

Ranch Rodeo Rules 2017

GENERAL RULES

1. At the discretion of the judges, an action which is judged to be harmful to any livestock will result in disqualification of the team.
2. Steer must not be crashed into the panels.
3. No steer must be dragged or choked.
4. Hats and long sleeved shirts with sleeves buttoned are required.
5. Teams are limited to five members and each member must be named on the entry form.
6. All team members must be present during Calcutta Auction otherwise the team will be required to donate \$100.00 towards Calcutta.
7. Teams have one hour immediately following the end of the final rodeo event to contest.

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 rodear line chosen by the judges.
3. No cattle can cross rodear line before designated animal is headed.
4. Steer must have two front feet and 2 hind feet in loop before he's doctored.
5. Doctor must mark steer between the eyes to signal treatment.
6. Animal must be let up as soon as doctoring is done.
7. Time given when the team are back on their horses.
8. Team must not scatter herd.
9. Steer can be roped anywhere in arena.
10. Any lost rope is a disqualification.

Wild Cow Milking

1. 3 man team (roper, mugger, milker).
2. Head must pass through the loop.
3. 3 minute time limit.
4. Milk must run out of bottle.
5. Any dragging or eye gouging of the cow will result in a disqualification.
6. This event will be done in a 2 team split, meaning that 2 teams will compete at the same time.

Team Sorting

1. 4 man event.
2. Time to start when first rider crosses the line.
3. The start number is called.

4. The number called is worked from the herd and driven across the line followed by the next 3 in sequence. (4 total)
5. Team will be disqualified if sequence crossing the line is broken up or down. (Ex: If you get 1 and 2 across the line and 2 goes back, you can get him again. If you get 1 and 2 across and 1 goes back you are disqualified).
6. 2 minute time limit with a half minute warning.
7. Herd must be worked in a relaxed manner.

Team Branding

1. 4 man event.
2. Brand 3 calves.
3. 4 minute time limit.
4. May only use one branding iron.
5. Branding must remain on same location as first brand.
6. 5 second penalty for one foot.
7. Calf must be across chalk line before wrestlers can touch, but you can touch the rope.
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. 3 man event.
2. Both cinches must be done up.
3. No tackaberrys.
4. After roper returns horse to rider, roper must clear the arena or be disqualified.
5. One man must hold loose horse till whistle blows.
6. This event will be done in a split, meaning that if there are 8 teams, 4 teams will compete at the same time.

HIDE RACE

1. All decisions of the judges are final.
2. There will be a line drawn from the barrel to the fence on the LEFT side. The horse and hide must cross that line before the hide rider touches the rope. The rider may jump on hide at any point after the hide crosses the chalk line.
3. Contestant is DISQUALIFIED if the barrel is knocked over.
4. At the time the horse crosses the finish line, the hide rider must be in contact with the rope.
5. If you're in doubt, ask judge prior to starting.
6. The order will be drawn by the rodeo Secretary.