

YOST EVENTS RANCH RODEO

RULES

Participants in the Ranch Rodeo are to meet above the bucking chutes at 12:30 p.m., January 29, 2011 (Wickenburg) for the required orientation meeting.

Ranch Bronc Riding

"Ride as ride can" for 8 seconds. A standard working saddle must be used. No PRCA rigging allowed. No hobbling of one or both stirrups. Horse has to be saddled as he would be for everyday use. Rider can hold on to horn, latch or rope. If catch rope is carried on the saddle it must be attached as it would be for everyday use. A regular bucking horse halter with one rein must be used and shall be provided by the ranch team. This event will be judged for the difficulty of the horse and also for the degree of aggressiveness, control, and exposure demonstrated by the rider. If the rider believes that he has been fouled he must yell "foul" immediately and then continue to make best ride possible throughout the 8 second ride. A re-ride may be awarded at judge's discretion. No mark out rule.

Wild Cow Milking

A four (4) man team including 1 roper, and 2 muggers and 1 milker. Only the roper will be horseback. All members of the team will be let in arena at corner but must stay behind start line; failure to do this will result in a 30 second penalty. Cow will be released from corner of arena. When Cow clears gate, flagman will drop his flag, starting the roper and the time.

Two minute time limit. Three loop limit.

Catch as catch can, but cow's head must pass through the loop.

Rope must be off the saddle horn before the milking commences, failure to do so will result in a 30 second time penalty, and off the cow before time is flagged. Cow must be standing when milked.

The muggers hold the cow with help from the roper, while the milker milks her into a 12 oz. longneck bottle. Anyone of the team may milk the cow. The milker may pass the bottle to another man to run to the judge. Runner must hand the bottle to the judge, and THE JUDGE WILL POUR THE MILK OUT. The rope must be off the cow before if the milk will not pour, the team will receive a No-Time." The team with the fastest time wins.

Team Penning:

Four (4) man team.

A herd of numbered steers will be held behind a line approximately 60' from the end of the arena. As Rider's cross the foul line, time will start and the announcer will call a number that has been drawn for them. The team may not have more than two men in the herd at one time. More the two men in the herd will result in a 30 second penalty. All of them may cross the line, and anyone may cut the cattle.

The team has three (3) minutes to cut three head of calves bearing the designated numbers and pen them in portable pens at the opposite end of the arena. No more than five cattle may cross the line while cutting is taking place. More than five cattle will result in a no time. No more than three calves may be penned. If time is called with any wrong numbers penned or more than 3 calves penned, team will be disqualified. The team with the fastest time and most correctly numbered calves penned wins. A team may call for time on two (2) calves. No points are

awarded for one calf. Any team may be disqualified for unnecessary roughness of the cattle at the judge's discretion.
There is a 3 minute time limit.

TEAM BRANDING:

1. Four (4) man team. Consisting of (3) ropers and 1 brander.
 2. A herd of yearlings will be held behind a line approximately 60 feet from the end of the arena. Time begins when the first rider crosses the line.
Without loping into the herd, a unbranded yearling must be cut out from the herd and driven across the start line, before it can be roped. Loping in herd will result in a 30 second penalty. If the yearling gets back across the line, before it is roped, roper may not chase it through the herd, but must slow down and cut it out again. No more than two head may cross the line as roper cuts his yearling out, more than two head will result in a No-Time. All four (4) team members shall be horseback. Ropers may rope either end, head or heels.
 3. Ropers may dally or tie hard-n-fast. Ropers are allowed all the loops they need, as long as the time doesn't expire. Time limit (1.5) minutes.
 4. Steer must be standing when it is headed and/or heeled. Steer must be headed first. If the steer is caught by one horn, the roper is not allowed to ride up and put the rope over the other horn or head with his hands.
 5. Steer must be lying on it's side prior to branding. All four feet must be visible.
 6. After the yearling is flat on it's side, the branding iron is removed from the bucket, the yearling branded on it's hip on the right side, and the iron returned to the bucket. Time stops when branding iron is in the bucket.
 7. Four (4) legal head loops: Around the horns, half head, around the neck, or neck and one front leg. Figure eight catches are illegal.
5. The winner is the fastest time.

Double Mugging

Team will consist of 4 team members. A steer will be placed behind a chute. The team will start behind of the foul line, once the first team member cross the foul line, timed is started and the number is called. The team must then sort their designated steer from the herd bringing that steer across the foul line. At that point any team member may rope the steer! Only 3 loops allowed. Once the steer is roped the other team members must mug and tie three legs of the steer. Time will be called when the tie is complete. The steer must remain tied for 6 seconds. There must be slack in the rope for the time to start. 3 minute time limit.

NOTE: *If horned cattle, the three (3) legal "head catch" rule will prevail. Two loops at the head only. **No front legs!***

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GENERAL RULES:

****Any unsportsmanlike conduct will result in an automatic disqualification from competition for that team.**

****Abuse of livestock will not be tolerated. There shall be no abuse of cattle or horse with any part of your rope, reins or whip.**

+++Interpretation of this rule will be at the discretion of the judge

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