

Ground Rules

- **NHSRA Rules Apply.**
- **Breakaway and Tie-Down:** One loop **Team Roping:** Two loops. **Steer Wrestling:** One Jump. There will be a 30 second time limit on all event.
- Contestants are to wear their back numbers at all times around town.
- **All contestants are guaranteed two rounds.** Contestants may opt out of a round and still be eligible for the short go and average.
- **Multiple Entries:** Contestants may enter each event up to **two times**. Each entry is treated as a separate contestant (e.g., John Doe A and John Doe B). Both entries are eligible to win money and qualify for the short go. However, **only the highest placing entry will count toward All Around standings.**
- **Eligibility:**
 - Rough Stock and Steer Wrestling are **High School only**.
 - **Both ropers** in Team Roping must be **Junior High and/or (300+ miles)** to qualify for incentive money.
- Short Go events will stay in their same arenas
- **Draw Order:**
 - Timed Events 2nd round will run **in reverse order** of Round 1.
- **Rounds Format:**
 - **Timed Events:** 2 Rounds (Friday/Saturday) + Short Go (Sunday PM) — **Top 15 average advance to Short Go.** Must have a qualified run in previous rounds to advance to the short go.
 - **Rough Stock:** 1 Round (Sunday AM) + Short Go (Sunday PM) — **all contestants advance to Short Go.**
- **Draw Outs:**
 - All draw outs are subject to an **office fee**.
 - Turnouts/draw outs **before the entry deadline** must provide a **doctor's or veterinarian's note** and will be charged a **cancellation fee**.
 - **No refunds after the regular entry closing date** (September 21, 2026).
- No wheels in the DEX: Including but not limited to electric scooters, segways, bikes, hoverboards etc.

Prizes

- **Short Go Event Champs** – Buckles
- **Average Jr High Event Champs** – Buckles
- **Average Timed Event Champs** – Saddles
- **Average Rough Stock Event Champs** – Felt Hat
- **Jr High Incentive All Around (Boy & Girl)** – Saddles
- **All Around (Boy & Girl)** – Saddles

Point System & Payout

Timed Events

- **Round 1:** 1st – 10 points, 2nd – 9 points, down to 10th – 1 point + **\$ payout based on entries**
- **Round 2:** 1st – 10 points, 2nd – 9 points, down to 10th – 1 point + **\$ payout based on entries**
- **Short Go:** **\$ payout based on entries** (No points)
- **Average:** 1st – 10 points, 2nd – 9 points, down to 10th – 1 point + **\$ payout based on entries**

Rough Stock Events

- **Round 1:** 1st – 10 points, 2nd – 9 points, down to 10th – 1 point + **\$ payout based on entries**
- **Short Go:** 1st – 10 points, 2nd – 9 points, down to 10th – 1 point + **\$ payout based on entries**
- **Average:** 1st – 10 points, 2nd – 9 points, down to 10th – 1 point + **\$ payout based on entries**