

EVENT RULES

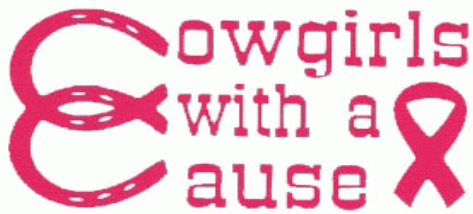
Barrel Racing: Entry fee= \$50. Barrel Racing will be a 4-D format. NBHA rules used as a guideline. Knocked over barrels result in “No Time”. You may enter as many different horses as you wish. Each horse will get two runs. Points will be kept separate on each horse. The points on your highest placing horse will be applied towards the All-Around. The saddle will be awarded to the winner of the 1-D Average (Combined Time). Go-round winners and the Average winners in the 2-D, 3-D and 4-D will receive Bob Berg Buckles.

Breakaway Roping: Entry Fee= \$50. 2 head, each roper gets both head. Roper Classification: **A:** Open to all (The winner of A-division Average (Combined Time) gets saddle). Any roper may enter the A division to rope for the saddle but can only enter one division. **B:** Must have never won money in any senior rodeo assoc. (Jr. and high school does not count) **C:** Beginners: do not enter at ropings/rodeos, borrowed rope and/or horse, didn't practice. Just here to support the cause... **A:** roping will be neck catch only to be a qualified catch. Rope must come tight and calf must break rope from the horn while in front of the front legs, under the nose, behind the ears and in front of the tail head. 1 loop, gate will be closed, 30 sec. time limit. Cattle will be chute run. **B & C:** ropings will be catch as catch can after passing over the head. 1 loop, gate will be closed, 30 sec. time limit, cattle will be chute run.

Team Roping: Entry Fee= \$50. Draw 2 partners. **Straight Draw Pot.** May enter Heading once and/or Heeling once. (I.E.: May enter 2X – once heading and once heeling). Every team gets 2 head. USTRC rules will be used as a guideline. Winning team of each go-round and the Average (Combined Time) will receive Bob Berg Buckles. The High point team roper of the day wins the saddle. The points for each team will be kept separately. An individual's highest placing team will count towards the All-Around. In case of a Tie for the Team roping saddle, there will be a 2 head rope off. Team is split and they pick partners.

**Any TIES for barrel racing, breakaway and All-Around will be decided by one hand of CWAC Poker. Our rules: Deal 2 to each player/ Burn 1 / Flop 3 community cards / Burn 1/ Turn 1 community card / Burn 1 / River-1 community card... Player may use a combination of any 5 cards 1 or both personal cards and some dealer cards or all dealer cards.*

Royal Flush / Straight Flush/ 4 of a Kind/ Full House/ Flush/ Straight/ 3 of a Kind/ 2 pair/ 1 pair



Point System:

Each go-round awards points 10/9/8/7/6/5/4/3/2/1 in each division.

Average awards points will be 15/14/13/12/11/10/9/8/7/6 in each division.

**Show Management has final decision on roper classification.*

**Ground rules may be posted on the day of the event.*

**Dress Code: Long sleeved western shirt. Cowboy hat or no hat.*

Order of Events:

8 AM: Take Entries

9 AM: 1st go Barrel Racing

Breakaway both go-rounds (2nd go, reverse order)

Team Roping both go-rounds (2nd go, reverse order)

2nd go Barrel Racing (reverse order)

****AWARDS****

Concessions provided by CWAC volunteers: All proceeds benefit the Cause.

WE NEED VOLUNTEERS! Please contact us if you are willing to volunteer to help with the concessions, setting barrels, punching cattle, etc.

THANKS FOR YOUR SUPPORT!!!