

Ranch Rodeo Rules 2017

GENERAL RULES

1. At the discretion of the judges, an action which is judged to be harmful to any livestock or contestant will result in disqualification of the team.
2. Hats and long sleeved shirts with sleeves buttoned are required.
3. Any participant under the age of 16 MUST wear a helmet.
4. Teams are limited to four members and each member must be named on the entry form.
5. All judges decisions are final.
6. Chaps to be worn at all times, except cow milking.
7. All participating ranchers must enter all events in order to be eligible for the Team Championship.
8. Points will be calculated as following:

1 st	10 Points
2 nd	9 Points
3 rd	8 Points
4 th	7 Points
5 th	6 Points
6 th	5 Points
7 th	4 Points
8 th	3 Points
9 th	2 Points
10 th	1 Point
9. The team with the most points win.
10. An event will be randomly selected and sealed in an envelope prior to the Rodeo. In the event of a tie, the envelope will be opened and the team with the most points wins.

Team Doctoring

1. 4 man event. Once animal has been headed (legal head catch can include head & front leg) and heeled, the other two members can help in any way. (ie. hold horse, tail animal, block horse, etc.)
2. 2 minute time limit. Time starts at rodeo line chosen by the judges.
3. Steer must have two front feet and two hind feet in loop before he's doctored.
4. Doctor must mark steer between the eyes to signal treatment.
5. Time given when the team are back on their horses.
6. Steer can be roped anywhere in arena.
7. Any lost rope is a disqualification.
8. No roping to catch head.

Wild Cow Milking

1. 4 man team (roper, muggers, milker).
2. Head must pass through the loop.
3. 3 minute time limit.
4. Time will be called when rope is off cow and milk runs out of the bottle
5. This event will be done in a 2 team split, meaning that 2 teams will compete at the same time.
6. Milk may be carried to the judge with horse.

Team Sorting

1. 4 man event.
2. Cows held at far end of arena.
3. Time starts when team crosses line.
4. Numbers will be called when team crosses line.
5. No Trash Rule – Only correctly numbered cattle are allowed across the foul line at any time or it will result in disqualification.
6. 3 minute time limit.
7. Herd worked in a controlled manner.
8. 2 head of cows will be marked the same.

Team Branding

1. 4 man event.
2. Brand 3 calves.
3. 4 minute time limit.
4. May only use one branding iron.
5. Brands on RR.
6. 5 second penalty for one foot.
7. Calf must be across chalk line before wrestlers can touch.
8. Disqualification if heeler drags high hock single across line.
9. Iron cannot leave the pot before rope is off calf.
10. Any lost rope is a disqualification.

Wild Horse Race – Horse Catching

1. 4 man event.
2. 2 members unsaddle their horses and turn them loose when the whistle blows.
3. Other 2 team members go catch the loose horses.
4. 2 members saddle their horses with their regular team.
5. 2 ropes may help hold horses, but not dismount. Once saddled, 2 team members that saddled must go rope a cow.
6. 2 members that roped horses must take ropes off and remount their horses to get time.
7. Only the team members that saddled can rope the cow.
8. Will be run 2 teams at a time.
9. Any lost rope is a disqualification.