

19th Hole Ranch Rodeo Rules, September 10 & 11, 2011

- 1 - Dress Code Enforced (Cowboy Hat, Heeled Cowboy Boots, Long Sleeved Shirt, Long Pants)
- 2 – Age of Junior Entrant as of date of Rodeo (January 2, 2011)
- 3 – Parents are responsible for all minors under the age of 21
- 4 – Judge’s decision is final. Arguing with Judge will result in disqualification

All events can be entered two times except for the Figure Eight

Figure Eight - Contestants are scored on a points system. Eleven points for a figure 8 catch with the head and both front feet, five points for the head and one front foot, and zero points for any other catch or a miss. Each roper gets three steers to rope. The winning contestant is the one with the highest total points. Tie scores can be resolved by elapsed times (shorter time is superior to longer time) or by continued roping of additional animals until the tie is broken. Contestants are disqualified if an animal is handled roughly.

Ranch Team Roping - Steer will be released out of bucking chute. Header and heeler will start at opposite ends of arena. Time starts when judge drops flag. Rope anywhere in arena. Front foot is legal. Three loop limit. Team roping rules apply.

Cowboy Mugging Two Man - Team consists of a roper and a mugger. Legal head catch (around the horns, half head, around the neck, or neck and one front leg). Dally only. Steer must be standing before being mugged. Once steer is mugged roper throws rope and helps mugger get steer on the ground and tie any three legs. Time will stop when tier raises hands. Steer must stay tied for 6 seconds after roper brings slack in rope and head loop is removed. Ropes must be completely thrown from horse before dismounting. Two loop limit.

Ranch Horse Over Five, Under Five - Rider will start in arena and call for steer. Time limit will be two minutes and 30 seconds. Rider must box or hold steer at end of arena. Turn steer down the fence in both directions. Circle steer in both directions. Rope steer when circling complete and face. Two loop limit. If you do not rope your steer you will still receive points for cow work.

Keyhole - Contestant must enter keyhole, turn and exit without going over or touching the chalk lines. Winner will be the contestant with the fastest time.

Mutton Busting – Child must be 6 or under and not weigh more than fifty (50) pounds. Child Safety Helmets & Vests MUST be worn. No spurs allowed! Two Committee members per contestant will be in the mounting area. Child may request a girth rope (put on by Committee Member Only) or take a wool hold. Child is to grasp with both hands during ride (no extra points are awarded for one hand rides). Child MUST STAY MOUNTED for six (6) seconds in order to score and receive ride points. Ride points are awarded by a ride Judge for form, difficulty, speed and quality of ride.

Ranch Sorting - Ranch sorting consists of a team of two riders on horses trying to move from one pen to another in a certain order. Time starts when flagger drops flag and the number of their first calf is called. There will be 10 calves numbered 0-9. The winner will be the team who sorts the most calves into the pen. Time limit is 2 minutes.

In and Bye - Team consists of two riders. A time limit of two minutes will be enforced. Herd consists of ten cattle, numbered 0-9 in alley. Pens will be assigned odd or even when riders enter alley. Cattle must be sorted into designated pens. Any wrong number sorted or sent bye will result in a no-time. Any cattle escaping pen will result in no-time. Time will be given for the number of cattle sorted or fastest time on all ten head.

Ranch Doctoring - Team consists of four riders. Time limit is two minutes. Herd consist of 10 cattle numbered 0-9 at one end of arena. Riders will start at opposite end of arena. Team will be assigned number and number will be announced when team crosses time line. Team must sort their assigned numbered cattle from herd and rope by head across time line. Once roped by two riders steer must be stretched with ropes set on front and back feet by other two team members (doctors). Steer must then be marked between eyes with chalk stick (provided). If cattle is cut out and crosses time line, it may not cross back to cattle side unless roped with legal head catch. Heel loop may be thrown on cattle side of time line. A maximum of four loops can be thrown. Legal catches are full head or head and one foot. Time stops when steer is marked.

Mix Branding - Team consists of two ropers and two ground crew. Time limit will be two minutes 30 seconds. Four cattle will be in branding pen. Ropers must rope first two calves by head and feet. Ground crew must set front and back foot ropes to stretch calves. When calves are stretched, ground crew may leave buck to brand calf. Brand must be placed in assigned location and right side up. Any incorrect brand will result in a no time. Once first calves are branded ropers and ground crew switch and repeat with next two calves. Legal catches are head or head and one foot – no full bodies. Ground crew may remove illegal loop and re-rope. Calf cannot be roped until illegal loop is clear. Time stops when second brand is returned to bucket.

Open Draw Calf Branding - Team consists of two ropers and two ground crew. Time limit will be two minutes 30 seconds. Four cattle will be in branding pen. Ropers must rope first two calves by head and feet. Ground crew must set front and back foot ropes to stretch calves. When calves are stretched, ground crew may leave buck to brand calf. Brand must be placed in assigned location and right side up. Any incorrect brand will result in a no time. Once first calves are branded ropers and ground crew switch and repeat with next two calves. Legal catches are head or head and one foot – no full bodies. Ground crew may remove illegal loop and re-rope. Calf cannot be roped until illegal loop is clear. Time stops when second brand is returned to bucket.