

FALLON HAND RODEO - OFFICIAL RULES

Aug 6th & Aug 7th, 2011 - Churchill County Fairgrounds

Mandatory Team Meeting Sat. 8:45am

TEAM ROPING

- 1) All 4 team members, rope at the same time, to make up two teams.
- 2) Slick horns.
- 3) Three loops. / team
- 4) 1 minute time limit. If penalty assessed & over time limit, team receives time, not disqualified.
- 5) Both teams have to have steer roped & stretched, before flag is dropped. 1st team to catch, has to keep steer stretched, until 2nd team catches.

RANCH DOCTORING

Ranch doctoring is a four-man roping event. Any team member can be the header, healer or vet.

2 ½ minute time limit.

- 1) The arena will be split into 1/3rds.
- 2) Riders will cut ONE of the designated numbered cattle out of the herd.
- 3) One designated numbered cow may only be cut from the herd and removed between the barrels. A 30 second penalty will be assessed for every animal that crosses the foul line.
- 4) Header cannot throw loop until cow has entered far 1/3 of arena and cow must be headed in far 1/3 of arena. 30 second penalty if roped before barrel.
- 5) If roped before last set of barrels – 30 second penalty.
- 6) Designated cow may not return to the heard once brought through the barrels.
- 7) Legal head catches only (neck or neck and 1 front foot).
- 8) Illegal head catch may not be dallied. Can be removed by hand.
- 9) Designated cow can be heeled in far 1/3 or middle 1/3 of arena.
- 10) The vet & the assistant can leave their horse after header and heeler face and they sets the ropes (both front feet and hind feet) and **place a triangle (△) on the neck where a injection site is located.**
- 11) Flagger will start time.
- 12) No more than 4 loops may be used.
- 13) The vet will raise both hands to signal end of time. Flagger must approve the injection site of a △ for the time to qualify.
- 14) Slick horns only.

TEAM SORTING

1. A small herd of numbered cattle are brought in, along with others that have no numbers.
2. A two person team enters.
3. There is a Two Minute time limit. Teams will receive a 30 second warning.
4. Starting number for each team will be drawn when the team is in the arena.
5. You are to start with the starting number and continue in numerical order for a total of 4 head. For example, your number is 6; you must first sort out number 6, then the next 3 numbers (6, 7, 8, and 9) Cattle are considered “sorted” when a front leg crosses the foul line. If any cattle cross the foul line out of sequence, the team shall be judged “no time”. If any cattle already sorted come back across the foul line, the team shall be judged “no time”.
6. You shall stop sorting if judged a “no time”.
7. The clock will be stopped when the last cow crosses the foul line.
8. Hazing of cattle with hats, romal, or ropes will be cause for “no time” Slapping hand to leg or romal to leg is permitted.
9. Judges discretion will be used and decisions are final.

BRANDING

1. Each team will be required to brand 4 calves.
2. Time starts when team is ready.
3. **There will be an 8-minute time limit.**
4. The other two members will work on the ground to set ropes on both front feet and both hind feet.
5. After the first two calves are branded, the team members will change places.
6. 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 dallies.**
7. Calf must be headed before heeler can make his catch.
8. The head catch must be around neck or around neck and one front foot.
9. The heeler may catch one or both hind feet. Tie Downs legal. Slick horns only.
10. As soon as calf is headed and heeled, ground crew may leave designated area, throw calf, place head rope on both front feet and, if necessary, place heel rope on both hind feet. **If animal gets up while placing ropes, the ground crew can continue working on the animal as long as the animal has a rope on one end (i.e., headed front foot or by hind feet), but must be in the stretch before being branded.**
11. Iron must stay in bucket or "fire" until the animal is in the stretch. If animal kicks out while taking iron to animal, you may keep iron, but animal must be in stretch before iron is applied. 30 sec. penalty if iron touches ground.
12. Calve must be stretched by all four feet while applying brand.
13. Ground crew must return to designated area after each calf is "branded".
14. On the last calf, after the brand is placed, the ground crew must return to the designated area and all ropes must be off calf before time is stopped and the iron must be in the bucket.
15. Any cattle called for are yours.
16. If any roper falls from his horse, ground crew can hand rope back to the roper if he is able to remount with no equipment failures. Ground crew must return to circle before calf is stretched. Only grab rope to avoid accident. Ground crew can hand a lost rope to roper. Ground crew can assist in removing illegal catches. Ground crew must return to designated area before animal can be stretched, if not a penalty of 30 sec. will be assessed.
17. No one except team members, judges and/or RHR officials will be allowed in arena.
18. Arena director and judges have the final say on any disputes.
19. Penalties are as follows: 30 sec.-botched or bad brand; 60 sec - branding on wrong side; 90 sec. - unnecessary roughness to cattle; 30 sec. - leaving circle before animal is caught; 60 sec. - not walking to herd. 30 sec. – iron touches ground.
20. If livestock jumps out or equipment failure, time stop for every pen and time resumes when situation is corrected.

TEAM TYING

1. Team will start from opposite end of arena, 2 head of cattle will be turned out.
2. Flagger will start time
3. 3 loops per calf, NO intentional tripping, NO dragging, or NO choking
4. Calf must be thrown down by remaining team members
5. 1st calf must have three (3) legs tied and must stayed tied until 2nd calf is roped and tied for 6 seconds. Time will be given on 2 head.
6. Team **CANNOT** have a team member hold down 1st calf after tied.
7. The head rope on 1st calf can be taken off, if team member wants to rope 2nd calf.
8. Team **CANNOT** have 2nd calf roped, held or choked until the tiers get to calf. No time will be given
9. Team can split & have a roper & tier on each calf. But both calves have to stay tied for 6 seconds before time is given, if calves are tied at the same time.
10. If 1st calf gets up before 2nd calf is tied, No time will be given.
11. Team must supply your own piggin string
12. Five (5) minute time limit.

BIG LOOP TEAM ROPING

1. All 4 team members rope at same time to make up two teams.
2. Slick horns.
3. Three (3) loops per team
4. 1 minute time limit. If penalty assessed & over time limit, team receives time.
5. Cattle will be let out of bucking chute.
6. Loops will be 20 feet and will be measured and marked with tape.

FALLON'S WORKING RANCH HORSE CLASS

1. Class will be judged according to NRCHA Rules
2. At no time will any unnecessary roughness be tolerated with any animal. The penalty for unnecessary roughness will be **disqualification**.
3. Unsportsmanlike conduct or foul language will not be tolerated & result in **disqualification**.
4. Rider must show in long sleeved shirt, western hat and chaps or chinks.
5. Entrants will be required to run a simple reining pattern first, then call for a cow & do a single cow work as outlined below.

Reining Pattern

1. Enter the arena & pick up a lope on the **left lead** before reaching the first marker. Make one medium sized circle to the **left**, change leads in the center of the arena; make two medium sized circles to the **right**. Come back to the middle and change leads to the **left**. Continue loping around the end of arena without stopping.
2. Run down the center of the arena past the end marker and come to a square sliding stop. Make two and one-half turns to the **left**.
3. Run back to the other end of the arena past the marker and come to a square sliding stop. Make two and one-half turns to the **right**.
4. Run past the middle marker and come to a square sliding stop.
5. Back up 10 – 15 feet in a straight line.

Cow Work

1. After completing the reined work, contestant will call for the cow.
2. Take the cow to the end of the arena and box it.
3. Proceed down the fence approximately 2/3 the length of the arena. Obtain at least one good turn each way.
4. After the last turn on the fence, contestant will then take the animal to a corral that is set up in arena , then chase animal out of corral, take down his / her rope.
5. Rope the cow around the neck, stop it , turn and face the cow towards the horse, pause and then make the cow to the catch pen where the rope will be removed.
6. There will be a two loop limit in the roping portion of the work.

WOMEN'S STEER STOPPING

1. Roper calls for the animal, she chases it down the arena, ropes it around the horns, half a head or around the neck.
2. Once the catch is made, contestant dally's and stops her horse.
3. Time is taken when the animal is facing the horse and the horse is stopped.
4. Two loops.
5. Slick horns.
6. 30 second time limit.