



*2009*

*Rules*

18. Failure to turn in score sheets and ranch rodeo result sheet will result in loss of sanctioning. Teams are not awarded points from a rodeo failing to meet this obligation.
19. The WRRRA will provide The Rodeo Committee with a signed and sealed envelope that will contain the tie breaking event. This envelope will only be used in the case of a tie in the average.
20. Rodeo Committee will hand out season sponsor programs provided by the WRRRA.
21. The WRRRA will provide the Rodeo Committee with team sponsor(s).
22. Rodeo Announcer will announce team sponsor(s) during Grand Entry.

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**PERCENTAGES FOR PAYBACK**

Paying 2 places  
 1st 60%  
 2nd 40%

Paying 3 places  
 1st 50%  
 2nd 30%  
 3rd 20%

Paying 4 places  
 1st 40%  
 2nd 30%  
 3rd 20%  
 4th 10%

The WRRRA does not dictate to Rodeo Producers/Rodeo Committees Entry Fees.  
 We do suggest a minimum of \$250.00

The WRRRA does not dictate to Rodeo Producers/Rodeo Committees how much to payback at their rodeos.  
 We do suggest that you put money in events and the average.

Example for payback 10 teams at \$250 per team with 100% payback  
 Total \$2,500 x 60% = \$1,500 to Average  
 Total \$2500 x 40% = \$1,000 to Events

	<b>Event Payback</b>	<b>\$200</b>
1st	50%	\$100.00
2nd	30%	\$60.00
3rd	20%	\$40.00

	<b>Payback</b>	<b>Average</b>	<b>\$1500</b>
1st	50%	\$750.00	
2nd	30%	\$450.00	
3rd	20%	\$300.00	

## *Table of Contents*

---

*Team Rules*

---

*General Rules*

---

*Event Rules*

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*Advertising/Sponsorships*

*Sanctioning Rules*

### **WRRRA Board of Directors**

Richell Bailey - 620-732-2292

BJ Claassen - 620-382-7466

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**[www.womensranchrodeo.com](http://www.womensranchrodeo.com)**

## 2009 SANCTIONING rodeos

*The 2009 WRRR format will be as follows. There will be no more than 30 sanctioned rodeos in the 2009 season. Beginning March 1<sup>st</sup> and ending October 4<sup>th</sup>. The top teams leading in the average will attend the WRRR National Finals Rodeo. Teams will be required to attend 4 of the sanctioned rodeos to be eligible for the finals rodeo.*

### Rodeo sanctioning guidelines:

1. Sanctioning fee for WRRR shall be \$150 per rodeo. (This fee is subject to change on a yearly basis.)
2. Sanctioning fee is due with application. Check will not be deposited into the WRRR account until 30 days before rodeo date.
3. There will be no refund of sanctioning fee if a rodeo is cancelled and not rescheduled.
4. Sanctioning application will be available on request from WRRR. Sanctioning is on an annual basis. All ranch rodeos requesting sanctioned status must apply annually on or before January 15, 2009 and must be submitted at least 30 days to event's occurrence. No sanctioning application will be considered after May 15<sup>th</sup> to participate in current year. WRRR reserves the right to sanction rodeos based on geographical locations, facilities, board involvement, etc...
5. After being sanctioned by WRRR, all advertising and/or promotional material, must prominently display the WRRR logo. The rodeo shall provide a reasonable space for the display of WRRR and WRRR season sponsor banners. The rodeo shall also provide booth space for the WRRR display.
6. The Rodeo Committee shall provide adequate first-aid service for all performances. Equipment & personnel must remain available throughout the entire performance.
7. The Rodeo Committee shall ensure that a veterinarian is present or on call for every performance.
8. The Rodeo Committee must obtain and submit proof of public liability insurance, (preferably a certificate of insurance naming the WRRR as additionally insured) with minimum coverage of \$300,000 (combined single limit, per occurrence). If a Rodeo Committee fails to provide the WRRR Executive Committee with satisfactory evidence of such insurance at least two weeks prior to the date of the first performance of the Rodeo Committee's WRRR approved rodeo, the WRRR may, at its discretion, either revoke approval of said rodeo or obtain the required insurance policy in its name at the Rodeo Committee's expense.
9. The Rodeo Committee must obtain a signed release form from each team and its members.
10. The five (5) events of the WRRR Ranch Rodeo will be: Sorting, Doctoring, Trailer Loading, Calf Branding and Tie Down.
11. A WRRR sanctioned rodeo must include all five (5) of these events. WRRR sanctioned rodeos may have other events in addition to those listed. Points for WRRR qualification will only be derived from the five WRRR recognized events.
12. Rodeo Committee shall be responsible for all contracts and expenses associated with producing a sanctioned rodeo.
13. A sanctioned rodeo must make an effort to have a minimum of 8 teams attending said rodeo.
14. Teams canceling after paying their fees must give rodeo producers 24 hr notice for refund of fees.
15. A sanctioned ranch rodeo can be run simultaneously with another sanctioned rodeo.
16. Score sheets and ranch rodeo result sheets will be turned into designated WRRR board member when sanctioned rodeo is complete.
17. If said WRRR board member is not present at sanctioned rodeo the score sheets and ranch rodeo results must be received by WRRR office at least one week after completion of the sanctioned rodeo.

**The purpose of the Association is to promote the knowledge of women's roll in ranching and agriculture on a national level. We strive to inform the American people of our heritage, a valuable way of life worth preserving. Our mission is to educate while perpetuating the sport of Women's Ranch Rodeo. We compete to bring recognition to the lifestyles and skills associated with women in the cattle and ranching industries.**

### 2009 Team Rules

*We have been blessed with the opportunity to compete in a sport honoring a lifestyle that we love. We consent to conduct ourselves in a manner that maintains the integrity of the legacy of the cowgirl.*

1. Annual WRRR membership fee is \$400 per team.
2. Membership form must be turned in along with membership fee.
3. Annual membership fee must be paid before the team competes in their 1<sup>st</sup> 2009 sanctioned ranch rodeo.
4. Each team will be responsible for a minimum of \$400 in advertising to be placed in the Rodeo Program Inserts or Banners to be hung at the sanctioned ranch rodeos.
5. Advertising dollars and Ad information must be received within 60 days after the team competes in their 1<sup>st</sup> 2009 sanctioned ranch rodeo.
6. If a team joins the association late in the season the Advertising dollars must be received 2 weeks before National Finals Rodeo.
7. A team may opt out of \$400 membership and \$400 advertising and pay a flat \$800 to the association
8. Teams will respect the advertisers that the WRRR has already obtained and not call on them.
9. Any questions on advertising call or email one of your WRRR board members.
10. Any team may compete at the sanctioned ranch rodeos without being a member of the association.
11. To be eligible for the National Finals Rodeo and to received any year end awards.
  - ❖ Team Must Pay Membership Dues.
  - ❖ Raise minimum \$400 Advertising Dollars.
  - ❖ Must compete in at least 4 sanctioned Ranch Rodeos during the season.
  - ❖ Be in good standing with the Association.
12. The top teams in the average will go to the national finals rodeo.
13. No loud, obnoxious profanity or unsportsmanlike conduct will be tolerated.
14. Team will designate one team member to be their contact person with the Association.
15. All WRRR mailings and emails will be sent to team contact person.
16. WRRR will provide sanctioning rodeo producers with the ranch rodeo team contact and address.
17. WRRR will provide each contact person with General Rules and Event Rules.
18. Team Sponsors will only be announced if sponsorship/advertising rules are followed.
19. The team will abide by team rules, general rules, event rules and advertising guidelines and rates.
20. Teams canceling after paying their fees must give rodeo producers 24 hr notice for refund of fees.
21. If the Association or any Sanctioned Ranch Rodeo producer receives a NSF Check, the team/contestant who submitted the check may be required to pay all further fees with cash, money order, or a cashier's check at the discretion of the WRRR Board of Directors. The team/contestant will also be responsible for all NSF fees that might be assessed by the bank.
22. If a team is paid for winning at a rodeo and a mistake is found in the calculations the team must return all winnings (prizes and/or monies) to the WRRR or Rodeo Producer. So correct team can be paid. A copy of the timesheet will be provided to the team caption or team contact.
23. Any team not paying back winnings not due to them will not be allowed to compete until said winnings (prizes and/or monies) are paid back.

2009 Advertising & Sponsorship Information

# Rodeo Insert & Finals Program

Sanctioned Rodeo Insert Only	Insert & Finals Program	Ad Size
\$500	\$550	Full Page Ad
\$300	\$350	1/2 Page Ad
\$200	\$250	1/4 Page Ad
\$100	\$150	1/8 Page Ad
\$50	\$100	1/16 Page Ad Limited to 3 Lines
N/A	\$50	1/16 Page Ad Limited to 3 Lines

The WRRR program Insert will be handed out at each WRRR sanctioned rodeo. Besides the advertising the WRRR will list up to date team standings and latest WRRR news. All Sponsors will be listed on the WRRR website: [www.womensranchrodeo.com](http://www.womensranchrodeo.com)

**No ads will be printed unless paid in full**

Make Checks Payable to: WRRR  
 Mail Checks to: Bobbie Pickrell, 2604 Rd 280, Emporia, Ks 66801

# BANNERS

\$300

Banner hung at each sanctioned WRRR Rodeo

Banners will be hung at each sanctioned WRRR Rodeo by the team/person acquiring the banner from the advertiser.

Advertisers that do not have a banner available but would like one hung at the rodeos. The WRRR can have one made for you. Pricing on banners will depend upon Logos or artwork needed. Simple Banners with One Color Background and One Color Block Letters would cost approx. \$7 per square foot plus your \$300 advertising fee. Any questions on banners please give Billie a call or email. 620-358-3883 or 620-326-1083 [wrrrabillie@yahoo.com](mailto:wrrrabillie@yahoo.com)

Artwork or ad information must be **received** at least 10 days prior to rodeo. When emailing information please send in jpeg or tiff format. Email to: [loydgraphic@wildblue.net](mailto:loydgraphic@wildblue.net) Mail to: Loyd Graphics, 652 Rd 10, Moline, Kansas 67353.

## WRRR Information on Team Sponsorships

Please do not confuse SPONSORSHIP with Advertising!

Each Women's Ranch Rodeo Team is allowed two (2) sponsorship announcements for the 2009 season. The Sponsor(s) will be announced during the Grand Entry of the sanctioned Ranch Rodeos. The cost to the WRRR team is \$100 per Sponsor.

Example 1: The Rafter X Team has 5 team sponsors they must in turn decide which 2 of the 5 sponsors will be their announced sponsors for the 2009 season. Team Rafter X will pay the WRRR \$200 to have the two (2) sponsors announced at the sanctioned ranch rodeos.

Example 2: Team Rafter X only has 1 team sponsor they will pay the WRRR \$100

Example 3: Team Rafter X wants to hang a banner of their sponsors at the sanctioned ranch rodeos this charge will be \$300.

## 2009 GENERAL RULES

1. Rules meeting will begin 30 minutes before performance time.
2. At least one member from each team is required to attend.
3. No loud, obnoxious profane unsportsmanlike conduct will be tolerated.
4. If any changes are announced during the team rules meeting, those change take preference over written rules (example change of rules due to conditions of arena, cattle, etc.)
5. Violation of any rule could result in team disqualification.
6. If a team is disqualified, there will be no refund of entry fees.

## TEAM

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

## INJURY

1. Another cowgirl may be chosen if an injury occurs during the rodeo.
2. The cowgirl does not have to be on the entry form or program.
3. An injury during the rodeo is the only time a cowgirl from another team may substitute.
4. The substitute must be used during the remainder of the rodeo.
5. The team may choose to complete the rodeo with only 3 cowgirls but will not be treated any different than a team with 4 team members.
6. If an injury of a team member or animal occurs during an event, there will be no rerun.
7. A team member can only change horses if there is an injury to their horse and must complete rodeo on replacement horse.

## ATTIRE & EQUIPMENT

1. Arena attire will consist of jeans, long sleeve shirt, boots/shoes with riding heel, **cowboy** hat or no hat.
2. Ranch name or Ranch Brand will be shown either on shirt or saddle pad or other visible area.
3. Condition of equipment is the team's responsibility. No reruns will be made because of equipment failure of the team.

## PAYBACK

In case of bad weather, the last event completed by all teams will be the final event for figuring payback in events and the average.

## LIVESTOCK

Abuse of the stock (horses or cattle) which is deemed unnecessary or cruel, as determined by a Judge or Arena Director will result in a no time.

## SORTING

1. All team members may cross the chalk line at any given time.
2. A herd consists of 3 or more head.
3. No loping in the herd.

## CALF BRANDING

1. Three minute time limit.
2. A herd of calves are contained behind a chalk line in the corner of the arena.
3. Teams will show sportsmanship and good working relationships by being herd holders.
4. Four members consisting of a roper, brander, and two muggers.
5. No loop limit.
6. Roper is allowed to carry only one rope.
7. **Legal catches are:** 1 heel or 2 heels. (pantyhose is a legal catch)
8. Heels will be roped from the bottom up.
9. **Illegal catches are:** neck loop, one or two front lets, belly loop, two calves at the same time.
10. During an illegal catch muggers may take rope off when judge tells them to.
11. During an illegal catch, the roper can dally to help muggers take rope off.
12. Roper has to re-rope calf after ground crew removes illegal catch.
13. During a illegal catch, the roper must keep hold of the rope.
14. No loping in or out of the herd
15. Ground crew (muggers & brander) maybe exchanged.
16. All members of ground crew can mug.
17. Muggers may help pull calf across the line for branding, but muggers must stay behind the chalk line.
18. Two calves are drug across the line, one at a time.
19. Ground crew must have the calf flat on its side and rope off before iron can leave the bucket and the calf can be branded.
20. Calf must be branded on either hip.
21. Roper can return to the herd for her second calf as soon as the muggers remove the rope.
22. Judge will signal when brander can take iron from the bucket.
23. Time stops when iron is back in the bucket.
24. Roper can brand the last calf.
25. Team will receive a time on 1 calf if roper loses rope after 1<sup>st</sup> calf has already been branded and iron is back in bucket.
26. A team branding only 1 calf will place below a team branding 2 calves.
27. A team branding only 1 calf will not receive 10 bonus points for the rodeo or towards year end

## ROPING

1. Legal catches in Doctoring & Tie Down (around the horns, half-head, around the neck, one heel or two heels).
2. Legal catches in Branding heels only roped from the bottom up (1 or 2 heels).
3. Rope must maintain contact with horse or rider or it is a dead rope.
4. In all roping events, teams can not tie their ropes on, they must dally.
5. A team can have no more than 4 ropes in the arena at any time.
6. Ropes can be passed from one team member to another.
7. Once stock has been caught rope cannot be handed off.
8. No loop limit.

## JUDGES/TIMERS/ARENA WORKERS

1. A team member may work the rodeo but cannot be doing the books or timing.
2. There will be 2 timers and 2 judges.
3. One of the judges or arena director will be drawing for team positions in the events and cattle numbers prior to the rodeo.
4. Judges and timers can not be immediate family members (parent, children, spouse or sibling) of the team members competing.
5. **All judges' decisions are final.**
6. If the team has a discretion/problem/question, the captain will direct it to the arena director/gate man prior to the next team competing.
7. The arena director/gate man will take the issue to the judges.

## SCORING & OBJECTIVES AT INDIVIDUAL RODEOS

1. The objective is to have the fastest time in each event while conducting yourself as a fine sports man and handling livestock in a good manner.
2. The rodeo association putting a rodeo on will use the following score system.
3. Points will be rewarded based on number of teams taking part in the rodeo.

### EXAMPLE: BASED ON A 10 TEAM RODEO

1<sup>st</sup> Place = 10 points, 2<sup>nd</sup> Place = 9 points, 3<sup>rd</sup> Place = 8 points, 4<sup>th</sup> Place = 7 points,  
5<sup>th</sup> Place = 6 points, 6<sup>th</sup> Place = 5 points, 7<sup>th</sup> Place = 4 points, 8<sup>th</sup> Place = 3 points,  
9<sup>th</sup> Place = 2 points, 10<sup>th</sup> Place = 1 point.

4. Points given in events only and event totals added together to determine the places in the all-around.
5. A team receiving a no time in an event will receive no points.
6. 10 Bonus points will go to the teams with a time in every event.
7. You will not receive bonus points if you only brand one calf in the Calf Branding
8. In case of a tie in an event at the rodeo, points will be added and divided by the number of teams tied and awarded to each team equally. i.e. based on 10 teams tie for 1<sup>st</sup> between two teams = 19 points (10pts for 1<sup>st</sup> 9 pts for 2<sup>nd</sup>) each team gets 9 ½ points.
9. Before the rodeo the judge or arena director will have selected a sealed envelope containing the tie-breaking event. The tie-breaking event will not be announced during the rodeo and will only be used in the occurrence of a tie.

9. Team must head and heel steer.
10. Once steer is roped - ropes must be tight and a visible mark will be placed on the steer's head.
11. Marking chalk must be handed from one team member to another, not thrown.
12. Time stops when steer has been marked on head and team member signals for time.

#### TEAM SORTING

1. Three minute time limit.
2. Cattle will be located at the end of the arena behind chalk line.
3. Time will start when the first team member crosses the line.
4. All members can cross the line
5. Anyone can sort
6. Only one rider can be in the herd at a time, there may be turnback helpers.
7. Number of cattle to be sorted will be given when first team member crosses the line.
8. Then in numerical order the next two will also be sorted.
9. The animals must be daylighted when coming across the chalk line.
10. If you have sorted any of the cattle and one of them comes back across the line, it is a no time
11. No wrong numbered animal may cross the line.
12. Time stops when all cattle are out in the correct order and all riders are across the line.
13. No loping in herd.

#### TRAILER LOADING

1. 3 minute time limit
2. Cattle will be located at the end of the arena behind chalk line.
3. Time will start when the first team member crosses the line.
4. All members can cross the line
5. Anyone can sort
6. Only one rider can be in the herd at a time, there may be turnback helpers.
7. Number if steer to be sorted will be given when first team member crosses the line.
8. Team will sort their numbered steer
9. You may have one wrong numbered steer across the line at a time.
10. No wrong numbered cattle may be loaded. This results in a no time.
11. Load steer in front of trailer.
12. Shut the middle gate.
13. Load one horse in the back of the trailer.
14. Shut the end trailer gate and latch it. Trailer must be "Road Ready".
15. Team will run a foot to the circle.
16. Time stops when all members are in the chalk circle.
17. Truck and trailer will be located along the side of the arena with a wing fence.
18. If the wing fence is knocked down, the team members may leave it down or set it up.
19. If wing fence is knocked down, there will be no rerun.
20. No loping in herd.

#### SCORING FOR YEAR END AWARDS AND NATIONAL FINALS

The following point system will be used for qualifying for the national finals rodeo & year end awards. Points will be given in events only and event totals added together to determine total average points.

1<sup>st</sup> Place =100 points, 2<sup>nd</sup> Place=95 points, 3<sup>rd</sup> Place=90 points, 4<sup>th</sup> Place=85 points.

This will continue down to 20<sup>th</sup> place=5 points.

If a rodeo has over 20 teams 20<sup>th</sup> place and down will receive 5 points

1. A team receiving a no time in an event will receive no points.
2. 10 Bonus points will go to the teams with a time in every event.
3. You will not receive bonus points if you only brand one calf in the Calf Branding
4. In case of a tie in an event at the rodeo, points will be added and divided by the number of teams tied and awarded to each team equally.

A tie for 1<sup>st</sup> between two teams = 195points

(100 pts for 1<sup>st</sup> and 95 pts for 2<sup>nd</sup>) each team gets 97 ½ points.

5. The points earned at the National Finals Rodeo will count towards the year end awards.

**A sanctioned WRRR Ranch Rodeo will have the 5 following Events at each rodeo**

1. Tie Down Roping
2. Doctoring
3. Sorting
4. Trailer Loading
5. Calf Branding

#### 2009 EVENT RULES

##### TIE DOWN ROPING

1. 4 minute time limit
2. Steer must be roped with a legal head catch in the first minute.
3. No loop limit.
4. All 4 members are allowed to rope.
5. Steer doesn't have to be heeled; this is up to the teams' discretion.
6. Steer will be let out of roping chute or bucking chute gate.
7. Team will be opposite end of arena from steer.
8. Team must be behind a chalk line.
9. Judge will flag team when to go this will start time.
10. After steer is roped, he must be mugged and tied down by 3 legs.
11. The three legs must be crossed.
12. Steer must not be intentionally jerked down.
13. All ropes must be off steer before calling for time.
14. Time stops when one team member raises hands after steer is tied down.
15. Steer must stay tied for 6 seconds.

##### DOCTORING

1. 3 minute time limit.
2. Steer must be roped with a legal head catch within the first minute.
3. No loop limit.
4. All 4 members are allowed to rope.
5. Steer will be let out of roping chute or bucking chute gate.
6. Team will be opposite end of arena from steer.
7. Team must be behind a chalk line;
8. Judge will flag team when to go this will start time.