



**WOMEN'S RODEO WORLD CHAMPIONSHIP  
GROUND RULES PAYOUTS, ADVANCEMENT AND TIE-BREAKERS  
November 1-6, 2021 – South Point Arena – Las Vegas, NV**

**1. SCHEDULE OF KEY DATES AND DEADLINES**

- 1.1. November 2, 2020 at 12:00pm – WRWC Segment W21 nominations open
- 1.2. October 3, 2021 at 11:59pm CT - WRWC Segment W21 nominations close
- 1.3. October 7, 2021 at 1pm CT – WRWC Segment W21 leaderboard final
- 1.4. October 8, 2021 at 10am CT – October 11, 2021 at 5pm CT – Team Roping Pairings for WRWC Leaderboards & Fast Track Round
- 1.5. October 12, 2021 at Noon CT – WRWC Preliminary Rounds – Entries Open
- 1.6. October 14, 2021 at 5pm CT – WRWC Preliminary Rounds – Entries Close
- 1.7. October 12, 2021 at Noon CT – WRWC Qualifying Rounds & Fast Track Round – Entries Open
- 1.8. October 14, 2021 at 5pm CT – WRWC Qualifying Rounds & Fast Track Round – Entries Close
- 1.9. TBD – Late/Walk Up Entries - WRWC Preliminary Rounds and WRWC Qualifying Rounds

**2. TENTATIVE COMPETITION ORDER PER DISCIPLINE**

- 2.1.1. Fast Track Round – Pro & Challenger Leaderboards
- 2.1.2. Preliminary Rounds
- 2.1.3. WRWC Qualifying Rounds
- 2.1.4. Redemption Round
- 2.1.5. WRWC Progressive Round
- 2.1.6. WRWC Semi-Final Round
- 2.1.7. WRWC Main Event

**3. GENERAL GROUND RULES**

- 3.1. The Women's Rodeo World Championship (WRWC) is open to all biological female athletes over the age of thirteen (13) years of age at the time of entry.
- 3.2. WRWC DISCIPLINES: Team Roping-Header, Team Roping-Heeler, Breakaway Roping, Barrel Racing
- 3.3. Definition: the term "Leaderboard" or "Leaderboards", when not accompanied by a "Pro", "Challenger", or "Pro/CHL" designation, refers to the SW21 Leaderboard applicable to the athlete's competition classification. Open entry athletes will be classified as a Pro or Challenger upon entry confirmation.
  - 3.3.1. The abbreviation "CHL" refers to the Challenger classification
- 3.4. Athletes are allowed one (1) entry per discipline in the 2021 WRWC event.
  - 3.4.1. Athletes seeded in the Semi-Final Round and Main Event Round (Pro/CHL Leaderboard #1-4) are eligible to participate in the Qualifying Rounds for payout and All Around points.
  - 3.4.2. Athletes seeded in the Progressive Round from the Fast Track Rounds are eligible to participate in either the Qualifying Rounds or Preliminary Rounds, based on their Leaderboard position, for payout and All Around points.
- 3.5. WRWC Competition Committee reserves the right to modify these ground rules whether by addition to, deletion from, or modification of any rules as it deems necessary, without prior notice, to ensure fair competition.
  - 3.5.1. No rule changes will be made within a round of competition.
- 3.6. For clarification, any reference to WRWC SW21 leaderboard standings as it relates tie-breakers or similar instances, the leaderboard standings refer to the final audited standings as of October 7, 2021.
- 3.7. COVID and General Health Compliance:
  - 3.7.1. The safety of WRWC athletes, production crew, event staff, venue staff, exhibitors, spectators and everyone in the execution of this event is WRWC staff's top priority.
  - 3.7.2. WRWC may implement safety guidelines based on recommendations from Federal, State, and Local officials along with the host venues protocols in place at the time of the event. Safety guidelines will be provided to all participants (athletes, staff, etc.) prior to the start of the event.
- 3.8. Definition: For avoidance of doubt and clarification as it applies to the WRWC Main Event payout the following defines the difference between an Event Champion and an Event Winner.

- 3.8.1. An Event Champion, that is eligible to earn the top payout in their discipline has recorded a qualified time in the Championship Round and “placed first” in the final event results.
- 3.8.2. An Event Winner, that is not eligible to earn the top payout in their discipline in the WRWC Main Event, has not posted a qualified time in the Championship Round.
- 3.9. WRWC is not a WCRA Triple Crown of Rodeo (TCR) eligible event. The event will not alter an athlete's consecutive TCR event wins count.
- 3.10. Splits:
  - 3.10.1. All timed event splits must be declared one hour before the event start time. Changes in splits in subsequent rounds of competition must be declared immediately following the previous round of competition.
- 3.11. Draw Outs:
  - 3.11.1. If an athlete draws out of the event prior to the entries closing or is drawn out after the books close, prior to competing in the event, for a valid reason; the athlete will be refunded the full amount of entry fees pre-paid for the event competition position vacated.
    - 3.11.1.1. Transaction fees related to an entry fee are not refundable for any reason.
    - 3.11.1.2. Virtual Rodeo Qualifier (VRQ) nomination and transaction fees are not refundable for any reason after the segment has closed.
- 3.12. Turn Outs and Non-Entries:
  - 3.12.1. If an eligible athlete qualified via the SW21 Leaderboard does not enter during the designated entry time period, they will be replaced by the next eligible alternate from the master event athlete list.
  - 3.12.2. If an eligible athlete qualified via the SW21 Leaderboard draws out of the event before entries close, their position will be filled by the next eligible alternate from the master event athlete list.
  - 3.12.3. If an eligible athlete qualified via the SW21 Leaderboard turns out of the event after entries close, their position will be filled by the next eligible alternate.
    - 3.12.3.1. The penalty for a notified turnout is \$500.00 or forfeiture of all entry fees in that discipline, whichever is greater.
    - 3.12.3.2. The penalty for a non-notified turnout is \$500.00 plus forfeiture of all entry fees and/or applicable stock charges associated with the entry. The athlete cannot participate in the WRWC platform until the penalty fee is paid.
    - 3.12.3.3. The athlete will not be allowed to earn a competition position at the event in the same discipline via alternate qualifying methods, inclusive of entry in the OPEN.
    - 3.12.3.4. If an athlete is a non-notified turn out, the athlete will be penalized or assessed a penalty fee of five hundred (\$500) dollars plus forfeiture of any applicable entry fees and/or stock charges associated with the entry. The athlete cannot participate in the WRWC platform until the penalty fee is paid.
  - 3.12.4. Any athlete that turns out and is not replaced within the designated time period or is a non-notified turn out, the athlete will not be eligible to participate in the WRWC platform for a minimum of the next WRWC segment and up to a maximum one (1) calendar year. The athlete will also forfeit any and all fees or payments made in relation to the ineligible WRWC segment.
    - 3.12.4.1. The ineligible period will be determined by the WRWC Competition Committee and an event Promoter Representative.
  - 3.12.5. Turn Out Due to Doctor Release: Athlete must give notice to Event Arena Secretary no later than 3 days before her scheduled Performance, or upon the occurrence of a physical injury if it occurs less than 3 days before the Performance. In order to be eligible to be Excused, the Athlete must provide, prior to Athlete's first scheduled competition time, a written medical doctor verification on doctor's letterhead bearing the doctor's name, address and phone number, signed by a licensed doctor explaining the injury and recommending that the Athlete not compete in the Event. The doctor's note must be dated no later than 3 days after the alleged injury occurred.
    - 3.12.5.1. If an athlete doctor releases from the event prior to competing in the event, with a valid written verification; the athlete will be refunded the full amount of entry fees pre-paid for the event competition position vacated.
      - 3.12.5.1.1. Transaction fees related to an entry fee are not refundable for any reason.
  - 3.12.6. Turn Out Due to Visible Injury: An Athlete may turn out due to visible injury, provided notification of such a turn out is authorized by official Event Sports Medicine trainer or Event doctor at Event.
    - 3.12.6.1. If an athlete turns out due to visible injury from the event prior to competing in the event, with a valid verification, the athlete will be refunded the full amount of entry fees pre-paid for the event competition position vacated.
      - 3.12.6.1.1. Transaction fees related to an entry fee are not refundable for any reason.
  - 3.12.7. Turn Out Due to Vet Releases: Vet releases will only be accepted in the Barrel Racing Discipline.

- 3.12.7.1. If an athlete turns out due to vet release from the event prior to competing in the event, with a valid written verification on the letterhead of a licensed veterinarian; the athlete will be refunded the full amount of entry fees pre-paid for the event competition position vacated.
  - 3.12.7.1.1. Transaction fees related to an entry fee are not refundable for any reason.
- 3.12.8. In the Team Roping, if a header or heeler notifies TO, NNTTO, VIR, DR, or DO leaving an incomplete team, the next Athlete in the corresponding category (header or heeler) will be added to the team. If an alternate is not found prior to the Athlete's competition time, the remaining partner may select another partner from among any of the Event Athletes already entered in Event, except those scheduled to compete in that same Discipline that have already entered the maximum allowed times.
- 3.12.9. Other: WRWC Competition Committee may Excuse an Athlete from competing in a Performance, staying at the Performance for the designated times, or otherwise altering the terms of the Athlete Agreement, but only in its sole and absolute discretion.
- 3.13. Trades
  - 3.13.1. The WRWC SW21 event format negates the need for any trades.
  - 3.13.2. All reasonable efforts will be made to ensure athletes participating in multiple disciplines will not have overlapping runs. If this issue occurs the athlete must notify the event secretary in advance of the event. The WRWC Competition Committee will evaluate how to resolve the issue, if possible.
- 3.14. Timing & Scoring
  - 3.14.1. Times in the Team Roping and Breakaway Roping will be recorded to the hundredths of a second.
    - 3.14.1.1. Competition will start behind a rope barrier and will be timed by handheld stopwatches
  - 3.14.2. Barrel Racing times will be recorded to the thousandths of a second by electronic eyes.
  - 3.14.3. If backup times from stopwatches are required to be used at any time during the event competition a minimum of two (2) handheld stopwatches will be used to record times to:
    - 3.14.3.1. Barrel Racing – the hundredths of a second.
- 3.15. Stock Draw
  - 3.15.1. Stock will be drawn at least two hours prior to the start of the competition.
    - 3.15.1.1. If enough cattle, the Fast Track Round stock for both rounds of competition will be drawn at the same time.
    - 3.15.1.2. The Preliminary Rounds and WRWC Qualifying Rounds, when applicable as per the final competition schedule, stock draw for both rounds of competition will be drawn at the same time if there is enough cattle.
  - 3.15.2. If there are not enough animals to complete a round of competition, re-run stock will be drawn as needed.
  - 3.15.3. Athletes may not draw the same competition animal within a sequence of rounds that include an aggregate component.
  - 3.15.4. An Athlete may draw a competition animal that they have previously competed on during the event based on the following:
    - 3.15.4.1. The animal is not redrawn during a segment of the competition that includes an aggregate.
    - 3.15.4.2. The athlete redraws the competition animal in a subsequent round or set of rounds during the event that starts as a clean slate.
  - 3.15.5. Misdraw procedure will be determined by the event officials.
  - 3.15.6. Main Event Round – Athletes will draft their stock one hour prior to the final round. Order of stock draft will be based on advancement places from the WRWC Semi-Final Round with the highest placing athlete drafting first. The remaining athletes will draft in order of advancement. Athletes not available to attend the draft will be moved to the end of the draft and all remaining stock will be randomly drawn.
- 3.16. PRO/CHALLENGER LEADERBOARDS
  - 3.16.1. WRWC will include PRO/CHALLENGER LEADERBOARD in the WRWC Preliminary Rounds and the WCWC Qualifying Rounds for each discipline.
    - 3.16.1.1. An athlete's eligibility to participate in the Challenger Leaderboard will be determined based on known information as of January 1, 2021. The athlete's status will remain following this date regardless of an athlete's competitive efforts or earnings prior to the start of competition at WRWC.
    - 3.16.1.2. Challenger athletes will have the opportunity to choose the leaderboard on which they would like to compete by emailing [classification@rodeologistics.co](mailto:classification@rodeologistics.co) by Sunday, February 28, 2021. New athletes on the W21 Leaderboard have until April 30, 2021 to declare their classification. Once the declaration deadline has expired or an athlete has earned over 250 points on the Pro or Challenger leaderboard (whichever occurs first), the athlete is no longer eligible to change leaderboard designations.
    - 3.16.1.3. Challenger Leaderboard qualification eligibility:

- 3.16.1.3.1. Team Roping – Global Handicaps system will be used to determine Challenger Leaderboard eligibility. Athlete's may not exceed a Global Handicap number of #4.5. All athletes must have a current registration in Global Handicaps for official athlete number ranking.
- 3.16.1.3.1.1. Team Roping athletes must send an electronic copy or screenshot of their 2021 Global Handicap rating to verify their number ranking. Athletes will be defaulted to the PRO Leaderboard until verification is provided. The screenshot must be sent to [classification@rodeologistics.co](mailto:classification@rodeologistics.co) (this is not a .com email address)
- 3.16.1.3.2. Barrel Racing – Equistat ranking system will be used to determine Challenger Leaderboard eligibility. The Equistat database currently includes over 76,600 Barrel Racing athletes. Athletes are eligible to participate in the Challenger Leaderboard if their earnings do not exceed the Lifetime earnings amount or the amount listed below in any one (1) calendar year for any of the defined time periods in this section.
  - 3.16.1.3.2.1. 2020 calendar year - \$20,000
  - 3.16.1.3.2.2. 2019 calendar year - \$20,000
  - 3.16.1.3.2.3. 2018 calendar year - \$20,000
  - 3.16.1.3.2.4. Lifetime Earnings - \$100,000
- 3.16.1.3.3. Breakaway Roping – Rodeo Logistics Athlete Classification (RLAC) is a proprietary rankings format developed by Rodeo Logistics and based on athlete earnings derived from select national and regional rodeo associations; select stand-alone events; WRWC 2020 event, and WCRA earnings from the 2018-2020 calendar years. The RLAC database currently includes over 1,750 Breakaway Roping athletes. Athletes are eligible to participate in the Challenger Leaderboard if their earnings do not exceed the Lifetime earnings amount or the amount listed below in any one (1) calendar year for any of the defined time periods in this section.
  - 3.16.1.3.3.1. 2020 calendar year - \$6,000
  - 3.16.1.3.3.2. 2019 calendar year - \$6,000
  - 3.16.1.3.3.3. 2018 calendar year - \$6,000
  - 3.16.1.3.3.4. Lifetime Earnings - \$20,000
- 3.16.2. If an athlete is not included in any known data to establish their status, they will default to the PRO Leaderboard. Athletes will have the opportunity to provide information on their career stats and earnings to the WRWC Competition Committee to apply for Challenger status.
- 3.16.2.1. The WRWC Competition Committee reserves the right to reclassify any athlete at any time
- 3.16.3. Athletes are eligible to participate in one (1) leaderboard per discipline at a time – Pro or Challenger.
- 3.16.3.1. An athlete may be eligible to participate as a Challenger in a discipline and as a Pro in another discipline.

#### **4. BARREL RACING GENERAL RULES**

- 4.1. Barrel Racing Tractor Drag/Hand Rake
  - 4.1.1. WRWC Fast Track Rounds (Pro & Challenger)
    - 4.1.1.1. Tractor drag after every 4 runs and between each Leaderboard group
    - 4.1.1.2. Hand rake after every run
  - 4.1.2. Preliminary Rounds, WRWC Qualifying Rounds, and Redemption Round
    - 4.1.2.1. Tractor drag after every 5 runs
    - 4.1.2.2. WRWC may choose to hand rake after every run
  - 4.1.3. WRWC Progressive Round
    - 4.1.3.1. Tractor drag after every 5 runs
    - 4.1.3.2. Hand rake after every run
  - 4.1.4. WRWC Semi-Final Round
    - 4.1.4.1. Tractor drag after every 5 runs
    - 4.1.4.2. Hand rake after every run
  - 4.1.5. WRWC Main Event Round
    - 4.1.5.1. Tractor drag after every 4 runs
    - 4.1.5.2. Hand rake after every run
  - 4.1.6. Once competition has started, all athletes entered in a round of competition that vacate their competition position for any reason will remain in the draw for the purpose of competition positions between drags.

#### **5. TEAM ROPING PAIRING & LEADERBOARD RULES**

- 5.1. Athletes will declare their team partner at time of the team roping pairings from the Leaderboards. Once pairings are final, both team members must also enter the event through the Rodeo Logistics entry tool – EntryTool.com.

- 5.2. Athletes are not allowed to have more than one (1) identical Header/Heeler pairing combination at any time during the event except in the Fast Track Round.
  - 5.2.1. A paired combination must maintain the pairing during any advancement rounds the team has qualified to participate in or any re-enter rounds of competition the athletes are eligible to participate in as long as there are no identical team pairings participating in the event.
  - 5.2.2. If a team member is unable to continue participating in the event after competition has started due to an injury or illness, the remaining team member may select a replacement partner from the remaining field of entered athletes that have not maxed out their entries in that discipline. The athlete turning out must provide verification of injury/illness prior to the new team pairing becoming valid.
- 5.3. Headers/Heelers competing in the Preliminary Rounds or WRWC Qualifying Rounds.
  - 5.3.1. In the event there is an uneven number of headers/heelers, any vacancies will be filled with the eligible headers/heelers from the master athlete alternate list. WRWC will pair the remaining vacancies with the alternates in order of their W21 Leaderboard rank.
  - 5.3.2. Once all alternates have been exhausted, the remaining headers/heelers without a partner will be allowed to choose a partner from the remaining field of entered athletes that have not maxed out their entries in that discipline.
    - 5.3.2.1. Once an eligible athlete selects a competition partner from the field of entered and eligible athletes to complete the team pairing, the selected partner athlete has two options:
      - 5.3.2.1.1. 1) Pay all applicable entry fees required at time of team pairing. The added athlete will be eligible for all payouts, advancement opportunities and All-Around Bonus points.
      - 5.3.2.1.2. 2) Pay no entry at time of pairing and have entry fees deducted from WRWC event prize money earnings. The entry fee deduction not to exceed \$3,000.00. The added athlete will be eligible for all payouts, advancement opportunities and All-Around Bonus points.
- 5.4. At the conclusion of the segment cut off, all Headers and Heelers will first declare their partners via email prior to entries opening. A link to a live sheet will be shared with all header/heelers to see the pairings as they are sent in.
- 5.5. **5.5.1. Combined partner point totals after the pairing deadline will determine the team's competition placement within the Preliminary Rounds or WRWC Qualifying Rounds.**
  - 5.5.1.1. All references to a Team Roping ranking and/or competition position once the pairings have been confirmed will be based on the combined team point total.
  - 5.5.2. A deadline will be set and communicated to the athletes to confirm their partner.
- 5.5.3. **After the pairing deadline has closed, all teams are final.**
- 5.6. WRWC Leaderboard (Pro and Challenger Leaderboards applied separately) –
  - 5.6.1. Each eligible athlete's individual point total from the final audited WRWC SW21 Leaderboard as of October 7, 2021 will determine qualification into the WRWC.
    - 5.6.1.1. SW21 Pro/CHL Leaderboards (separately) - the top 100 Headers and top 100 Heelers will be eligible to participate in WRWC.
      - 5.6.1.1.1. Combined partner point totals after the pairing deadline will determine the team's competition placement in the WRWC Preliminary Rounds or the WRWC Qualifying Rounds.
      - 5.6.1.1.2. The #1 team based on combined leaderboard points will be seeded into the WRWC Main Event. The #1 team will not be final until all teams have been paired.
        - 5.6.1.1.2.1. The #1 team based on combined leaderboard points is eligible to participate in the WRWC Qualifying Rounds with advancement to subsequent rounds based on competition performance, for payout and All Around Championship points. If the #1 team earns an advancement position to the WRWC Main Event round the earned advancement position will be vacated and filled by the next eligible athlete. The #1 team will participate in the round based on the earned seeded position.
      - 5.6.1.1.3. The #2-4 teams based on combined leaderboard points will be seeded into the WRWC Semi-Final Round.
        - 5.6.1.1.3.1. The #2-4 teams based on combined leaderboard points are eligible to participate in the WRWC Qualifying Rounds with advancement to subsequent rounds based on competition performance, for payout and All Around Championship points. If a #2-4 team earns an advancement position to the WRWC Semi-Final Round the earned advancement position will be vacated and filled by the next eligible athlete. The #2-4 teams will participate in the round based on the earned seeded position.
      - 5.6.1.1.4. The #1-30 teams based on combined leaderboard positions will qualify to participate in the WRWC Qualifying Rounds.
      - 5.6.1.1.5. The #31-100 teams based on combined leaderboard positions will qualify to participate in the WRWC Preliminary Rounds.



## 5.7. Fast Track Round

5.7.1. Athletes that earned a Fast Track Qualifier (FTQ) seeded qualification that are eligible to participate in the Fast Track Round will have the opportunity to select a partner from the list of athletes that qualified for the Fast Track Round.

5.7.1.1. At the conclusion of the segment cut off, all Headers and Heelers will first declare their partners via email prior to entries opening. A link to a live sheet will be shared with all header/heelers to see the pairings as they are sent in.

5.7.1.1.1. If applicable, athletes that have earned a FTQ competition position that are paired in the WRWC Preliminary Rounds or WRWC Qualifying Rounds with an athlete that has also earned a FTQ competition position, must pair with that athlete in the Fast Track Rounds.

5.7.1.1.2. All remaining athletes will have the opportunity to pair up with the remaining eligible athletes.

5.7.1.1.3. If there is an uneven number of filled competition positions by athletes with seeded qualifications to participate in the Fast Track Round, an alternate athlete(s) will be added to the eligible athlete list in the discipline that needs to be filled.

5.7.1.1.3.1. Fast Track Round alternate athletes will be filled by the highest ranked athlete(s) on the respective SW21 Leaderboard that has not already earned a competition position in the Fast Track Round.

5.7.1.1.4. If an alternate athlete is added to the Fast Track Round that athlete is eligible to advance to the WRWC Progressive Round based on the final results.

5.7.1.2. A deadline will be set and communicated to the athletes to confirm their partner.

5.7.2. If a seeded athlete that has earned a FTQ competition position earns an advancement position from the Fast Track Round, it will be vacated and the next eligible athlete in that discipline will advance. The seeded athlete will retain any prize money and/or AAC points earned in the Fast Track Rounds.

5.7.3. Broken teams created by advancement from Fast Track Round

5.7.3.1. In order to maintain team pairing integrity in the event and not adversely affect athletes, if one or more teams from the Fast Track Rounds advances to the WRWC Progressive Round with a partner other than their designated partner in the WRWC Preliminary Rounds or the WRWC Qualifying Rounds or an advancing athlete's partner vacates their seeded competition position in the WRWC Progress Round for any reason, the following will be applied:

5.7.3.1.1. Each athletes that earned a seeded competition position in the WRWC Progressive Round will maintain their original designated team pairing from the WRWC Preliminary Rounds or the WRWC Qualifying Rounds. Their designated partner, by way of the original pairing will also advance to the seeded competition in the WRWC Progressive Round.

## 5.8. Redemption Round

5.8.1. At the conclusion of the WRWC Qualifying Rounds, all paired teams that did not advance to the WRWC Progressive Round will have the opportunity to re-enter a maximum of one (1) time per discipline in the Redemption Round.

5.8.1.1. The team pairing is not required to remain the same for the re-entry. If a new pairing is created, it must remain the same for any subsequent advancement rounds.

5.8.1.2. Seeded athletes are not eligible for Redemption Round

5.8.1.3. Only athletes that have participated in the WRWC Qualifying Rounds are eligible to re-enter and participate in the Redemption Round.

## 5.9. OPEN Team Pairings

5.9.1. OPEN athletes will declare their team partner at time of entry. Both team members must enter the event.

## 6. WRWC COMPETITION PROGRESSION TO THE MAIN EVENT

6.1. At the close of WRWC Segment W21 (SW21) on October 3, 2021 at 11:59:59pm the top one hundred (100) ranked athletes available in each discipline, per WRWC SW21 Leaderboard, who enter will be eligible to participate in WRWC.

6.1.1. All athletes eligible to enter WRWC via the WRWC SW21 Pro or Challenger Leaderboard will be notified by WRWC via email and text with event entry details.

6.1.1.1. All references to a Team Roping competition position will be based on the combined athlete SW21 Leaderboard points total.

6.2. Athletes not ranked in the Top 100 of the WRWC SW21 Pro or Challenger Leaderboard are eligible to enter the WRWC Preliminary Rounds

6.3. All athletes that earned a Fast Track Qualifier (FTQ) competition position at events designated by WRWC, who enter will be eligible to participate in the Fast Track Rounds of the WRWC.

- 6.4. A master event athlete list of eligible athletes will be created based on their position on the WRWC Segment W21 Leaderboard following the final points audit on October 7, 2021. Competition positions will be filled up to the number of available positions in each discipline as listed in this section of these ground rules during the event entry time period. Eligible athletes that enter during the event entry time period that are not placed into a competition position will be placed on the master event athlete list as an alternate in order of their WRWC SW21 Leaderboard position.

**6.4.1. Fast Track Rounds**

- 6.4.1.1. Pro Leaderboard – 8 athletes/teams
- 6.4.1.2. Challenger Leaderboard – 8 athletes/teams

**6.4.2. Preliminary Rounds**

- 6.4.2.1. SW21 Leaderboard #31-100 (Pro) - \$1,000 Entry Fee
- 6.4.2.2. SW21 Leaderboard #31-100 (Challenger) - \$1,000 Entry Fee
- 6.4.2.3. OPEN Entry - \$3,000 Entry Fee

**6.4.3. WRWC Qualifying Rounds – up to 76 Athletes/Teams**

- 6.4.3.1. SW21 Leaderboard #1-30 (Pro) – No Entry Fee
- 6.4.3.2. SW21 Leaderboard #1-30 (Challenger) – No Entry Fee
- 6.4.3.3. Preliminary Rounds – TOP 16

**6.4.4. Redemption Round**

- 6.4.4.1. Athletes not advancing from the WRWC Preliminary Round and/or WRWC Qualifying Rounds to WRWC Progressive Round are eligible to re-enter for an additional fee

**6.4.5. WRWC Progressive Round - up to 50 Athletes/Teams**

- 6.4.5.1. 4 - Fast Track Round (Pro) – Top 4 Fastest
- 6.4.5.2. 4 - Fast Track Round (Challenger) – Top 4 Fastest
- 6.4.5.3. 16 - Qualifying Rounds - Pro Leaderboard
  - 6.4.5.3.1. Barrel Racing
    - 6.4.5.3.1.1. Top 16 Fastest Times from Round 1
  - 6.4.5.3.2. Breakaway Roping & Team Roping
    - 6.4.5.3.2.1. Top 6 Fastest Times from Round 1
    - 6.4.5.3.2.2. Top 6 Fastest Times from Round 2
    - 6.4.5.3.2.3. Top 4 Aggregate from two (2) rounds of competition
- 6.4.5.4. 16 - Qualifying Rounds - Challenger Leaderboard
  - 6.4.5.4.1. Barrel Racing
    - 6.4.5.4.1.1. Top 16 Fastest Times from Round 1
  - 6.4.5.4.2. Breakaway Roping & Team Roping
    - 6.4.5.4.2.1. Top 6 Fastest Times from Round 1
    - 6.4.5.4.2.2. Top 6 Fastest Times from Round 2
    - 6.4.5.4.2.3. Top 4 Aggregate from two (2) rounds of competition
- 6.4.5.5. Up to 10 - Redemption Round – Advancement totals per the chart in Section 12.4.

**6.4.6. WRWC Semi-Final Round - 16 Athletes/Teams**

- 6.4.6.1. SW21 Leaderboard #2-4 (Pro)
- 6.4.6.2. SW21 Leaderboard #2-4 (Challenger)
- 6.4.6.3. Top 10 from WRWC Progressive Round

**6.4.7. WRWC Main Event - 8 Athletes/Teams**

- 6.4.7.1. SW21 Leaderboard #1 (Pro)
- 6.4.7.2. SW21 Leaderboard #1 (Challenger)
- 6.4.7.3. Top 6 from WRWC Semi-Final Round

**6.5. SW21 Leaderboard Qualification Benefits:**

**6.5.1. WRWC Leaderboard #1-#4: as of the final points audit of the WRWC SW21 on October 7, 2021.**

- 6.5.1.1. Seeded Competition (Team based on combined leaderboard points):
  - 6.5.1.1.1. #1 Athlete/Team – WRWC Main Event
  - 6.5.1.1.2. #2-4 Athletes/Teams – WRWC Semi-Final Round
    - 6.5.1.1.2.1. Seeded athletes/teams are eligible to participate in the Qualifying Rounds for prize money and AAC points. Seeded athletes/teams are eligible to advance to subsequent rounds of competition.
      - 6.5.1.1.2.1.1. If a seeded athlete/team earns an advancement position into a competition round that the athlete/team is previously seeded, the advancement position will be vacated, and the next eligible athlete/team will advance.
- 6.5.1.2. One (1) complimentary stall rental
- 6.5.1.3. One (1) standard double occupancy hotel room for up to three (3) nights

6.6. FTQ Seeded Qualification Athletes:

6.6.1. Eligible to participate in the WRWC Fast Track Round(s) based on qualification via a FTQ event for the Pro or Challenger leaderboard.

6.6.1.1. Up to sixteen (16) competition positions are available in the Fast Track Round.

6.6.1.1.1. Up to eight (8) from the Pro Leaderboard

6.6.1.1.2. Up to eight (8) from the Challenger Leaderboard

6.6.1.2. If an athlete earns more than one (1) FTQ in a discipline they will be eligible to participate in the Fast Track Round(s) for each FTQ competition position earned but is only eligible to advance the highest placing position on the Fast Track Round(s).

6.6.1.2.1. Seeded athletes/teams are eligible to participate in the Qualifying Rounds for prize money and AAC points. Seeded athletes/teams are eligible to advance to subsequent rounds of competition.

6.6.1.2.1.1. If a seeded athlete/team earns an advancement position into a competition round that the athlete/team is previously seeded, the advancement position will be vacated, and the next eligible athlete/team will advance.

6.6.2. One (1) complimentary stall rental per athlete (not per FTQ earned)

6.6.3. FTQ qualification rules:

6.6.3.1. The athlete/team must enter and participate in a Fast Track Qualifier event and win first place in the event to earn a FTQ seeded qualification.

7. **WRWC NOMINATION AND OPEN ENTRY DATES/FEES:**

7.1. All WRWC entries will be through the Rodeo Logistics entry application – EntryTool.com.

7.2. WRWC Segment W21 Nominations

7.2.1. Open – Monday, November 2, 2020 at 12:00pm CT

7.2.2. Close – Sunday, October 3, 2021 at 11:59pm CT

7.3. Preliminary Rounds

Entries Open – October 12, 2021 at 12:00pm CT

Entries Close – October 14, 2021 at 5:00pm CT

Entry Fees:

WRWC SW21 Leaderboard positions #31-100 – \$1,000

OPEN Entry - \$3,000

7.4. WRWC Qualifying Rounds

Entries Open – October 12, 2021 at 12:00pm CT

Entries Close – October 14, 2021 at 5:00pm CT

Entry Fee – complimentary for WRWC SW21 Leaderboard positions #1-#30

7.4.1. Late/Walk Up Entries

7.4.1.1. Entry Fee – **TBD based on first round of competition per discipline in final schedule**

7.4.2. Redemption Round Re-Entry Fee - \$500

7.4.2.1. Applicable to eligible re-entry per these ground rules.

7.4.2.2. All re-entries must be submitted via [www.entrytool.com](http://www.entrytool.com).

7.4.2.3. Re-entry closing times may be adjusted based on actual competition times.

7.4.2.4. Re-entry schedule:

7.4.2.4.1. Team Roping:

Re-entries Open – **TBD**

Re-entries Close – **TBD**

7.4.2.4.2. Breakaway Roping:

Re-entries Open – **TBD**

Re-entries Close – **TBD**

7.4.2.4.3. Barrel Racing:

Re-entries Open – **TBD**

Re-entries Close – **TBD**

**COMPETITION FORMAT, ADVANCEMENT & TIE-BREAKERS**

**\*\*Tie Breakers are for advancement purposes only – monies will remain split if tied\*\***

**8. CHALLENGER INCENTIVE SIDE POT**

8.1. All Challenger Leaderboard athletes/teams are eligible to earn competition payouts in the main payout based on competition performance and also in the Challenger Incentive Side Pot.

8.2. The Challenger Incentive Side Pot will be paid based on the highest placing Challenger athletes/teams in round or the aggregate.



8.3. Challenger Incentive Side Pots will be included in the WRWC Preliminary Rounds, WRWC Qualifying Rounds and WRWC Progressive Round. The payout will be included in the Payout section of these ground rules.

## **9. FAST TRACK ROUND**

### **9.1. CONSISTS OF:**

9.1.1. Up to sixteen (16) athletes/teams that earned a FTQ seeded qualification that are eligible to participate in the Fast Track Round

9.1.1.1. Pro Leaderboard – 8 athletes/teams

9.1.1.2. Challenger Leaderboard – 8 athletes/teams

9.1.1.3. The Pro & Challenger Fast Track Rounds will be ran separately.

9.1.1.4. To be eligible to participate in the Fast Track Round, an athlete/team must be entered in a section of the WRWC event based on their position SW21 Leaderboard position.

### **9.1.2. Competition Format**

9.1.2.1. Team Roping/Breakaway Roping – 2 rounds

9.1.2.1.1. Round 1 competition order – reverse order of SW21 Leaderboard position

9.1.2.1.2. Round 2 competition order – random draw

9.1.2.2. Barrel Racing – 1 round

9.1.2.2.1. Round 1 competition order – reverse order of SW21 Leaderboard position

9.2. PAYOUT: details included in the Payout section of these ground rules.

### **9.3. ADVANCEMENT –**

9.3.1. The top four (4) athletes/teams advance to the WRWC Progressive Round

9.3.1.1. Team Roping & Breakaway Roping

9.3.1.1.1. Top 4 fastest athletes/teams based on two-run aggregate

9.3.1.2. Barrel Racing

9.3.1.2.1. Top 4 fastest times from one round of competition

9.3.2. Athletes must record at least one qualified time in a round of competition in the Fast Track Round to be eligible to advance to the Main Event.

9.3.2.1. If an athlete places in more than one (1) advancement position in the Fast Track Rounds the athlete's first earned advancement position will be applied. The remaining earned advancement position(s) will be vacated and filled by the next eligible athlete.

9.3.3. Non-winners will return to their respective round of competition based on their the SW21 Leaderboard Position.

9.3.4. Non-Winners return to their original competition position within the WRWC Leaderboard and respective section of competition progression

### **9.4. TIE-BREAKERS IN TWO RUN AGGREGATE:**

9.4.1. Fastest time in any Fast Track round

9.4.2. Highest ranked athlete on the WRWC Leaderboard (Segment W21) (In Team Roping, it is based on the combined athletes' team points).

## **10. WRWC PRELIMINARY ROUNDS**

10.1. SW21 Leaderboard #31-100 (Pro) – \$1,000 Entry Fee

10.1.1. In Team Roping, team ranking is based on the combined athlete team points.

10.2. SW21 Leaderboard #31-100 (Challenger) – \$1,000 Entry Fee

10.2.1. In Team Roping, team ranking is based on the combined athlete team points.

10.3. OPEN Entry – \$3,000 Entry Fee

10.4. CONSIST OF:

10.4.1. Team Roping & Breakaway Roping - Two full rounds of competition

10.4.1.1. Round One – Competition Order in reverse order of merged leaderboards

10.4.1.1.1. Pro and Challenger Leaderboard competition positions will be merged to set Round 1 competition order.

10.4.1.1.1.1. Example – Open Entries be entry time stamp, CHL#100, Pro#100, .... CHL#32, Pro#32, CHL#31, Pro#31

10.4.1.2. Round Two – Random Draw

10.4.2. Barrel Racing – 1 Round of competition

10.4.2.1. Round 1 – Competition Order in order of merged leaderboards

10.4.2.1.1. Pro and Challenger Leaderboard competition positions will be merged to set Round 1 competition order.

10.4.2.1.2. Example – Pro#31, CHL#31, Pro#32, CHL#32, .... Pro#100, CHL#100, Open Entries be entry time stamp

10.4.2.2. Round One – based on merged leaderboard positions, top of the ground)

Example - based on 100 athletes in a round with a drag after 5:

- 20 drags will occur in the round.
- The first 20 athletes based on the combined Leaderboard positions will be placed in the 1, 6, 11... positions so they are the first to compete following a drag.
- The next set of athletes will be placed in the 2, 7, 12... positions so they are the second to compete following a drag.

10.4.2.2.1.1.1. The same process would be used for each run position until all athletes are placed in the round based on their Leaderboard position.

10.4.3. All competition categories (Leaderboard and OPEN entries) will be combined into one competition group.

10.5. PAYOUT: details included in the Payout section of these ground rules.

10.6. ADVANCEMENT – Advancement from the WRWC Preliminary Rounds to the WRWC Qualifying Rounds will be based on the total number of Pro/CHL Leaderboard athletes entered in the Preliminary Rounds of competition.

10.6.1. The advancement totals based on total entries are listed in the charts below.

Pro Leaderboard		Challenger Leaderboard	
Entries	Advancement	Entries	Advancement
61+	16	61+	16
51-60	14	51-60	14
41-50	12	41-50	12
31-40	10	31-40	10
21-30	8	21-30	8
11-20	6	11-20	6
1-10	4	1-10	4

10.6.2. Team Roping & Breakaway Roping

10.6.2.1. Up to Top 16 fastest athletes/teams based on two-run aggregate and the total listed in the advancement chart above in this section – Pro Leaderboard

10.6.2.2. Up to Top 16 fastest athletes/teams based on two-run aggregate and the total listed in the advancement chart above in this section – Challenger Leaderboard

10.6.3. Barrel Racing

10.6.3.1. Up to Top 16 fastest times from one round of competition and the total listed in the advancement chart above in this section – Pro Leaderboard

10.6.3.2. Up to Top 16 fastest times from one round of competition and the total listed in the advancement chart above in this section – Challenger Leaderboard

## 11. WRWC QUALIFYING ROUNDS –

11.1. CONSIST OF:

11.1.1. SW21 Leaderboard #1-30 (Pro) – No Entry Fee

11.1.1.1. In Team Roping, it is based on the combined athlete team points.

11.1.2. SW21 Leaderboard #1-30 (Challenger) – No Entry Fee

11.1.2.1. In Team Roping, it is based on the combined athlete team points.

11.1.3. Preliminary Rounds – up to Top 16

11.1.4. Qualifying Rounds competition will combine all athletes into one group. Advancement will be based on the Athlete/Team's Pro or Challenger status

11.1.5. Team Roping & Breakaway Roping - Two full rounds of competition

11.1.5.1. Round One – Competition Order in reverse order of merged leaderboards

11.1.5.1.1. Pro and Challenger Leaderboard competition positions will be merged to set Round 1 competition order.

11.1.5.1.1.1. Example – Preliminary Rounds advancing athletes in reverse order of advancement, CHL#30, Pro#30, .... CHL#2, Pro#2, CHL#1, Pro#1

11.1.5.2. Round Two – Random Draw

11.1.6. Barrel Racing – 1 Round of competition

11.1.6.1. Round 1 – Competition Order in order of merged leaderboards

- 11.1.6.1.1. Pro and Challenger Leaderboard competition positions will be merged to set Round 1 competition order.
- 11.1.6.1.2. Example – Pro#1, CHL#1, Pro#2, CHL#2,... Pro#30, CHL#30, Preliminary Rounds advancing athletes in reverse order of advancement,
- 11.1.6.2. Round One – based on merged leaderboard positions, top of the ground)
  - Example - based on 100 athletes in a round with a drag after 5:
    - 20 drags will occur in the round.
    - The first 20 athletes based on the combined Leaderboard positions will be placed in the 1, 6, 11... positions so they are the first to compete following a drag.
    - The next set of athletes will be placed in the 2, 7, 12... positions so they are the second to compete following a drag.
  - 11.1.6.2.1.1.1. The same process would be used for each run position until all athletes are placed in the round based on their Leaderboard position.
- 11.1.7. All competition categories (Leaderboard and OPEN entries) will be combined into one competition group.
- 11.2. PAYOUT: details included in the Payout section of these ground rules.
- 11.3. ADVANCEMENT – 24 athletes move on from WRWC Qualifying Rounds to WRWC Progressive Round:
  - 11.3.1. Team Roping & Breakaway Roping:
    - 11.3.1.1. Round 1
      - 11.3.1.1.1. Pro Leaderboard – Top 6 fastest times
      - 11.3.1.1.2. Challenger Leaderboard – Top 6 fastest times
    - 11.3.1.2. Round 2
      - 11.3.1.2.1. Pro Leaderboard – Top 6 fastest times
      - 11.3.1.2.2. Challenger Leaderboard – Top 6 fastest times
    - 11.3.1.3. Aggregate
      - 11.3.1.3.1. Pro Leaderboard – Top 4 fastest times
      - 11.3.1.3.2. Challenger Leaderboard – Top 4 fastest times
  - 11.3.2. Barrel Racing:
    - 11.3.2.1. Round 1
      - 11.3.2.1.1. Pro Leaderboard – Top 16 fastest times
      - 11.3.2.1.2. Challenger Leaderboard – Top 16 fastest times
  - 11.3.3. Athletes not advancing to the WRWC Progressive Round have the option to re-enter in the Redemption Round. The re-entry would require a \$500 entry fee. The athlete must re-enter within the re-entry time window as listed in Section 7.4.2 of these ground rules.
- 11.4. TIE-BREAKERS IN ROUNDS:
  - 11.4.1.1.1. If an advancing position is tied in the round, ties creating the split up to one (1) place beyond the maximum advancement position will advance. Any ties creating a split more than one (1) place beyond the maximum advancement position will be dropped and not advance – remaining advancement positions will be filled by the next eligible athlete/team based on the SW21 Leaderboard standings of the respective discipline with an unfilled position. (In Team Roping, it is based on the combined athletes' team points).

## 12. REDEMPTION ROUND

- 12.1. Athletes not advancing from the WCWC Preliminary Rounds and/or WRWC Qualifying Rounds to WRWC Progressive Round are eligible to re-enter in the Redemption Round for an additional fee
- 12.2. CONSISTS OF:
  - 12.2.1. Any athlete that entered and participated in the WCWC Preliminary Rounds and/or WRWC Qualifying Rounds that did not advance to the WRWC Progressive Round is eligible to re-enter the Redemption Round
  - 12.2.2. There must be a minimum of 8 athletes in a discipline for the Redemption Round to be held.
  - 12.2.3. One (1) full round of competition
    - 12.2.3.1. Clean Slate format
      - 12.2.3.1.1. Previous round times used only for tiebreakers
    - 12.2.3.2. Competition order – random draw
- 12.3. PAYOUT: details included in the Payout section of these ground rules.
- 12.4. ADVANCEMENT –
  - 12.4.1. Maximum of the Top ten (10) athletes/team from one round of competition advance to the WRWC Progressive Round based on total entries as shown in the chart in this section.

Total Athletes	Advancement
8	4
9-10	5
11-12	6
13-14	7
15-16	8
17-18	9
19+	10

12.4.2. Athletes must have a recorded qualified time in the Redemption Round to be eligible to advance to the WRWC Progressive Round.

12.5. TIE-BREAKERS IN REDEMPTION ROUND:

12.5.1. Fastest time in any round from the WRWC Qualifying Rounds

12.5.2. Highest ranked athlete on the WRWC merged Pro/CHL Leaderboards (Segment W21) (In Team Roping, it is based on the combined athletes' team points).

**13. WRWC PROGRESSIVE ROUND**

13.1. CONSISTS OF:

13.1.1. Up to 4 athletes/teams from the Fast Track Round (Pro)

13.1.2. Up to 4 athletes/teams from the Fast Track Round (Challenger)

13.1.3. Up to 16 athletes/teams from the Qualifying Rounds (Pro)

13.1.4. Up to 16 athletes/teams from the Qualifying Rounds (Challenger)

13.1.5. Up to 10 athletes/teams from the Redemption Round – up to Top 10 Fastest Times per the chart is Section 12.4

13.1.5.1. If for any reason, there are unfilled competition positions in the WRWC Progressive Round and there are no eligible athletes remaining from the WRWC Qualifying Rounds, the remaining position(s) will be filled by the next eligible athlete(s) from the Redemption Round.

13.1.5.1.1. For clarification, the term “eligible athlete” refers to any athlete with a recorded qualified time in the respective competition rounds referenced.

13.2. COMPETITION FORMAT:

13.2.1. One (1) round of competition

13.2.2. Competition Order – random order

13.2.3. Clean Slate format

13.2.3.1. No competition times from any Qualifying or Redemption Round moves forward to the Progressive Round except when needed to break a tie per the Advancement/Tie-Breaker rules in these Ground Rules.

13.3. PAYOUT: details included in the Payout section of these ground rules.

13.4. ADVANCEMENT –

13.4.1. 34 athletes/teams participate in one (1) round of competition with the top 10 qualified times advancing.

13.4.1.1. Any athlete/team that does not record a qualified time in the WRWC Progressive Round is not eligible to advance to a subsequent round of competition.

13.5. TIE-BREAKERS TO ADVANCE:

13.5.1. Any ties creating a split below 10<sup>th</sup> - the tie will be broken by WRWC Leaderboard rankings. The Highest ranked athlete on the WRWC Leaderboard (Segment W21) (In Team Roping, it is based on the combined athletes' team points).

**14. WRWC SEMI-FINAL ROUND**

14.1. CONSISTS OF 16 ATHLETES/TEAMS:

14.1.1.1. 3 - SW21 Leaderboard #2-4 (Pro)

14.1.1.2. 3 - SW21 Leaderboard #2-4 (Challenger)

14.1.1.3. 10 - Top 10 from WRWC Progressive Round

14.2. COMPETITION FORMAT:

14.2.1. One (1) round of competition

14.2.2. Competition Order – random order

14.2.3. Clean Slate format

- 14.2.3.1. No competition times from any Qualifying or Redemption Round moves forward to the Progressive Round except when needed to break a tie per the Advancement/Tie-Breaker rules in these Ground Rules.
- 14.3. PAYOUT: details included in the Payout section of these ground rules.
- 14.4. ADVANCEMENT –
  - 14.4.1. 16 athletes/teams participate in one (1) round of competition with the top 10 qualified times advancing.
  - 14.4.1.1. Any athlete/team that does not record a qualified time in the WRWC Progressive Round is not eligible to advance to a subsequent round of competition.
- 14.5. TIE-BREAKERS TO ADVANCE:
  - 14.5.1. Any ties creating a split below 6<sup>th</sup> - the tie will be broken by:
    - 14.5.1.1. Fastest time in any Qualifying Round.
    - 14.5.1.2. Highest ranked athlete on the WRWC SW21 Leaderboard
- 15. WRWC MAIN EVENT**
  - 15.1. CONSISTS OF 8 ATHLETES/TEAMS:
    - 15.1.1. SW21 Leaderboard #1 (Pro)
    - 15.1.2. SW21 Leaderboard #1 (Challenger)
    - 15.1.3. Top 6 from Semi-Final Round
  - 15.2. COMPETITION FORMAT:
    - 15.2.1. One (1) round of competition
    - 15.2.2. Competition Order – random order
    - 15.2.3. Clean Slate format
      - 15.2.3.1. No competition times from any previous round of competition moves forward to the WRWC Main Event except when needed to break a tie per the Advancement/Tie-Breaker rules in these Ground Rules.
  - 15.3. PAYOUT: details included in the Payout section of these ground rules.
  - 15.4. TIE-BREAKERS TO DETERMINE CHAMPIONSHIP: If there is a tie for first place in the Championship Round; the following tie-breakers will be used to determine the Event Champion and awarding of the 1<sup>st</sup> place payout. All other tied positions in the Championship round will be paid in standard payout splits.
    - 15.4.1. Fastest time in WRWC Semi-Finals Round
    - 15.4.2. Fastest time in WRWC Progressive Round
    - 15.4.3. Fastest time in WRWC Qualifying Rounds
    - 15.4.4. Highest ranked athlete on the WRWC SW21 Leaderboard (In Team Roping, it is based on the combined athletes' team points).
- 16. INSTANT REPLAY RULING CHALLENGE**
  - 16.1. INSTANT REPLAY RULING CHALLENGE (IRRC): These rules and guidelines may be amended and revised from time to time based on the logistics of implementation, effects on TV programming, delays to events, and other practical logistics learned as these rules and procedures are implemented.
    - 16.1.1. Instant replay is a useful device to allow Judges to view a run from several different angles and with slow motion. Where available, super slow motion may also be a useful tool.
    - 16.1.2. WRWC will designate a Lead Judge as an Instant Replay Judge.
    - 16.1.3. The athlete, any competition official or a WRWC Competition Committee member may call for an IRRC after a ruling is made.
      - 16.1.3.1. If an athlete calls for an Instant Replay Ruling Challenge (IRRC) for her own run, and if the Instant Replay Judge upholds the original ruling, that athlete will be charged \$500 for calling for the IRRC.
      - 16.1.3.2. Reviewable calls or actions available to athletes are listed with these Competition Rules and may include variations in the event specific Ground Rules under each discipline.
      - 16.1.3.3. Certain reviewable calls or actions are predicated by the athlete declaring themselves at the time of the alleged action. The definition of declaring is the athlete immediately notifies the competition officials and ceases their competition run. If an athlete notifies the official of a declaration but continues to make their competition run the declaration will be voided.
    - 16.1.4. An athlete may call for an IRRC on their own run only immediately after their run, but not after they leave the arena. They may do so by throwing an IRRC flag, to be located at both athlete out-gates, timed event chutes or perhaps elsewhere. The athlete will have 30 seconds to throw the flag. If there is no clock, until the judge's stopwatch reaches 30 seconds after the completion of a run. If an athlete is injured and is reasonably unable to get to the IRRC flag in time, the athlete may signal a judge for an



IRRC by a motion. If there is no flag at an event, it shall be the athlete's sole responsibility to alert the judges with the appropriate motion and confirmation for an IRRC.

16.1.5. Other athletes in the same discipline may instigate an IRRC on runs of others also, by throwing the flag within the 30 second time limit after the completion of a run. An athlete that throws the flag must immediately make it known that they are the one requesting an IRRC on another athlete by identifying their self to the competition officials. If that is not done, or if it is not clear who requested the IRRC, no IRRC will be effectuated as determined by any Judge.

16.2. If it is deemed that an athlete has called for an IRRC for their own run or for another athlete's run is a flagrant misuse of the IRRC, and the Instant Replay Judge upholds the original ruling, that athlete will be charged \$500 for calling for the IRRC.

## 17. WOMEN'S RODEO WORLD CHAMPIONSHIP PAYOUTS

\*All athletes are subject to US tax law regarding withholdings from payout.

\*ALL non-US resident athletes must complete a W-8BEN tax form, 30% of any earnings due will be withheld.

17.1.1. WRWC Main Event Round – Top eight (8) athletes based on the fastest times in the WRWC Semi-Final round will earn:

- 17.1.1.1. 1<sup>ST</sup> Place – \$60,000
- 17.1.1.2. 2<sup>ND</sup> Place – \$20,000
- 17.1.1.3. 3<sup>RD</sup> Place – \$12,500
- 17.1.1.4. 4<sup>TH</sup> Place – \$10,000
- 17.1.1.5. 5<sup>TH</sup> Place – \$7,500
- 17.1.1.6. 6<sup>TH</sup> Place – \$5,000
- 17.1.1.7. 7<sup>TH</sup> Place – \$4,000
- 17.1.1.8. 8<sup>TH</sup> Place – \$3,000 guaranteed appearance fee

17.1.2. Full payout details will be added at a later date

## 18. GROUND MONEY

18.1. In the case of not having enough scores or times in an event discipline, there will be ground money.

18.2. The definition of ground money is unclaimed prize money by go round that will be divided evenly between the athletes with qualified times or scores within their respective rounds.

18.3. If there are no qualified runs or times within a round, no ground money will be paid out.

## 19. ALL AROUND CHAMPION BONUS:

19.1. The athlete with the most accumulated All Around Champion (AAC) points at the conclusion of the event will be named the WRWC All Around Champion and awarded a \$20,000 bonus.

19.2. An athlete is eligible for the AAC bonus if they enter, compete and earn AAC points in more than one discipline.

19.2.1. Athletes must have recorded a qualified time in an AAC eligible round of competition to earn AAC points.

19.3. AAC Points are applied to eligible rounds of competition only and not on aggregate totals.

19.4. AAC Points are applied based on competition standings placement per round.

19.4.1. In the Barrel Racing, any AAC Points position earned with a Rollover time will be vacated and not awarded.

19.4.2. In the Team Roping, any AAC Points position earned by an Exhibition Athlete will be vacated and not awarded.

19.5. AAC Point Tie Breakers

19.5.1. Most AAC points earned from a combination of points from all four (4) disciplines

19.5.2. Most AAC points earned from a combination of points from at least three (3) disciplines

19.5.3. Most AAC points earned from a single discipline

19.5.4. Most money earned in the WRWC event

19.6. All Around Points Scale:

Places	Fast Track Rounds	Preliminary Rounds	Qualifying Rounds	Progressive Round	Semi-Final Round	Main Event Round
1	50.0	100.0	100.0	200.0	300.0	400.0
2	37.5	75.0	75.0	150.0	225.0	300.0
3	30.0	60.0	60.0	120.0	180.0	240.0
4	27.0	54.0	54.0	108.0	162.0	216.0
5		48.5	48.5	97.0	146.0	194.5
6		43.5	43.5	87.5	131.0	175.0

7		39.5	39.5	78.5	118.0	157.5
8		35.5	35.5	71.0	106.5	141.5
9		32.0	32.0	64.0	95.5	
10		28.5	28.5	57.5	86.0	
11		26.0	26.0	52.5	78.5	
12		23.5	23.5	47.0	70.5	
13		21.0	21.0	42.0	63.0	
14		18.5	18.5	37.0	55.5	
15		16.0	16.0	31.5	47.5	
16		13.5	13.5	26.5	40.0	
17		10.5	10.5	21.5		
18		8.0	8.0	16.5		
19		5.5	5.5	11.0		
20		3.0	3.0	6.0		