



RANCH HAND COMPETITION 2010 RULES

- Entries are at your own risk and a waiver must be signed by all team members before competing
- All teams require 4 members per event and a team name
- There is no cross entry
- Entry fee of \$400.00 per team (\$100.00 deposit in advance) balance must be paid prior to competing
- All 5 events must be entered to qualify to win. The order of events will be cattle penning, cattle doctoring, cattle sorting, cattle loading and branding.
- Points will be awarded for each completed event. A no time results in no points
- Points will be split in the event of a tie
- High point total wins
- In the event of a tie for the final placings, the team which has placed the best in the most events will rank first
- Any disqualification will result in no score and no points for that event.
- Any team that places 1st in more than 2 events will receive the points for that event but the prize will go to the 2nd place team in their 3rd event.
- A one (1) iron brand is required
- One horse per rider. An injured horse replaced at the judge's discretion
- **"No Trash"** rule will be in place, any animals with a wrong designated number that cross the foul/start line will result in a no time
- Any Discrepancies must be discussed by the team representative and judge (to be assigned the day of the event). Any direct communication with the judge may result in disqualification
- The judge may assess time penalties for any infractions of minor livestock roughing. All decisions are final
- If in the opinion of the judge, unnecessary roughness occurs, the team will be given a no time

Unnecessary roughness includes

- Jumping cattle or making them leave the arena
- Excessive bumping, biting, or stepping on cattle by a horse
- Rider forces cattle to slam into the arena fence or gate
- Hitting cattle broadside
- Knocking cattle down

Unsportsmanlike conduct by a team/rider will result in a no time

- Abuse of any livestock
- Use of excessive foul language
- Intoxication in the arena



Cattle Penning

Objective:

A four-member team must go into a herd of cattle numbered in groups of three. The announcer will call a number as the team crosses the foul line. The team must separate their three numbered cattle, move them back across the foul line & into the pen

Rules:

- This is a timed event. **The maximum time allowed is 1:30 minutes**
- The time starts when the first rider crosses the foul line, and is stopped when the horses nose enters the pen
- All riders must be on the pen side of the foul line to call time
- Horses are not allowed to fully enter the pen
- Only the teams' designated numbered cattle are allowed to cross the foul line. Only one wrong numbered animal will be allowed to cross the Trash Line.
- A 30-second time remaining warning will be called by the announcer. If the team loses all assigned cattle after the 30 second warning, the team will be given no time
- Teams may pen from 1 to all 3 head of their numbered cattle, but scoring will be based on number of cattle penned, then according to time
- Reruns will only be given for mechanical failure or officials error, based on judges decision



Cattle Doctoring

Objective:

*A four-member team must go into a herd of numbered yearlings. The announcer will call a number as the team crosses the foul line. The team must then head and heel their yearling with ropes & then one team member (doctor) dismounts, and removes the rope. Time is called when the doctor is mounted back on his horse and the entire team crosses the foul line with ropes and dobber. **Trash is permitted.***

Rules:

- This is a timed event. **The maximum time allowed is 2:30 minutes**
- Team consists of 3 Ropers and 1 Doctor
- A paint stick (dobber) will be supplied to each team. There must be a visible mark on the yearling prior to its release or the team will be given a no time
- Cattle will be numbered and held at one end of the arena. Each team leaving the arena will be responsible to hold the herd for the subsequent team.
- The number of the steer to be roped will be called by the announcer as the team crosses the starting line
- The time starts when the first rider crosses the start line, and is stopped when the yearling has been marked, released and the doctor is back on their horse and the team crosses the foul line with their ropes and dobber
- Team will be disqualified if the header loses his rope
- Each roper may throw his loop as many times as required
- Any heel catch is legal, but a 15-second penalty will be given for only 1 heel (no pantyhose)
- The steer may be cut from the herd to be roped or roped while in the herd. If the steer is roped in the herd the steer must be worked out of the herd (not dragged) before he is heeled.
- After the steer is necked the heeler will heel him
- The doctor will then dismount, doctor the steer and remove the ropes.
- Team will be disqualified for any unnecessary roughness to livestock and will be called at the Judge's discretion.
- Team must have a head catch in 1:00 minute or less or a no time will be called.
- Scoring will be according to time



Cattle Sorting

Objective:

A four-member team must go into the herd of numbered cattle. The announcer will call a number as the team crosses the foul line. The team must sort the cattle in sequence starting with the number called by the announcer and continue sorting as many head as possible

Rules:

- This is a time event. **The maximum time allowed is 2:00 minutes**
- The time starts when the first rider crosses the foul line, and is stopped when a maximum of 9 head has crossed the foul line in order of sequence
- Only the teams' designated numbered cattle are allowed across the foul line in order of sequence (no trash rule)
- Once the cattle are sorted and across the foul line, they must be held there and not allowed back into the herd.
- The team may call for time, at their discretion, at any point after one or more head is sorted
- All riders and horses must be across the foul line to call time before the 2:00 minutes
- Ropes can not be used to sort cattle
- Sorting is allowed until the maximum time of 2:00 minutes is signaled
- **A 30-second time remaining warning will be called by the announcer**
- Scoring will be based on number of cattle sorted, then according to time



Cattle Loading

Objective:

A four-member team must go into a herd of numbered cattle. The announcer will call a number as the team crosses the foul line. The team must separate one of their numbered cattle and load it into the trailer in the arena and shut the door. One freestanding panel will be available for loading

Rules:

- This is a timed event. **The maximum time allowed is 2:00 minutes**
- **The time starts when the first rider crosses the foul line. Time stops when the animal is loaded with divider gate closed and the horse is loaded in the back half of the trailer, the back gate is closed and the person who loads the horse must be out of the trailer**
- No ropes are allowed
- Only the teams' designated numbered yearling is allowed across the foul line (no trash rule) while sorting. Once the yearling is split off and past the foul line the "no trash rule" is no longer applicable. You may change to a different yearling of the same number if desired
- All riders must remain mounted until the yearling has all four feet inside the trailer
- A 30-second time remaining warning will be called by the announcer
- Scoring will be according to time



Branding

Objective:

A four member team is required to rope 4 calves (no assigned numbers) return to their branding pit, and brand the calf using a branding iron. Score is based on the best time after branding four (4) calves. Two teams will be running at the same time..

Rules:

- This is a time event based on total time to brand four calves. The maximum time allowed is 3:00 minutes (Each team will be timed separately)
- There is no designated numbers assigned for calves
- The timer will start when the roping horse leaves the branding ring to rope, and end when the fourth calf is branded and on its feet
- The calf will be dragged to an assigned branding pit. The pit will be clearly marked on the arena ground
- The calf must be dragged no faster that the horse can walk. Breaking from a walk will result in a **15-second time penalty each time**
- Ropers loop must leave the ropers hand before catching the calf
- Head catch is not a legal catch.
- Any heel catch is legal, but a **15-second penalty** will be given for only 1 heel (no pantyhose)
- Above the hock catch is a 30-second penalty per animal
- Wrestlers & branders crossing out of the branding ring will result in a **5-second penalty each** time
- Wrestlers and/or branders can help release a wrong caught calf or an illegal catch with a **5-second penalty** per person leaving the branding ring.
- If a calf is lost by the wrestlers before it is branded, it will result in a no time
- **The team must supply a one-iron brand**, a sample of the brand & location must be provided for the judge
- The brand will be applied to each of the calves with the branding iron. The branders must return the branding iron to the pit after branding each calf.
- Once a calf has been branded, it is not allowed back in the pen
- Any mistake in brand placement will result in a no time
- Calf must be branded as soon as it is thrown and released immediately after being branded
- Scoring will be based on number of calves branded, then according to time