



Events and Entry Fees

Leadline – \$20 Girls/Boys Combined

Barrels & Goat Un-decorating

6 & Under Boys and Girls Combined

Barrels \$25
Poles \$25
Goat Un-decorating \$30
Calf Dummy Roping \$25

7-9 Girls

Barrels \$35
Poles \$35
Goat Tying \$40
Breakaway \$45
Double Mugging \$45 Girls/Boys Combined
Team Roping \$45 Girls/Boys Combined Youth/Adult - May enter 2X

7-9 Boys

Barrels \$35
Poles \$35
Goat Tying \$40
Breakaway \$45
Double Mugging \$45 Girls/Boys Combined
Steer Breakaway \$45 Girls/Boys Combined

10-12 Girls

Barrels \$40
Poles \$40
Goat Tying \$40
Breakaway \$50 May enter 2X – 1st entry Points and Jackpot, 2nd entry Jackpot Only
Team Roping \$50 Girls/Boys Combined Youth/Adult - May enter 2X

10-12 Boys

Goat Tying \$40
Breakaway \$45
Tie Down \$50
Double Mugging \$50
Ribbon Roping \$50
Team Roping \$50 Girls/Boys Combined Youth/Adult - May enter 2X

13-16 Girls

Barrels \$40
Poles \$40
Goat Tying \$45
Breakaway \$45 May enter 2X – 1st entry Points and Jackpot, 2nd entry Jackpot Only
Team Roping \$50 Girls/Boys Combined - May enter 2X

13-16 Boys

Breakaway \$50
Tie Down \$50 May enter 2X – 1st entry Points and Jackpot, 2nd entry Jackpot Only
Ribbon Roping \$50
Chute Dogging \$50
Team Roping \$50 Girls/Boys Combined - May enter 2X

Open Ladies

Barrels \$55
Poles \$55
Goat Tying \$55
Breakaway \$60 May enter 2X
Team Roping \$70 Ladies and Men's Combined - May enter 2X

Open Men's

Tie Down \$60 May enter 2X
Team Roping \$70 Ladies and Men's Combined - May enter 2X

WILD CARD RULES & REGULATIONS 2023 – 2024 SERIES

ORDER OF EVENTS – Saturday Rodeo starts at 1pm & Sunday Rodeo starts at 9am

1. 13-16 Girls Barrels
2. 10-12 Girls Barrels
3. Open Ladies Barrels
4. 7 - 9 Girls Barrels
5. 7 - 9 Boys Barrels
6. 6 & Under Barrels Girls/Boys Combined

CHURCH - SUNDAY ONLY

7. 13-16 Girls Poles
8. 10-12 Girls Poles
9. Open Ladies Poles
10. 7 - 9 Girls Poles
11. 7 - 9 Boys Poles
12. 6 & Under Poles Girls/Boys Combined

13. Open Ladies Goat Tying
14. 13-16 Girls Goat Tying
15. 10-12 Girls Goat Tying
16. 10-12 Boys Goat Tying
17. 7-9 Girls Goat Tying
18. 7-9 Boys Goat Tying
19. 6 & Under Goat un-decorating Girls/Boys Combined

20. Leadline Barrels & Goat un-decorating Girls/Boys Combined

21. 6 & Under Calf Dummy Roping Girls/Boys Combined

22. 13-16 Boys Chute Dogging

23. Open Ladies Breakaway
24. 13-16 Girls Breakaway
25. 13-16 Boys Breakaway
26. 10-12 Girls Breakaway
27. 10-12 Boys Breakaway
28. 7-9 Girls Breakaway
29. 7-9 Boys Breakaway

30. 7-9 Double Mugging Girls/Boys Combined
31. 10-12 Boys Double Mugging

***SATURDAY AND SUNDAYS CHUTE DOGGING RUNS WILL ALL BE RAN ALL ON SATURDAY**

32. Open Mens Tie-down
33. 13-16 Boys Tie-down
34. 10-12 Tie-down

35. 13-16 Boys Ribbon Roping
36. 10-12 Girls Ribbon Roping
37. 10-12 Boys Ribbon Roping
38. 7-9 Ribbon Roping Girls/Boys Combined

39. Open Team Roping Ladies/Mens Combined
40. 13-16 Team Roping Girls/Boys Combined
41. 10-12 Youth/Adult Team Roping Girls/Boys Combined
42. 7-9 Youth/Adult Team Roping Girls/Boys Combined

***SATURDAY AND SUNDAY TEAM ROPING RUNS WILL ALL BE RAN ALL ON SATURDAY**

ENTRY METHOD – All entry fees must be paid before competing

- Entries & Membership forms for first rodeo need to be postmarked by November 3rd, 2023.
- All other regular season rodeos are **DUE** (not postmarked) the Monday prior to rodeo.
- There will also be a box at the Secretary's desk to enter the next rodeo (preferred method). Please include a check with entries.
- Late entries will be taken from 8:00 – 8:30 am prior to the rodeo with a \$15 late fee. Late fee goes directly into prize fund.
- No late fees in open division. Open division can enter up to 30 minutes before the event begins.
- All checks will not be cashed until the Monday following each rodeo.

Wild Card Rodeo
1100 7th St NW
Childress, TX 79201

FMI Call or text Mashburn Event Center at 806-204-0538
OR text Holly Cox at 940-674-5554

MEMBERSHIP

\$40 per individual or \$90 for a family membership

\$15 per rodeo non-member fee

A contestant may enter as a non-member but will not be eligible to accumulate any points nor be eligible for the year-end finals. There are no restrictions on the number of rodeos a non-member can enter but they must pay an additional \$15/rodeo non-member fee.

a. Non-members must pay with a money order, cashier's check, or cash.

b. Non-members must provide a birth certificate with their entry form.

Open Divisions are not required to buy a membership or pay a non-member fee.

REFUNDS / DRAW OUTS

Contestants will be able to draw out by Wednesday prior to the rodeo **by noon** and get refunded 100% of their entry fees (excluding office, non-member, and late fees). Otherwise, entry fees will only be refunded if the contestant has a doctor's or vet's release before rodeo time or is injured while competing in a Wild Card Youth Rodeo. In case of injury, refunds (excluding office & stock charges) will be made for those events not competed in.

POINTS

To be awarded 10-9-8-7-6-5-4-3-2-1 for 1st, 2nd, 3rd, 4th, 5th, 6th, 7th, 8th, 9th, and 10th places respectively, no matter how many entries per event. In addition to placing points, 1 participation point will be given to each participating entry. If a non-member places, points revert to highest placing member below that placing. If not enough entries in an event for 10 placings, points will be awarded to only those members placing. All placing ties will be added together and divided equally.

*** Team Roping If the team roper places more than once at any given rodeo, he/she will receive respective money. Only highest placing points at each rodeo will be added to the all-around and year-end event totals per contestant.

7-9 & 10-12 Team Roping - No points awarded for adult partners.

Open Divisions - No Points will be awarded and there will not be any year-end awards

PAYOUT

1. No ground money paid – all ground money goes to the prize fund.
2. 70% of entry fee (jackpot money excluding stock charge) in each event paid back to contestant for youth divisions.
80% of entry fee (jackpot money excluding stock charge) in each event paid back to contestant for the open division.
3. Payout is as follows:

1-4 entries	1 money.....	100%
5-9 entries	2 monies.....	60/40%
10-14 entries ...	3 monies.....	50/30/20%
15-19 entries ...	4 monies.....	40/30/20/10%
20-24 entries ...	5 monies.....	37/27/17/12/7%
25 & over	6 monies ..	29/24/19/14/9/5%

*If there is a qualified time or score, all prize money will be paid. If there is no qualified time or score, all money goes to the Wild Card Prize Fund. ** If a contestant is a no-show, entry fee will remain in the jackpot for distribution. If medical or vet release is presented timely, jackpot money will be refunded to contestant.

GENERAL RULES

1. Wild Card personnel reserves the right to amend or revise any rule or event at any time during the rodeo season. Any major change in events will be announced and/or posted.
2. All ages are determined as of September 1st prior to the start of the current season.
 - a. Contestants may enter an older age group if they so wish but will only be allowed to compete and acquire points in that age group for the entire series. Contestants must declare which age group they wish to be in when entering first rodeo.
 - b. Open division is jackpot ONLY! No points or awards will be awarded.
3. Each member's parent or guardian will be required to sign a release form before competing. Must furnish a copy of legal proof of age (birth certificate) to rodeo secretary by 1st rodeo entered.
4. Unsportsmanlike conduct, profanity, fabrication of name, age or other facts will not be tolerated. Such action may bring suspension. Use of alcohol or drugs by members or parents will not be tolerated and will result in suspension.
5. All contestants must wear long sleeve shirt, boots (no tennis shoes), jeans, cowboy hat/helmet (optional/ no caps) Sweatshirts, coats, vests are allowed.
6. Any form of restraint and/or seatbelt or anything used to hold a contestant in the saddle will not be allowed in any event. Rubber bands on feet/stirrups are excluded and can be used.
7. Unusual, unnecessary, or inhumane treatment of stock in any event will result in a no time and carry the following penalties:
 - a. 1st offense - \$25 fine
 - b. 2nd offense - Suspension of member from next rodeo
 - c. 3rd offense - membership revoked. JUDGES DECISIONS ARE FINAL.
8. Any verbal or physical abuse toward any Wild Card rodeo judge, official, stock contractor, or any other personnel will not be tolerated. The following penalties will apply:
 - a. 1st offense - \$100 fine
 - b. 2nd offense - Suspension of member from next rodeo
 - c. 3rd offense - membership revoked
9. All goats will be switched after 5 runs. All calves & steers will be chute run, no draw.
10. Electronic timers will be used. In the event of a timer malfunction, contestant will receive a backup time taken by a hand timer based on judges flag at timer line. If both timers fail, that contestant will receive a rerun.
11. Announced times will be UNOFFICIAL
12. 3 gate calls will be made - If not present or mounted, contestant will be disqualified. (A time limit of one-minute starts when second gate call is made by announcer. ***Note*** One minute will be given to enter arena or contestant will be disqualified at judge's discretion)
13. Wild Card director will have authority to inform rodeo management and judges about rule infractions.
14. Contestant must compete to qualify:
 - a. Must start & stop time while mounted.
 - b. If horse's nose crosses the plane of the gate, with or without the rider, the run is considered started.
 - c. If contestant falls off before timeline it will be considered a no time. No circling or stopping after the horse's nose crosses the plane of the gate, with or without rider. Forward motion must be maintained.
 - d. Must compete without assistance to receive a time. Parent can assist but cannot cross the plane of the timeline or contestant receives a no time. (Exception – Leadline)
 - e. No riding double to compete.
 - f. No leading horse into arena to mount before a run. (Exception – Leadline)
15. All returned checks and collection fees must be paid in full before contestant will be allowed to enter any more rodeos. A collection fee of \$30 per returned check will apply.
16. If a contestant is in bad standing with Wild Card Youth Rodeo. They may not enter or compete until contestant is in good standing.
17. Wild Card personnel reserves the right to amend or revise any rule or event at any time during the rodeo season. Any major change in events will be announced and/or posted.
18. All protests must be accompanied with a \$100 cash protest bond. A written protest along with protest bond must be presented to the Rodeo Secretary prior to the end of the event. No protest will be accepted on a strictly judgmental ruling by a Rodeo Judge. Wild Card Personal who are present will rule on the outcome of the protest. If you lose the protest, you lose the \$100 fee. If they rule in your favor, you \$100 will be refunded.
19. All rodeos will count for year-end points. Heading and Heeling are considered separate events for year-end awards.
20. Contestant/member must be present at year-end awards banquet to receive prizes in full western attire.
21. To be eligible for All Around prizes, contestant must have qualified to compete in 2 or more events. Team roping (whether heading or heeling) is one event. Switching ends does not constitute another event.

22. Tie Breaker Rules:

Year End Event Tie Breaker Rules:

- a) Go back to highest number of 1st places for the year.
- b) Go back to the highest number of 2nd places for the year, etc. (Includes finals points - each round and average)

All - Around Tie Breaker Rules:

- a) Most number of events qualified in to compete at finals
- b) Most number of 1st places
- c) Most number of 2nd places, etc.

SHOOT OUT RULES

1. MUST be a current member
2. Regular Rodeo Entry Fees
3. All events - enter one time only
4. 100% Payback (minus stock-charge)
5. No Open events
6. Shoot-Out will not go towards year-end points.

EVENT RULES

LEADLINE

1. This event is for those children just starting to ride with assistance.
2. Leadline may enter the 6 & under events but will not be eligible for 6 & under prizes.
3. You must pay membership dues
4. Contestants will receive year-end awards
5. Entry fee of \$20.00 does apply per contestant. No office charge for leadline.

ALL BARREL RACING

1. All barrels to be 55-gallon steel drums with both ends intact.
2. Barrels to be set in a standard clover leaf pattern.
3. There will be a five second penalty for each turned over barrel.
4. Contestant may start from left or right side.
5. Failure to complete pattern is a no time.
6. Gates will be closed during run.
7. Drag after 5 runs.
8. Upon broken pattern contestant must go onto next barrel or exit the arena. No circling the barrel twice or starting over. Repeated infractions could result in suspension from next rodeo.

ALL POLE BENDING

1. There will be 6 poles used, height of poles to be 5 to 6 feet tall. Pole base size must be standard in diameter (no metal bases).
2. Poles to be set on top of ground in a straight line. The distance from the starting line to the first pole will be approximately 21ft. and distance between poles will be approximately 21ft
3. There will be a 5 second penalty for each pole knocked down.
4. Contestant may start from left or right side.
5. Failure to complete pattern is a no time.
 - a) Wrong way turns are broken patterns.
 - b) If a pole is down, horse must pass on proper side of where the base should sit in a "stacked" pattern to be a qualified run.
 - c) If contestant or horse breaks the plane of the start line, except at the beginning and ending of the run, it is a no time.
6. Gates will be closed during run.
7. Drag after 5 runs
8. Upon broken pattern contestant must go onto next pole or exit the arena. No circling the pole twice or starting over. Repeated infractions could result in suspension from next rodeo.

6 & UNDER GOAT TAIL UNDECORATING – GIRLS/BOYS COMBINED

1. Goat staked on a 10 ft. rope stretched 10 ft in front of stake. Stake to be driven below ground level.
2. Contestants' time starts when horse crosses the timeline.
3. Contestant must dismount and remove the ribbon.

4. Time stops when contestant crosses the time line with the ribbon and the judge drops the flag. The timeline is at the stake.
5. Contestant will receive a no-time for running over the goat or goat/holder. If horse runs over goat or rope, with or without contact, there will be a 10 second penalty.
6. Parents will be allowed in the arena during a run but must stay 30 ft behind the stake. If the parent assists the contestant in any way while behind the 30-foot line, the contestant will receive a no-time.

ALL GOAT TYING - 45 second time limit

1. Goat staked on a 10 ft. rope. Stake to be driven below ground level.
2. Goat to be held until contestant crosses the starting line.
3. Goat must be thrown by hand. If goat is down, contestant must lift goat to feet & throw again. If contestant's hand is on goat when goat falls, it is considered thrown by hand.
4. Must cross and tie any three legs (legs must be crossed above the hoof).
 - a) Boys will string and tie goat same as a calf (see tie-down roping rules). Boys must use a piggin' string, no other material permitted.
 - b) Girls must use a rope, piggin' string or leather thong, no other material permitted. Legal tie - 1 or more wraps and a ½ hitch, hooley or knot.
5. Contestant must stand back 3 feet from goat before judge will start time for 6 second time limit.
6. Goat must stay tied for 6 seconds.
7. No time if contestant touches goat or string after signaling for time.
8. If contestant crosses over goat or rope with horse or if the contestant's horse comes into contact with goat or rope at any time, a 10 second penalty will be assessed.
9. Goats to be changed after 5 runs.
10. All fresh goats to be run at and tied down before each rodeo.
11. If goat breaks away because of fault of horse, contestant will be disqualified.
12. Goats may have horns but they must be tipped.
13. Goats will be of equal size and weight within each age group.

CHUTE DOGGING

1. Chute shall be part of the arena during dogging events.
2. Once score line (gypsum line) has been set it will not be changed.
3. Score line will be set ten (10) feet in front of the chute. The measurement will be made with the chute gate in the closed position.
4. The line (barrier) judge will flag the start when the animals' nose crosses the score line.
5. Steer belongs to contestant when he calls for it, regardless of what happens, with the following exceptions:
 - a. If animal escapes from the arena, field judge will drop 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 cases of mechanical failure.
 - c. If in the opinion of the line judge contestant is fouled by chute, contestant shall get his steer back, providing contestant declares himself by pulling up.
6. Time shall be taken between two flags.
7. With steers loaded in chute, dogger gets beside the steer, right hand in front of or behind right front 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. If dogger 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 time. If steer is thrown before crossing the score line the dogger will be disqualified.
8. It is the contestant's responsibility to check for broken horns.
9. A helper can be used in the chute. The helper cannot pass the plane of the chute gate.
10. If steer gets loose, dogger may take no more than one step to catch steer.
11. After crossing the start line, wrestler must bring steer to a stop or change its direction and twist it down.
12. If steer is accidentally knocked down or thrown 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.
13. 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.
16. Wrestler must have hand on steer when flagged.
17. Contestant is required to turn steer's head so that he can get up.
18. A steer falling in the opposite direction the steer wrestler is attempting to throw him (dog fall) the contestant may choose to turn the steer's head to correspond with the leg position to make this a legal fall.

ROPING EVENTS - GENERAL RULES

1. A 10 second penalty will be added for breaking the barrier.
2. Barrier will be an electric rope barrier
3. If barrier equipment fails, the decision concerning getting animal back will be made by the judge.
4. If barrier fails to work and stock is brought back, contestant must take same animal over, during or immediately after the same performance.
5. If animal leaves arena, judge will drop flag to stop time, roper gets calf back lap & tap with the time added which was taken when the calf left the arena.
6. TD & BR All Ages; Barriers to be set by roping director, arena director and/or judge.
7. There shall be 2 timers and a judge. Animals used for roping events should be inspected & objectionable ones eliminated.
8. One loop per roper in all roping events. Should the roper miss with one loop, he/she must retire and no time will be allowed.
9. Roping calf/steer without releasing loop from hand is not permitted and shall be a no time.
10. Judge must watch calf during the 6 second period and will stopwatch when the calf kicks free using the time shown on the watch to determine whether calf was tied long enough to qualify.
11. Roper will be disqualified for removing rope from calf after signaling for time, until the tie has been passed on by the field judge.
12. In all roping events, the pusher cannot push calf past the end of the chute.
13. Panels may be used to haze cattle in calf roping events.
14. Animal belongs to contestant when they call for it, regardless of what happens, with the following exceptions:
 - a) If time is not recorded, contestant will receive a 10 second penalty. Contestant will also take any barrier or field penalties with him on lap & tap.
 - b) In cases of mechanical failure.
 - c) If, in the opinion of the judge, contestant is fouled by equipment, contestant shall get the same stock back, providing they declare themselves by pulling up.

CALF DUMMY ROPING 6 & UNDER

1. Contestants will stand on a box that measures 2' X 2' and 20" tall to be placed 36" behind the rear of the dummy
2. Contestant will have three runs with one loop per run.
3. Time will begin when the contestant nods, contestant cannot swing loop before the nod. Time will stop when the contestant pulls his/her slack.
4. The three times will be averaged, and a miss will be no time.
5. If roper touches the ground during the run it will be considered a miss and will be counted as 60 seconds.
6. Calf's head must look through the loop but may catch entire dummy.
7. The hat rule will not be enforced during the dummy-roping contest. Each contestant may choose whether or not he/she wears a cowboy hat while performing in the event.

BREAKAWAY CALF ROPING

1. 7-9 age division 60 second time limit. Closed gate. Girls & Boys Combined
2. All other age divisions 45 second time limit. Open gate.
3. 1 loop only
4. Use string provided by Judge. All saddle horn ties may be inspected by official.
5. Rope will be tied to saddle horn at the end of the rope with flag on end of rope.
6. Barrier must be used - 10 second penalty for broken barrier.
7. 7-9 Age division -Calf must look through loop with rope falling over the head then catch as catch can.
8. All other age divisions – bell collar catch.
9. Calf must break string, no time if contestant breaks string.
10. Contestant will receive no time should they break rope from saddle horn by hand or by touching rope or string after catch is complete. However, if the rope should dally around the horn, the contestant may ride forward, un-dally the rope & then stop horse to make rope break away.
11. Time will be flagged when rope breaks from saddle horn.

TIE DOWN ROPING - 60 second time limit – Open gate

1. Only (1) loop allowed
2. Rope must be tied hard and fast.
3. Horse must have neck rope.
4. Catch as catch can.

5. Contestant must rope, dismount, daylight and throw calf by hand and cross tie any 3 legs.
 - a. Exception #1: 10-12 age group – Contestant has the option to daylight and throw calf or receive a 10 second penalty for not getting calf up.
 - b. Exception #2: 10-12 age group - After 30 seconds has elapsed during a run, a whistle will be blown to notify the roper that he has the option to have the calf flanked by another individual. Once the calf is flanked, the roper will not receive any further assistance and will continue to tie the calf down. If the roper chooses to accept the previously described assistance, a 10 second penalty will be added to his time.
6. A legal tie is one (1) or more wraps and a half hitch or hooley around three legs
7. Tie must hold for six (6) seconds after roper mounts and gives slack.
8. If at any time during a run the flagman feels that the livestock or roper is in danger, he can stop the run and assist or ask for assistance in helping with the problem. Any outside assistance will result in a no-time. The roper may cut his rope to free livestock from harm and will be allowed to receive his time.
9. Once a roper has signaled for time, he cannot touch the calf or the rope while walking back to his horse. This will result in a no-time.
 - a. Exceptions to this rule will be a judgment call by the judge such as: Taking the rope off the bits, freeing the rope from the horses' legs, head, or parts of the saddle, cutting the rope to free animals from a wreck or impending wreck.
 - b. All these exceptions must be done by the roper with no outside assistance.

DOUBLE MUGGING - 60 second time limit – Open gate

1. Rope must be tied hard and fast.
2. One (1) loop only.
3. Contestant/roper must rope calf, dismount, go down rope (at which mugger or roper will throw calf down by hand) roper will tie calf. Roper will cross and tie any three feet. To qualify as legal tie there shall be one or more wraps around all three legs and a half hitch.
4. It is up to the roper to secure a mugger.
5. After roping calf, roper or mugger must throw calf by hand; mugger may assist roper in any way to make the calf ready to tie. Once mugger gives a foreleg to the roper, the mugger may only assist in holding calf down in a way to prevent calf from regaining its' feet. After the roper has completed the tie and throws hands in the air signaling for time, the mugger must step away from the calf.
6. The flanker must release all legs to the contestant before he begins tying, but the flanker may stand or kneel on the calf's neck.
7. If the tie comes loose or the calf gets to his feet before the tie has been ruled a fair one, the roper will be given a no time.
8. Catch as catch can rule applies; rope must hold calf until mugger has his hands on calf. If calf is down when mugger has reached it, the calf must be let up to his feet and thrown by hand. The calf is considered thrown by hand, if the mugger's hand is on the calf when the calf falls.
9. All contestants' horses must have neck rope.
10. The mugger can assist and/or remove the rope from the calf's neck prior to the roper calling for time if deemed necessary for safety reasons. However, after the roper has signaled for time, the rope may not be removed until the judge has expired the 6-second tie rule.
11. Once the roper calls for time, he and the mugger cannot touch the calf or the rope while walking back to his horse. This will result in a no-time.
 - a. Exceptions to this rule will be a judgment call by the judge such as: taking the rope off the bits, freeing the rope from the horses' legs, head or parts of the saddle or cutting the rope to free animals from injury or impending wreck.
12. The 6-second tie rule begins when roper steps away from calf.

RIBBON ROPING - 60 second time limit – Open gate

1. One (1) loop only.
2. It is up to the roper to secure a mugger.
3. Catch as catch can.
4. Loop does not have to be removed before runner crosses the line.
5. Ribbon will be 12 inches of flagging tape or ribbon. Any or all of ribbon must be returned to the judge in order to be a qualified time.
6. Roper must remove ribbon from the calf's tail. Roper does the running of the ribbon. Mugger does not have to have touched the calf before roper removes the ribbon. Mugger cannot remove ribbon. This will result in a no-time.
7. If no ribbon on calf, roper must pull calf hair from tail and complete the run.
8. Horse must have neck rope.
9. Rope must be tied hard and fast.
10. Rope must hold calf until roper or mugger gets hands on calf

TEAM ROPING 7-9 & 10-12 Youth/Adult (Adult must be 18 years old+) - GIRLS/BOYS COMBINED

1. Will run at the beginning of the Saturday night jackpot
2. Heading and Heeling will be considered as two events
3. Enter 2 times
4. Two loops only. Header & heeler must enter box as entered in rodeo (header or heeler).
5. Both header and heeler must leave from roping boxes.
6. Barrier must be used - 10 second penalty for broken barrier.
7. 3 legal head catches:
 - a. Head or both horns
 - b. Half head, includes 1 horn & nose
 - c. Around the neck
8. If loop crosses itself in the head catch, it is illegal. If hondo passes over one horn & loop is over the other the catch is illegal.
9. Front leg in head loop is a no time.
10. Cross fire is an automatic no time.
11. If heeler catches one hind foot it is a 5 second penalty.
12. Time will be taken when both ropers are dallied around saddle horn & horses face each other in a line with ropes tight & horses' front feet on the ground. Ropers must be mounted before time will be taken
13. All heelers ages 12 years and younger, women volunteer heelers, and heelers ages 55 and up may tie on in the 7-9 & 10-12 Team Roping. If a contestant or volunteer (if allowable) choose to tie-on, they must utilize a quick release mechanism. No horn knots allowed.
14. Contestants must rope with an adult. The contest is responsible for finding an adult partner to rope with
15. The adult volunteers will not rope for profit/jackpot. An adult volunteer can rope with as many contestants as desired.
16. Run #1 will be points and jackpot. Run #2 will be jackpot only unless switching ends.
17. Saturday and Sunday's runs will all be ran on Saturday at the end of the rodeo.

TEAM ROPING –13-16 & Open – 45 second time limit - Open gate - LADIES/MENS COMBINED

1. Saturday and Sundays Team Roping runs will run on Saturday during the team roping jackpot after the rodeo.
2. Heading and Heeling will be considered as two events
3. 2 loops only. Header & heeler must enter box as entered in rodeo (header or heeler). Points will be awarded according to the way contestant entered in rodeo (header or heeler).
4. Both header and heeler must leave from roping boxes.
5. Barrier must be used - 10 second penalty for broken barrier.
6. 3 legal head catches:
 - a) Head or both horns
 - b) Half head, includes 1 horn & nose
 - c) Around the neck
7. If loop crosses itself in the head catch, it is illegal. If hondo passes over one horn & loop is over the other, the catch is illegal.
8. Front leg in head loop is a no time.
9. Cross fire is an automatic no time.
10. If a heeler catches 1 hind foot, it is a 5 second penalty.
11. Time will be taken when both ropers are dallied around saddle horn & horses face each other in a line with ropes tight & horses' front feet on the ground. Ropers must be mounted before time will be taken.
12. Girls and heelers ages 55 and up may tie on in the 13-16 & Open Team Roping. If a contestant chooses to tie-on, they must utilize a quick release mechanism. No horn knots allowed.