Cokeville Rope N Run Rules 2023
June 1, 8, 15, 22, 29
July 6, 13, 27
Cokeville Rodeo Grounds @ 6:00PM

<u>Age Groups and Entry Fees:</u>

Please enter the rodeo using the link (located on www.cokevillerodeo.com/rope-n-run) ***by 11:00 am the day of the rodeo***. If for some reason you miss the 11AM deadline, you MUST text Jody so she knows you are needing/wanting on that week's day sheets.

<u>ENTRIES WILL ONLY BE TAKEN UNTIL 3:00 PM ON THE DAY OF THE RODEO.</u>

Any entry after 3:00PM will be charged a $20.00 late fee, per contestant, per rodeo. This fee will go towards year-end prizes and BBQ. Our goal is to start these rodeos promptly at 6PM, and late entries are the main inhibitor of a punctual start time; therefore, we will be implementing a late-fee this year in efforts to cut down on this issue we have had in the past.

Please pay entries via Venmo @CokevilleRodeo or Cash BEFORE the rodeo. There is a direct link for Venmo at the bottom of the sign-up link. ***Please be specific on Rope N Run date and contestants you are paying fees for, so we have record of payment.***

Weekly payout will be awarded at the rodeo **THE FOLLOWING WEEK**.

Payout will be awarded for the July 27th rodeo after its conclusion.

80% payout on weekly rodeo.   (Breakaway, Calf Tie Down, Calf Roping AND 0-5 Events are exceptions to this)

Contestants can only bump up an age group in the event that the event is not offered in their age group.

Ages will be as of June 1, 2023

<u>0-5 $2 Events</u>
Goat Ribbon Pull
Dummy Roping

<u>6-9 $5 Events</u>
Dummy Roping
Girls Goat Tying on Foot
Boys Goat Tie Down on Foot
Barrel Racing
Pole Bending

<u>10-13 $5 Events</u>
Dummy Roping
Co-ed Goat Tying on Foot*
Girls Goat Tying on Horse*
Boys Goat Tie Down on Horse*
Barrel Racing
Pole Bending
*Contestants must declare ONE goat-tying event
in this age group — they may not do BOTH

<u>10-13 $10-$15 Events</u>
Calf Tie Down ($10) *Ages 10-18*
Breakaway Roping ($15)
Tie Down Roping ($15) *Ages 10-18*

<u>14+ $5 Events</u>
Girls Goat Tying on Horse
Barrel Racing
Pole Bending

<u>14+ $10-$15 Events</u>
Calf Tie Down ($10) *Ages 10-18*
Breakaway Roping ($15)
Tie Down Roping ($15) *Ages 10-18*

<u>Exhibition Run $2 Events</u>
Goats on Horse
Barrel Racing
Pole Bending

<u>Cokeville Rope N Run 2023 Membership Fees</u>:

All membership fees must be paid and release forms signed before participants may compete. Please pay membership fees via CASH, CHECK or VENMO @CokevilleRodeo at the time of signing.

Membership fees are for immediate family members only.
There is a $150 MAXIMUM membership fee per family. The details of the family membership fees are as follows:
Child #1 - $50
Child #2 - $50
Child #3 - $25
Child #4 - $25
Child #5+ – No charge as family max of $150 has been reached.

<u>Points and Payout:</u>
For our 2023 year-end rewards, **we will take the accumulated points from ALL of the first 7 Rope N Runs**. Contestants have the opportunity to earn points each week they are entered in the Rope N Runs. *(Details Below)*

The final (8th) rodeo on July 27 will NOT count towards year-end prizes; however, it will be considered its own year-end rodeo. Day money and prizes will be awarded for the 8th Rope N Run. The awarding of the year-end prizes and celebratory BBQ will immediately follow the conclusion of the 8th rodeo.

For our main/major awards for this season, we will carry and add points from the first 7 Rope N Runs in each event. *A "No Time" will NOT result in points being awarded.*

The points will be awarded as follows:

1st – 10	6th – 5
2nd – 9	7th – 4
3rd – 8	8th – 3
4th – 7	9th – 2
5th – 6	10th – 1

Rope N Run PAYOUT will be 80% and paid at the rodeo THE FOLLOWING WEEK — 20% of the entry fees will go towards year-end prizes, BBQ, and stock charges.

The exceptions to the above statement are Breakaway Roping, Calf Tie Down, Tie Down Roping, 0-5 Goat Ribbon Pull, and 0-5 Dummy Roping. For the Breakaway Roping, Calf Tie Down and Tie Down Roping, **there is a $5 stock charge PER run.** The remaining $10 entry fee from the Breakaway Roping and the Tie Down Roping, and the $5 entry fee from the Calf Tie Down, will go towards the 80% payout. For the 0-5 events, $1 will go back to the contestants, and $1 will go towards year-end prizes and BBQ.

Contestants will be paid out for places 1st, 2nd, and 3rd in the case where there are up to 15 contestants in the event.
50% payout for 1st
30 % payout for 2nd
20% payout for 3rd

In an instance where there are 16-25 contestants that enter an event, the payout will go to the top 4 placing contestants.

If there are 26-35 contestants, the payout will go to top 5 placing contestants.

If paying 4th or 5th place, the breakdown will be as follows:

Paying 4 Places	Paying 5 places
40% payout for 1st	35% payout for 1st
30 % payout for 2nd	25% payout for 2nd
20% payout for 3rd	20% payout for 3rd
10% payout for 4th	15% payout for 4th
	10% payout for 5th

Payout will always be rounded down to the closest dollar amount. No change will be given.

If there is only one contestant, or one time that is valid because of other contestants receiving a No Time, the contestant WITH A TIME will be paid 100% (of the 80% payout).

If there are 2 contestants or only two times that are valid, payout will be 60% for 1st and 40% for 2nd (of the 80% payout).

0-5 Events: $2 entry fee for 0-5 events. $1 will go towards nightly prize. Every contestant will get a prize that night after they have completed their run or roped. $1 will go towards year-end prizes and BBQ.

All contestants will carry points, the same as other events.

Non Member Fees:

For this year, we are implementing a NON-MEMBER fee. This non-membership is applicable to any visiting contestants who wish to join us for a rodeo, or two, or three+.

Non-Member contestants <u>WILL NOT receive points for their placement</u> in the competing round; however, they WILL receive payout for their placement.
*There is an update to this on the third rodeo — information is found below…

The first Rope N Run that is competed as a Non-Member will have a $25 fee PLUS any and all entry fees associated with it. Competitor will be entering as a one-time contestant, and therefore, will not be able to sign up for any exhibition runs. They will not receive points for their placement, but they will receive payout.

The second Rope N Run that is competed as a Non-Member will have a $20 fee PLUS any and all entry fees. Once again, the competitor will be entering as a one-time contestant, and therefore, not able to sign up for any exhibition runs. They will not receive points for their placement, but they will receive payout.

The third Rope N Run that is competed will have a $5 fee PLUS any and all entry fees, but the competitor will now become a MEMBER of the Cokeville Rope N Run. As a member, your results will now count for placement/points as well as payout. Any times from previous Rope N Runs (when contestant was a non-member) will NOT be used when calculating overall points — only from this third rodeo and moving forward will count towards year-end prizes and placement.

*Payout for the 2023 season will be during the following week's rodeo; therefore, we will be asking for the physical mailing address for non-members so that we can mail them their earned payout winnings.

<u>Event Rules:</u>

Goat Ribbon Pull: Time will start when runner crosses the line. Runner needs to retrieve ANY part of the ribbon. Time stops when runner crosses back over the starting line with any part of the ribbon. ***In the case that a runner receives any help (physical contact of contestant or goat), there will be a 20 second penalty added to the contestant's time.***   However, after 20 seconds of VERBAL encouragement and the contestant still has not achieved the goal of retrieving a part of the ribbon, then the contestant may receive PHYSICAL help and no penalty will be received.

Dummy Roping: The roper will start behind the farthest line away from the dummy. Roper must be STATIONARY and MOTIONLESS when it is his or her turn. ***The roper is to give a deliberate nod of the head (as you would call for your steer to be released from the chute).*** The judge will drop the flag to signal the timer to start the contestant's time as soon as any swing has begun and/or any part of the rope or the roper crosses the starting line. The time will stop when the dummy is caught in a legal head catch and the rope is tight from the head of the steer to the hand of the roper.

Roper must swing rope at least ONE FULL ROTATION before throwing his/her loop. Roper is allowed 2 loops. If someone else needs to rebuild the loop for the roper, the roper will be given a 10 second penalty. <u>The roper cannot be handed a secondary rope ready to swing.</u> There will be a No Time given to contestant for a second rope handed to the roper. If the roper, while throwing his or her loop, steps on or in front of the closest line to the dummy there will be a 10 second penalty added to their time (as if they broke the barrier).

There are 3 legal head catches: horns, around the neck, or half a head. Catching the whole body of the steer in the 2 older age groups will result in a No Time.

Goat Tying and Goat Tie Down: Goat must be flanked and tied in a legal 3-leg tie. Upon completion of the flank and tie, the goat's legs must stay tied for a period of 6 seconds. A No Time will be given for a goat that gets up before the 6 seconds has passed on the judge's clock. A 10 second penalty will be given for any horse that crosses the goat or the goat's tether.
Help may be given to any contestant after 30 seconds (according to the judges clock) of a contestant trying to tie the goat themselves.

Exhibition runs are $2 and all fees will go towards year-end prizes and BBQ. Exhibition goats on horse will run AFTER all qualifying runs have gone, regardless of age group. Exhibitions will all run together directly after the qualifying goat runs. All exhibition runs must be signed up while books are open for entries. **No late entries are allowed**. <u>A Membership Fee is still required and collected for contestants who only want exhibition runs.</u> ***Exhibition entries entered after 5:30 will have to pay a $20 late fee.**

- We will allow each contestant to run 1 horse per event per rodeo as a qualifying run. If contestant wants to run up to 3 horses total per rodeo (per goat run, barrels, and poles) the second 2 horses in that event will be ran as EXHIBITIONS for a "time only." Each horse can only be ran 1 time per contestant per event, either as a qualifying run or exhibition run.

Barrel and Poles: A No Time will be given for any pattern that is broken or not finished properly. If a contestant crosses back over the eye after the run has completed, they will receive a No Time as this restarts the clock again and we will not have an accurate time for you.

In the 2 youngest age groups, the contestant may break the plane on the wrong side of the pole or barrel, and then CORRECT IT to still receive a timed run.

The 14+ age group must maintain forward motion. If contestant does not, it will be considered a broken pattern and result in a No Time.

Straps on saddle that hold contestants in are banned and cannot be used in the arena or warm-up arena, as insurance will not permit it.

We will allow each contestant to run 1 horse per event as a qualifying run. If contestant wants to run up to 3 horses total (per barrels and poles) the second 2 horses in that event will be run as EXHIBITIONS for a "time only."

Exhibition runs are $2 and all fees will go towards year-end prizes and BBQ. Exhibition barrels and poles will run AFTER all qualifying runs have gone, regardless of age group. Exhibitions will all run together directly after the qualifying barrel and pole runs. All exhibition runs must be signed up while books are open for entries. **No late entries are allowed**. <u>A Membership Fee is still required and collected for contestants who only want exhibition runs. ***Exhibition entries entered after 5:30 will have to pay a $20 late fee.**</u>

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Breakaway: Rope must be tied onto the saddle horn before the run begins. Judges or Arena Help may check to see that the rope is secure with a string. Time will start when the flag on the barrier moves and the Time will stop when flagger drops his/ her flag, which will be after the rope breaks away from contestant's saddle horn. A 10 second penalty will be given for a broken barrier. Rope must go over the calf's nose for it to be a legal catch. <u>Roper has 1 loop to catch the calf.</u> There will be a 45

second time limit. If the calf is not caught with the loop going over the calf's nose or exceeds the 45-second time limit then there will be a No Time awarded to the roper.

Calf Tie Down:
Calf will be tied on to the roping chute. The calf will be held, by the tail, by a judge or an adult helper. The holder is to hold the calf tight as the contestant is flanking the calf. The calf holder must be the same throughout the go. Time will start when the contestant leaves the front of the box as if there is a line drawn. The electric eye may be used or a flagger. The calf must be flanked and tied in a legal 3-legged tie with a piggin' string. The time will stop after the contestant signals that the tie is complete, with both hands off of the calf and string, as the flagger/ judge drops the flag signaling the timer to stop the time. Calf must stayed tied for 6 seconds after the flagger drops the flag and according to the judges timer. If the the calf is to get up before the 6 seconds or the contestant is to touch the calf or string before the 6 seconds is up then there will be a a No Time given.
Help may be given to any contestant after 30 seconds (according to the judges clock) of a contestant trying to tie the calf themselves.

Tie Down Roping:
Time will start when the flag on the barrier moves. A 10 second penalty will be given for a broken barrier. ***This is catch as catch can.*** Roper has 1 loop to catch the calf. There will be a 60 second time limit. If the calf is not caught and tied or exceeds the 60-second time limit then there will be a No Time awarded to the roper.

The calf must be flanked and tied in a legal 3-legged tie with a piggin' string. The time will stop after the contestant signals that the tie is complete, with both hands off of the calf and string, as the flagger/ judge drops the flag signaling the timer to stop the time.   Calf must stayed tied for 6 seconds after the flagger drops the flag and according to the judges timer. If the the calf is to get up before the 6 seconds or the contestant is to touch the calf or string before the 6 seconds is up then there will be a a No Time given.