

# 2019 WSRRA Cowboy Classic Ranch Rodeo Rules

## CONTESTANT CODE OF CONDUCT

### General Information:

- Only the team captain will represent the team for disputes. (please designate and advise of your team captain when you enter/check in) If there is a formal protest, it will only be heard by the Judge, Flagger or Arena Director ONLY and **must be presented by the team captain before the team exits the arena in that event.** No exceptions.
- **ALL TEAM MEMBERS MUST BE WSRRA MEMBERS BEFORE THE START OF THE RODEO IF YOU WANT TO QUALIFY FOR WSRRA FINALS**
- All information will be discussed at the team meeting before the event begins.
- Any horse withdrawn from competition due to lameness or injury will be evaluated by the on call veterinarian.
- Tie downs on horses and rubber on horns is acceptable for this event.
- The fastest time, including penalties, in the branding event will break any ties.
- No Walk / Trot Rule
- Order of go by Draw all events

**\*\*PLEASE NOTE!! Saturday only the top 3 teams (men / women / or open) will compete in the Saturday night perf for a \$1000.00 added money Load and Tie – no additional entry fee. Sponsored by R & L Gibbs\*\***

**Please note it must be the same 4 on the same team you competed with. If one cannot stay you may not substitute. A new team where all 4 have stayed next down in line will be entered.**

Slated to go after the Broncs section 1 currently (Grand entry Saturday at 5pm – then coronation and Wild Horses then Broncs then the Load and Tie)

Please be ready.

### **Arena Rules of Conduct:**

The WSRRA Cowboy Classic Ranch Rodeo will be conducted in a professional manner. All team and individual event contestants will comply with these mandatory rules.

- No whining, complaining, arguing or harassing of any judge, arena director, grounds crew, office staff, timer(s) and /or announcing staff.
- **If any contestant, team member, friend or family member is in violation of the above rule, the team and/or individual contestant WILL BE disqualified in that event.**
- No cursing, swearing, inappropriate language, or unprofessional conduct will be allowed at any time during the finals.
- If there is a formal protest, it will only be heard by the Judge, Flagger or Arena Director ONLY and **must be presented by the team captain before the team exits the arena in that event.** No exceptions.
- All decisions of the Judge(s), Flagger, and Arena Director will be final. (JUDGE: Eddie Costa, Flagger Jason Slebiss AND ARENA DIRECTOR SHANE GIBBS)
- **No alcohol will be allowed in the arena, behind the chutes, or in the tie out or staging areas.**
- Cowboy dress code is required. Long sleeve button up shirts, no ball caps, or non-western attire (no t-shirt or short sleeve shirts \*if over 100 degrees short sleeve western shirts will be allowed) will be allowed during any events, in the arena or rough stock bucking chutes, this includes all performance and all jackpot events.
- **No entry will be allowed to non-contestants in the arena, contestant tie up area (contestant parking lot), rough stock bucking chutes or holding pens without Contestant or Staff wristband anytime during events.**
- ONLY Qualified Bronc Riding Contestants, Stock Contractors, WSRRA and MRA Crew Members will be allowed behind the bucking chutes. Contestants who are not immediately associated with bronc riding may be disqualified from their event if found in violation of this rule.

1. Ranch Branding (MEN 2 and Women 2) **2 Head / 4 Minutes (No loop Limit)**

- Each MEN'S team will be required to brand 2 calves. WOMEN'S TEAMS REQUIRED TO BRAND 2.
- Announcer will start the time.
- Two members will work the ground.
- After the first calf (Men / Women) are branded, the team members will change places.
- Ground crew must be in designated area before any loop is thrown and must stay in designated area until calf is headed and heeled. **Ground crew leaves when heeler has dallied.**
- Calf must be headed before it is heeled. The head catch must be around the neck or around the neck and one front leg. Belly catches are illegal.
- The ground crew may assist in removing illegal catches or dropped ropes but must return to the designated area before another loop is thrown.
- The heeler may catch one or both hind feet without penalty. As soon as calf is headed and heeled, ground crew may leave designated area, throw calf, and switch ropes. **If the calf gets up while switching ropes, the ground crew can continue working on the animal as long as the animal has a rope on one end but the calf must be stretched by all four feet before the brand may leave the circle**
- **You may not take the iron with you to work the ground and the brand must stay in the circle until ropes are switched and calf is ready to brand.**
- Ground crew must return to designated area after each calf is branded. Time stops when the last calf is branded, ground crew has returned to the designated area, brand is back in circle and all ropes are off the calf.
- If a roper falls from his horse, ground crew can only grab rope to avoid an accident. Calf then has to be released, and if roper is able to remount with no equipment failures, then he can re-rope his designated end and the team run can be completed.
- No one except team members, judges, and/or WSRRA/MRA officials will be allowed in the branding pen.
- Each team will be allowed one holder for horses in the branding pen.

Arena director and judges will have the final say on any ruling disputes.

Brand location will be announced during team meetings, each morning prior to the performance. Brand location will be marked on a diagram to show brand location. BRAND LOCATION \_\_\_\_\_

Penalties are as follows:

- i. Botched, bad, upside down, or misplaced brand - 30 seconds  
\*per occurrence
- ii. Branded on wrong side DQ
- iii. Unnecessarily rough on cattle DQ
- iv. Leaving designated area early 30 seconds \*per occurrence
- v. Iron touches ground 30 seconds \*per occurrence

## 2. Sort Rope & Doctor (2 men. WOMEN 1) 8 Loops / 4 minutes

Team will sort out (two men – Women 1) numbered cows from the herd.

- Maximum 3 team members in the herd.
- 2 herds so 2 of the same # will be used (Men) – Women one # will be called
- Cattle will be sorted through gate. After designated cattle are through the gate, WSRRA / MRA arena crew will close the gate so cattle cannot get back to the herd.
- No cattle can be roped until **both** head are sorted through gate.
- Two 2 man teams will each rope one cow. Teams will be designated by arm bands. No switching partners. Each team member can head or heel – no designated header or heeler.
- Teams will head and heel cattle. Must be headed before it is heeled. Legal head NECK (MULIES) and (ONE) front leg in Neck loop is allowed (no penalty).
- Any illegal catch can be dallied and rope must be removed before cow can be re-roped. The cow must have rope removed on ground by team, or it can be headed or heeled to remove rope. No tripping of cow will be allowed.
- All loops will count in total loop count.
- Any cow that has been roped to remove an illegal head catch must be standing and moving with all ropes removed, and all team members mounted before cow can be re-roped.
- Header, heeler or both from each team will dally and dismount to doctor the cow. \*\*PLEASE NOTE - Run off of horse resulting in undally will result in 30 second penalty per

occurrence, however you may continue to work the steer from the ground.

- Cow must be laid down. A single heel catch must be switched to two heels.
- **Cow will be marked ON THE FOREHEAD WITH PAINT STICK by dismounted team member.**
- Each team must have their own paint stick – the PAINT STICK MAY NOT BE THROWN TO THE OTHER TEAM.
- **Time stops when both cows are doctored and all ropes removed.** Header or heeler can dismount and help remove ropes for their roping team only not for the other partner team.
- Time will be a combined team total. Limits of 8 loops (4 per two man team) and 4 minutes.

Penalties:

- Every dirty cow through the gate 30 seconds
- Any cow roped before **both** cows are sorted through gate 30 seconds
- Penalties will be added to the total time for the team.
- **If 4<sup>th</sup> team member enters heard area it results in a disqualification of the entire team from this event.**

3. 4 Man Team Roping    6 Loops (3 per team) / 90 second time limit

- **PLEASE NOTE!! All 4 team members will start at the far end of the arena behind a chalk line and if any team member crosses the line before the flag drops (cattle clear chute will cause the flag to drop) it will result in a 30 second penalty.**
- 2 head, roped at the same time. All team members participate. 2 will be released into the arena from the roping chute.
- Arm bands in two colors will be passed out to the team.
- Contestants will pick their partner prior to starting the event and wear matching arm bands. No switching partners.
- Both steers must be roped and stretched before the time stops.
- Team time will be TOTAL ON TWO HEAD

- 5 sec. penalty for single hind leg catches
- Neck on Muley is only clean head catch. One Front leg allowed with neck, but will result in a 5 second penalty
- Roper may finish run if illegal head catch or belly catch comes clean
- Loss of any Rope results in a NO TIME for entire team

#### 4. 4 Man Trailer Loading    **No loop limit / 4 Minutes**

- All team members participate.
  - Cattle will be at far end of the arena. Team will start behind the start line. Time will start when first horse crosses the start line. Flag will drop and time will start when line is crossed.
  - A number will be called when start line is crossed. Team must sort out that called number. Any number of contestants may enter the herd, but the number needed must cross the line before it is roped. If roped before it crosses the start line it will be a disqualification.
  - Other numbers crossing the line will not result in a penalty but roping the incorrect steer or loading the incorrect numbered steer will result in a disqualification. The teams numbered steer - One steer will be loaded into the trailer.
  - Fall of horse or rider does not result in team disqualification.
  - Loss of rope does not result in team disqualification.
  - Head catches neck or neck with one front leg allowed (no penalty)
- MULEY CATTLE.**
- Any illegal catch can be dallied and rope must be removed before cow can be re-roped. The cow must be standing and moving with all ropes removed, and all team members mounted before cow can be re-roped
  - The cow must have rope removed on ground by team, or cow can be headed or heeled to remove rope, no tripping of cow will be allowed.
  - No horses will be allowed inside trailer.
  - Time stops when one CORRECT NUMBERED STEER is loaded and gate is held shut and only then flag will drop.
  - No ruffing the livestock – this will result in disqualification.

5. Women's Steer Stopping – Two loop Limit / 60 Second time limit  
Brought to you by:

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- The barrier will be a barrel.
  - Steer cannot be roped before barrier/barrel. Broken barrier is a 10 second penalty.
  - Roper calls for the animal from the header's box, chases steer down the arena, ropes around the neck Only – MULEY CATTLE.  
Neck with one/two Front legs is a no time.
  - Contestant dallies and stops her horse.
  - Time stops when the animal is under control and the horse is stopped and faced.
  - 60 second time limit.
  - Two loop limit.

1. LOAD AND TIE - No loop limit / 4 Minutes (4 person Team Event)

Sponsored by R & L Gibbs – 3 high team from the day are duking it out for \$1,000.00

1. All 4 team members participate. \*same ones they competed with all day.
2. Team must start behind the start line. You must wait for flag to drop before crossing the line. You will start from Far end of the Arena behind chalk line. Flag will drop when the steers (2) clear the roping chute. Jumping the line will result in a 30 second penalty.
3. One steer will be loaded into the trailer and the other one tied down.

The steer may be tied down first or the one loaded first or it may go on together at the same time, that is at the contestant's decision.

TIE DOWN STEER ROPING PORTION:

- Team must head and heel the steer with a legal catch – muley cattle being used so neck and or neck with one front leg are both clean.

- MUST BE HEADED BEFORE IT IS HEELED.
- Any illegal head catch can be dallied, and rope must be removed before cow can be re-roped. The cow must have rope removed on ground by team or cow can be headed or heeled to remove rope, no tripping of cow will be allowed.
- Any cow that has been roped to remove an illegal catch, must be standing and moving, with all ropes removed and all team members mounted before cow can be re-roped.
- Team members will throw down steer, pull heel rope, and tie any three legs. A front leg catch must be removed. After the steer is laid down, the head catch must be undallied and the steer must be on a loose rope before being tied.
- Steer will remain tied for six (6) seconds on loose head rope (undallied). If it does not remain down for 6 seconds the team will be disqualified.
- When time is up team will remove leg tie and take steer out of the west end of the arena.
- Pigging strings or short lines can be used to tie steer. No tying with lariat rope is allowed.
- Steer will be tied with wraps and half hitch only. No knots will be allowed.

#### TRAILER LOADING PORTION:

- Legal catch – muley cattle neck and or neck with one front leg allowed (no penalty).
- Any illegal catch can be dallied and rope must be removed before cow can be re-roped. The cow must be standing and moving with all ropes removed, and all team members mounted before cow can be re-roped.
- The cow must have rope removed on ground by team, or cow can be headed or heeled to remove rope, no tripping of cow will be allowed.
- No horses will be allowed inside trailer.

Time stops when one steer is loaded and gate is held shut and the other steer is tied.

**\*\*EVERYTHING is Subject to change\*\***



