

Ranch Rodeo Rules

Undue roughness of event stock or abuse to horses will result in a no time or team disqualification.

Excessive profanity or unsportsmanlike conduct may lead to a no time or team disqualification.

In all events, riders must “walk” their horses to the herd, after which reasonable speed will be allowed.

Do not run animals into the fences or chase them with speed through the herd. Infractions will result in a 60-second per-penalty occurrence, with undue roughness resulting in team disqualification.

Legal head catches: around the neck or around the neck plus one leg, both horns or half head & a horn.

1. Team Branding

Two ropers on horseback and two branders on the ground. Head, heel and brand “two” yearlings. Team members must switch jobs for the second animal. (Health / Age Exemption: if you have a medical or physical limitation, or you are 65 years old or over, you may be exempted from being a brander if you notify the judge prior to the event.)

Time will start when the Judge says “Go.” 5 minute time limit, with a 2 minute warning. Branders must stay in the circle until each animal is headed & heeled. Branders can leave the circle to remove an illegal head catch, but must be back in the circle before the ropers may throw another loop. Ropers must have a legal head loop and at least one heel before branders may leave the circle.

There is no loop limit in this event. Branders will remove the head loop and place it on both front feet. Both hind feet need to be secured in the heel rope before branding the animal. The proper brand is a “Flying X” on the left hip. After branding the second animal, branders will release the animal from the ropes and return to the circle, with the branding iron, for the time to stop.

In this event, the following infractions will result in a 60 second penalty per occurrence:

- improper brand and,
- branders out of circle before animal is roped.

2. Team Sorting

All four team members must be on horseback. The announcer will call out one number. That number, along with the next two consecutive numbers, will be the sort. For example, if your number is 4, your team will sort animals 4, 5 and 6. The animals do not need to be sorted in number order.

The team will receive a no time if any other animal crosses the line. The time will start when the first team member crosses the designated line and will end when all three animals are across that same line and the herd is contained. Two-minute time limit.

3. Team Doctoring

All four team members must start on horseback. One member needs to have the marking chalk. The announcer will call a number, which will be the team's draw. The time will start when the first rider crosses the designated line.

The numbered animal must be cut from the herd and driven across the start line before it can be roped. One extra animal is allowed to cross the line for a 30 second penalty, but more than one will result in a no time.

Any team member may head or heel. The team is only allowed 4 loops.

In the case of an illegal head catch, team members must free the animal before re-roping. Once all four feet of the animal are secured, the "vet" will place a mark between the animal's eyes and raise his / her hands for the time to stop. Two-minute time limit.

4. Team Rope Sorting

Each team will have two minutes to rope as many cows as possible in numerical order beginning with the first number called. Each individual roper will be allowed only two loops per cow. For example, if one roper misses twice on a cow, another roper must rope the cow using no more than two loops before the next cow in numerical order can be roped.

Contestants will be using a rope with the provided break-away hondu. The winning team is the one that ropes the most cows, in numerical order, within the two-minute time period.

5. Ride a Bare Buck

6. Protest Rule

If you wish to protest a judge's decision, you must do so in writing and pay a \$25 fee.