant will have a one minute time limit to tie the goat. A horse holder will be used in the 0-6 age group to keep things safe, but contestant cannot be assisted in any way. Contestants in the 0-6 age group. The goat shall be tethered in the same manner as with goat tying. The goat shall be tethered at 6 feet for this event Pee Wee only. After removing the ribbon the contestant has to run toward the finish line 15' from the stake. This is to be laid out downstream of the arena. A six-inch ribbon is tied to the base of the goat's tail and the contestant is required to remove the ribbon from the tail. Time is started when the contestant crosses the timer line and ends when the contestant sprints back across the line with the ribbon pulled from the goat's tail. Once the horse has come to a complete stop, parents may choose to hold the horse while the contestant dismounts. Contestants will not be disqualified if their horse stops forward motion during the event.

**Tie Down:** (For contestants in the 15-18 age group) Calf horses must have a neck rope and a keeper. Catch as catch can. The time will start when the calf leaves the chute and stop when the flagman drops the flag. A ten second penalty will be added for a broken barrier. Three legs must be tied on the calf with the calf staying down for six seconds once the roper has mounted his horse and put slack in the rope.

**Double Muggin':** (For contestants in the 11-14age group) Calf horses must have a neck rope and a keeper. Catch as catch can. The time will start when the calf leaves the chute and stop when the flagman drops the flag. A ten second penalty will be added for a broken barrier. An adult will assist in flanking the calf, hand the front leg to the roper, then hold the calf's head down for the roper to tie. Three legs must be tied on the calf with the calf staying down for six seconds once the roper has mounted his horse and put slack in the rope.

**Calf Touch:** (For contestants in the 7-10 age group) Calf horses must have a neck rope and a keeper. Catch as catch can. The time will start when the calf leaves the chute. A ten second penalty will be added for a broken barrier. Time stops when the roper gets off their horse and touches the calf, then the flag will drop.

**Break Away:** The time starts when the calf leaves the chute and stops when the rope breaks away from the saddle horn at which time the flagger drops the flag. The rope must go completely over the calf's head. A ten second penalty will be added for a broken barrier.

**Steer Stopping:** Three legal head catches: slick horns, half head, neck. Steer must be roped and turned to face the horse and rider. Horse and steer must have all 8 feet on the ground. Flagman will drop the flag for time when horse, rider, and steer are facing each other, stopped and in a straight line. A ten second penalty will be added for a broken barrier.

**Heading:** Three legal head catches: slick horns, half head, neck. Header may rope with anyone they choose. The judge will drop the flag when the header is facing the heeler and their ropes are tight. A 10 second penalty will be added for a broken barrier.

**Healing:** The steer must be headed first. If the heeler throws his look before the steer has been turned, it is a cross fire and will result in a no time. The heeler may rope with anyone they choose. The judge will drop the flag when the header and heeler are facing and their ropes are tight. No tying on in any age group!

**Ribbon Roping:** Age groups 11-14 & 15-18. The contestant can pick anyone to mug the calf and anyone to run the ribbon. It is a fun event. The contestant can mug the calf themselves if they want to. It is all on and up to the roper. Roper will rope behind a time line. If the time line is broken, a 10 second penalty will be added to the time. 60 second time limit. Legal catch is catch-as-catch can.

**Chute Dogging:** Age groups 11-14 & 15-18 A left delivery chute must be used and all runs must be made from same chute. Contestant will start inside the chute with the steer. When contestant calls for steer, chute gate will be opened. Contestant must keep right hand in front of or behind shoulder until the steer's nose crosses the score line, which will be 10 feet in front of and parallel to the chute. If contestant moves into throwing position or touches either horn before steer's nose crosses score line there will be a ten (10) second penalty added to the time. If steer is thrown before crossing the score line, the contestant will be disqualified. Contestant must allow steer to maintain forward motion to the score line. 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. Contestant must have hand on steer when flagged. Adult may assist inside the chute only. If steer falls, it must be allowed to regain footing and then be thrown by contestant.

**Any issues during the event must be reported to the event director prior to the final contestant in the event. The flagman and arena director's judgment is final.**

Overnight dry camping is available at Quail Park. Pens at the Quail Park Arena are on a first come first serve basis. You may also bring your own stalls. Please respect the property and remove all trash.

All entries must be received by Monday, the week of the event, to avoid a late penalty. No entry changes or new entries will be allowed onsite. Entries may be hand delivered to WJRA director by Wednesday 5pm prior to event with a \$25 late fee.

Please contact one of the WJRA directors if you have any suggestions, questions, or ideas to improve our organization.

**WJRA Contacts:**

For questions please contact: Patsy Alexander (520)205-0947; Allison Resor (520)508-2296; Carly Todd (520)507-4726