

Living For The Brand Cowboy Church

Ranch Rodeo Rules

TEAM DOCTORING

1. All members must be horseback.
2. Called numbered cow will be sorted out of the herd.
3. Ropers may dally or tie hard-n-fast. Four (4) loop limit.
4. Four (4) legal head loops: Around the horns, half head, around the neck, or neck and one front leg.
5. Two (2) minute time limit.
6. After cattle are both headed and heeled and horses are facing, a team member must mark the yearling between the eyes with a paint stick.
7. Time stops when yearling is marked.

STRAY GATHERING

1. Four man team, all members must be horseback.
2. Two steers will be turned out. Time starts when last steer clears the gate leaving the alley, flagman will drop his flag starting time. All team members must stay behind the start line until flag is dropped, failure to do so will result in a 30 second penalty.
3. Each team member must head or heal one of the steers. Four (4) legal head loops: around the horns, half head, around the neck or neck and one front leg. The loop limit is three (3) per animal.
4. Both steers must be head and healed, three legs must be crossed and tied.
5. Time is called when steers are tied and all ropes removed. Contestants must call for time. Both steers must stay tied for 6 seconds after time is called. Failure for either one or both steers to stay tied will result in a NO TIME.
6. Two (2) minute time limit.

BRANDING

1. A herd of cows and calves will be held behind a line approximately 60 feet from the end of the arena.
2. Time begins when the roper crosses the line. Without loping at any time, there will be a 2 minute time limit to rope and brand two calves. No limit on the number of loops a roper may throw.
3. Ropers may not rope outside the boundary line. Doing so will result in a 30 second penalty. If a calf is roped by one or both front legs he may NOT be drug to the fire. To do so will result in disqualification. If needed flankers may remove rope from the calf. If a calf is roped by the neck, the calf may not be dragged on its side. The calf should be allowed to regain footing before being brought to the fire. Failure to do this will result in a 30 second penalty.
4. The flankers may not touch the calf until the whole calf has been dragged across the line. To do so will result in a 30 second penalty. After the calf is flat on its side and the rope removed, the branding iron may be removed from the bucket, the calf is branded on either side, and the iron returned to the bucket after branding each calf. The brander may help flankers remove the rope but the branding iron must stay in the bucket until the rope is removed. Time stops when the branding iron is in the bucket after the second calf.

5. After a calf is branded he must be allowed to return to the herd before he is branded again. If 2 calves are roped at once and dragged to the fire, one must be released and allowed to return to the herd.
6. Loping either while in the herd or when dragging the calf will result in a 30 second penalty.
7. Winner is the team with the fastest time on 2 head.

TEAM PENNING

1. 4-man team- 3 minute time limit.
2. A herd of numbered yearlings will be held behind a line approximately 60 feet from the end of the arena. There will be 3 cattle with each number.
3. As the riders approach the line the announcer will call the number that has been drawn for them. Time will start as soon as the number is called, not when rider crosses the line. The team may not have more than one rider in the herd at one time. More than one man in the herd at one time will be a 30 second penalty. All riders may cross the line and anyone may cut cattle.
4. Without loping into the herd the team has 3 minutes to cut and pen the three cattle bearing the designated number. No more than 5 cattle may cross the line at any one time while the cutting is taking place. More than 5 cattle will result in a no-time. Only cattle bearing the designated number may be penned. There will be a 30 second penalty for loping in the herd.
5. A team may call for time with 2 calves, but would not be placed over any teams penning 3 calves.
6. Any team may be disqualified for unnecessary roughness of the cattle at the judge's discretion.
7. The team with the fastest time wins.

WILD COW MILKING

1. A four-man team including a roper, milker and muggers. All four must be horseback. All team members may attempt to rope the cow.
2. Ropers must stay behind start line until cow is turned out. Cow will be released and as she clears the gate, flagman will drop his flag, starting the roper and the time.
3. Two (2) minute time limit. Four (4) loop limit.
4. Catch as catch can but cow's head must pass through the loop.
5. Rope must be off the cow before entering the milk circle.
6. The muggers hold the cow with help from the roper, while the milker milks her into a standard 12 oz. longneck bottle. Any one of the contestants may milk the cow. The milker may pass the bottle to another man to run to the judge. Runner must hand the bottle to the judge, and THE JUDGE WILL POUR THE MILK OUT. If the milk will not pour, or if contestant pours, the team will receive a No-Time. The team with the fastest time wins.

SCORING SYSTEM

1. All participating ranches must enter all events in order to be eligible for the team championship.
2. Points will be based on the number of teams entered in the event. For example if there are 10 teams then the points will be as follows: 1st:10 pts. - 2nd:9 pts. - 3rd:8 pts. - 4th:7pts. - 5th:6pts. - 6th:5pts, - 7th:4pts, - 8th:3pts, - 9th:2pts, - 10th:1pt. Any team that receives a no-time in an event will receive no points for that event. The team with the most points is the winner.
3. In case of a tie in the overall team standings the resolution of the tie will be as follows: - (1st) the team receiving points in the most events is the winner. (2nd) Most Points in Milking. (3rd) Most Points in Stray Gathering. (4th) Most Points in Doctoring. (5th) Most Points in Penning.
4. A “no time” in an event will result in no points being awarded for the team in that event.

General Rules

1. Contestants may only enter on one team.
2. Anyone (contestant or otherwise) entering the arena shall be wearing long pants, a long-sleeved shirt, boots and a cowboy hat.
3. Abuse of either personal animals or event animals (kicking, whipping, tripping, gouging of eyes, or any action which is totally unnecessary) is strictly prohibited and will result in a no-time for that event. No Exceptions!
4. No alcoholic beverages permitted. No Exceptions!
5. No loud or obnoxious language or profanity or un-sportsman like conduct.
6. The violation of any conduct rule will result in disqualification of the entire team.
7. In all events involving roping the ropes must be thrown clear of horse and saddle before dismounting. Failure to do so will result in a no-time for the team in that event.
8. “ARENA RULES” PREVAIL AT ALL TIMES.
In any circumstance where there may appear to be a conflict between Arena Rules and Event Rules the Arena Rules prevail.
9. In all instances the decision of the Arena Director and/or Judge(s) will be final !!!
Anyone wishing to contest a call must do so immediately and before leaving the arena.