

2010

RANCH HAND / RANCH HORSE



ROCKIN



CATTLE CO.



COMPETITION

RULE BOOK

This competition was designed and put together to be a fun event for all ages! We are not trying to set any world records but have an event that the whole family can compete in and not cost a fortune to enter. As the season progresses and the competition gets tighter everyone must remember this is not just about you winning it is about having fun and helping others learn. We must set a good example for all the younger generations that are competing with us.

CONTESTANTS:

Official dress is required. Must have long sleeve shirt each time you enter the arena. If you choose to wear a hat it must be a cowboy hat **(NO BALL CAPS ALLOWED)**.

\$10.00 Membership is required after you have competed in 2 shows. (Points will roll over from the first 2 shows.) All non-members will pay additional \$5.00 entry fee.

Negative coggins is required before the horse may be entered in its 1st event and may be required at any time during the season.

Call-In will be Monday Night from 6-10 p.m. Every contestant that calls in will be awarded 5 bonus points, but if you no show at the event you will get 10 points deducted. We will take the first 10 contestants in all events except the branding we will take the first 5 ropers and the first 5 muggers and any extras will be in the slack after the show. The ones that get called in first **will be** run during the performance. Slack in all events will be after the show. Each contestant must call in for themselves. You may not call in for anyone else.

Some locations may charge admission. Contestants not called in on Monday night **will** have to pay the admission at the gate at those locations.

Anyone caught cheating in any manner will be banned from the remainder of the competition! 2nd offense you will be banned for the rest of the year and loose all points and membership fees. **NO EXCEPTIONS.**

MUTTON BUSTING, CALF RIDING, AMATEUR

BULLRIDING: STATELINE ROUGH RIDERS RULES APPLY.

Points will count toward the Ranch Hand Competition. We will have a REPLAY CHALLENGE. The cost of replay challenge is \$20.00, if the ruling is overturned you will be refunded the \$20.00 however if it is not overturned you will lose the \$20.00. The contestant may **NOT** leave the arena and must sound the air horn located in the arena within 30 seconds of being thrown and pay his \$20.00. We will then go back and look at the videos we have and retime the ride.

BARREL RACING: Contestant may go to either the left or right barrel to start the pattern. If the contestant starts toward the right barrel they will go around the 1st barrel to the right, 2nd barrel to the left and the 3rd barrel to the left. If the contestant starts to the left barrel to start the pattern they will make a left around the 1st barrel right around the 2nd barrel and then right around the 3rd barrel. Time begins once horse crosses the timer toward the first barrel and will stop once horse crosses timer after completing the pattern. If the pattern is broken, this will result in a no time. There will be a 5 second penalty for each barrel knocked down during the run.

POLE BENDING: Six poles will be placed in the center of the arena in a straight line starting 21 feet from the timer with 21 feet in between each pole. Contestant will enter the arena and go to the end of the poles on either the right or left side. Once rounding the end pole, contestant will weave in and out through the poles and round the end pole going back through the poles rounding the end pole and coming straight back to the timer on the opposite side contestant started on. Time will start once the horse crosses the timer and will stop once timer is crossed a second time. A broken pattern will result in a no score. There will be a 5 second penalty for each pole knocked down.

BUDDY BARREL PICK UP: The rider starts at entry end of arena. Rider rides to opposite end, circle the barrel picking up their partner from the barrel (partner may stand on the ground behind the barrel) and riding double must ride back to starting end of arena. Time starts as rider crosses judge's line headed to barrel and stops as both contestants cross the judge's line coming back to starting position (both contestants must be horse back or receive a **NO TIME**). Contestants may compete in Buddy Barrel Pick Up multiple times, but must change partners or positions for each entry. May only enter twice with same partner.

FLAG RACE: Start at entry end of arena. Cross judge line going towards opposite direction pick up flag out of bucket on one side. Go around backside of the third barrel, then head back towards starting place placing the flag in the bucket on opposite side of arena then cross judge line. Contestant **CANNOT** drop flag during the run or they are disqualified. Time starts when rider crosses the judge's line and stops when crosses judges line coming back. Contestants may compete multiple times, but must ride a different horse each time competing.

CHUTE DOGGIN: Contestant will receive a 60 second time limit. Stock will be run into a left hand delivery chute. All stock will be turned out in the same direction. The score line will be clearly marked, parallel to the bucking chute and 10 feet in front of the chute. If after calling for the steer, the steer gets loose, the dogger may take no more than one step to catch the steer. The wrestler must bring the steer to a stop or change it's direction and twist it down. The steer is considered thrown down only when it is lying flat on its side, or on its back with all 4 feet straight. A hullahan (steer lying down with 2 legs one way and 2 legs under or the other way) will result in a disqualification. Only the contestant is allowed in the chute with the steer. No tailing of steers from the chute is allowed. With steer's loaded in chute, dogger gets beside the steer, left hand on the left horn, right hand in front of or behind the front shoulder. When dogger calls for the steer, the chute will be opened. Dogger must keep right hand in front of or behind shoulder until steer's nose crosses the score line. If dogger moves into throwing position before steer's nose crosses the score line, there will be a 10 second penalty added to the time. If steer is thrown before crossing the score line, the dogger will be disqualified. Time starts when steer's left shoulder crosses the plane of the bucking chute.

STEER BRANDING: Contestants can enter as a mugger, roper or both. By winning money as a roper and mugger that is 2 events. The team will be drawn a steer number they must cut out there steer and the roper must rope it, the mugger must then throw the steer and get the rope off. The roper MAY dismount his/her horse and help the mugger only after the mugger has a hold of the steer. The mugger may ride horseback and help cut and haze the steer for the roper. **(There will be a 2 minute time limit with no exceptions.)** All muggers and ropers will compete at least once during the performance and remainder will run in slack. There is no loop limit. **(Females may use quick release or dally there choice. No one is to be tied hard and fast!!!)** If there are 4 or more muggers each roper will draw out 2 muggers to compete with, and 6 or more muggers ropers will draw 3 muggers to compete with.

2-MAN TEAM PENNING: Cattle must be settled at opposite end of arena before team starts. Each team will pre draw a steer number out of a hat. The number will announced to the team as they enter the arena. The team will then have to ride their horses to the group of cattle, cut out their steer and get it in the marked pen at the end of arena. Their time will start as the cross the judges flag or enter the arena and stop as soon as soon as their steer enters the marked pen. All other steers should all be grouped outside of the marked pen. Team will receive a no time if any other cattle enter the marked pen before the drawn steer. Contestant may enter multiple times, but must ride a different horse for each entry.

3-MAN TEAM PENNING: Cattle must be settled at opposite end of arena before team starts. Each team will pre draw 3 steer numbers out of a hat. The numbers will announced to the team as they enter the arena. The team will then have to ride their horses to the group of cattle, cut out their steers and get them in the marked pen at the end of arena. Their time will start as the cross the judges flag or enter the arena and stop as soon as soon as their steer enters the marked pen. All other steers should all be grouped outside of the marked pen. Team will receive a no time if any other cattle enter the marked pen before the drawn steer. Contestant may enter multiple times, but must ride a different horse for each entry.

Ranch Hand Competition: Contestant must compete and win money in a minimum of 3 events throughout the season. One dollar earned equals one point. Points will be calculated throughout the season. Qualified contestant with most points at the end of the season will be awarded the Championship Trophy. Reserve Trophy will be awarded to the second place Qualifying Contestant. CONTESTANT MUST BE PAID MEMBER IN GOOD STANDING IN ORDER TO WIN.

Ranch Horse Competition: Horse must compete and win money in a minimum of 3 events throughout the season. One dollar earned equals one point. Points will be calculated throughout the season. Qualified horse with most points at the end of the season will be awarded the Championship Trophy. Reserve Trophy will be awarded to the second place qualifying horse.

ADDED KIDS EVENTS

AGES 12 AND UNDER (AS OF JANURARY 1, 2010):

Goat Tying: Child must start at starting line run down to goat throw the goat and tie 3 legs together. Goat must then lay tied for 5 seconds. If goat gets up within the 5 seconds a no time will be scored. Time starts when child crosses the start line and stops as soon as he throws hands in the air after goat is tied. Points will count toward the Ranch Hand Awards.

Goat Branding: Contestants can enter as a mugger, roper or both. By winning money as a roper and mugger that is 2 events. The team will be drawn a goat number they must cut out there goat and the roper must rope it, the mugger must then throw the goat and get the rope off. There is no loop limit. Points will count toward the Ranch Hand Awards.

Dummy Roping: Standing behind the marked line the contestants attempt to rope the roping dummy. Every contestant will throw 5 loops the contestant with the most catches wins. In the event of a tie the contestants who are tied will have a rope off until 1 contestant misses judge will flip a coin to see who goes first. Points will count toward the Ranch Hand Awards.

Sheep Penning: Sheep must be settled at opposite end of the pen before team starts. Each team will pre draw a sheep number out of a hat. The number will announced to the team as they enter the arena. The team will then have to ride their stick horses to the group of sheep, cut out their sheep and get it in the marked pen. Their time will start as the team cross's the judges flag or enter the arena and stop as soon as soon as their sheep enters the marked pen. All other sheep should all be grouped outside of the marked pen. Team will receive a no time if any other sheep enter the marked pen before the drawn sheep. Points will count toward the Ranch Hand Awards.

STICK HORSE BARREL RACING: Contestant may go to either the left or right barrel to start the pattern. If the contestant starts toward the right barrel they will go around the 1st barrel to the right, 2nd barrel to the left and the 3rd barrel to the left. If the contestant starts to the left barrel to start the pattern they will make a left around the 1st barrel right around the 2nd barrel and then right around the 3rd barrel. Time begins once horse crosses the timer toward the first barrel and will stop once horse crosses timer after completing the pattern. If the pattern is broken, this will result in a no time. There will be a 5 second penalty for each barrel knocked down during the run. Points will count toward the Ranch Hand Awards.

Jr. Ranch Hand Competition: Contestant must compete and win money in a minimum of 3 events throughout the season. One dollar earned equals one point. Points will be calculated throughout the season. Events included are Mutton Bustin, Calf Riding, Sheep Penning, Goat Tying, Goat Branding, Stick Horse Barrels, Dummy Roping, and Buddy Barrel Pickup. Qualified contestant with most points at the end of the season will be awarded the Championship Buckle and Reserve Buckle will be awarded to the second place Qualifying Contestant.

CONTESTANT MUST BE PAID MEMBER IN GOOD STANDING IN ORDER TO WIN.