



June 20th, 2010

Reno Livestock Events Center
RENO, NEVADA

WGR 2010 INFORMATION SHEET and GROUND RULES

Produced by Lazy E Productions, Guthrie, OK (800) 595-RIDE
Information available at www.lazye.com

~THE EVENT:

- * Lazy E Productions reserves the right to change format and all event parameters prior to event.
- * Open to the World Event.
- * A maximum of fifty (50) and a minimum of twenty-five (25) total entries will be accepted. Lazy E Productions will adjust number of rounds to fit corresponding entry level.
- * **100% Total Entry Fees will be added to event purse. Contestants must enter event thru the Lazy E.**
- * **\$ 5,000.00 Guaranteed Lazy E Added Money to Purse / \$2,000.00 Contestant Entry Fee.**

ENTRIES OPEN: April 1, 2010

ENTRIES CLOSE: June 1, 2010

***** CONTESTANTS SHOULD HAVE NOT ENTERED RENO RODEO SLACK ON SUNDAY OF WGR**

~FINAL FORMAT: (3 Full Rounds and a Top 10 Short Go-Round)

- * All Rounds will consist of the total time of competing on three head of livestock.
Heading / Tie-Down Roping / Heeling.
35 Total Entries
SUNDAY WGR EVENT – 6/20/10: 10:00AM Start time at RLEC.
35 Total Contestants will Rope three (3) Full Rounds.
After Round #3, Field will be cut to 10.
10 Contestants Rope in Round #4 (Short Round – to determine top 5 in Average)

~ THE PAYOFF:

**35 Total Entries as of Entry Close 6/1 – \$75,000.00 TOTAL PURSE.
Will be adjusted with the loss of any contestants.**

<u>Average (\$50,000)</u>	<u>Fastest Rounds (\$16,000)</u>	<u>Fastest Run Bonus (\$9,000)</u>
\$ 25,000 – First	\$ 7,000 – First	\$ 3,000 – First / HEADING
\$ 12,000 - Second	\$ 4,000 – Second	\$ 3,000 – First / TIE-DOWN
\$ 7,000 - Third	\$ 3,000 – Third	\$ 3,000 – First / HEELING
\$ 4,000 - Fourth	\$ 2,000 – Fourth	
\$ 2,000 - Fifth		

The “Average” is paid on lowest total time after 4 rounds at the WGR (12 head total) / Five Places.
“Fastest Rounds” are paid for the fastest rounds of the first three (3) go-rounds – short go excluded.
Fastest Run of Entire WGR Event (4 Go-Rounds) in all three events.
One Place – Heading, Tie-Down, Heeling.

GROUND RULES:

WGR 2010



- 1.) 60 Second Buzzer.
- 2.) PRCA Rules. Money will not count in the PRCA World Standings. Special event only.
- 3.) Failure to compete on an animal or a no-time receives 60 seconds.
- 4.) In the team roping event, any contestant or helper will not be able to be tied on while heading or heeling a steer during competition.
- 5.) An injured contestant can turn-out livestock until he is capable of competing in subsequent go-rounds.
- 6.) In the team roping, helpers (either outside or other contestants) can only help two different cowboys, (two different headers and two different heelers). Contestants will be allowed to help in the team roping event.
- 7.) If there should be a tie for first place in the average, tie breaker will be three more head for tied contestants.
- 8.) Cattle will not be taken out of the draw after they have been run, unless crippled.
- 9.) If an animal gets out of the chute before the roper has called for him or the barrier fails to work so that no official time has started, the same animal will be brought back. If cattle gets out of the arena after official time has started, the same animal will be brought back lap and tap. For Lap and Tap, the judges will "Recreate the Scenario and Elements" of when time was stopped. All judges' decisions are final.
- 10.) If at any time during the run the animal is determined by the field flagger to be injured, the flag will be dropped and time stopped. The contestant will then be entitled to a second animal with rope on if the animal was originally caught with a clean catch, and line judge starting time when score line is crossed. If the animal was caught with a foul catch, roper will get a second animal, lap and tap, and will be allowed the number of loops minus one per event rule. Time for the second animal plus that time already accumulated on the first animal will be added together and determined the official time for that run. All judges' decisions are final.
- 11.) If the animal is crippled during the run and contestant can't get the animal up, a no-time will be given (60seconds).
- 12.) A contestant will not be flagged out for excessive drag, but will be flagged out for a run-away.
- 13.) If the horns of the animal pull together, contestant will receive a no-time.
- 14.) 2 Loops in Calf Roping.
3 Loops in the Team Roping.
- 15.) Only ten (10) contestants will advance to the short round (4th Go on Sunday). Should there be a tie for advancement to the short round, the tie will be broken by the fastest total time for the first go-round.
- 16.) Event Order will be: Heading / Tie-Down Roping / Heeling.
- 17.) Competition order will be determined by Lazy E Productions.
- 18.) All decisions of the judges and management of Lazy E Productions will be final and official.