2023 Stettler & District Agriculture Society Ranch Rodeo

July 16th, 2023

GENERAL RULES

We do not want any injuries of people or cattle. Everyone is here for a good time, so please treat the cattle like they are your own.
A waiver must be signed by all team members before competition.
Entries are at your risk.
All teams require 4 members per events with at least one female.
There can be no cross entries.
 A team name is required.
Entry fee is ($200 deposit to hold your spot) $400 per team, which must be paid prior to the rodeo start.

Western attire only which means each participant must wear a cowboy hat & long sleeved western shirts.

The same horse must be used for each event, unless injured which may have a replacement at the judge's discretion.
The ranch rodeo consists of 5 events: Team Penning, Team Sorting, Cattle Rustling, Obstacle Course and Team Doctoring.
Any discrepancies' must be discussed with the rider representatives (to be designated the day of the event) and a judge. Any direct communication by other riders with the judge may result in a disqualification.
In the event of a tie, in a single event the tying team will split the points. In the event of a tie for the overall rodeo each individual event will be looked at for the teams involved in the tie. The team with the most event wins will be the overall winner or if sill tied, each event will be assessed between the tying teams and a winner declared. Judges make final decisions.
High point total wins.

A bonus of 10 points will be given to any team completing all 5 events.

With the extra teams entered we will be running on a tight schedule please have your team ready as each event proceeds. Unnecessary delays or roughness at the discretion of the judge could disqualify your team from that event. A no time result, results in no points.

Judges may award time penalties for any rule infractions.

If the opinion of the Judge, unnecessary roughness occurs i.e. if you knock an animal down then the time will be given a disqualification for the event, for minor roughing you will be given a 1 minute penalty.

You will be given a 15 second penalty for excessive yelling.

Each team must bring a small food bank item as part of their entry fee.

Team Penning

OBJECTIVE: A 4 member team rides into the herd, numbered in groups of 3.The announcer will call a number as the team crosses the foul line. The team must enter the herd separating their 3 numbered cattle and move them back across the foul line and into the pen.

RULES:
1. This is a timed event. The maximum time is **2:00** Minutes.
2. The time is started when the first rider crosses the foul line and is stopped when a rider's horse goes through the gate and calls time (raises his arm).
3. Only the correct numbered cattle are allowed across the foul line. (NO TRASH RULE).
4. A 30 second time remaining warning will be called by the announcer.
5. Teams may pen as little as one animal if the time runs short.
6. Horses are to go no further than their withers or a 15 second time penalty will be called.
7. If any one of the sorted animals crosses back to the herd this will result in a disqualification.

Team Sorting

OBJECTIVE: Members of the team must go into the herd and sort out the cattle in ascending order, starting with the number called by the announcer.

RULES:

This is a timed event. The maximum time allowed is **2** minutes.

The time is started when the first rider crosses the foul line and is stopped when 10 head are sorted, in order one at a time, and have crossed the foul line one at a time. Or when the team calls time and when all members are across the foul line on the same side as the sorted cattle. Only the correct numbered cattle are allowed across the line, one at a time. (no trash rule in effect).

Once the cattle are sorted across the foul line; they must be held there and not allowed to cross back. The announcer will call a 30 second time remaining warning.

Event placing is based on the highest number of head in the fastest time.

ie.7,8,9,0,1,2,3,4,5,6.

Cattle Rustling/Trailer Loading

OBJECTIVE: A 4 member team must go into the herd of numbered yearlings, extracting 1 or 2 of their announced number, moving and loading them and all 4 of the horses into the trailer AND getting riders into the front seat of the truck with both doors shut.
One free standing panel will be available for loading. The announcer will call a number as the team crosses the foul line.

RULES:

1. This is a timed event. The maximum time is 2:45 minutes. There will be a 1 minute warning called at 1:45 into the run.

2. The time is started when the first rider crosses the foul line and is stopped when the animal(s) have been loaded in the 1st compartment, and all 4 horses are loaded, the trailer door is closed behind it AND all 4 riders are in the FRONT SEAT of the pick-up cab and the doors are closed securely.

3. Only the teams designated number is allowed across the foul line
(NO TRASH RULE).
Teams may change to another yearling of the same number if desired.

Obstacle Course

OBJECTIVE: A 4 member team must go into the herd and sort out 1 of the designated number of cattle. They must then take the animal across the bridge. All riders must cross the bridge at some point. The designated animal must then be head caught before it can cross across the line. Time stops when the animal is caught and dallied and all riders have crossed the bridge.

RULES
1. Time Limit – 2 minutes (warning given when 30 seconds are left)
2. NO TRASH RULE
3. All members must cross the bridge.
4.The person who ropes the head of the steer must have already crossed the bridge.
5. Once the animal's tail has cleared the panels the animal must be headed and stopped.

Team Doctoring

OBJECTIVE: A four member team will sort and treat a designated steer, keeping control of the rest of the herd and treating the animal with minimal disturbance to the rest of the herd. The team enters the herd of numbered yearling.
The announcer will call out a number of the animal they are to doctor as the first team member crosses the foul line. The team must then extract their numbered yearling from the herd, head and heel with ropes, and mark it between the eyes with a coloured marker.

RULES:
1. This is a timed event. The maximum time allowed is **3:00** minutes.
      One minute to get the head loop catch.
2. The time ends when the steer is marked visibly between the eyes and both hind
       and front feet have been put into the ropes and the doctors are back in the saddle.
3. Four loop maximum to catch the steer.
4 No trash rule in effect until your numbered steer is caught.
5. A legal head catch will consist of full head, half head, horn catch or head & front leg.
     Any heel catch is legal; however you must put a single leg into a double leg catch.
     The head loop must be taken off and both front feet put in the loop. Ropes tight and
     all riders back in saddle, then time will be called.
6. Roping an animal with the wrong number will result in a disqualification**.**