



**WOMEN'S RODEO WORLD CHAMPIONSHIP
GROUND RULES PAYOUTS, ADVANCEMENT AND TIE-BREAKERS
October 26-29, 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, as applicable

- 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 W21 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. For avoidance of doubt, the separation of PRO/CHL leaderboards does not constitute or create separate disciplines.
 - 3.4.2. 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 Team Roping & Breakaway Roping or Progressive Round for Barrel Racing payout and All Around points.
 - 3.4.3. 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 W21 leaderboard standings as it relates to 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 is a Contestant/Team that has recorded the fastest time in the Main Event Round **and** has placed first in the final event results of her discipline solely by herself. To be an Event Champion, Contestant/Team must meet all WRWC eligibility requirements. Contestants/Teams with tied times in the Main Event Round are not considered Event Champions. An Event Champion **is** eligible to earn the top payout in their discipline.
- 3.8.2. An Event Winner has not posted a qualified time in the Main Event Round **and/or** has not placed first in the final results of her discipline solely by herself but rather is in a tied situation for first. Event Winners **have not** met the minimum WRWC requirements and are **NOT** eligible to earn the top payout in their discipline.
- 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, but 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 W21 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 W21 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 W21 Leaderboard turns out of the event after entries close, their position may be filled by the next eligible alternate, if any alternates are available and the amount of time is available to fill the spot after the turn out notification.
- 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.
- 3.12.4. If an athlete did not enter event or turns out or draws out of event at any time, 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.
- 3.12.5. 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.
- 3.12.6. 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.
- 3.12.6.1. The ineligible period will be determined by the WRWC Competition Committee and an event Promoter Representative.
- 3.12.7. 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.
- 3.12.7.1. 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.
- 3.12.7.1.1. Transaction fees related to an entry fee are not refundable for any reason.
- 3.12.8. 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.
- 3.12.8.1. 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.
- 3.12.8.1.1. Transaction fees related to an entry fee are not refundable for any reason.
- 3.12.9. Turn Out Due to Vet Releases: Vet releases will only be accepted in the Barrel Racing Discipline.
- 3.12.9.1. 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.
- 3.12.9.1.1. Transaction fees related to an entry fee are not refundable for any reason.
- 3.12.10. In the Team Roping, if a header or heeler notifies TO, NNTO, 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.
- 3.12.11. 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 W21 event format negates the need for any trades.
- 3.13.2. If for any reason, more than one arena is required for competition, 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 plungers from the PBR Scoring System.
- 3.14.2. Barrel Racing times will be recorded to the thousandths of a second by electronic eyes. Dual timer eyes will be used. One set of timer eyes will be the primary recorded time. The secondary timer eyes will be the first back up time used.
- 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 and averaged to record times to:
- 3.14.3.1. Team Roping and Breakaway Roping – the tenths of a second.
- 3.14.3.2. 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 may be drawn at the same time.
- 3.15.1.2. The Preliminary Rounds and WRWC Qualifying Rounds, if applicable as per the final competition schedule, stock draw for both rounds of competition may 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 competition with multiple rounds that may or may include an aggregate component such as the Fast Track Round, Preliminary Rounds and Qualifying Rounds
- 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.
- 3.16. PRO/CHALLENGER LEADERBOARDS
 - 3.16.1. WRWC will include PRO/CHALLENGER LEADERBOARD in the WRWC Preliminary Rounds and the WRWC 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 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, Rope Metrics, Wrangler Team Roping or another approved classification system will be used to determine Challenger Leaderboard eligibility. Athlete's must provide their highest rated membership card for classification and may not exceed a number of #4.5. All athletes must provide a current registration for official athlete number ranking.
 - 3.16.1.3.1.1. Team Roping athletes must send an electronic copy or screenshot of their 2021 Rope Metrics or 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 (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.WRWC Preliminary 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 4 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.

4.2. Barrel Racing Side Pots

4.2.1.Barrel Racing Futurity Side Pot

- 4.2.1.1. Futurity Side Pot Added Money - \$5,000
- 4.2.1.2. Futurity Side Pot entry fee - \$200 per entry, maximum four (4) entries with 100% payback in 2D format.
- 4.2.1.3. All Barrel Racing athletes are eligible to participate in the Futurity Side Pot regardless of Leaderboard ranking.
- 4.2.1.4. All futurity horse entries must be five (5) years old or younger. The entered horse must never have competed in barrel racing for money, prizes or points at any time before November 15, 2020. Futurity horses have one (1) year of eligibility.
- 4.2.1.5. Athletes are eligible to enter up to four (4) individual horses in the Futurity Side Pot.
- 4.2.1.6. WRWC Preliminary Round participants are eligible to use their Preliminary Round entry as one of the four (4) Futurity Side Pot horse entries with paid applicable side pot entry fee. Any additional Futurity entries will not be eligible for Preliminary Round payout, AAC points or advancement within the overall competition.
- 4.2.1.7. The Futurity Side Pot is scheduled to be ran within the WRWC Preliminary Round of competition. Athletes not eligible to participate in the Preliminary Round (Leaderboard #1-30) are allowed to enter and run in the Futurity Side Pot payout portion of the Preliminary Round. Futurity only athletes will not be eligible for any payout, AAC points or advancement from the Preliminary Round competition.
- 4.2.1.8. Futurity Side Pot competition will follow the Preliminary Round format as described in these ground rules.

4.2.2.Barrel Racing Youth Side Pot

- 4.2.2.1. Youth Side Pot entry fee - \$100 per entry, maximum one (1) entry with 100% payback in 2D format.
- 4.2.2.2. All Youth Barrel Racing athletes between 13-19 years of age are eligible to participate in the Barrel Racing Youth Side Pot regardless of Leaderboard ranking.
- 4.2.2.3. The Youth Side Pot is scheduled to coincide with the WRWC Preliminary Round and WRWC Progressive Round of competition. Athletes will participate in the schedule rounds of competition based on their leaderboard rank. For Preliminary Round athletes their fastest time over two runs will be applied. Youth Side Pot only athletes will not be eligible for any payout or AAC points from the Preliminary Round competition.
- 4.2.3.WRWC Competition Committee reserves the right to modify the Barrel Racing Side Pots whether by addition to, deletion from, or modification of any rules as it deems necessary based on amount of athlete participation.

5. TEAM ROPING PAIRING & LEADERBOARD RULES

- 5.1. 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.

5.1.1. Combined partner point totals after the pairing deadline will determine the team's competition placement within the Preliminary Rounds or WRWC Qualifying Rounds.

5.1.1.1. 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.

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

5.1.3. After the pairing deadline has closed, all teams are final.

5.2. Once pairings are final, both team members must also enter the event through the Rodeo Logistics entry tool – EntryTool.com.

5.3. 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.

5.3.1. 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.

5.3.2. 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.

5.4. Headers/Heelers competing in the Preliminary Rounds or WRWC Qualifying Rounds.

5.4.1. 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.

5.4.2. 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.

5.4.2.1. 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:

5.4.2.1.1. 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.

5.4.2.2. 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. Athletes that pay the entry fee will be eligible for all payouts, advancement opportunities and All-Around Bonus points.

5.5. WRWC Leaderboard (Pro and Challenger Leaderboards applied separately) –

5.5.1. Each eligible athlete's individual point total from the final audited WRWC W21 Leaderboard as of October 7, 2021 will determine qualification into the WRWC.

5.5.1.1. SW21 Pro/CHL Leaderboards (separately) - Headers and Heelers on the leaderboards will be eligible to participate in WRWC and will be eligible to pair with athletes in their respective round of competition prior to entry. OPEN entry athletes will be required to provide their partner name at time of entry

5.5.1.1.1. 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.

5.5.1.1.2. 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.

5.5.1.1.2.1. 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 team. The #1 team will participate in the round based on the earned seeded position.

5.5.1.1.3. The #2-4 teams based on combined leaderboard points will be seeded into the WRWC Semi-Final Round.

5.5.1.1.3.1. 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 team. The #2-4 teams will participate in the round based on the earned seeded position.

5.5.1.1.4. The #1-30 teams based on combined leaderboard positions will qualify to participate in the WRWC Qualifying Rounds.

5.5.1.1.5. The teams outside the top 30 based on combined leaderboard positions and OPEN entries will be eligible to participate in the WRWC Preliminary Rounds.

5.6. Fast Track Round

5.6.1. 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.

5.6.1.1. 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.

5.6.1.1.1. 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 Round.

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

5.6.1.1.3. 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.

5.6.1.1.3.1. Fast Track Round alternate athletes will be filled by the highest ranked athlete(s) on the respective W21 Leaderboard that has not already earned a seeded competition position or previously qualified into the Fast Track Round.

5.6.1.1.4. 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.

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

5.6.2. Seeded athletes that have earned a FTQ competition position are eligible to earn prize money, AAC points and an advancement position from the Fast Track Round to the Progressive Round.

5.6.3. Broken teams created by advancement from Fast Track Round

5.6.3.1. In order to maintain team pairing integrity in the event and not adversely affect athletes, if one or more teams from the Fast Track Round 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:

5.6.3.1.1. Each athlete that earns 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.

5.7. Redemption Round

5.7.1. 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.

5.7.1.1. 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.

5.7.1.2. Seeded athletes are not eligible for Redemption Round

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

5.8. OPEN Team Pairings

5.8.1. 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, all female athletes 13 years of age or older are eligible in each discipline based on their WRWC W21 Leaderboard rank or as an open entry.

6.1.1. All athletes eligible to enter WRWC via the WRWC W21 Pro or Challenger Leaderboard will be notified by WRWC via email and text with event entry details. The entry information will include what section of the competition the athlete will start their competition path. Seeded athletes will have the option to

participate in earlier competition rounds, based on their leaderboard position, for prize money and All Around points.

6.1.2. Open entry athletes will be eligible to enter the Preliminary Round of competition in each discipline.

6.1.2.1. All references to a Team Roping competition position will be based on the team's combined athlete W21 Leaderboard points total.

6.2. Athletes not ranked in the Top 30 of the WRWC W21 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 W21 Leaderboard position.

6.4.1. Barrel Racing - Advancement Format:

6.4.1.1. Fast Track Round

- 6.4.1.1.1. Pro Leaderboard – 8 athletes
- 6.4.1.1.2. Challenger Leaderboard – 8 athletes

6.4.1.2. Preliminary Round

- 6.4.1.2.1. SW21 Leaderboard outside the Top 30 (Pro)
- 6.4.1.2.2. SW21 Leaderboard outside the Top 30 (Challenger)
- 6.4.1.2.3. OPEN Entry

6.4.1.3. WRWC Progressive Round - up to 92 Athletes

- 6.4.1.3.1. 30 - W21 Leaderboard #1-30 (Pro)
- 6.4.1.3.2. 30 - W21 Leaderboard #1-30 (Challenger)
- 6.4.1.3.3. Up to 16 advancing from Preliminary Round (Pro) per Rule 10.5.4 chart
- 6.4.1.3.4. Up to 16 advancing from Preliminary Round (CHL) per Rule 10.5.4 chart

6.4.1.4. WRWC Semi-Final Round - 24 Athletes

- 6.4.1.4.1. SW21 Leaderboard #2-4 (Pro)
- 6.4.1.4.2. SW21 Leaderboard #2-4 (Challenger)
- 6.4.1.4.3. 4 - Fast Track Round (Pro) – Top 4 Fastest
- 6.4.1.4.4. 4 - Fast Track Round (Challenger) – Top 4 Fastest
- 6.4.1.4.5. Top 10 from WRWC Progressive Round

6.4.1.5. WRWC Main Event - 8 Athletes

- 6.4.1.5.1. SW21 Leaderboard #1 (Pro)
- 6.4.1.5.2. SW21 Leaderboard #1 (Challenger)
- 6.4.1.5.3. Top 6 from WRWC Semi-Final Round

6.4.2. Breakaway Roping / Team Roping Advancement Format:

6.4.2.1. Fast Track Rounds

- 6.4.2.1.1. Pro Leaderboard – 8 athletes/teams
- 6.4.2.1.2. Challenger Leaderboard – 8 athletes/teams

6.4.2.2. Preliminary Rounds

- 6.4.2.2.1. SW21 Leaderboard outside the Top 30 (Pro)
- 6.4.2.2.2. SW21 Leaderboard outside the Top 30 (Challenger)
- 6.4.2.2.3. OPEN Entry

6.4.2.3. WRWC Qualifying Rounds – up to 92 Athletes/Teams

- 6.4.2.3.1. SW21 Leaderboard #1-30 (Pro)
- 6.4.2.3.2. SW21 Leaderboard #1-30 (Challenger)
- 6.4.2.3.3. Up to 16 advancing from Preliminary Round (Pro) per Rule 10.5.4 chart
- 6.4.2.3.4. Up to 16 advancing from Preliminary Round (CHL) per Rule 10.5.4 chart

6.4.2.4. Redemption Round

- 6.4.2.4.1. 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.

6.4.2.5. WRWC Progressive Round – up to 42 Athletes/Teams

- 6.4.2.5.1. 4 - Fast Track Round (Pro) – Top 4 Fastest on 2 run aggregate

- 6.4.2.5.2. 4 - Fast Track Round (Challenger) – Top 4 Fastest on 2 run aggregate
- 6.4.2.5.3. 16 - Qualifying Rounds advancing athletes (Pro)
- 6.4.2.5.4. 16 - Qualifying Rounds advancing athletes (CHL)
- 6.4.2.5.5. 2 - Redemption Round advancing athletes.

6.4.2.6. WRWC Semi-Final Round - 16 Athletes/Teams

- 6.4.2.6.1. SW21 Leaderboard #2-4 (Pro)
- 6.4.2.6.2. SW21 Leaderboard #2-4 (Challenger)
- 6.4.2.6.3. Top 10 from WRWC Progressive Round

6.4.2.7. WRWC Main Event - 8 Athletes/Teams

- 6.4.2.7.1. SW21 Leaderboard #1 (Pro)
- 6.4.2.7.2. SW21 Leaderboard #1 (Challenger)
- 6.4.2.7.3. 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 W21 on October 7, 2021.

6.5.1.1. Seeded Competition (Team based on team's combined header and heeler 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 Team Roping & Breakaway Roping or Progressive Round for Barrel Racing 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/FEEES:

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 W21 Leaderboard positions outside the Top 30 with a minimum of fifteen (15) VRQ points (PRO & CHL) – \$1,000

OPEN Entry - \$3,000

7.3.1. Preliminary Round Side Pots

7.3.1.1. Barrel Racing Futurity Side Pot - \$200 entry fee

7.3.1.2. Barrel Racing Youth Side Pot - \$100 entry fee

7.3.1.2.1. Must be 13-19 years of age to be eligible to participate

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 W21 Leaderboard positions #1-#30

Athletes in the Leaderboard Top 30 of any discipline must have a minimum of fifteen (15) VRQ points to be eligible to enter without an entry fee of a minimum of \$1,000.

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 (per partner in the team roping)

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.

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**

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 in the Challenger Incentive Side Pot in applicable rounds of competition

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

8.3.1. WRWC Progressive Round – Team Roping and Breakaway Roping

8.3.2. WRWC Progressive Round – Barrel Racing

8.4. The side pot payouts 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

9.1.1.1.1. Definition - The "Pro" Leaderboard portion of Fast Track Qualifier (FTQ) will be referred to as "OPEN Fast Track"

9.1.1.1.1.1. Challenger eligible athletes are allowed to participate in the OPEN FTQ events as well as Challenger FTQ events. Challenger eligible athletes are eligible to earn FTQ qualifications, VRQ Points and Payouts based on their competitive efforts and the final event results.

9.1.1.1.1.2. Pro Leaderboard athletes are not allowed to "enter down" to participate in a Challenger FTQ event. If an athlete enters and participates in a Challenger event and later is determined to be ineligible to participate, the athlete will forfeit any entry fees, earnings, or awards associated with the event.

9.1.1.2. Challenger Leaderboard – 8 athletes/teams

9.1.1.3. The Pro & Challenger Fast Track Rounds will be run 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 W21 Leaderboard position.

9.1.1.5. Challenger Athlete Advancement from OPEN Fast Track Pool:

9.1.1.5.1. Challenger Leaderboard athletes that earn a FTQ competition position in the OPEN Fast Track Pool are eligible to participate in that portion of the competition.

- 9.1.1.5.2. Any Challenger Leaderboard athlete that earns an advancement competition position from the OPEN Fast Track will advance to the WRWC Progressive Round (BAW/TR) or WRWC Semi-Final Round (GBR).
 - 9.1.1.5.2.1. An athlete may only advance from the Fast Track Pool with one (1) earned advancement competition position. Any additional earned advancements from the Fast Track Pool will be vacated as per the official ground rules.
 - 9.1.1.5.2.2. Once placed in the advancement round, the athlete will return to the Challenger Leaderboard to complete their competition path per the official ground rules.
 - 9.1.1.5.2.3. Team Pairing Integrity – refer to WRWC Ground Rule 5.6.3 for how potential broken teams will be managed.
- 9.1.1.5.3. Any athlete that does not earn an advancement position from either Fast Track pool will return to their appropriate W21 Leaderboard position to complete their competition path per the official ground rules.
- 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 W21 Leaderboard position
 - 9.1.2.1.2. Round 2 competition order – reverse order of Round 1
 - 9.1.2.2. Barrel Racing – 1 round
 - 9.1.2.2.1. Round 1 competition order – in order of W21 Leaderboard position
 - 9.1.2.2.2. Athletes with more than one Fast Track Qualification have the option to carry over their time from the OPEN Fast Track Round to the Challenger Fast Track Round.
- 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 (in each the OPEN and Challenger Pool) advance to the
 - 9.3.1.1. WRWC Progressive Round - Team Roping & Breakaway Roping
 - 9.3.1.1.1. Top 4 fastest athletes/teams in each the OPEN and Challenger Pool based on two-run aggregate
 - 9.3.1.2. WRWC Semi-Final Round - Barrel Racing
 - 9.3.1.2.1. Top 4 fastest times in each the OPEN and Challenger Pool 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.
 - 9.3.2.1. If an athlete places in more than one (1) advancement position in a Fast Track Pool the athlete's fastest recorded time will be used for the advancement position. The remaining earned advancement position(s) will be vacated and filled by the next eligible athlete from that pool.
 - 9.3.2.2. If an athlete participating in both Fast Track Pools (OPEN & Challenger) earns more than one (1) advancement position in the Fast Track Pools, the athlete's fastest recorded time from the combined Fast Track Pools will be used for the advancement position. The remaining earned advancement position(s) will be vacated and filled by the next eligible athlete from the pool with the vacated position(s).
 - 9.3.2.2.1. Barrel Racing Athletes that have identical times due to a carry over time in the Fast Track Round will default to their leaderboard classification for advancement.
 - 9.3.3. 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 outside the Top 30 (Pro) – \$1,000 Entry Fee
 - 10.1.1. In Team Roping, team ranking is based on the combined athletes' team points.
- 10.2. SW21 Leaderboard outside the Top 30 (Challenger) – \$1,000 Entry Fee
 - 10.2.1. In Team Roping, team ranking is based on the combined athletes' team points.
- 10.3. OPEN Entry – \$3,000 Entry Fee (per partner in the Team Roping)
- 10.4. CONSIST OF:
 - 10.4.1. Team Roping & Breakaway Roping - Two full rounds of competition
 - 10.4.1.1. Pro and Challenger Leaderboard competition will be run and paid out separately.

- 10.4.1.2. Round One – Competition Order is in reverse order of leaderboard ranking
 - 10.4.1.3. Round Two – Competition Order is in reverse order of Round 1
 - 10.4.2. Barrel Racing – 1 Round of competition over two days with two runs
 - 10.4.2.1. Pro and Challenger Leaderboard competition will be combined and paid in a 4D format.
 - 10.4.2.2. Run 1 – Competition Order is in order of merged leaderboards
 - 10.4.2.3. Run 2 - Competition Order is in reverse order of Run 1
 - 10.4.2.3.1. Pro and Challenger Leaderboard competition positions will be merged to set Round 1 competition order.
 - 10.4.2.3.2. Example – Pro#31, CHL#31, Pro#32, CHL#32,.... Pro#100, CHL#100, Open Entries by entry time stamp
 - 10.4.2.4. 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 place in the 2, 7, 12... positions so they are the second to compete following a drag.
 - 10.4.2.4.1.1.1. The same process would be used for each run position until all athletes are placed in the round based on their Leaderboard position.
- 10.5. PAYOUT: details included in the Payout section of these ground rules.
 - 10.5.1. ADVANCEMENT – Advancement from the WRWC Preliminary Rounds to the subsequent round will be based on the total number of Pro/CHL Leaderboard athletes entered in the Preliminary Rounds of competition.
 - 10.5.2. Team Roping & Breakaway Roping – advance to WRWC Qualifying Round
 - 10.5.3. Barrel Racing – advance to WRWC Progressive Round
 - 10.5.4. 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

- 10.5.5. Team Roping & Breakaway Roping
 - 10.5.5.1. Up to Top 16 fastest athletes/teams based on two-run aggregate and the total number of Pro Leaderboard entries as per the advancement chart above in this section – Pro Leaderboard
 - 10.5.5.2. Up to Top 16 fastest athletes/teams based on two-run aggregate and the total number of Challenger Leaderboard entries as per the advancement chart above in this section – Challenger Leaderboard
- 10.5.6. Barrel Racing
 - 10.5.6.1. Up Top 16 fastest times from two runs of competition and the total number of Pro Leaderboard entries as per the advancement chart above in this section – Pro Leaderboard
 - 10.5.6.2. Up to Top 16 fastest times from two runs of competition and the total number of Challenger Leaderboard entries as per the advancement chart above in this section – Challenger Leaderboard
 - 10.5.6.3. Barrel Racing athletes are eligible to earn payout and All Around Points for both runs based on finals results, but they may only earn one advancement position. Any athlete that earns more

than one advancement position will vacate the lower ranked position (slowest run position) and the next eligible athlete will advance.

11. WRWC QUALIFYING ROUNDS – TEAM ROPING & BREAKAWAY ROPING ONLY

- 11.1. CONSIST OF:
 - 11.1.1. SW21 Leaderboard #1-30 (Pro)
 - 11.1.1.1. In Team Roping, it is based on the combined athletes' team points.
 - 11.1.2. SW21 Leaderboard #1-30 (Challenger)
 - 11.1.2.1. In Team Roping, it is based on the combined athletes' team points.
 - 11.1.3. Preliminary Rounds – up to Top 16 from each of the Pro and Challenger Pools
 - 11.1.3.1. Pro and Challenger Leaderboard competition will be run and paid out separately.
 - 11.1.4. Team Roping & Breakaway Roping - Two full rounds of competition
 - 11.1.4.1. Round One – Competition Order in reverse order of leaderboards
 - 11.1.4.2. Round Two – Competition Order in reverse order of Round 1
- 11.2. PAYOUT: details included in the Payout section of these ground rules.
- 11.3. ADVANCEMENT – 16 athletes per leaderboard advance 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. Team Roping and Breakaway Roping 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 per athlete. 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. If any advancement positions from the rounds are unfilled, an extra aggregate position will be added for advancement.
 - 11.4.1.1.2. If any advancement positions from the aggregate are unfilled the remaining advancement positions will be filled by the next eligible athlete/team based on the W21 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. CONSISTS OF:
 - 12.1.1. 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
 - 12.1.2. There must be a minimum of 8 athletes/teams in a discipline for the Redemption Round to be held.
 - 12.1.3. One (1) full round of competition
 - 12.1.3.1. Clean Slate format
 - 12.1.3.1.1. Previous round times used only for tiebreakers
 - 12.1.3.2. Competition order – random draw
- 12.2. PAYOUT: details included in the Payout section of these ground rules.
- 12.3. ADVANCEMENT –
 - 12.3.1. Top two (2) fastest times on one (1) run.
 - 12.3.2. Athletes/teams must have a recorded qualified time in the Redemption Round to be eligible to advance to the WRWC Progressive Round.
- 12.4. TIE-BREAKERS IN REDEMPTION ROUND:
 - 12.4.1. Fastest time in any round from the WRWC Preliminary or Qualifying Rounds

12.4.1.1. Newly created teams will not have a time recorded from Preliminary or Qualifying Rounds to apply to tie-breakers for advancement in subsequent rounds.

12.4.2. 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. BARREL RACING:

13.1.1.1. 92 ATHLETES:

13.1.1.1.1. SW21 Leaderboard #1-30 (Pro)

13.1.1.1.2. SW21 Leaderboard #1-30 (Challenger)

13.1.1.1.3. Up to 16 athletes from the Qualifying Rounds (Pro)

13.1.1.1.4. Up to 16 athletes from the Qualifying Rounds (Challenger)

13.1.2. TEAM ROPING & BREAKAWAY ROPING - up to 42 ATHLETES/TEAMS:

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

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

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

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

13.1.2.5. Up to 2 athletes/teams from the Redemption Round

13.1.2.5.1. 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. Clean Slate format

13.2.2.1. 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.

13.2.3. Competition Order –

13.2.3.1. Team Roping & Breakaway Roping - random order

13.2.3.2. Barrel Racing – in order of merged leaderboards

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

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

13.2.3.3. 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.

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

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

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

13.4. ADVANCEMENT –

13.4.1. The top 10 qualified times advance to the Semi-Final Round

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 10th - the tie will be broken by WRWC Leaderboard rankings. The Highest ranked athlete/team 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:

14.1.1. BARREL RACING - 24 ATHLETES:

- 14.1.1.1. 3 - W21 Leaderboard #2-4 (Pro)
- 14.1.1.2. 3 - W21 Leaderboard #2-4 (Challenger)
- 14.1.1.3. Up to 4 athletes from the Fast Track Round (Pro)
- 14.1.1.4. Up to 4 athletes from the Fast Track Round (Challenger)
- 14.1.1.5. 10 - Top 10 from WRWC Progressive Round
- 14.1.2. Team Roping & Breakaway Roping - 16 ATHLETES/TEAMS:
 - 14.1.2.1. 3 - W21 Leaderboard #2-4 (Pro)
 - 14.1.2.2. 3 - W21 Leaderboard #2-4 (Challenger)
 - 14.1.2.3. 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 previous rounds of competition move forward to the Semi-Final 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. All athletes/teams participate in one (1) round of competition with the top six (6) qualified times advancing.
 - 14.4.1.1. Any athlete/team that does not record a qualified time in the WRWC Semi-Final 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 6th - the tie will be broken by:
 - 14.5.1.1. Fastest time in any previous round of competition, except for the Redemption Round.
 - 14.5.1.2. Highest ranked athlete/team on the WRWC W21 Leaderboard (In Team Roping, it is based on the combined athletes' team points)
- 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 –
 - 15.2.2.1. #1 ranked Athlete/Team from the W21 Leaderboard in each Discipline will be placed last in her respective Discipline with the exception of the barrel race Discipline where the #1 ranked barrel racer will run first. All other Athletes/Teams will be randomly drawn. (In the Team Roping, the athletes' combined total Team points from the W21 Leaderboard will be used to determine a team's ranking.)
 - 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 Winner and awarding of the 1st 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-Final 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 W21 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 and 30% of any earnings due will be withheld.

- 17.1. WRWC Main Event Round – Top eight (8) athletes based on the fastest times in the WRWC Main Event round will earn:
- 17.1.1. 1ST Place – \$60,000
- 17.1.2. 2ND Place – \$20,000
- 17.1.3. 3RD Place – \$12,500
- 17.1.4. 4TH Place – \$10,000
- 17.1.5. 5TH Place – \$7,500
- 17.1.6. 6TH Place – \$5,000
- 17.1.7. 7TH Place – \$4,000
- 17.1.8. 8TH Place – \$3,000 guaranteed appearance fee

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

- 17.3. Definition of Guaranteed Appearance Fee: In select rounds of competition, the prize money payout may include Guaranteed Appearance Fee payout for athletes. The Guaranteed Appearance Fee prize money is paid to eligible athletes regardless of the result of their competitive efforts per the event ground rules.

18. GROUND MONEY

- 18.1. In the case of not having enough 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 within that same round of competition within the respective discipline.
- 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

ALL AROUND POINTS SCALE ON NEXT PAGE

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		