



General rules for the Didsbury Agricultural Society's Ranch Rodeo 2019

- ★ A waiver must be signed by all team members prior to competing.
- ★ Entries are at your own risk.
- ★ A team name is required.
- ★ Entry fees must be paid prior to start of event.
- ★ High-point total wins. Points are awarded for completed event.
- ★ A bonus of 15 points will be given to any team completing all event.
- ★ In the event of a tie the highest score in the Ranch Horse event will break the tie.
- ★ Any discrepancies must be discussed by the Team Captain.
- ★ Time penalties may be awarded by the judge(s) for any rule infractions of minor livestock roughing. All decisions are final.
- ★ If, in the opinion of the judge(s), unnecessary roughness occurs, the team will be disqualified.
- ★ No cross entries (can be on Open or a Ladies team.)
- ★ No switching horses. A team must use the same four horses for all events. Only judge(s) approved exception allowed.

RANCH HORSE CUTTING RULES

The class will be judged on the ability of the horse to work a cow, separating it from the herd, driving it to the middle of the arena and holding it to demonstrate the horse's ability to work the cow. Each cow is cut from the herd and the horse must demonstrate its ability to work that cow.

- ★ There will be 1 member from each team that cut a cow.
 - ★ The objective for each cutter will be to cut one designated cow from the herd and work the cow with the assistance of one turn back rider and two herd holders. Each cutter can work up to a maximum of 2 cows.
 - ★ Each 'cutter' will have up to 1 MINUTE. The 'cutter' is not required use the entire time but is given credit for full use of the 1-minute time and their ability to control the animal and demonstrate their horse's ability.
 - ★ The 'cutter' may choose any animal from the herd to cut.
 - ★ The turn back riders will be members of the team.
 - ★ The herd holders can help pick/point out a cow
 - ★ Time will start when the riders crosses a timeline just prior to entering the herd. A whistle will signify the end of the 1 minute. **No** warning is given.
 - ★ Credit will be given to those horses who demonstrate excellence in the herd work, driving and setting up the cow to cut, working in the center of the arena and degree of difficulty of the cow drawn, within the 1-minute limit.
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- The horse WILL NOT be penalized for being reined during the cutting portion but should display natural ability.
 - Unnecessary roughness or disturbing the herd excessively could result in disqualification.

CATTLE RUSTLING

OBJECTIVE: A four-member team must go into a herd, and the announcer will call a number as the team crosses the foul line. The team must enter the herd separating **one or two numbered cattle**, move them back across the foul line and into the trailer, and close the door. Door does not have to be latched.

NO HORSES WILL BE LOADED,

- ★ This is a timed event. The maximum time allowed is 2 minutes. A 30 second warning will be given.
- ★ The time is started when the first rider crosses the foul line and stopped when the gate of the trailer is closed. The back gate does not have to be latched.
- ★ **No trash rule is in effect.** Only the correct numbered cattle can cross the foul line at any time, or the team will be given a no time. One or two cattle may be loaded.
- ★ The team must load the numbered cattle in the trailer.
- ★ Placings are according to number of cattle, then the time.
- ★ There will be a free-standing panel.
- ★ **No horses loaded.**

TEAM DOCTORING

OBJECTIVE: A four-member team will be required to enter a herd of numbered yearlings. The team must rope their steer by first heading and then heeling with ropes and mark between the eyes of the animal with a paint stick.

RULES:

- ★ This is a timed event. The maximum time allowed is **2:30** minutes. **One minute** to get legal head catch and be in control of yearling (dallied).
- ★ The time is started when the first rider crosses the foul line. The time ends when the yearling is marked visibly between the eyes and all riders and doctors are back in the saddle with ropes and paint stick in hand.
- ★ You may use as many loops as necessary to catch each yearling.
- ★ Team does not have to control the herd.
- ★ A legal head catch will consist of full head, half head, horn catch or head and front leg. Any heel catch is legal; **however, a 15 second penalty** for single leg catches. Ropes removed, paint stick and all ropes in hand and all riders back in saddle, then time is called.
- ★ Legal head catch must be in place before roping heels.
- ★ A paint stick will be supplied to each team. The team must make a visible mark **between the eyes** on the yearling prior to its release or the team will be given a no time.

RANCH HORSE

Objective: Demonstrate a horse's ability to perform tasks that show the versatility of the horse. This class is a mixture of reining and cow horse work meant to replicate work on a ranch.

- ★ Enter arena, ground tie facing judge, pick up all 4 feet
- ★ Remove bridle/re-bridle and mount
- ★ Trot to center
- ★ Start on right lead (1 large fast circle, then one small slow circle to right)
- ★ Lead change to left (1 large fast circle, then one small slow circle to left)
- ★ Lead change at centre to right
- ★ Lope around end of arena—come down centre lope past end marker and stop
- ★ 2 ½ turns right (spins)
- ★ Come down centre lope past end marker and stop
- ★ 2 ½ turns left (spins)
- ★ Run past centre, stop and back
- ★ Pause to show completion
- ★ Call for cow
- ★ Box cow at end of arena maximum of 60 seconds

RANCH SORTING

OBJECTIVE: A four-member team must enter a herd and sort the numbered cattle in sequence starting with the number called by the announcer and continue sorting as many numbered head as possible in the allowed time to a maximum of 10 head.

RULES:

- ★ This is a timed event. The maximum time allowed is 2:00 minutes. A 30 second warning may be given.
- ★ The time is started when the first rider crosses the foul line and is stopped when 10 head have crossed the foul line in order of sequence &/or time is called. All riders and horses must be across the foul line (same side as sorted cattle) in order to call time. Must call for time or team will be disqualified.
- ★ **No trash rule in effect.** Only the correct numbered cattle are allowed across the foul line in order of sequence.
- ★ Once cattle are across the foul line, they must be held there and not allowed to cross back. Sorted cattle crossing back over the foul line results in a no time.
- ★ Placings are first the number of head across the foul line, and then according to time.