

WINNEMUCCA'S 29th ANNUAL RANCH HAND RODEO

GENERAL INFORMATION

Mandatory Team Meeting 9:00 am Saturday Morning

Please designate one person to represent your team & be present at the team meeting. Teams will be disqualified if representative is not at team meeting.

Teams will consist of 4 men and 1 woman.

WINNEMUCCA'S RANCH HAND RODEO - OFFICIAL RULES

WOMEN'S STEER STOPPING

Roper calls for the animal, she chases it down the arena, ropes it around the neck, horn or half head. Once the catch is made, the contestant dally's and stops the horse. Time is taken when dallyed and horse makes a solid stop. Animal does not have to be facing the horse. Two loops. Slick Horns. 30 second time limit.

TRAILER LOADING

- 1) Limit to 2 loops and 2 minutes
- 2) 4 team members participate.
- 3) Time begins when team crosses the line.
- 4) Must bring # animal out of herd, across foul line, then rope.
- 5) Rope a steer and load it in the trailer.
- 6) A 30 second penalty will be assessed for every animal that crosses the foul line.
- 7) No horses will be allowed inside trailer.
- 8) Time stops when steer is loaded and gate is closed and held shut.

TEAM ROPING

Four members will compete, 2 steers roped at same time. Declare partner before event – each partner will wear same colored arm band. 3 loops per run, 90 sec. time limit. Both steers must be roped and stretched before time stops. Legal head catches only (neck, half head or horns). Illegal head catches – front leg in loop – will be a no time. No time on 1 steer – Total No Time for Ranch Team.

SADDLE BRONC

- 1) Stock saddle.
- 2) Ride 'em any way you can ride 'em for 8 seconds, but maintain control of horse.
- 3) The horses will be flanked.
- 4) You don't have to mark the horse out. (Points added for mark out.)

- 5) No quirts used above the front shoulder.
- 6) No bronc saddle stirrup bindings will be allowed.
- 7) Only one bronc rider per team.
- 8) Can hang onto saddle horn or can use rope night latch.

MUGGING

All **FIVE** members must compete. Team consists of a roper and four muggers. **2 minute time limit.**

- 1) The roper will start from the opposite end of the arena from where the animals are being held. Flagger will start time and roper.
- 2) Muggers will be in designated area.
- 3) Neck catch only – Animal must be standing on all 4 feet before being thrown. 2 loops only.
- 4) NO intentional tripping. No dragging. (A 30 second penalty will be strictly enforced.)
- 5) Roper must stay on horse. Must release rope after animal is tied. If roper dismounts to assist ground crew, 30 second penalty assessed. Roper has the right to dismount to protect himself, his horse and stock. No penalty will be assessed.
- 6) Animal must have three legs tied and hands free of tie rope. Designated mucker or runner must chalk animal on head after tie and return to designated area for time to stop. Animal must stay tied until designated mucker returns to designated area. Must clear hands from tie. Can sit on animal. Don't have to get away.
- 7) Time stops when designated mucker runs back to flagger. The team with the fastest time wins. Do not run for the designated area until animal is tied.
- 8) Each team responsible for taking ropes off – 30 second penalty if ropes are left on.

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 1/3 areas.
- 2) Riders will cut ONE of the designated numbered cattle out of the herd.
- 3) One (1) 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) Designated cow may not return to the herd once brought through the barrels.
- 6) Legal neck catch only (no front feet).
- 7) Illegal head catch may not be dallied. Can be removed by hand.
- 8) Designated cow can be heeled in far 1/3 or middle 1/3 of arena.
- 9) 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 mark on the cow between its eyes.
- 10) Flagger will start time.
- 11) No more than 4 loops may be used.
- 12) The vet will raise both hands to signal end of time.
- 13) Vet can rope cow if other roper misses.
- 14) Slick horns only.
- 15) Team's discretion on how to "doctor" cow.
- 16) If roped before last set of barrels – 30 second penalty.

— Tie Downs Allowed - Rules Subject to Change
— Any changes to rules will be mailed to teams entered.

TEAM BRANDING RULES — Will be handed out before the Team Branding.

10 SECOND PENALTY IF ROPED BEFORE THE BARRIER

CONTESTANTS MUST WEAR WESTERN ATTIRE

If there is any unsportsmanlike conduct, team will be disqualified and no refunds given.

Points will be awarded to each team in each event and totaled to determine the placement in the average. Point's determination to be announced.

The Winnemucca Ranch Hand Rodeo is a part of the Western States Ranch Rodeo Association 2018 Ranch Rodeo Series. For more information visit www.wsrra.org.

Effective October 1, 2009 dogs are no longer allowed inside the Indoor Event Center at the Winnemucca Events Complex. The only exception to this will be dogs competing in the Dog Trials and service dogs.

Service dog documentation must be available for review by building management.

Please make other arrangements for your dogs during the time you will be at our event.

Thank you for your cooperation in this matter. We look forward to seeing you at the end of the month.