



**MONTGOMERY COUNTY
FAIR ASSOCIATION**

2024 RANCH RODEO

SUNDAY, APRIL 14 AT 1:30PM

RULES/POLICY/FORMAT

****MUST HAVE PROOF OF NEGATIVE COGGINS****

I. General Rules

- A. Penalties for violation of general rules will be at the arena judges discretion as follows
 1. Disqualification in one or two events.
 2. Or: disqualification from the entire Ranch Rodeo.
- B. **There will be a team meeting prior to the start of the Ranch Rodeo on April 14, at 11:00 AM sharp behind the arena and all team captains are encouraged to attend.**
 1. Please read the rules prior to the team meeting and prepare any questions, comments, ideas, or concerns that you may have to the Ranch Rodeo judges.
- C. Enter onsite the day of the event. Completed entry form and payment is required. YOU ARE NOT OFFICIALLY ENTERED UNTIL COMPLETED FORMS AND PAYMENT IS RECEIVED.
- D. Ranch Rodeo entries will cut off at a maximum 30 teams.
- E. Western dress is required upon entering the arena. Western dress is considered long sleeve collared shirts, cowboy hat or no hat, cowboy jeans and cowboy boots. **No ball caps.**
- F. **Each team member must have a signed entry form as well as a signed indemnity form on file before competing in any event. Minors MUST have release & indemnity agreement signed by parent(s) and notarized.**
- G. Arena judges will have final decision on any discrepancy. No further discussions, video tape review or any other format will be considered.
 1. Any discrepancies, accidents or mechanical malfunctions that are NOT caused by the team while competing will be settled by awarding that team a re-draw.
 2. Should animal escape from arena, the judge will order a re-draw and the team will begin again.
 3. Team captains will be the only member allowed to address the judges.
- H. Teams must be ready to enter the arena as soon as their team name is announced.
- I. Team members must leave the arena as soon as possible after completion of their event.
- J. While the announcer is familiar with ranch rodeos anything that he announces to the spectators may or may not reflect the final decision of the judges and therefore the judges decisions will be final and take precedence over any announcements.
- K. The total teams will be divided into 2 heats.
 1. First to enter, last to ride.
 2. **Team members may enter twice, however, you must change at least one member of your team with second entry.**
- L. Teams may substitute riders if injury or proper cause is shown but must declare the new member to the arena judges prior to competing and substitute rider may not be entered on a second team.
 1. Any team that loses a member may compete with less than four members w/ no penalty assessed.
- M. Total "working" time in each event will be 2 minutes (120 seconds).
 1. Teams not receiving the final flag for completing the event by the end of 2 minutes will be given a 3-minute time (180 seconds) for that event.
 2. Time will begin when the first cowboy crosses the penalty line with 10 seconds allowed to size up the cattle.
- N. Legal head catches only
 1. Horned cattle - Slick horns, half head or neck
- O. All ropes must be removed from cattle and **may not be touching animal anywhere** to receive final flag.
- P. If a team member forgets or fails to hear or understand his working number he should raise his hand and the number will be announced again.
- Q. Awards, average and round winners will be decided as follows:
 1. Lowest sum total time in three events will be awarded average winners
 2. If no teams complete all three events then average winners will be lowest sum total time in two events, one event, etc.
 3. Should a team win a round and the average title, no awards shall be forfeited. Winners of each event will be awarded a prize. Should event winners also win the average, they will additionally win the average prize.
 4. Pay-outs based on percentage of entrants and will be determined by MCFA.

II. Major time penalties (3 minute assessment)

- A. Physical abuse of any animal including team member's horses.
 - 1. Intentional tripping or abuse of animals to include jerking cattle over backwards.
- B. Improper conduct as decided by the arena judge.
- C. Violation of the dress code.
- D. **Flushing two or more wrong numbered cattle across the penalty line.**
- E. Allowing cow to cross the penalty line back into the herd will result in a no time of 180 second penalty.
- F. Team not ready and in the arena by third call
- G. Not dropping rope with an illegal head catch.
- H. Working wrong animal until final flag.
- I. Placing of ropes on the cow or roping animal from the ground.
- J. Dismounting without clearing a spent rope from saddle and horse.
 - 1. Coiled unspent ropes may remain on your saddle without penalty if latched
- K. Roping your animal behind the penalty line in the Mugging, Pasture Doctoring or Branding

III. Pasture Doctoring – cattle are numbered.

- A. Team will consist of four member's horseback and any combination of members across the line is acceptable (one sorter)
- B. Correct cattle number will be cut from the herd and driven across the line.
- C. Team is not responsible for herd after designated cow has been cleared for competition.
- D. Cow must be headed and then heeled with a (4) loop limit.
 - 1. Cow must be on side before marked.
 - 2. If the cow gets up, it must be mugged.
- E. Once cow is flat on its side, it must be marked with an X on either flank.
- F. Time stops when all ropes are off cow

IV. Branding

- A. Team will consist of (4) men horseback any combination across the line is OK (one sorter)
- B. Correct number will be cut from herd and driven across the line
- C. Cow must have legal head catch
- D. Cow must be laying on side and ropes cleared before whistle for man to leave bucket
- E. Time stops when Branding Iron is back in bucket
- F. Three loop limit

V. Stray Gathering – cattle are numbered

- A. Team will consist of four member's horseback at opposite end of arena from cattle chute.
- B. Two animals will be turned out at the same time from alley.
- C. Time starts when the second animal clears the gate. Flagman will drop his flag to start the time.
- D. Cattle must have a legal head catch. If not a legal catch, rope must be free from horse before next loop is thrown. Cattle can then be heeled or mugged. The animal's head must be roped first.
- E. If animal is down, they must be let up before being flanked and tied.
- F. Three legs must be cross-tied.
- G. Three loop limit per animal.
- H. All members can mug and anyone can tie.
- I. Time is called when both animals are tied and all ropes removed. Both animals must stay tied for six seconds after time is called.
- J. Failure for one or both animals not staying tied will result in a no time.