



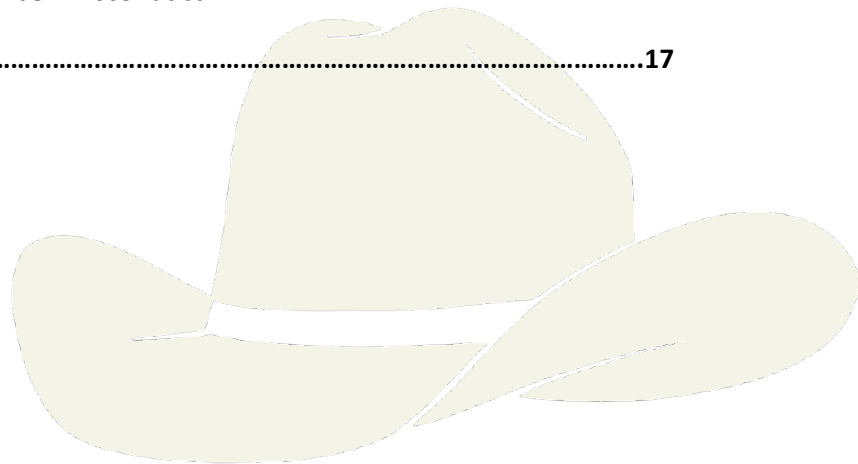
RIDIN', ROPIN' & RACIN'

at the Clark County Saddle Club

2024 Rule Book & Program Information

Table of Contents

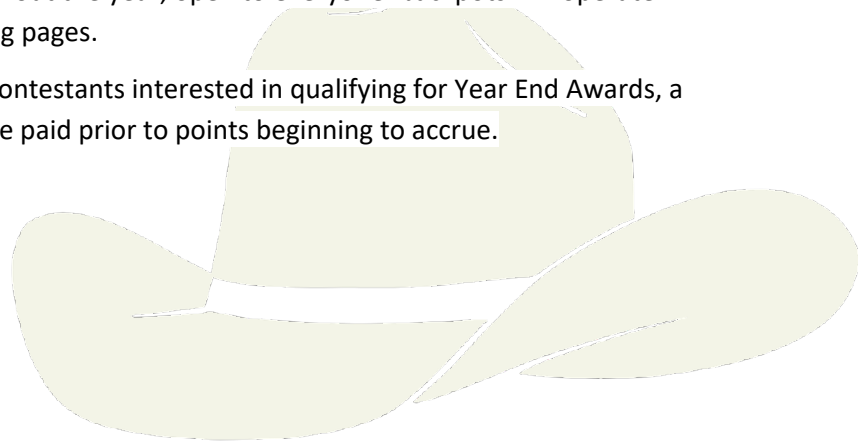
Section 1	Ridin', Ropin' and Racin' Program.....	1
1.1	Overview & Organization.....	1
1.2	Program Enrollment.....	2
Section 2	Jackpot Divisions & Events.....	2
2.1	Jackpot Divisions and the Events for All Around Calculations.....	2
Section 3	General Jackpot Rules.....	3
Section 4	Event Rules.....	4
4.1	Barrel and Pole Events.....	4
4.2	Goat Tying Events.....	7
4.3	Dummy Roping.....	8
4.4	Sled Roping.....	9
4.5	Timed Cattle Events.....	10
Section 5	Event Points & All Arouds.....	13
Section 6	Jackpot Payouts.....	14
Section 7	Year End Celebration & Awards.....	15
Section 8	Humane Treatment of Animals.....	16
Section 9	Appeals Process.....	16
Section 10	Participant and Participant Member Misconduct.....	17
Section 11	Amendments.....	17



Section 1 Ridin', Ropin' & Racin' Program

1.1 Overview & Organization

- 1.1.1 This program shall be known as the RIDIN', ROPIN' AND RACIN', and the duration shall be perpetual. The RIDIN', ROPIN' AND RACIN' may herein be referred to as RRR. RRR is a program ran by the Clark County Saddle Club, also referred to at CCSC, and will fall under their bylaws and infrastructure. All participants of RRR Program Events shall agree to be bound by & conduct themselves in accordance with the Official Rules of the RRR and CCSC.
- 1.1.2 All rules and regulations apply to all participants in RRR events.
- 1.1.3 RRR reserves the right to refuse or restrict any entry.
- 1.1.4 All participants shall expressly waive and release via the release form any and all claims against the RRR, CCSC, its officers, directors or employees, arising out of or in connection with participation in the RRR events.
- 1.1.5 All participants are required to read the rules carefully, particularly those relating to the contest or event in which they enter. Failure to understand the rules will not be accepted as an excuse.
- 1.1.6 Any participant not in good standings with the RRR or CCSC will be suspended. The RRR reserves the right to refuse participation to any participant, until the participant has been cleared from the suspension status.
- 1.1.7 Any participant of a RRR event who has a grievance against the RRR shall present the grievance per the procedure outline below.
- 1.1.8 Clinics: Clinics are very low-cost events that allow our youth to try something new, or improve their skills. Clinicians will pick a couple specific skills to focus on during the clinics.–Clinics are open to All Ages of Youth, both CCSC Member and Non CCSC Members.
- 1.1.9 Practices: Two nights most months there are practice sessions with some additional coaching. Again, we will pick focused skills to work on. These practices are open to CCSC Club Member Youth Only. Check club calendar for dates.
- 1.1.10 Jackpots: Jackpots will be held throughout the year, open to everyone. Jackpots will operate under the rules located in the following pages.
- 1.1.11 Year End Awards: For those Jackpot Contestants interested in qualifying for Year End Awards, a Program Enrollment fee will need to be paid prior to points beginning to accrue.



1.2 Program Enrollment

- 1.2.1 Only participants enrolled in the RRR Program will accumulate points towards year-end awards. Accumulation of Points will start after enrollment is complete. Program Enrollment Fee Schedule:

Fee	Division
\$20	Cowpokes, 0-6 years old
\$25	Buckaroos, 7-10 years old
\$35	Juniors, 11-14 years old ~ Seniors, 15-18 years old ~ Adults, 19 years old & older
\$110	Family, up to 5 family participants Additional \$10 for each additional family member above 5
<i>A family program enrollment is defined as a parent or guardian and their said children 2 adults up to 3 children under the age of 18</i>	

- 1.2.2 All participants/families enrolled in the RRR Program are required to sign up and help during at least three (3) jackpot each season to receive year end awards.

Section 2 Jackpot Divisions & Events

2.1 Jackpot Divisions and the Events for All Around Calculations

- 2.1.1 The following classes will be offered for each division, and will be used to calculate All Arouds.

COWPOKES 0-6 yrs

Barrel Racing 6&Under
Speed Pole Bending 6&Under
Goat Tail Untying 6&Under
Calf Dummy Roping 6&Under
Steer Dummy Roping 6&Under

BUCKAROOS 7-10 yrs

2D Barrel Racing 7-10yrs
2D Pole Bending 7-10yrs
Goat Flanking 7-10yrs
Calf Dummy Roping 7-10yrs
Steer Dummy Roping 7-10yrs
Sled Breakaway 10&Under
Sled Heading 10&Under
Sled Heeling 10&Under

JUNIORS 11-14 yrs

2D Barrel Racing 11-14 yrs
2D Pole Bending 11-14 yrs
Goat Tying 14 & Under
Sled Breakaway 14 & Under
Sled Heading 14 & Under
Sled Heeling 14 & Under
Breakaway 14 & Under
Steer Daubing 14 & Under

SENIORS 15-18 yrs

2D Barrel Racing 15-18 yrs
2D Pole Bending 15-18 yrs
Goat Tying 18 & Under
Breakaway 18 & Under
Steer Daubing 18 & Under
Team Roping 18 & Under

OPEN All Ages

Open 5D Barrel Racing
Open 4D Pole Bending
Open Goat Tying
Open Breakaway
Open Steer Daubing
Open Team Roping

- 2.1.2 Cross entry into other divisions where you also qualify by age, is allowed.

- 2.1.3 Entry of more than one horse in Barrel Racing and Pole Bending is allowed.

- 2.1.4 Contestants can enter all Goat Tying, Roping and Daubing Classes twice.

Section 3 General Jackpot Rules

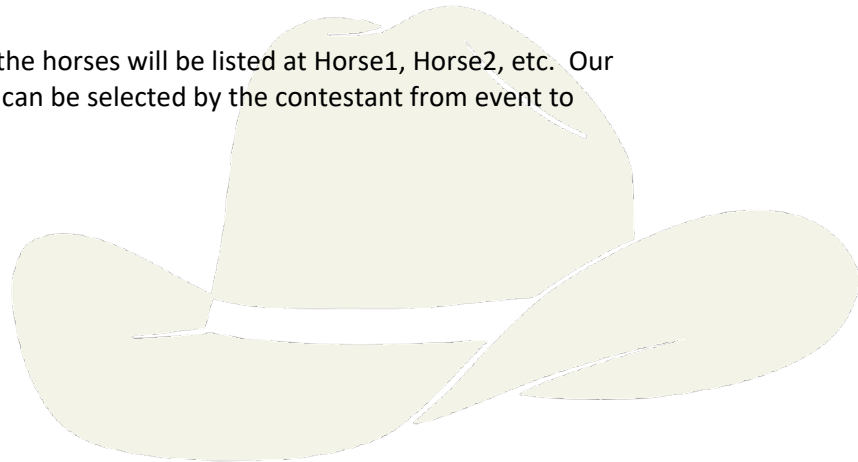
- 3.1 The RRR, CCSC and/or management assume no responsibility or liability for damage of the person, property or stock of any owner, contestant, or assistant. Each participant, by act of his or her entry, waives all claims against the RRR and CCSC for injuries he or she or his or her property may sustain.
- 3.2 Contestants are privileged to see the records of each event in which he/she competes at the end of each go round provided said request is made at a time convenient to the secretary and judges who must be present.
- 3.3 Any contestant unable to compete due to personal injury or injury to horse after fees are paid will have remaining event fees rolled to the next jackpot entered.
- 3.4 All entry fees and applicable fines are to be paid in full prior to the event the contestant has entered.
- 3.5 All contestants must wear at the least jeans (long pants), shirt and western footwear in the arena at the Jackpots. Finals Jackpot will be Full Western Attire including Boots, Jeans, Long Sleeve Shirt, Hat or Helmet for Grand Entry and Awards Presentation.
- 3.6 If only one contestant enters an event it will be left up to the contestant to make the decision of either participating or drawing out. The decision must be made at the time of entry closing (the office will notify contestant).
- 3.7 Entries are Saturday 8am thru Thursday 8pm the week prior to jackpot weekend. A \$10.00 late fee per event will be assessed if contestant enters after the books are closed.
- 3.8 Any new entry taken during the jackpot will be assessed a \$10.00 late entry fee. Classes can be added to an existing entry at no fee. Late entries for barrels taken up to the 100 Draw. All other entries before that class begins.
- 3.9 Ground monies will not be paid.
- 3.10 Entry fees for all entrants must be paid prior to competing.
- 3.11 Contestants can enter Goat Tying/Untying, Calf Tying, Steer Daubing and Roping events twice.
- 3.12 Jackpots will use the 3-Call Rule for notifying the next contestant the arena and judge is ready for them. If contestant is not at the competition area by the 3rd call, they will be disqualified from the class.
- 3.13 No Dogs allowed in the Arena
- 3.14 No tying horse in the arena and no hay bags allowed in the arena during the jackpot.

Section 4 Event Rules

4.1 Barrel and Pole Events

- 4.1.1 A primary and backup electric eye shall be the timing device of choice whenever possible. In case of failure a flagman should flag when the horse's nose reaches the starting line and will flag when the horse's nose reaches the finish line. The starting and finishing line must be the same. Anytime a contestant crosses the starting line, time will begin or end.
- 4.1.2 Cowpoke Barrels and Speed Poles will be 1 Division.
- 4.1.3 Buckeroo, Junior and Senior Barrels & Poles will be based on a 2D format, with the division being split ½ way thru the results order. If there is an odd number of entries the 2D split will have 1 more entry than 1D split
- 4.1.4 Open Barrels will be based on a 5D format with 1/2 second splits.
- 4.1.5 Open Poles will be based on a 4D format with 1 second splits.
- 4.1.6 Contestants will be assessed a (5) second penalty for knocking over a barrel or pole. Touching a barrel or pole is permitted.
- 4.1.7 Should a barrel be knocked over and it sets up on the opposite end the (5) second penalty will also be assessed.
- 4.1.8 Should a pole be knocked down and stands back up the (5) second penalty will also be assessed.
- 4.1.9 The ground will be raked every 5 actual runs with the exception Cowpoke Barrels and Poles will be raked at the judges discretion.
- 4.1.10 A horse can make up to 2 barrels runs and 2 poles runs, not counting any runs in the Cowpoke 0-6 year old division.
- 4.1.11 Any riders who are lead past the timers will be placed below those who complete the pattern without assistance. Assistance is defined as making contact with the horse or tack to direct them through the pattern.
- 4.1.12 If a horse falls during a run there will be no rerun given.
- 4.1.13 A contestant will be turned out of any event if their name is called three times and they are not ready to contest. They will not receive a refund of their entry fee for this event.
- 4.1.14 If a contestant rides more than one horse both runs will count as separate entries.

- 4.1.15 Awards will be based on the division a contestant scored the most points in. The other points earned will be forfeited and the next contestant will move up.
- 4.1.16 Barrels must be at least 20 feet from the sides of the arena.
- 4.1.17 Each Horse/Rider will make one run, with the ability to roll to additional classes.
- 4.1.18 Contestants will be disqualified for mistreatment of horses and possible fine imposed.
- 4.1.19 Judge is to flag time, then flag contestants out if run is not legal.
- 4.1.20 Contestants will be disqualified for the following:
- Not following the pattern as diagrammed in Figures 1, 2 or 3 as appropriate.
 - Nose of the horse crossing the plane of the barrel or pole will consist of an off-pattern call.
 - Any part of the horse or rider tripping the timer before the pattern is completed.
 - Contestant does not stay on the horse during the entire run. Contestants touching the ground is considered 'off' the horse.
 - Not crossing the start line within 1 minute of entering the arena.
 - If the horse re-crosses the starting line at any time before the pattern is completed, the pattern will be considered off course.
 - If a contestant's horse crosses the starting line by backing through before starting time, time will be considered off course.
- 4.1.21 No re-runs will be given due to faulty or broken equipment furnished by the contestant.
- 4.1.22 Items not covered in the RRR rulebook will be at the discretion of the director and arena judge.
- 4.1.23 If a horse falls during a run, no rerun will be granted.
- 4.1.24 In the event a contestant goes off course, the run is considered concluded, and the contestant must exit the arena. No additional circling of obstacles or completion of the pattern is allowed.
- 4.1.25 When entering more than one horse, the horses will be listed at Horse1, Horse2, etc. Our events will be run like a rodeo, horses can be selected by the contestant from event to event as they choose.



Barrel Racing Pattern

Start on Right Barrel OR Left Barrel

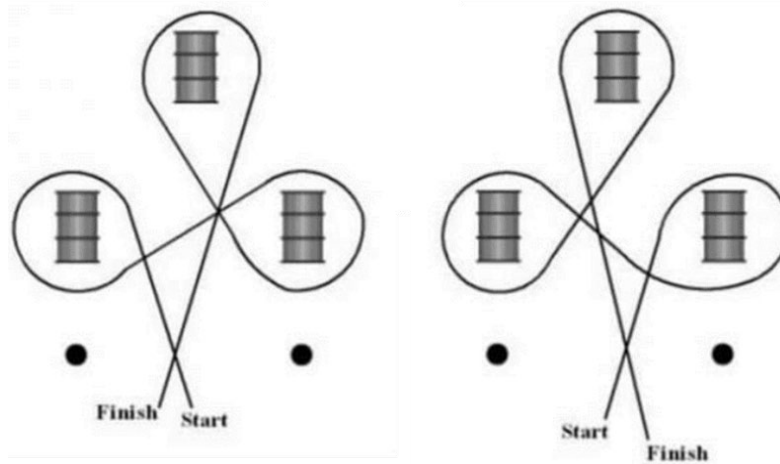


Figure 4.1 – Barrel Racing Pattern

Pole Bending Pattern

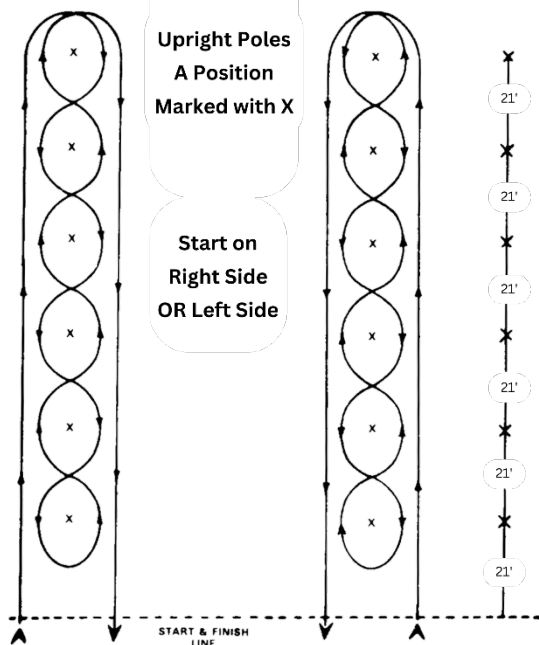


Figure 4.2 – Pole Bending Pattern

Speed Poles Pattern

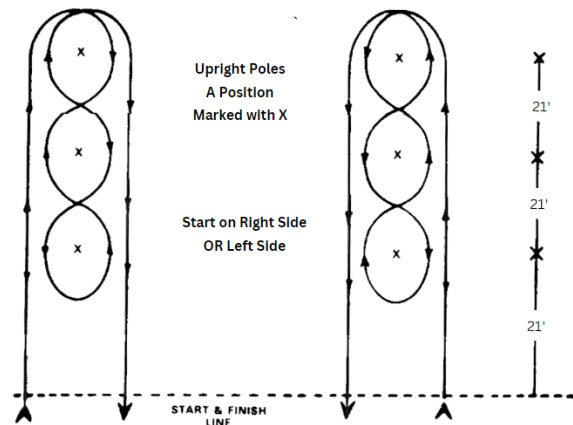
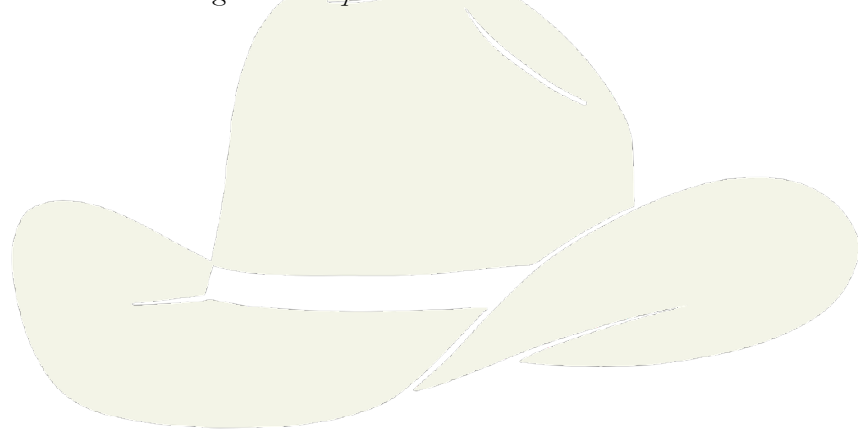
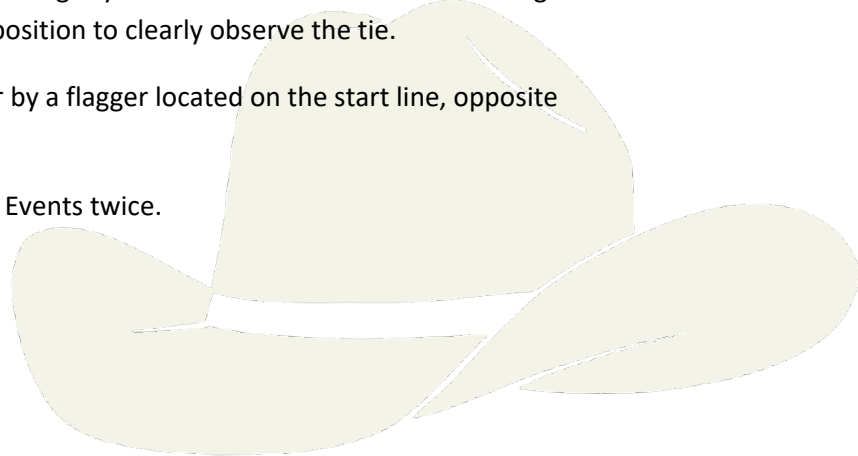


Figure 4.3 – Speed Poles Pattern



4.2 Goat Tying Events

- 4.2.1 All classes are limited to (1) minute time limit.
- 4.2.2 Cowpokes will have a 42-foot starting line. Buckaroo, Junior, Senior and Open will have a 100-foot starting line.
- 4.2.3 Stakes must be (20) feet off the arena fence or wall.
- 4.2.4 The animal must be tied to a stake with a rope (10) feet in length.
- 4.2.5 The contestant must be mounted and must ride from the starting line to the animal, dismount from his/her horse, and throw the animal by hand.
- 4.2.6 Contestant may have a person standing near the goat to hold the horse while dismounting.
- 4.2.7 If the contestant's horse crosses over the rope or goat, or if the contestant's horse comes in contact with the goat or rope prior to the contestant signaling for time, a ten (10) second penalty will be assessed.
- 4.2.8 If the animal should break away or become injured because of the fault of the horse, he/she will receive NO TIME.
- 4.2.9 If an animal should break away it will be left to the judge's discretion whether he/she will rerun.
- 4.2.10 If the animal is down when contestant reaches it, animal must be stood on at least (3) legs (goat must be elevated by contestant so at least (3) legs must be dangling straight under the animal) and animal must be thrown.
- 4.2.11 The contestant will be flagged a NO TIME for touching the goat, or string after giving the finish signal.
- 4.2.12 Goat holders will release the goat when the start flag drops and then proceed quickly to a position behind the tie flagger, with exception of Goat Tail Untying.
- 4.2.13 Goat tying field flagger: behind goat and slightly to the left of tier. After the line flag has been dropped, the flagger must move into position to clearly observe the tie.
- 4.2.14 Starting line will be started by timer or by a flagger located on the start line, opposite timers.
- 4.2.15 Contestant can enter all Goat and Calf Events twice.



4.2.17 GOAT TAIL UNTYING

- 4.1.17.1 All contestants will have their goat held at the collar while the ribbon is being untied from the goat.
- 4.1.17.2 Contestants will ride down and remove the ribbons from the goat's tail, and then put their hands in the air.
- 4.1.17.3 Time is stopped when contestant signals to judge by throwing hands in the air. If the contestant signals for time and does not have goats' tail untied, they will receive a no time.
- 4.1.17.4 Ribbon will be furnished by rodeo committee, all equal lengths of twelve (12) inches in length.

4.2.18 GOAT FLANKING

- 4.1.18.1 Rider must make contact with the goat picking up the goat by flanking it and throwing on the ground.
- 4.1.18.2 Once 3 legs are gathered, the judge will flag the completion of the run.
- 4.1.18.3 Timing will start when the contestant crosses the starting line and will stop when the contestant has 3 legs gathered and crossed.

4.2.19 GOAT TYING

- 4.1.19.1 Rider must make contact with the goat picking up the goat by flanking it and throwing on the ground. Cross 3 legs & tie any three legs together with a leather thong or pigging string for goats and stand clear of animal a minimum of 3 feet away. Legs must remain crossed and tied for (6) seconds after the completion of the tie.
- 4.1.19.2 To qualify as a legal tie, there will be one or more wraps and a half hitch, hooley or knot.
- 4.1.19.3 Timing will start when the contestant crosses the starting line and will stop when the contestant signals the completion of the tie.
- 4.1.19.4 14 & Under Goat Tying may be split into Boys and Girls if chosen by the committee. If this is the case, the Boys will need to use a piggin string and tie by stringing one leg, gathering 2 more, completing a legal tie, there will be one or more wraps and a half hitch, hooley or knot.

4.3 Dummy Roping

- 4.3.1 Two classes of Dummy Roping will be offered, Breakaway and Heading. Placings will be determined by most catches, then most points, then shortest time.
- 4.3.2 This event will be both scored and timed, where the timed section will break ties in the scoring. Final times and scores will be the totals from 3 rounds of roping.
- 4.3.3 Time starts when the contestant steps into the box. Time stops when slack is pulled tight.

4.3.4 Points will be applied as follows:

Breakaway

Clean neck = 1 Point

Heading

Slick Horns = 3 points

Half Head = 2 points

Whole Head = 1 point

4.3.5 There will be a 10 second time limit for any fishing.

4.3.6 Must rope from within the box [located on the platform](#). If you step on or over the line, the first will be a warning and you will be able to re-throw. The 2nd time will be considered a miss even if it is a legal catch.

4.4 Sled Roping

4.4.1 Contestants will be allowed one loop in this event.

4.4.2 Contestants will start in the roping box for each event. Must start anywhere in the box, facing forward. (All Roping events)

4.4.3 The contestant must throw their loop from a position behind the breakaway sled. Riding up beside the sled and "hooking" the dummy or "laying" a loop on the sled is unacceptable.

4.4.4 The time limit for the event is whatever happens first 30 seconds or when the sled reaches the end of the arena.

4.4.5 Fishing is allowed within the events time and space limit.

4.4.6 In Breakaway Sled Roping, the end of the rope will be tied to the saddle horn with a piece of string. The string will be provided by RRR and will be available by the roping boxes. The time for the event will start when the contestant leaves the roping box, and the time will be stopped when the contestant catches and the rope breaks from the saddle horn. [Clean Neck Catch Required](#).

4.4.7 In Heading Sled Roping, contestant must get a slick horn, half head or whole head catch for a time.
[Time ends when:](#)

a. [10 & Under - the contestant attempts to dally](#)

b. [14 & Under – the contestant dally is complete](#)

4.4.8 In Heeling Sled Roping, the contestant must wait until the sled completes the 90 degree turn at the cone before roping. One leg catch will result in a 5 second penalty. [Barrel](#) to be set 30' feet from box.

4.5 Timed Cattle Events

4.5.1 A ten (10) second penalty will be added for breaking the barrier.

4.5.2 The judge before each timed event must inspect barrier equipment. If equipment is faulty, it must be replaced. Should the barrier break at any point other than the designated breaking point; decision is up to the barrier judge.

4.5.3 For time to be considered official, barrier must operate. If the barrier malfunctions in any way, form or matter, it will be an automatic rerun on the animal in the chute as per his turn.

4.5.4 All stock will be drawn by chute run draw only. If there is any rerunning in any timed event, that animal will be taken at the end of the go.

4.5.6 BREAKAWAY ROPING

4.5.6.1 Any person will be allowed to enter Open Breakaway, there is no age limit.

4.5.6.2 The back gate is to be open during the event.

4.5.6.3 Two loops are permitted provided that two ropes are carried with both tied to the saddle horn by string and each is thrown only once.

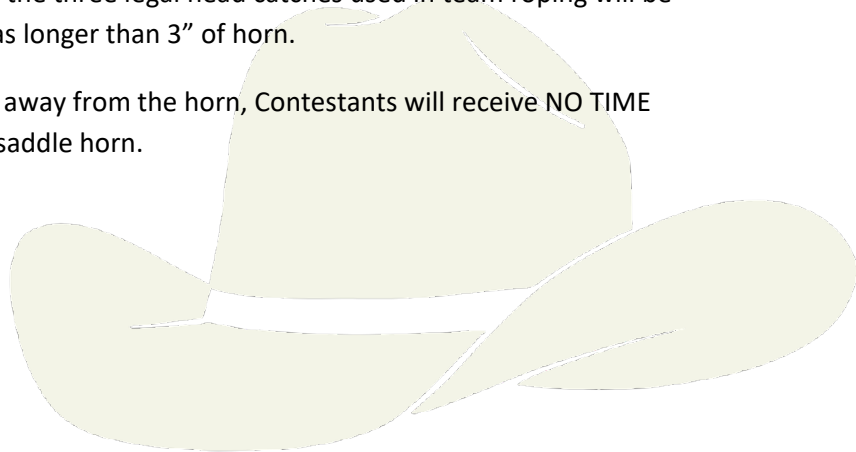
4.5.6.4 Use string provided by RRR. The rope should be secure enough to the saddle horn to allow a tug by the barrier judge and not break. The judge may request the rope to be retied before competing.

4.5.6.5 A flag that is visible by the flagman, or the judge must be within (6) inches of the saddle horn. Failure to conform will result in disqualification.

4.5.6.6 [In all breakaway classes](#), a clean neck catch is required.

4.5.6.7 If horned cattle are used of 3", any of the three legal head catches used in team roping will be accepted. Horned cattle are defined as longer than 3" of horn.

4.5.6.8 The calf or steer must break the rope away from the horn, Contestants will receive NO TIME should they break the rope from the saddle horn.



4.5.6.9 The flagman should be in position at the catch pen end of the arena on the side of the rope from which the rope is fed so the flag is clearly visible.

4.5.6.10 Breakaway ropers will start from heeler box.

4.5.6.11 Judges will be allowed to check tail on the end of the contestant's rope.

4.5.7 TEAM ROPING

4.5.7.1 Team Roping can be entered twice for points. Can enter as Header Twice, Heeler Twice, or Header once Heeler once.

4.5.7.2 In 18 & Under Team Roping, a team can be made up of two youth, or one youth and one adult. Adult partner can be a parent, grandparent, stepparent, or adult helper – **helper must be 18 years old or older**. Contestants will receive one-half the points awarded when roping with an adult. Contestants' entry fee will have \$7 added to cover cattle fees. **No helper is allowed in Open Team Roping,**

4.5.7.3 All entries must be in by end of Sled Heading. Enter as a team whenever possible. For those without a team member at time of entry, check in at the end of Sled Roping for other ropers needing a partner.

4.5.7.4 If automatic barrier fails to work, and stock is brought back, contestants must take the same animal over during or immediately after the same performance.

4.5.7.5 Steer belongs to contestants when they call for it.

4.5.7.6 There will be a thirty (30) second time limit.

4.5.7.7 Time will be taken when steer is roped, both horses facing steer in line with ropes dallied and tight.

4.5.7.8 Each team allowed three throws in all. If the header misses, the heeler is not allowed to step in and take the headers position. Must stay in the same positions as entered.

4.5.7.9 Judge is to flag time, then flag contestants out if run is not legal

4.5.7.10 There will be a ten-second penalty assessed for breaking the barrier.

4.5.7.11 There will be only three (3) legal head catches:

- a. Both horns.
- b. Half a head.
- c. Around the neck.

4.5.7.12 Any heel catch behind both shoulders is legal if rope goes up heels.

4.5.7.13 One hind foot receives five-second penalty

4.5.7.14 The direction of the steer's body must be changed before the heel loop can be thrown. Any loop thrown before the completion of the initial switch will be considered a crossfire and no time will be recorded. However, if the steer stops or sets up before the switch, it must only be moving forward for the heel loop to be legal.

4.5.7.15 Broken rope or dropped rope will be considered no time

4.5.7.16 If the front foot is in the loop when the header dallies, turns off and changes the direction of the steer, it will be an automatic no time.

4.5.7.17 No rerun will be given due to faulty or broken equipment furnished by contestant.

4.5.7.19 Return ally gate will be closed during Team Roping.

4.5.8 STEER DAUBING

4.5.8.1 3' dauber with a tennis ball at the end dipped in a "bright" paste of contrasting color.

4.5.8.2 Return ally gate will be open during steer daubing, contestant must pull up by $\frac{3}{4}$ of the way down the arena.

4.5.8.3 Time starts with electronic eye and electronic barrier

4.5.8.4 A ten second penalty for breaking the barrier will be added to time.

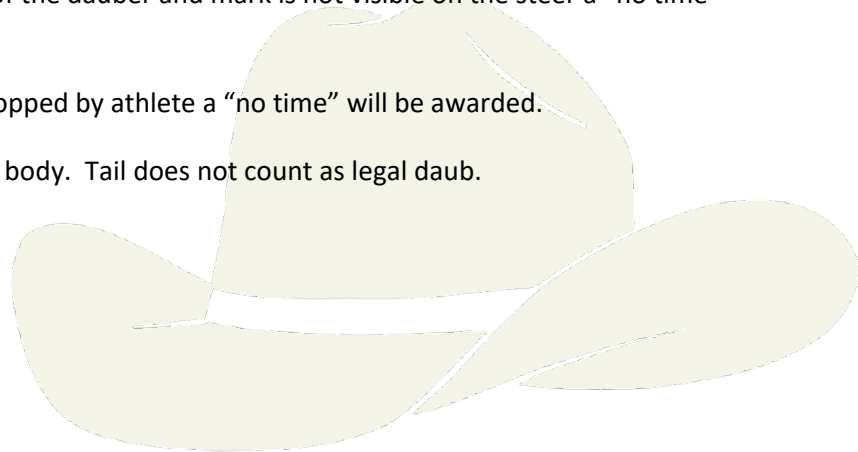
4.5.8.5 Dauber is required to come from the Heading box. Horse must be facing out/forward before calling for the steer's release.

4.5.8.6 Time stops when the judge drops his/her flag or wireless handswitch timer. Athlete must raise the 3' dauber above his head to indicate a successful daub.

4.5.8.7 If time is called by athlete by raising of the dauber and mark is not visible on the steer a "no time" will be awarded.

4.5.8.8 If the dauber is thrown at steer or dropped by athlete a "no time" will be awarded.

4.5.8.9 Legal daub is anywhere on the steers body. Tail does not count as legal daub.



Section 5 Event Points & All Arounds

- 5.1 Point earnings start at the rodeo where the contestant pays the Nomination Fee for the RRR Program but if he/she joins after the rodeo points will not be awarded for that show.
- 5.2 All year end points are final as of 2-week after each rodeo. Points will be posted to the website for visibility for all. It is the contestant's responsibility to look over final points and contact the secretary within the 2-week window.

5.3 EVENT POINTS

- 5.3.1 The point scale is the same for all age groups. Top 10 placings will receive the following event points:

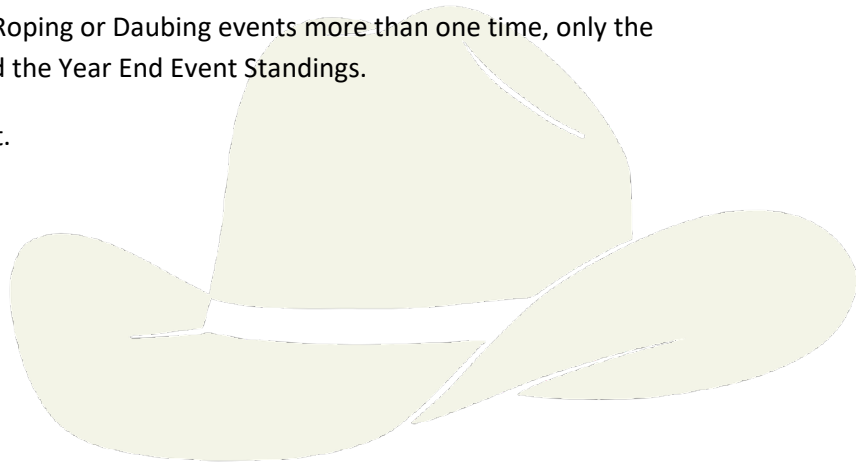
1 st PLACE – 15 Points	6 th PLACE – 10 Points
2 nd PLACE – 14 Points	7 th PLACE – 9 Points
3 rd PLACE – 13 Points	8 th PLACE – 8 Points
4 th PLACE – 12 Points	9 th PLACE – 7 Points
5 th PLACE – 11 Points	10 th PLACE – 6 Points

Participation points for those who do not place in the top 10 will be as follows:

Receiving a time or score but did not place in top 10 – 2 Points

Entering/Participation, Received Off Course or No Time for any Reason – 1 Point

- 5.3.2 No Shows and Turn-outs will not receive any participation points.
- 5.3.3 If more than one horse is entered in Barrel Racing or Pole Bending, class points will be tracked for each horse ran, generically labeled as Horse1, Horse 2, etc. A contestant could place in the top year end on more than one horse for individual horse, in one or more Ds.
- 5.3.4 If a contestant enters Goat/Calf Tying, Roping or Daubing events more than one time, only the highest points earned will count toward the Year End Event Standings.
- 5.3.5 Points are doubled at the Finals Jackpot.



5.4 ALL-AROUND CALCULATIONS

- 5.4.1 Contestants must compete in a minimum of two events in a minimum of 4 Jackpots to be eligible for All Around awards.
- 5.4.2 Total Points earned in the classes identified in 2.1.1 will determine All-Around placings in each division. Only classes listed under each division will be included in the All-Around calculation.
- 5.4.3 If more than one horse is entered in Barrel Racing or Pole Bending, only the highest points earned in each jackpot/class will count towards the All Around.
- 5.4.4 If a contestant enters one of the Goat Tying, Roping or Daubing events more than one time, only the highest points earned will count toward the All Around.
- 5.5.5 Tiebreaker in the All-Around standings will be determined by the highest individual placings throughout the year. i.e. start with the most individual 1st placings, then 2nd placings, etc. If still tied after this evaluation, the tie will be broken by a coin flip.

Section 6 Jackpot Payouts

- 6.1 All payouts will pay down such that the last check will cover the entry fee.
- 6.2 Non-Cattle Events will pay back 50% of the entry fees.
- 6.3 Cattle Events will pay 1/3 of entry fee for stock and pay back 1/3 of the entry fee to the contestants.
- 6.4 In events where multiple Division are placed, the Pot will split as follows:

# of Divisions	Pot Split Across Divisions
2D Percentages	Division 1 – 60% Division 2 – 40%
3D Percentages	Division 1 – 50% Division 2 – 30% Division 3 – 20%
4D Percentages	Division 1 – 30% Division 2 – 27% Division 3 – 23% Division 4 – 20%
5D Percentages	Division 1 – 26% Division 2 – 23% Division 3 – 20% Division 4 – 17% Division 5 – 14%

- 6.5 The individual payouts are broken down by the following percentages, depending on the number of places paid.

Places Paid								
1	100%							
2	60%	40%						
3	40%	35%	25%					
4	37%	28%	20%	15%				
5	30%	25%	20%	15%	10%			
6	27%	23%	18%	14%	10%	8%		
7	25%	21%	18%	14%	10%	7%	5%	
8	23%	19%	17%	14%	11%	7%	5%	4%

- 6.6 In the case where a division does not have any riders in it, the division pots are split assuming one less division.
- 6.7 In the case where entries are low and only one place in each division is paid, the lower division checks may not equal the entry fee.
- 6.8 In the event the payoff is determined to be inaccurate, corrected payouts will be made within 30 days. Contestants with overpayments due to miscalculations will need to return the overpayment within 30 days following written notice from the producer. Failure to do so will result in a suspension of all RRR events.

Section 7 Year End Celebration & Awards

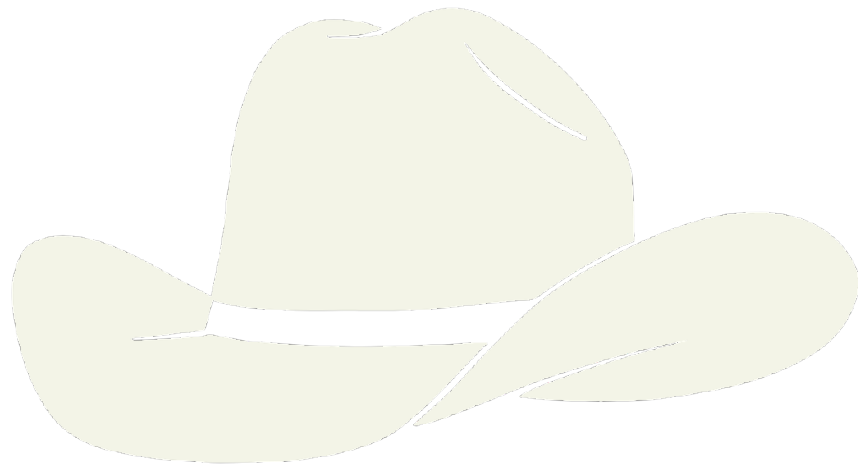
- 7.1 A competitor must be nominated into the RRR program, and compete in an event four (4) times and a minimum of three (3) rodeos to qualify for year-end awards.
- 7.2 Awards are to be determined by the Awards Committee.
- 7.3 End of season point ties, for all events, between 2 or more members will be broken by the higher individual placings, i.e. the most 1sts, then the most 2nds, etc. If this cannot break the tie, it will then be broke by averaging times/scores for the season.
- 7.4 In barrels and poles, awards will be based on the division a contestant placed the highest. The other points earned will be forfeited and the next contestant will move up.

Section 8 Humane Treatment of Animals

- 8.1 Any contestant who abuses an animal by any unnecessary non-competitive or competitive action (anywhere on event grounds) may result in disqualification or suspension at the RRR Committee's discretion.

Section 9 Appeals Process

- 9.1 Any appeal must follow the following procedures:
- 9.1.1 Contestant must take their appeal to the Event Director, who will take it to the judge. Appeals need to be in place before the next event starts.
 - 9.1.2 Appeals from the decision of the judge must be made by the contestant in writing with the alleged violation detailed in a concise manner. A \$50.00 fee must accompany the protest. The fee will be refunded if the protest is upheld.
 - 9.1.3 Appeals must be filed with the RRR Committee, within one (1) hour after performance of the alleged violation
 - 9.1.4 The RRR Committee will determine the validity of the appeal.
- 9.2 An upheld protest may result in, but not limited to the following corrective actions: a) forfeiture of all awards and points: b) suspension for any given length of time from RRR Events.



Section 10 Participant and Participant Member Misconduct

- 10.1 RRR Event Participants may lose points or be suspended or both from the Association for any of the following offenses:
- a) Failure to pay bills at local businesses.
 - b) Non-payment of entry fees. There shall be a fine of \$35.00 for entering and failing to appear and pay fees and suspension from entering in any other RRR Events until these are paid.
 - c) Fighting in the arena or anywhere on the CCSC grounds.
 - d) Attempting to fix, threaten, bribe, influence, harass or coerce the judges at any time between the opening and closing dates of a rodeo, in or out of the arena. Violators will be reported to Board.
 - e) Conduct or speech of any kind detrimental to the best interest of RRR Program.
 - f) Failure to abide by or disobedience of the RRR Rule Book.
 - g) Any contestant found under the influence of drugs/alcohol or to have in his or her possession any such illegal substance at any RRR Event.
 - h) The RRR Committee will expect the cooperation of any member when called upon regarding enforcement of rules.
 - i) Cheating or any attempt to cheat or falsify age. This carries the penalty of loss of all points acquired up to that time and suspension for not less than one (1) year.

Section 11 Amendments

- 11.1 RRR rules, and regulations may be amended by a majority vote of the governing committee of the RRR Program

