

## 2022 Zoetis Ranch Rodeo and Horse Show Rules

**New Protest Rule-** Protest fee is \$40. If the director rules in your favor the \$40 is returned. If a team or contestant wants to protest a call by the judge, the protest and the \$40 must be submitted to the director of the arena and he will confer with the judge and review the call. All protests must be made by the end of the event performance they occur in. All ruling by the directors will be final. **Any contestant who verbally or physically attacks another contestant will be disqualified and their team will be disqualified as well.**

Directors:

Horse show: Kreg Van Orden

Branding: Boone Carter

Rodeo Performance: Chase Carter

Rough Stock: Wilson Carter

### Sage Brush Team Roping

All 4 team members rope at the same time in pairs. Two poles will be situated near the chute in a way that the cow will naturally pass through the poles. Ropers must start behind pole barrier and both steers will be turned loose when called for. Time starts when first steer passes the poles, steer can't be roped until beyond poles. All team members must cross the poles. 3 loops per pair, head catch must be clean (no legs in head loop). Times stop when both steers have been roped, no time if both steers aren't caught, do not need to hold first steer roped until second is stretched, 5 second penalty per pair for one leg.

No Time Situations

- Loss of a rope
- Dally on illegal head catch

### Trailer loading

Four-man team. There will be several trailers in the arena and may run several heats. 1 contestant must start in the cab the others may start from bed of truck. Contestants will start in or on the Pick-up with 2 horses loaded. When time starts, they will mount, rope the cow and load it in the same trailer they started from. Time ends when cow completely passes the plane of the end of the trailer, so you don't have to slam my trailer gate, but close it so you can remove the rope from the cow. Please remove your rope from the cow before releasing from trailer. 30 second penalty for roughing the cow if it gets slammed into the side of the trailer.

2 ½ minute time limit

No Time situations

- Roping more than one cow per team
- Loading in wrong trailer (not the one you start the event in)

### Team Branding

Consists of a 4 man team. Trot until necked legally (3 strides of loping will result in penalty). Horns, half head, neck, and neck and a leg are all legal head catches. Each team must switch ends. Muggers must remain in circle until cow is stretched, unless assisting with an illegal catch or down rope, and return before roping continues. Time stops when muggers return to circle, brand in the bucket and all cows are stripped of ropes. 15 second penalty for cow crashing a

fence head on, loping prior to head catch, iron in the dirt and brand misplacement. Last cow must be necked by 6 minutes or no time. If a header figure 8's the front feet, the ground crew can assist and make it a legal catch but must be back in the circle before roping continues.

#### No Time Situations

- Intentionally dragging a cow backward by a single leg by turning away from the cow
- Roughing the cattle

#### Divisions:

- Open: Limit 3 entries
- Mixed (2 members must be ladies or 16 and under): limit 2 entries for mixed members and one entry for open members
- Novice (2 members must be beginning ropers: Novice members of a novice team cannot enter the mixed); limit 2 entries for novice members

#### Team mugging

Consists of a 4-man team. There may be several heats of up to 4 teams. One person will rope the cow horseback (Catch as catch can; loop must pass over head) and the other three members on foot will mug the cow and tie any three legs. Once muggers touch the cow, horseman must stay faced (1 min penalty). Time stops when cow is tied, cleared and the rope is slacked. Cow must remain tied for six seconds after time stops. Two loop limit.

#### No time situations

- Loss of a rope
- Cow doesn't stay tied

#### Bedroll race - (not a ranch rodeo event)

Consists of a 2-man team. Roper begins lying on a raincoat (bring your own), at the signal he must put on boots and hat, saddle his horse, tie slicker on back with saddle strings, remove halter and replace it with headgear (bridle, hackamore etc.) and then rope a calf. Saddle must have rear cinch. No quick cinch on front cinch. Other team member can assist saddling the horse, once the calf is roped the assistant pulls the rope off and then runs back to designated marker. Time stops when assistant touches designated construction marker. Timer then inspects horse to see if raincoat is still tied on. No catch restrictions.

#### No time situations

- Loss of a rope

#### Top Team Award

Ranch Rodeo teams accumulating the most points in Team roping, Trailer loading, Team Mugging and Team branding will be awarded trophy bits and will qualify for the WSRRRA finals in Winnemucca NV. Each event winner will receive 10 points, second 9 and so on. Team branding times will be ranked among other ranch rodeo team entries only. Tie breaker will be time in team branding.

### Top Horse Award

Must enter all horse show classes. Award will be based on cumulative points in the three events. Rodear roping, Dry work and Fence work event winners will each receive 10 points, second 9 and so on. Tie breaker will be determined by Fence work score, and then dry work. Prizes will be awarded at the end of the Saturday night performance before final relay race.

Bridle set to winner, and hackamore to reserve.

### Top Hand Award

Saddle made by Steve Geneti, Bailey Lusk, David Rigby, and Nick Merrit will be awarded to the contestant who accumulates the most points across all events, including the horse show and bronc riding. Contestant need not enter all events to qualify. Only highest score in each event will count towards total. Saddle will be awarded at the end of Saturday night performance after the final relay race.

## Open Ranch Horse Classes

The Ranch horse classes will consist of Rodear roping, Dry work and Fence work. These events are designed to give cowboys the chance to show off the talents of a good all-around horse. Rodear roping will test a horses ability to sort a cow out of a group and neck it as in a branding or doctoring situation. The dry work will consist of a combination of ranch horse reining and ranch trail. Credit will be given to horses who travel out well, while remaining quiet and obedient. Fence work will consist of boxing the cow turning it on the fence both ways and circling it. Pattern descriptions are below. See accompanying score sheets for list of penalties and explanation of scoring.

Dry work : Limit 25 entries, one horse per rider unless cross entered in Dry and Fence work then limit 2 horses.

Maneuvers will be judged according to AQHA/Stock horse of Texas rules. Rules, scoresheets and educational videos can be found at [www.stockhorsetexas.org](http://www.stockhorsetexas.org). The judge will establish a time limit after having walked the course

Obstacles (see pattern at end of rules)

1. Rider will approach the gate pass through the gate closing it behind them to enter the pattern.
2. Rider will pick up the slicker shift it from the left side of the horse to the right and back again. Replace the slicker, walk to the center of the arena.
3. At the center of the arena, the rider will do 2 turns to the left followed by 2 turns to the right.
4. Starting in the center of the area (facing the Judge) from a walk the rider will gallop a circle to the left in the left lead. At the completion of the circle the rider will do a **flying** lead change to the right.
5. The rider will then gallop a circle to the right in the right lead. At the completion of the circle the rider will do a **flying** lead change to the left and continue around the circle to the left.
6. At the top to the circle the rider will turn down the arena toward the left, run down the arena past the center marker, stop and back up. (credit will be given to a soft solid stop on the hind quarters, but no slide is expected).
7. Turn ¼ turn to the left will then at a trot proceed to cross over four logs.
8. Transition to a walk as you near the bridge. Walk over the bridge toward the rope drag.
9. Pick up the rope, dallying around the horn drag the log in a figure 8 around the barrels and replace the rope on the barrel to complete the run (credit will be given for dragging the log on short rope, but it should not be so short it interferes with the horses feet). **Youth pull log around both barrels in a clockwise circle**

Fence Work: Limit 25 entries, one horse per rider unless cross entered in Dry and Fence work then limit 2 horses.

Working cow horse will be judged according to AQHA/Stock horse of Texas rules with the exception that the rider must circle the cow. The rider will box the cow at the end of the arena, demonstrating control and the ability to move the cow across the end of the arena. The rider will then take the cow down the fence past the half way mark making a turn on the fence. The rider will then make a second turn on the fence going the other direction. At the conclusion of the second turn on the fence, the rider will circle the cow both directions. Judge will blow whistle to signal end of run or to award a new cow. Credit will be given for control and position, eye appeal and cow sense, degree of difficulty and amount of work done.

Rodear Roping: Limit 25 entries, one horse per rider unless cross entered in Dry and Fence work then limit 2 horses.

Rodear roping will simulate roping and doctoring cattle in a rodear. Cattle will be held in a rodear by no more than 4 people, the contestant and a heeler, all selected by the contestant heading. Contestant will approach the rodear with the assistance of their herd help and heeler. They will position themselves and rope a cow with the intent to disturb the rodear as little as possible and take their cow out of the herd to be heeled. Herd help will remain with the rodear. Each animal roped will be marked with chalk before returning to the herd. Scoring will be based on the 70 point system. Credit will be awarded for 1) quietness and position in the herd, 2) position and cow sense while roping 3) strength in towing the cow and handle for the heeler 4) Turn and face, 5) holding the stretched animal while ropes are reset by ground crew and riding forward to release the animal, as well as overall cow sense and level of difficulty. Penalties will be assessed for missing loops (2 loop maximum), scattering the herd, allowing a roped animal to re-enter the herd after exiting (does not include using the rodear to shorten up prior to exiting the herd), roping a chalked animal, blatant disobedience, failing to tow the animal, slipping a foot once ropes are reset. Judge can whistle contestant off the cow at anytime to end the run.

**Youth Ranch Horse Classes** Youth Ranch horse classes will consist of Rodear roping, Dry work and Cow work. They are designed to give cowboys the chance to show off the talents of a good all-around horse.

Dry work - Maneuvers will be judged according to AQHA/Stock horse of Texas rules. Rules and educational videos can be found at [www.stockhorsetexas.org](http://www.stockhorsetexas.org) under the Education tab. The judge will establish a time limit after having walked the course. Obstacles are the same as open with the exception that youth drag the log in a counter-clockwise circle around the barrels instead of a figure 8

#### Cow work

Cow work will be judged according to AQHA/Stock horse of Texas rules. Contestant will be given 1 1/2 minutes to complete the pattern. A 30 second remaining warning will be given. The rider will box the cow at the end of the arena, demonstrating control and the ability to move the cow across the end of the arena. The rider will then drive the cow down the fence to the other end of the arena where they will box the cow again and then drive the cow back down the past the center marker to complete the run. Judge will signal when run is complete. It is not expected that the contestant will make a turn on the fence. See SHOT handbook section 224.3 for more details

<https://stockhorsetexas.org/pdfs/SHTX-Handbook-web.pdf>

Credit will be given for control and position, eye appeal and cow sense, degree of difficulty and amount of work done.

#### Youth rodear roping (10-16)

2.5 minute time limit to complete the run (heel the cow: 3 loop maximum). Youth will select a header to assist them. If judge feels heeler did not get fair opportunity to show their horse they may award the opportunity to go again with same or different header. Youth will work with the header to bring a cow out of the herd where the header will rope the cow and take it out of the herd. Youth will then heel the steer and stop their horse and hold the steer while the steer is stretched and ropes are reset. Credit will be given for how the heeler position themselves to assist the header in sorting out a cow and roping it, quietness and willing obedience, position on the cow, rate, stop and holding the cow while its tailed and ropes are reset. Same penalties as open rodear roping.

