

Willcox Junior Rodeo Association

Quail Park Arena Willcox, AZ

2025

Rules & Regulations

Welcome to the 2025 Willcox Junior Rodeo Association Series

The schedule for 2025 is:

March 22-23, APRIL 19-20, MAY 24-25

March 22-23, 2025 Entries postmarked by March 10, 2025

April 19-20, 2025 Entries postmarked by April 7, 2025

May 24-25, 2025, Entries postmarked by May 12, 2025

All Rodeos will begin at 9 AM.

PRE-ENTRIES ONLY

Pre-entries must be postmarked by 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 per day opt out fee. Please know your help is appreciated!

This association is for ages 0-18. Contestant age is as of January 1, 2025.

Age groups: (0- 6), (7-10), (11-14), and (15-18).

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 \$60 per family (must be immediate family.) All around points will be awarded in each event entered. 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.

Points, Awards & Payout

Each contestant will accumulate all around points in each contestant's events to be considered for all around points toward year end prizes. Contestants must pay the allotted membership fees and sell the minimum required raffle tickets to be eligible for year-end prizes. **Each WJRA event will have payouts to the top winners in each day. At the end of the series WJRA will awards top 4 in individual events and top 4 in the ALL AROUND at the completion of the last rodeo.** Every good standing paid member participating will be awarded a membership prize at the last rodeo.

Raffle Tickets: Each member will need to sell ten \$10 raffle tickets. (there will be an award for the member that sells the most raffle tickets like in years past) This year we are requesting that our raffle tickets be pre-paid. This ensures awards are distributed at the final rodeo. This means that on your first entry form you will pay for your tickets and the tickets will be picked up at the first rodeo. If you have any concern's about this please **email willcoxjuniorrodeo@gmail.com**

All Around and Event Points: Points will be given to each contestant based on 1st through 10th place.

Boys and Girls will compete in specified event together but the points will be separated to accommodate the All Around standings for boy and girl.

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.

The Pay out will be paid out to each contestants placing in the event

Payouts: Entry fees will be paid back at 80% payback excluding stock fees.

Payouts will be calculated as follows:

1-3 entries: 1st Place 100%

4-5 entries: 1st Place 60% 2nd Place 40%

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

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

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

Event Rules

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. These riders will be given participation prizes, but no points will be kept. **Contestants may be entered in the lead line and ONLY ONE 6 & under event but if two or more are entered in the 6 & under the contestant cannot be in the Lead line. (With the EXCEPTION of dummy roping)**

Lead line is designed for Novice contestant . If at the first rodeo contestant is entered in the Lead line but contestant moves up throughout the series to two or more events the contestant will be considered a 6 and Under member. Participation points are not counted for All Around Awards. **(If director of board member feels that a contestant is ready to move a kids up to the 6 and under age group they have the authority to do so)**

Dummy Roping: This is for our future WJRA Ropers. Ropers will have a opportunity to have practice throws. When director starts event all contestants will have three shots back to back.. Contestant must stand behind the stated line and must pull their slack tightly for points to count. contestant may not move more than a step to fish. Fishing for a catch will be allotted by the director. Points will be given Slick horns 4 points, Half head 3 points, and Neck 2 points. Once points are totaled rope offs will be needed to determine placings.

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.

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.

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.

Heeling: The steer must be headed first. If the heeler throws his loop 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!

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. Boys must use a calf string and tie their goat like a calf. 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

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 11-14 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. 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.

Ribbon Roping: Age groups 7-10, 11-14 & 15-18. The contestant can pick anyone to mug the calf and anyone to run the ribbon. Calf horses must have a neck rope. 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. 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.

Additional Info

- Overnight dry camping is available at Quail Park.
- If you have any questions, concerns, or suggestions please email us at **willcoxjuniorrodeo@gmail.com**
- Pens at the Quail Park Arena are for Board members/ Directors of the Assoc. that live out of town.
- Additional pens are available at the Willcox Livestock Auction call 520-384-2206 to request
- 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 personal if you have any suggestions, questions, or ideas to improve our organization.

WJRA Contacts:

For questions please contact:

willcoxjuniorrodeo@gmail.com

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