

RANCH RODEO EVENTS AND RULES

TEAM SORTING

- Time Limit - 1 minute 30 seconds (warning given when 30 seconds are left).
- Any part of the calf breaking the line is considered over and the team will be given credit for that calf.
- One bad number over the line - DQ
- Correctly numbered calves need to stay over the line. If any part of the calf crosses back over - DQ
- Credit will be given for the number of cattle correctly sorted at the end of one minute 30 seconds.
- Time will be called when any part of the last calf touches the line or when time is up.

DOCTORING

- Time Limit - 1 minute 30 seconds.
- After 45 seconds, riders may get off their horses to rope a calf.
- Doctor stands at designated area. Doctor may leave gate only when calf is roped and dallied and he/she is released by the judge.
- Shaving cream must hit the calf somewhere.
- Shaving cream can be thrown but nothing can be added to it.
- Time is called when the Vet is back touching the arena gate.
- No dragging the calf. Once a calf is roped, roper must dally. **ROPER CANNOT REMAIN UNDALLIED IN AN ATTEMPT TO BRING CALF CLOSER TO THE VET OR DALLY AND UNDALLY IN AN ATTEMPT TO BRING CALF CLOSER TO THE VET.**
- There will be 10 head of cattle in the arena when a team member crosses the line they will be given a number.
- The team must rope only that calf. Catch as catch can, except for the front legs.
- There is no "trash" allowed past the timeline. The calf to be doctored is the only one allowed over the line.
- Once roper catches the calf and is dallied and the vet has left the gate, roper must remain dallied until shaving cream hits the calf. If roper undallies, vet must return to the gate by judge and be re-released when roper is dallied again.
- An illegal catch that is dallied **WILL RESULT** in a disqualification.
- Each contestant may carry one rope, including the vet, and may hand it off to another teammate.
- Vet cannot rope the calf.

TRAILER LOADING

- Time Limit - 1 minute 30 seconds

- Two groups of cattle will be in the arena and you will be allowed to load two calves that have the same number that the judge gives you. You can load one if you choose, however two calves loaded will out rank one loaded.
- The calves must be loaded in the front half of the trailer, center gate latched, horse loaded in the back half of the trailer and back door latched.
- No “trash” allowed past the timeline.
- Time will be called when all gates are latched, all riders on the ground have touched the front designated area and all other riders are mounted.
- No one is allowed to ride a horse into the trailer. The rider must have both feet on the ground before loading the horse.
- Holders need to exit the arena with no hesitation (the calf can come quickly in this event). If a holder causes interference with a team it could lead to disqualifying the holder’s team.

TEAM PENNING

- Time Limit - 1 minute 30 seconds (warning given when 30 seconds are left).
- NO “TRASH” WILL BE ALLOWED OVER THE LINE.
- Credit will be given for correctly penning one, two or three calves in the pen within the time limit.
- Please try to remove the cattle from the pen toward the wing, not toward the hole.
- If you are calling for time to stop with one or two head of cattle, a horse’s nose should be at the pen and a rider needs to have his/her hand raised signaling the judge for time to stop.
- Time is called when the tail of the last calf enters the pen.
- In case of a tie at the end of this event, there will be a run-off.
- Riders may not herd cattle on foot.

THREE NUMBER SORT/PEN

- Time Limit - 1 minute 30 seconds
- You will be given a 3 digit # (Example: 316), you must bring those numbered calves out in that order, 3-1-6
- One bad number over the line—DQ
- Correctly number calves need to say over the line. IF any part of a calf crosses back over - DQ.
- Those calves need to be penned. (They can be penned in any order)
- Time will be called when the third calf’s tail enters the pen. (You will not get a time if you DO NOT pen all 3 calves