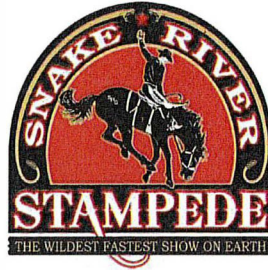




FINAL REVISION



2025 WPRA Ground Rules

1. Only actual contestants and one (1) companion allowed gate pass. Companions will receive their ticket in the secretary's office; tickets may be limited.
2. If a Timed-Event animal escapes during a paid performance (or a rerun is given for any reason) the extra will be used. Only escaped animals go back into the herd.
3. Bull Riding may be a split section with some as first event and remainder as last event of the performance.
4. 1/3 enough calves per entry to be provided in Breakaway Roping.
5. Team Roping, Steer Wrestling, Tie-Down Roping, Breakaway Roping and Barrel Racing will be two (2) go-rounds with Finals. Saddle Bronc Riding, Bareback Riding, and Bull Riding will be one (1) go-round with Finals.
6. Rough Stock: 1 head and a short go. 12 in each event in the Short Go.
7. Timed Events: 2 and a short go in all events
Progressive Format-All participants to run p^t run in slack. Top 50 (10 per performance will be placed in Performances slowest to fastest with the fastest 10 times in the Saturday Matinee performance, 11-20 in the Friday performance, 21-30 in the Thursday performance, 31-40 in the Wednesday performance, and 41-50 in the Tuesday performance. All remaining entries to run 2nd round during slack competition. No trades to be approved for contestants from performance to slack or slack to performance. Contestants will be allowed to trade 2nd go round run to a different performance up to 5 pm on the day prior to the p^t performance. Trades will be handled by the rodeo secretary.
8. All Events: if a contestant who qualifies for the Finals notifies a turn-out, doctor's release, or visible injury release through PROCOM, the contestant with the next highest ranking in the average may be placed in that available position. Non-notified turnouts and visible injury releases after the turn-out deadline will not be replaced. If the next highest ranked contestant is not available to accept the position the next highest ranked contestant may be contacted and

placed in that position. This procedure will be followed until all positions are filled. The replacement contestant's competition order will be based on his ranking in the average (not on the ranking of the contestant he is replacing). In the riding events, if an animal has already been drawn for a contestant who has turned-out, the replacement contestant will draw an animal from a pool consisting of all animals that have been turned-out (includes DR's and VIR's) and the first available designated re-ride.

9. Entry Fees:

- Bareback \$125
- Saddle Bronc \$125
- Bull Riding \$100 plus \$100 Day Money
- Tie-Down \$450
- Steer Wrestling \$450
- Team Roping \$450 per man

- Breakaway \$285 + \$25 stock charge

- Barrel Racing \$295

10. Entry limits

- ▼ BB - 60
- SB - 60
- BR - 70
- TR - 110
- TD - 110
- SW - 110
- GB-150
- BA-125

11. All trailers must enter Gate B, check in at Ford Idaho Center Horse Park Office for stalls and parking.

12. Additional Rules:

- GB - Drag at 6 in 1st round. Drag at 5 in 2nd round & performances. Drag at 6 in finale.
- All Timed Events -If there are not 50 qualified times from the first go-round to fill the performances, the remaining positions will be filled by contestants based on the reverse order of their first go-round positions. (Only contestants who competed in the first go-round will be placed in performances).

13. Slack Schedule:

Sunday June 15 (Estimated 8 am to 6 pm)

- Barrels Slack Round 1 (150 Runs)
- Breakaway Slack Round 1 (125 Runs)
- Tie Down Roping Slack Round 1 and Start of Round 2 (200 Runs)

Monday June 16 (Estimated 8 am to 5 pm)

- Steer Wrestling Slack Round 1 (110 Runs)
- Team Roping Slack Round 1 (110 Runs)
- Breakaway Start of Round 2 (75 Runs)
- Barrels Start of Round 2 (100 Runs)

Tuesday June 17 (Estimated 8:30 am to 11:30 am)

- Steer Wrestling Slack Round 2 (60 Runs)
- Team Roping Slack Round 2 (60 Runs)