



Roughrider Days Ranch Rodeo Rules and Information July 4, 2016

PLAN TO ATTEND/REQUIRED TO PARTICIPATE

11:00 AM to NOON	Team Registration/Sign Waivers
NOON	Team Meeting/Review Rules
1:00 PM	Event Begins

ALL DECISIONS MADE BY THE JUDGE ARE FINAL!

GENERAL RULES

1. Dally only. No ropes fixed to saddle or horse. 35' max rope.
2. Three legal head catches including full head, half head and clean horn catch.
3. All ropes must be discarded before dismounting. No ropes, coils, or tails hanging on saddle or horse and this APPLIES to ALL EVENTS.
4. May remount horse and team member can hand you a rope.
5. No loop limit.
6. **LIVESTOCK ABUSE WILL NOT BE TOLERATED!**
7. No riding horses into trailer. Horse must be led into trailer for trailer loading event.
8. Judges decisions are FINAL. ARGUMENTS will NOT BE TOLERATED and will result in disqualification of a team or member(s) of the team from the Ranch Rodeo.
9. All events have three minute time limit.

INJURY

1. If someone is injured the remaining members can continue. NO substitutions allowed.

ATTIRE

1. Arena attire required to participate (i.e. jeans, long sleeve collared shirt, cowboy boots or shoes with a riding heel and cowboy hat).

PAYOUT

1. Average payout for the top four teams and is based on 10 registered teams:

- 1st \$1,200.00
- 2nd \$ 800.00
- 3rd \$ 600.00
- 4th \$ 400.00

EVENT RULES

Team Branding

THREE MINUTE TIME LIMIT

One team will compete at a time. All (4) team members will participate. Ten head of steers will be placed at north end of the arena behind a chalk line (timeline). As a team enters the arena they will be given a number corresponding to a steer. The time will start once any team member crosses the north chalk line (timeline). Team must cut steer and drive across timeline before being roped. Once numbered steer is out of the box any team member may rope the animal. Must have legal head catch. NO tripping of steer allowed! Steer must be standing and wrestled to the ground by teammates and rope removed from steer. Branding iron may not leave fire (bucket) until rope is removed from steer. Time will stop when brander returns the iron to the bucket. No loop limit.

NO TIME: Loping into heard. Animal roped before steer is out of time box. Rope still on horse or saddle after rider(s) dismount. Branding iron out of bucket before rope is off of steer. Illegal rope catch.

Rescue Race

THREE MINUTE TIME LIMIT

All (4) team members must participate. Two opposing teams will enter the arena and proceed to starting line. Each team will have two members on horseback and two needing to be rescued located at opposite end of arena, one on top of a barrel and the other on the ground. The judge will signal the start and two teams will race simultaneously. Both team members must be mounted when they cross the starting line, when the first pair of riders cross the line the next rider can proceed down the arena to pick up the remaining man. If a team member falls off horse they must return to the rescue point and remount horse from the barrel or ground (team member choice). Time will stop when last rider crosses the finish line with rescued rider on back.

Team Trailer Loading

THREE MINUTE TIME LIMIT

One team will compete at a time. All (4) team members must participate. Ten head of steers will be placed at north end of the arena behind a chalk line (timeline). Upon entering the arena each team will receive a number corresponding to a steer. Time will start when a team member crosses the north chalk line (timeline). Animal must be cut from herd and driven away from herd across line before being roped. At this point, animal can be roped and loaded into front half of trailer which will be parked in the center of arena. Rope must be off the steer and out of the trailer with the center gate closed and latched. Team must then load two horses in rear compartment of trailer. No riding into trailer. Time will stop when rear gate is closed and latched. Decisions made by the judge(s) are final. No loop limit. Three legal head catches.

NO TIME: Loping into herd. Animal roped before crossing timeline. Center or rear gate not latched. Rope still in trailer. Incorrect steer loaded into trailer. Unnecessary roughness, if determined by arena judge(s).

Bronc Ride

“Ride as ride can” for eight seconds. All saddles are legal. Halters with one or two leads may be used and any method of holding on to saddle will be allowed during ride. Team members will be responsible for saddling their bronc. Cinch will be added by provided roughstock hand. If the rider is bucked off before the end of eight seconds, the ride will be judged accordingly.

THANK YOU FOR PARTICIPATING
AND GOOD LUCK!