

# Rim Rock Youth Ranch Rodeo

## Spring Round-Up

March 12-14, 2010

## Official Rulebook

(\*revised Feb. 8, 2010)

### General Rules For All Contestants:

1. It is the responsibility of parents, coaches, and contestants to read and understand these rules. Rule interpretation is decided by the judge and arena team at RRCC. It is not the judge's responsibility to notify a team or team member of any rule violations during the event worked.
2. \*Ages will be 12-18 as of January 1, 2010, OR younger than 12 if willing to compete with teenagers.
3. All teams should be made up of four members. A ranch may choose to compete with less than 4 members, but not less than three members. Full entry fee must be paid in order to participate.
4. All contestants must follow the full dress code. Cowboy attire must be worn, including boots, hats (no ball caps), long sleeve shirts and long pants. Chaps/chinks and spurs are optional. Full cowboy attire with shirt tucked in, sleeves rolled down and buttoned must be worn at all times while inside the arena during competition. No caps, riding shoes, or tennis shoes will be permitted inside the arena.
5. \*Alternate rule applies. Ranch can substitute riders if injury or proper cause occurs. Proper cause will be determined by the judge and arena team. A new rider must be declared to the judge and must compete in all remaining events.
6. No contestant, coach, parent, or spectator may address the judge, timekeeper, or announcer at any time during the event. If a team has a protest, the team must remain in the arena after the event, at which time they may address the judge. Once the protest is resolved, they may then leave the arena.
7. Once the team leaves the arena then the judge's call is final.
8. Ranch teams should leave the arena as soon as possible after finishing the event and all times are final.

9. Riding double is NOT allowed.
10. Ranch may substitute any horse that is injured, becomes ill, or becomes a danger to spectators and contestants. Once a horse has been substituted, the substitute horse must be used in all remaining events. Judge must be notified of substitute horse.
11. Team members can swap horses within their own team with due cause, as long as the swap is between events. Members may not swap horses after entering the arena.
12. Judges reserve the right to bar horses with just cause, such as, horse that is dangerous to contestants and/or spectators. NO STALLIONS.
13. Time of previous ranch will be announced prior to the start of work by the next ranch.
14. The winning ranch team will be the ranch with the lowest overall time for all events.
15. Cattle may be replaced at the judge's discretion.
16. There will be at least 2 time keepers with separate watches per performance.
17. All entry fees must be paid to qualify and participate. Complete team entry fee and forms must be filled out and in the hands of the designated person prior to the rodeo and must be for the EXACT amount.
18. All cattle numbers will be drawn by a random selection by the Rodeo Announcer or Secretary just prior to the start of work by the ranch.
19. Total working time per event including penalties cannot exceed 180 seconds (3 minutes).
20. All ranches NOT given the final flag for completion of the event will automatically result in a full time penalty of 180 seconds.
21. If working team does not enter the arena upon third call, full time penalty will be assessed by the judge.
22. All time will start when field judge gives the flag.
23. All ropes must be clear of horse and saddle before dismounting. Any team member dismounting with rope still attached or touching horse or saddle will be given a full time penalty.
24. All ropers must dally. Ropers may not be tied off hard and fast.
25. Once time has started, a non team member cannot assist until completion of the event.
26. Stock abuse will NOT be tolerated. Running over calf, running calf into fence without a way out, inappropriate aggression towards cattle or horses, or any action deemed "abuse" by the judge will result in team being flagged out and a full time penalty assessed. This will be at the judge's discretion.
27. In the event of an injury, it will be the decision of the judge to stop time. All team members need to realize the event may continue if the injury is not serious.
28. There will be no drinking of alcoholic beverages on Rim Rock Cowboy Church property. Any person doing so will be asked to leave immediately.

29. Re-rides will be given at the judge's discretion. Examples include, but are not limited to: timekeeping failure, pen collapses, animal escapes arena, animal exhibits illness, aggressive animal deemed dangerous to contestants, or interference by animals which have escaped into the arena.
30. Animals that become aggressive or unworkable due to excessive chasing by team will NOT be considered grounds for re-ride.
31. In the event of a re-ride, that ranch may go immediately, or take a short rest.
32. Re-ride animal re-draws will be at the discretion of the judges. Examples may include: animal was injured and not useable, or an escaped animal.
33. In case of an accident involving the judge where judge cannot give the final flag, there will be an automatic re-draw.

## Events and Rules

\*Boys and Girls will compete using same set of rules. Each event has a 3 minute time limit, including penalties, except Gather and Load event, which there is no time limit.

1. All contestants will ride to the starting line (within 10'). Judge will raise flag and declare the line ready. The judge will drop flag to start time when the first horse's nose crosses the line. If calf crosses working line and rider has not, the calf must be brought back and cattle resettled.
2. In all line events, when announcer gives the number, contestants have 20 seconds to cross working line before time begins. It is the contestant's responsibility to check arena before crossing the start line. Number will be given to team by the announcer when line judge raises flag.
3. A herd of yearlings will be held behind a line approximately 60 feet from the end of the arena for line events.
4. All line events -- 10 second penalty will be given for each extra animal across the working line, while line is live. Line will remain live until correct cattle cross, after which, line is dead.
5. When judge determines cattle are settled, team must accept cattle.
6. All team members can carry and use only ONE rope.
7. \*There will be a 4 or 5 loop limit. T.B.A. before first event. We must respect and take care of the animals being provided for us.
8. All cattle must be roped from horseback.
9. Cattle must be standing when roped.
10. \*NO loping in the herd in ANY event. A full time penalty will be assessed if any team member lopes into or through the herd. If sorted cattle re-enter herd, contestant must slow down and sort it/them out again.

## **Mugging:**

1. Without loping into the herd, numbered yearling must be cut out from the herd and driven across the start line, before it can be roped. No more than 4 wrong head may cross line.
2. If the yearling gets back across the line, before it is roped, roper may not chase it through the herd, but must slow down and cut it out again. All four team members shall be horseback.
3. Cattle must have legal head catch, Bell collar only.
4. Roper must dally and stop calf as soon as possible after legal catch has been made.
5. Animals must be day lighted before contestant can work an animal. If participants have hands on animal before it goes down on the ground, it does not have to be day lighted. If the animal is on the ground, it must be brought up and day lighted before working. Contestants do not have to wait for judge's approval to tail up the animal. Daylight means the animal's torso must be clear of the ground.
6. Any of the team's contestants can tie cattle. Any three legs must be tied in a cross bone fashion with a pigging string only.
7. Time will become official when judge sees animal is securely tied, and all ropes and contestants are no longer touching the animal.
8. Judge will allow 6 seconds for animal to get free. Judge will begin 6 second count after everyone is clear of animal. If animal is not securely tied at the end of those 6 seconds a full time penalty will be assessed. If the animal is touched by a contestant in those 6 seconds a full time penalty will be assessed.

## **Branding:**

1. Without loping into the herd, numbered yearling must be cut out from the herd and driven across the start line, before it can be roped. No more than 4 wrong head may cross line.
2. If the yearling gets back across the line, before it is roped, roper may not chase it through the herd, but must slow down and cut it out again. All four team members shall be horseback.
3. Cattle must have legal head catch, Bell collar only.
4. Roper must dally and stop calf as soon as possible after legal catch has been made.
5. If calf is caught in the branding circle, calf cannot be branded until calf is removed from branding circle.
6. Animals must be day lighted before contestant can work an animal, if participants have hands on animal before it goes down on the ground, it does not have to be day lighted. If the animal is

on the ground, it must be brought up and day lighted before working. Contestants do not have to wait for judge's approval to tail up the animal. Daylight means the animal's torso must be clear of the ground.

7. Calf must be in branding position when branded. Judge will signal brander to leave the circle when all ropes are off and not touching animal and calf is in the branding position. If a calf gets up after brander leaves the circle the calf must be placed in the branding position before it can be branded.

8. Brander must run on foot to calf and back to circle. Branding iron may be handed off to another contestant but not thrown. A full time penalty will be assessed if iron is thrown. If brander has already left the circle and calf gets up the brander does not have to return to the circle. Brander may leave the circle to assist the team but the branding iron must stay in the circle.

9. If calf is branded in any other position than the branding position a full time penalty will be assessed.

10. If calf is branded in any other place other than on either hip a 20 second penalty will be assessed.

11. Time will end when brander enters the branding circle.

### **Penning:**

1. There will be 3 of the same numbered cattle to be penned, out of 9 total head.

2. Animals must be penned from horseback only.

3. Without loping into the herd, team members will sort out and pen their designated cattle. If a wrong number is penned, a 20 second penalty will be assessed.

4. At least one team member must follow cattle into pen. Once nose of horse is in pen, time will stop.

### **Doctoring:**

1. All members must be horseback.

2. Without loping into the herd, numbered yearling must be cut out from the herd and driven across the start line, before it can be roped. No more than 4 wrong head may cross line.

3. If the yearling gets back across the line, before it is roped, roper may not chase it through the herd, but must slow down and cut it out again. All four team members shall be horseback.

4. After calf is both headed and heeled, calf must be mugged and ropes cleared before a team member marks the yearling with a paint stick between the eyes.

5. Time stops when yearling is marked.

## **SORTING:**

1. All members must be horseback.
2. 9 numbered cattle will be used in this event. Numbers must be consecutive.
3. Number will be given to team by announcer when line judge raises his flag. Judge will raise flag when team is approximately ten (10) feet from working line.
4. Without loping into the herd, cattle will be sorted in sequence. EX.: If number 3 is called, the cattle will be sorted 3-4-5-6-7-8-9-0-1-2.
5. Cattle must cross working line. Time stops when cattle are sorted out of sequence or all cattle have been sorted.
6. Teams will receive placings by sorting the most number of cattle in the shortest time.
7. Teams that hold cattle and don't allow any to cross the line out of order will supersede teams that do if the same amount of cattle have been sorted when time is called.

## **Gather, Sort, and Load:**

1. Trailer will be parked at end of return alley.
2. Steer herd will be in arena (appx. 30 head), with ranch rodeo cattle in alley.
3. Time will begin after team is ready in arena and judge drops flag. No time limit.
4. Cannot dismount from horse during event, except to close gates on trailer. All pen gates must be worked horseback. Any pen gate tied shut with rope is considered locked and not useable.
5. Must move ranch rodeo cattle to designated pens, out of alley.
6. There will be 9 head of marked cattle in steer herd. Without loping into or through the herd, team must sort and load 3 head of marked cattle.
7. Only marked cattle may be loaded. After cattle are loaded and trailer gates closed, judge will drop flag and stop time. 30 second penalty will be assessed for loading non-marked cattle or less than 3 head of marked cattle.

\*No rain-out planned. Will only cancel, or pause if ground lightning in area.

\*Rules subject to change prior to event.

