

Contestant Name:

2016 ENTRY FORM

Sunday, June 19, 2016 - 8:00 am Registration – 9:00 am Roping Reno Livestock Event Center, Pavilion

Contestant Date of Birth:	Month	Day	Year	Age:		
E-mail Address:						
Address:		City	City:		StateZip	
Contact Phone: (_)					
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out of the use of this photogra				•		
Parent/Legal Guardian Name (Printed):					
Signature:						

Online entry- go to link on the Reno Rodeo Website, family events, junior roping

Fax entry to 775-886-4238 or

Email to: jrroping@renorodeo.com

Reno Rodeo Junior Roping Rules and Procedures

Rules for all age groups: THE JUDGE'S DECISION SHALL BE FINAL!

- Contestant's division will be determined by contestant's age at time of entry.
- In all rounds, boundary lines will be used. Distance behind the BONES will be indicated with a PVC pipe.

 Stepping outside the boundary line, over the PVC pipe or moving the PVC pipe results in "no score" for the round.
- In each round, contestants will throw a loop from the designated line, depending on age division and stage of the contest. Points or progress will be awarded for each successful catch.
- Points for 5 & Under and 6-8 Age Group will be awarded as follows for the following catches: Slick Horns = 2 points; Half Head = 1.5 Points; Neck Catch = 1 Point.

5 & Under Rules

Helpers are allowed before contestant steps into the roping lane. After the contestant enters the competition lane, they may not receive assistance. Points will be recorded for every loop thrown to assist with tie-breaking. Each round for this age division will be held 2 ft. behind the BONES dummy.

Each round will result in a progressively longer horn spread:

- **Round 1:** Contestants throw 1 loop on short horn spread. The 20 contestants with the highest point totals will advance to Round 2.
- **Round 2:** Contestants throw 1 loop on medium horn spread. The 15 contestants with highest point totals will advance to Round 3.
- **Round 3:** Contestants throw 1 loop on long horn spread. The 10 contestants with the highest points will advance.
- FINALS: Distance line will be marked 3 ft behind the BONES dummy equipped with short horn spread. Points are tallied after all contestants have thrown one loop. If there is a tie for first place, the BONES is equipped with the medium horn spread and points are tallied after tied contestants have thrown one loop. Should there continue to be a tie, the BONES will be equipped with the long horn spread & the process repeated. Should ties persist, the distance can be moved back increments of 1 foot until winner is determined.

6-8 Rules

Helpers are allowed before contestant steps into the roping lane. After the contestant enters the competition lane, they may not receive assistance. Points will be recorded for every loop thrown to assist with tie-breaking.

- **Round 1:** Will begin 3 ft. behind the BONES dummy. Contestants throw one loop at medium horn spread. The 20 contestants with the highest point totals will advance to Round 2.
- Round 2: Will begin 5 ft. behind the BONES dummy. Contestants throw one loop at medium horn spread. Points awarded for legal catches as described in Round 1. The 15 contestants with the highest point totals will advance to Round 3.
- Round 3: Will begin 7 ft behind the BONES dummy. Contestants throw one loop on medium horn spread. The 10 contestants with the highest point totals will advance to the FINALS.
- **FINALS:** Will begin 9 ft behind the BONES dummy. Points are tallied after all contestants have thrown one loop. If there is a tie for first place, the BONES is moved back 2 feet and the round is repeated. Continue moving the BONES back by 2 foot increments until winners are determined.

<u>9-12 Rules:</u> Point for SLICK HORNS ONLY! No fishing & no figure eights or hickies on horns. The 9-12 Competition will begin with the Distance Line 8 ft behind the BONES dummy (equipped with medium horn spread). Each contestant throws one loop. Contestants making a legal catch move forward in competition. After each round, the Distance Line is moved back 2 ft. where all remaining contestants throw one loop. Horn positions may be changed to make the competition challenging and to help facilitate the elimination process. Continue contest until winners are determined.