

PINCHER CREEK RANCHERS RODEO



Ranch Rodeo Rules

Pincher Creek Ranch Rodeo

General information:

- » All entry fees and membership fees must be paid before competing.
 - » Only the team captain will represent the team for meetings and disputes.
 - » All information will be passed through the team captain at the rules meeting held before each rodeo.
 - » Each rider must use the same horse for all events, including Working Ranch Horse.
 - » The judges will evaluate any horse withdrawn from competition due to lameness or injury.
 - » No tie downs will be allowed
 - » All contestants are expected to be punctual and prepared.
- ***NO EXCEPTION WILL BE MADE TO ANY OF THESE RULES*****

Rodeo Rules of Conduct:

- » The Pincher Creek Rodeos will be conducted in a professional manner. All team and individual event contestants will comply with these mandatory rules.
- » No whining, complaining, arguing or harassing of any judge, arena director, ground crew, office staff, timer and/or announcing staff.
- » If any contestant, team member, friend or family is in violation of the above rule, the team and/or individual contestant WILL BE disqualified in that event.
- » No cursing, swearing, inappropriate language, or unprofessional conduct will be allowed at any time during the rodeo.
- » If there is a formal protest, it will only be heard by the judges and must be presented by team captain. Before the team exits the arena in that event. No exceptions.
- » All decisions of the judges will be final.
- » Cowboy dress code is required. Long sleeve shirts with collar, no ball caps, or non-western attire (no t-shirts or short sleeve shirts) will be allowed during any events, in the arena or rough stock bucking chutes, this includes all performance and all jackpot events.
- » Any missing or absent team called 3 times to enter the arena will result in a DQ for that event.

Sanctioned by Ranch Rodeo Cowboys Association

Branding – 2 Ropers, 2 Wrestlers

1. Brander Team must designate 2 character Brand to their judge
2. Brand 3 calves in 3 minutes or less
3. Team cannot brand same calf twice
4. Iron does not leave pot until ropes off calf
5. 30 seconde penalty for 1 leg catch
6. Rope may be touched before calf crosses line but wrestlers cannot touch calf
7. Brands must remain in same location same brand
8. Any line violation, high hock, or not treating teams with respect will be disqualification
9. Lost rope is a disqualification

Wild Cow Milking – 4 team members

1. 3 minute time limit
2. Cows head must pass through loop
3. Milk must pour out of bottle
4. Must milk own cow
5. Lost rope is disqualification
6. Event will be ran in heats and timed

Horse Race – 1 racer, 1 horse holder

1. Horses unsaddled at west end of arena. Boots in the middle of arena and horse held at east end of arena
2. Whistle blows, your horse will be released and horse holder can no longer help
3. Get your boots on, catch and saddle your horse
4. Now you need to rope and stop one of the yearlings that are in the arena

When your animal is stopped, yell your teams name to judges. They will let you know if you are finished the event

Bronc Riding – 1 team member

1. Ride as best you can for 8 seconds
2. Saddle must be regular working saddle with no hobbling of stirrups. Night latch is approved
3. Bronc rein and halter
4. Points awarded for difficulty of horse and aggressiveness, control and expansion demonstrated by the rider
5. Re-rides may be awarded at judges discretion

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Sort & Rope Doctoring

8 Loops/ 6 minutes

Δ Team will sort out two numbered cows from the herd.

Δ Maximum 3 team members in the herd.

Δ Cattle will be sorted through gate.

Δ No cattle can be roped until both head are sorted through gate.

Δ Two, 2-man teams will each rope one cow. Armbands will designate teams.

Δ No switching partners.

Δ Teams will head and heel cattle.

Δ Legal head catches only, neck, half head, or around horns. A front leg in loop is allowed.

Δ Any illegal catches can be dallied and rope must be removed before cow can be re-roped. The cow must have a rope removed on ground by team, or it can be headed or heeled to remove rope. No tipping of cow will be allowed.

Δ All loops will count in total loop count.

Δ Any cow that has been roped to remove an illegal head catch must be standing and moving with all ropes removed, and all team members remounted before cow can be re-roped.

Δ Header, heeler, or both from each team will dally and dismount to doctor the cow.

Δ Cow must be laid down. A single heel catch must be switched.

Δ Cow will be, marked in designated location by dismounted team member.

Δ Time stops when both cows are doctored and all ropes removed. Header or heeler can dismount and help remove ropes.

Δ Time will be a combined team total.

Δ Limits of 8 loops (4 per two man team) and 6 minutes.

Penalties:

Δ Every dirty cow through the gate - 30 seconds

Δ Any cow roped before both cows are sorted through the gate - 30 seconds

Δ Horses must stay ground tied after dismounting

Δ Runaways will be penalized - 30 seconds max per team

Δ Penalties will be added to total time for the team

Δ After designated cattle are through gate, arena crew will close the gate so cattle cannot get back in herd.

Working Ranch Horse

The Working Ranch Horse Competition shows the finesse of the horse and rider as a team, to carry out tasks such as roping and doctoring animals, cutting animals out of the herd. As well as a Cowboy Up type Challenge that tests the horse and rider on lead changes, spins, and trail obstacles. This event is held on Saturday. Teams will designate horse and rider to represent their team before the competition starts. This event will be open to the first 25 entries.

Horse and Rider will enter area to show their horsemanship and stock handling ability.

In the Roping, judges will want to see clean catches and how horse and rider handle their roped animal. Rider must dismount, touch roped animal and remount horse. This is when the clock stops.

In the Cowboy-Up Challenge judges will be watching for clean lead changes, ability of the horse to spin both directions, how well both horse and rider maneuver through the obstacles in a trail like event.

Load & tie

- Δ No loop limit/ 6 minutes
- Δ All team members participate.
- Δ Two steers will be released into arena.
- Δ Time will start when team crosses the line.
- Δ One steer will be loaded into the trailer and other one tied down.

TIE DOWN STEER ROPING:

- Δ Team must head and heel the steer with legal head catch around horns, half head or neck. A front leg will be allowed in loop.
- Δ Any illegal head catch will be dallied, and rope will be removed before cow can be re-roped. The cow must have rope removed on ground by team or cow can be headed or heeled to remove rope, no tipping of cow will be allowed.
- Δ Any cow that has been roped to remove an illegal head catch must be standing and moving, with all ropes removed and all team members mounted before cow can be re-roped.
- Δ Team members will throw down steer, pull heel rope and tie any three legs. A front catch must be removed. After steer is laid down, the head catch must be un-dallied and steer must be on a loose rope before being tied.
- Δ Steer will remain tied for 6 seconds on loose head rope (un-dallied)
- Δ When time is up team will remove leg tie and take steer out of arena
- Δ Pigging stings or short lines can be used to tie steer. No tying with lariat rope is allowed.
- Δ Steer will be tied with wraps and half hitch only. No knots will be allowed.

TRAILER LOADING

- Δ Head catches only: around horns, half head or neck. Front allowed with 5-second penalty.
- Δ Any illegal catch can be dallied and rope must be removed before cow can be re-roped. The cow must be standing and moving with all ropes removed, and all team member mounted before cow can be re-roped.
- Δ The cow must have rope removed on ground by team, or cow can be headed or heeled to remove rope, no tipping of cow will be allowed.
- Δ No horses will be allowed inside trailer.
- Δ Time stops when one steer is loaded and gate is closed and latched, and the other steer is tied.
- Δ Steer will remain tied for 6 seconds on loose head rope (un-dallied)