

International Professional Rodeo Association Event Entry Protocols

Updated June 23, 2023

I. Entering Protocols

A. Online entries

1. Open: 8:00 a.m. CT Wednesdays.
2. Close: 5:00 p.m. CT on the Sundays before the rodeo.
3. Tech support will be open 9:00 a.m. to 5:00 p.m. Wednesday - Sunday.

B. Call-in entries

1. Open: 8:00 a.m. CT Wednesdays.
2. Close: 4:00 p.m. CT Fridays.
3. The call-in entry office is open 8:00 a.m. to 4:00 p.m. Wednesday - Friday.

C. Late entries (Call-in Only)

1. Open: 9:00 a.m. CT Mondays.
2. Close: 12:00 p.m. CT Tuesdays.
3. Late entries will only be accepted for open performances. Once all performances have been filled, late entries will no longer be accepted.
4. All discipline late entries will be added to the beginning of the performance draw, except for Barrel Racing which will be added to the end.

II. Draw Protocols

- A. The draw will be posted no later than 8:00 a.m. CT Monday before the rodeo.
- B. Association members will have a preference priority over permit holders and non-member contestants. To be treated as a member, contestants must have their membership purchased ten (10) days prior to entries opening at the desired event they would like to enter.
- C. Late entries will only be accepted for open performances. Once all performances have been filled, late entries will no longer be accepted.
- D. All discipline late entries will be added to the beginning of the performance draw, except for Barrel Racing which will be added to the end.
- E. In the event a contestant arrives to a rodeo and is not entered due to an error by NextGen Rodeo the following steps are to be followed:
 1. Contestant must show a valid entry confirmation receipt.
 2. The contestant will be entered in the rodeo as the last contestant in his or her event.
 3. If applicable, stock will be drawn only for the contestant not entered. There will not be a re-draw of positions or stock for contestants already entered.
 4. If the contestant wins money, all money will be sent and held at the IPRA office until complete entry verification is confirmed.

- a) In the event the contestant misled or forge documentations to the event secretary, the contestant will forfeit all winnings and will receive a fine of \$1,000.
- F. Performance Draw Standards (If a producers would like a different performance standard for their event, they must notify NextGen by 4:00 p.m. CT the Friday before the event is to be drawn)
- 1. Designated Slack (Different Day)
 - a) Minimum of six (6) contestants for each performance in Breakaway, Team Roping, Barrel Racing, and Tie Down Roping. Minimum of four (4) contestants for each performance in Steer Wrestling. Minimum of four (4) in Bareback, Saddle Bronc, or Bull Riding.
 - b) Maximum of twelve (12) contestants for each performance in all disciplines, except for Barrel Racing which will have a maximum of ten (10).
 - c) In the event entry count falls between twelve (12) and fifteen (15) contestants, NextGen staff will contact stock contractor/rodeo producer to determine if they would rather move to slack or take additional performance entries.
 - 2. Same Day Slack
 - a) Minimum of six (8) contestants for each performance in Breakaway, Team Roping, Barrel Racing, and Tie Down Roping. Minimum of four (4) contestants for each performance in Steer Wrestling. Minimum of four (4) in Bareback, Saddle Bronc, or Bull Riding.
 - b) Maximum of twelve (12) contestants for each performance in all disciplines, except for Barrel Racing which will have a maximum of ten (10).
 - c) In the event entry count falls between twelve (12) and fifteen (15) entries, NextGen staff will contact stock contractor/rodeo producer to determine if they would rather move extra entries to slack or take additional performance entries.

III. Trade Protocols

- A. Open: After the draw is posted.
- B. Close: 12:00 p.m. CT Tuesdays.
- C. If a contestant draws up outside of their selected preference, it is the contestants responsibility to find a trade. Contestants may also trade outside of their selected preference.

IV. Buddying Protocols

- A. Contestants must buddy up by member ID numbers.
- B. Must be an association member or buddy with a member if a non-member. Non-members cannot buddy up with other non-members.

1. Buddying up with non-member contestants will designate the entire buddy group to non-member status resulting in the buddy group having a lower preference priority than an association member buddy group.
- C. A contestant may buddy up with up to three (3) other contestants for a total of 4 buddies.
1. Team roping teams count as one (1) buddy.
- D. A buddy group can only have a maximum of four (4) total contestants in the same event.