

Ranch Rodeo Rules

November 4, 2011

All events can be registered the day of the Rodeo, November 4th. Registration will be available from 5:30pm-6:20pm in the indoor arena, entry fees must be paid during this time (Exception: Hide race will start @ 6:00pm, must register for Hide Race by 5:50 pm). All events are CASH only please. No Checks or Credit Cards. We need cash to payout in cash. Participants are limited to three entries per event.

Hide Race: Cost \$10 per person per team. Two person team event. Mounted rider starts behind the time line with hide dallied to horn. When team member is in position at the far side of the arena near the barrel, the mounted rider races up to team member and around the barrel, the un-mounted team member quickly jumps on the hide and the pair races to the start/finish line. Time starts as the horse crosses the time line and time stops when horse w/team member crosses time line. No time is given if horse crosses the line without hide rider

Team Ranch Sorting: Cost \$10 per person per team. Two person team event

Three divisions: Youth (under 16) , Mix (1 child or woman) and Open. Sorting begins with 10 head of cattle shuttled into two round pens connected by a 12-16 foot entrance. Ten of the cattle are wearing numbers zero through nine. The two riders enter the pen without cattle in it. A number is randomly generated and called out. The time starts as the first rider enters the pen with cattle in it. The team has 90 seconds to sort 3 cattle with consecutive ascending numbers in the opposite pen. For example: If five (5) is the number given, the contestant will sort number 5 first, followed by 6, and then 7. The cattle must be sorted in the proper order. If any part of a numbered cow crosses the start/foul line prior to its correct order, the rider receives a no time. A cow is considered sorted when the entire animal is completely across the start/foul line. The fastest time the 3 head of cattle are sorted determines the winning team.

Cattle Doctoring: Cost \$10 per person per team. Three person team event.

Three divisions: Youth (under 16), Mix (1 child or woman), and Open. All team members may be mounted on horses with ropes. Any one member of team may rope but the team is limited to a total of 5 loops for the Youth and Mix teams and 3 loops for the Open Team. A randomly generated number will determine which animal is to be roped. This number will be called out and time starts as first rider crosses time line. One member of team must rope the head, one member of the team must rope the heels, and then they stretch the animal. The 3rd man must keep control of his horse when changing the rope to the front legs. In order to get a time you need the rope on both front legs and both back legs. They then pull the ropes tight. Time is stopped when the 3rd man is back on his horse. 3 minute time limit for Youth and Mix teams. 2 minute time limit for Open Teams. Team will be disqualified at the discretion the flagger/judge, for unnecessary roughness of stock. All saddles must have a slick horn, no rubber.