



Ranch Hand Competition Official rules

General Information

- Bridle horses must be shown in an unbroken bar mouthpiece with 1" or higher port and an operable cricket inside the port.
- Bridle horses must be shown with closed reins and a romal. Rider may not split reins with finger. (This does not apply to two rein horses).
- Snaffle Bit / Hackamore horses must be shown with two hands.
- Hackamore horses to be shown in leather or rawhide braided bosals only, no metal or wood.
- No tie-down or bosals on any other than hackamore horses or two-rein horses.
- Leather chin straps only. Strap must be at least ½" wide.
- All saddle horns must be covered with leather only. **NO RUBBER ALLOWED**
- At no time will any unnecessary roughness be tolerated with any animal. The penalty for unnecessary roughness will be disqualification from the class.
- Foul language or unsportsmanlike conduct will not be tolerated and will result in disqualification from the class.
- Rider must be dressed in long sleeved shirt, western hat and boots. Chinks and chaps optional.

Ranch Horse Competition

A single cow will be turned into the arena. Cow must be boxed at the same end of arena to show the horse's ability to control the cow. Contestant will then allow cow to run at least 2/3 of arena (using the pre-designated side of the arena), and make one good turn each way on the fence. Cow must then be brought between the cone and fence then penned. Cow is considered penned when the head and shoulders pass the entrance of the pen. After releasing cow from the pen, rider will rope the cow around the neck (if cow should have horns, a catch around horns is considered illegal for this event), dally, stop the cow, turn and drag cow 10 ft and face up. Time will end when horse faces. Rider, with rope still on, returns cow to catch pen. If animal is not roped within the 2 loop, 4 minute time limit, it is an automatic no score. Credit will be give to horse that show finesse and beauty of a well trained horse.

Team Doctoring

Ranch doctoring is a four-man roping event. Any team member can be the header, healer or vet. 2.5 minute time limit, or it is an automatic no score.

1. Riders will cut ONE of the designated numbered cattle out of the herd.
2. One (1) designated numbered cow may only be cut from the heard and removed between the barrels. A 30- second penalty will be assessed for every animal that crosses the foul line.
3. Header cannot throw loop until cow has entered far 1/3 of arena and cow must be headed in far 1/3 of arena.
4. Designated cow may not return to the heard once brought through the barrels.
5. Legal head catches only (neck or neck and 1 front foot).
6. Illegal head catch may not be dallied. Can be removed by hand.
7. Designated cow can be heeled in far 1/3 or middle 1/3 of arena.
8. The vet & the assistant can leave their horse after header and heeler face and they set the ropes (both front feet and hind feet) and place a mark on the cow between its eyes.
9. Flagger will start time.
10. No more than 4 loops may be used.

11. The vet will raise both hands to signal end of time.
12. Slick horns only.
13. Team's discretion on how to "doctor" cow.

Mugging

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

1. The roper will start from the opposite end of the arena from where the calf is 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 sec. Penalty assessed. Roper has the right to dismount to protect himself, his horse and calf. No penalty will be assessed.
6. Animal must have three legs tied and must stay tied until designated mugger returns to designated area. Can hold or sit on yearling. Don't have to get away
7. Time stops when designated mugger runs back to flagger. The team with the fastest time wins. Do not run to the designated area until animal is tied.
8. Each team responsible for taking ropes off- 30 second penalty if ropes are left on.

Team Branding Rules

1. Each team will have 6 minutes to brand 4 calves (time will be kept on each calf).
2. Two team members will head and heel the animal while the other two team members will work the ground to set ropes on both front feet and both hind feet before branding. After two calves are branded, the ropers and the ground crew trade places.
3. 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.** While working on the calf, the iron must remain in the bucket.
4. Ropers can walk or trot to the herd. Once the herd has dispersed, the ropers may break out of the walk or trot.
5. The head catch must be around the neck or around the neck and one front leg. The heeler may catch one or both hind legs.
6. The ground crew may assist in removing illegal catches or dropped ropes.
7. As soon as the calf is headed and heeled, the ground crew may leave the designated area, throw the calf, and place the head rope on both front feet. Ground crew must remain in the circle while the calves are being roped.
8. When the calf is stretched by all four feet, the branding iron may leave the designated area. All four feet must remain in the stretched ropes while the brand is placed on the calf.
9. Ground crew must return to the designated area after each calf has been branded.
10. On the last calf, after the branded is placed, the ground crew must return to the designated area and all ropes must be off calf before time is stopped.
11. Disqualification will be the result for any infraction of the above rules.
12. Tiedowns or cavings **WILL NOT BE ALLOWED IN THE BRANDING PEN.**

Penalties:

- a. **A penalty of 20 seconds will be applied for not walking to the edge of the heard. Once the heard is dispersed, rider may break out of a walk.**
- b. **A 30 second penalty per incident will be applied if the ground crew leaves the designated area before the calf has been headed and heeled.**

- c. A 30 second penalty will apply for an iron that is dropped or placed on the ground outside of the circle.
- d. A 30 second penalty per incident will be assessed if a horse is ridden through the designated area as set by the committee.
- e. A 30 second penalty after each calf has been branded, if the calf doesn't stand on all 4 feet before the next calf is roped.
- f. A 90 second for undue roughness with the calves. A second incident of "roughing the cattle" disqualifies the team.
- g. Failure to properly rectify or remedy an illegal catch will result in a 60 second penalty.
- h. A 60 second penalty per incident for an upside down brand.
- i. A 60 second penalty for branding on the wrong side.
- j.

****All saddle horns must be covered with leather only; NO rubber. Any unnecessary roughness or abuse of any animal, excessive training on a horse while in the arena or unsportsmanlike conduct will be the cause of disqualification. All judge's decisions are final.****

****Absolutely no roughing of the cattle will be tolerated. If there is any unnecessary roughness of the stock and the animal dies or has to be put down, the competitor will be charged for the animal.**