

## **9. Rodeo & Cattle Events**

### **9.1 General Rules**

- Please see descriptions of tack and attire in the section for “Western Tack and Attire”.
- Two timers must be used for each run. At least one arena judge must be used for each run in speed and roping events.
- All members will start from behind a barrier (in appropriate events). Breaking the barrier will result in a 10 second penalty added to the contestants time.
- Any unruly horse or horse considered unsafe to either the contestant or the arena help may be dismissed from the competition. Horses are expected to be able to enter the arena and/or box calmly. Decisions on such matters are made by the show organizers and are not subject to appeal.
- All decisions of the officials are final and not subject to appeal.

### **9.2 Break Away Roping**

- All breakaway ropers may come out of either the right or left hand box. Breakaway ropers may use two loops before the caution line and 30 second time limit. If they wish to use two loops, they must carry two ropes.
- A caution line will be placed about 3/4 of the way down the arena at a safe distance from the gate. Contestants may not chase animals once they have crossed the caution line.
- Rope to be a minimum of 25 feet. Surveyors ribbon must be tied to the end of rope. Rope must be attached to the horn in such a manner that it breaks away.
- All changes in lists of roping order to split horses etc. must be made before stock is loaded for that event. After stock is loaded ropers must rope in order listed.
- Horse must be positioned in the back of the box before chute opens.
- Flag chute person will flag steer when hip clears the chute.
- Field flag person will drop flag when string breaks.
- Judge is to flag time, then flag contestant out if run is not legal. Judge will not flag person out before time is recorded.
- Roping calf without releasing loop from hand will disqualify catch. Any other catch is legal so long as it goes over the animal's head.
- The contestant will receive no time should the rope break away from the horn by hand. However, if the rope should dally around the horn the contestant may ride forward, undally the rope and then stop horse to make rope break away.
- If animal escapes illegally before the 30 second time limit, a re-run will be given.
- Mechanical failure at the chute will result in another animal being awarded.
  - If both clocks malfunction on a qualified run, a re-run must be awarded. Flag judge will make final decision.

### **9.3 Team Roping**

- Each team roping team will be allowed a maximum of two loops. A barrel will be placed in front of the box at a distance of twice the depth of the box and the steer may not be turned until the steer has passed the barrel. A 10 second penalty will be added for turning the steer before this point. The head of the steer must be caught before the steer crosses the caution line and a 30 second time limit will apply.
- A caution line will be placed about 3/4 of the way down the arena at a safe distance from the gate in all timed cattle events. Contestants may not chase animals once they have crossed the caution line.
- Each roper to carry only one rope.
- Ropes may not be tied to the saddle horn.

- Any changes in lists of roping order to split horses etc. must be made before any stock for that event is loaded in the chute. After stock is loaded ropers must rope in order listed.
- Horse must be positioned in the back of the box before chute is opened.
- Horse must clear the box before the rope is thrown.
- No snaring. Roping steer without turning loose of the loop will be considered “no catch”.
- Chute flag person will drop flag when the steer’s hip clears the head gate.
- Field flag person will drop flag when steer is roped; both horses are facing the steer in line with ropes dallied and tight.
- Roper must dally to stop steer. (Dally means at least one complete turn around the saddle horn.)
- Ropers must be mounted when time is taken.
- Steer must be standing up when roped by head or heels.
- No foul catch can be removed or put on by hand. If a heeler ropes a front foot or feet in the heel loop this is a foul catch. Neither contestant may remove the front foot/feet from the loop by hand, however should the front foot/feet come out of the heel loop by the time the field judge drops his flag, time will be counted.
- Unless otherwise announced at start of event, these are the legal head catches: both horns, half a head, around the neck.
- If hondo passes over one horn and loop over the other, the catch is illegal.
- If the loop crosses itself in the head catch, it is illegal. This does not include heel catches.
- Any heel catch behind both shoulders is legal, if rope goes up heels.
- One hind foot catch receives a 5 second penalty.
- Crossfire catches receive no time. If in the opinion of the field flagger, a heel loop is thrown before the header has dallied and changed directions of a steer, a team shall receive no time.
- A broken or dropped rope will be considered a no time.
- If animal illegally escapes the arena before the 30-second time limit, another steer will be given.
- Mechanical failure at the chute will result in a re-run being given.
- No re-runs will be given because of faulty or broken equipment being used by the contestant.
- If both clocks malfunction on a qualified run a re-run must be given.
- Any question as to catches in this event will be decided by the flag/field person.

## **9.4 Goat Tying**

- Goat tying may be run one or two competitors in the arena at a time. If two competitors are in the arena at one time, a centre line the full distance must be used. Crossing the centre line will result in disqualification.
- Goats to be rotated every third run.
- Goats must be of uniform weight and size, at the discretion of the organizing committee.
- Fresh goats must be tied down 3 times prior to the event.
- Goats should be tethered approximately 1/2 to 3/4 distance down the arena.
- Start line should be clearly visible either on the ground or fence.
- The goat peg must be ground level and a minimum of 25 feet from the fence.
- The goat should be firmly tied to a stake with a rope 10 feet long. A collar must be used on the goat.
- The goat is to be held at the end of the rope away from the start line until the flag is dropped.
- The contestant must be mounted on a horse and make a run from behind the score line to the goat, dismount, throw goat by hand and tie any three legs securely with a thong or piggin string. A score line of a minimum of 15 feet from end of arena must be used.
- Timing will start when the mounted contestant crosses the start line and will end when they signal the completion of the tie by raising their arms above shoulder height. The field flagger will drop his flag.
- If goat is down when contestant reaches it, the goat must be picked up off the ground and then thrown down by hand.

- Upon signaling completion of the tie, contestant must walk back approximately 10 feet from the tied goat. Goat must then stay tied for 6 seconds on the stopwatch, to be timed by flag or field judge. Stopwatches must be used on all aspects of goat tying.
- Should the contestant contact the goat or rope with the horse, they will given a 10 second penalty. If the goat should break away because of the fault of the horse, the contestant will be disqualified. If the goat should break away from it's tether through no fault of the contestant or their horse, the contestant will get a re-run.
- A contestant is not allowed to untie his or her own goat.
- Unnecessary cruelty may result in the contestant being disqualified.

## 9.5 Steer Riding

- No bulls or horned cattle shall be used. Suitable cattle must be heifers or steers. If suitable cattle are not available, the event will be cancelled. Undesirable cattle to be culled by judges.
- Helmets, flak jackets and protective mouth gear are mandatory. A facemask is strongly recommended.
- Steer must be ridden for 8 seconds. Time starts when animal's inside front shoulder passes the plane of the chute.
- Event committee must supply safetymen.
- If contestant is under 18 years old, a parent/guardian must be at chute.
- If contestant starts ride with one hand he must finish with one hand. If the contestant starts with 2 hands he/she may change to one hand, but then must finish under the one hand rule. If contestant's head comes in contact with the animal during the ride, it is not a disqualification.
- Riders may use rope with or without a handhold, but no knots or hitches to prevent rope from falling off stock when rider leaves the animal.
- Riders will be disqualified for any of the following offenses:
  - being bucked off before the 8 second whistle
  - touching animal, equipment or person with free hand
  - using sharp spurs
- All steers will be flanked.
- Stock is chute run. Contestant will take stock in order listed on program, for example: contestant listed first on program will take chute number one, etc.

## 9.6 Steer Daubing

- Arm must stay raised until steer is daubed. Failing to keep arm raised will result in disqualification. The steer may be "daubed" anywhere on it's body.
- Maximum of 30 seconds per contestant.
- Dauber is 3-foot long pole with sponge attached. Sponge is dipped in washable paint or flour.
- Must start in back of box.
- Contestant must pass barrel or score line before daubing steer.

## 9.7 Team Penning/Sorting

- Penning is a team event. Each team shall consist of three riders. Teams will be drawn up by the show secretary and depending on numbers entered and the experience of the members, will consist of members from different clubs with each team having at least one well experienced member.
- Teams will be given their assigned cattle numbers at the time line. Team members must cross the time line within 30 seconds after the cattle numbers are called.
- The starting line will be drawn across the arena 40 feet in front of the settled herd or adjusted to fit the arena.
- The pen shall be on the opposite end of the arena from the cattle. The open end of the pen shall be 30 ft from the arena fence or adjusted 5 ft at a time to fit the arena. The pen shall be no greater

than 12ft by 24 ft with a 12 ft opening and a 12 ft wing with a slight angle toward the opening of the pen.

- Time will begin when the first rider crosses the time line. Any or all team members may cross the time line. Any or all team members may cut. The team has 2 minutes to cut three head bearing the team's designated number, move them across the time line and pen them. Time ends when a team member signals the timekeeper while in the entrance of the pen.
- If more than one head, other than the assigned numbers are brought across the time line, the team will be disqualified. Once a team has successfully cut one, two or three head of assigned cattle from the herd and has committed itself to working on the pen end of the arena, holding the herd at the opposite end is no longer required. Cattle that then cross the line on their own, without being caused to do so by the team are not counted.
- If an animal not bearing the team's designated number is penned, the team will be disqualified. Any teams attempting to cut or drive cattle using hats, ropes, quirts, reins or any other equipment will be disqualified.
- The member in the hole can call for time with only one or two assigned cattle penned. However, teams penning three head place higher than teams penning two head, regardless of time. Teams penning two head place higher than teams penning one head, regardless of time. Teams will receive a 30 second warning prior to the 2-minute time limit.
- At the discretion of the class judge, teams who are carelessly scattering the herd, abusing or intentionally mistreating the cattle will be excluded from the arena and will receive a no time.

## 9.8 Working Cow Horse

- Both the cattle working part of this event and reining part are mandatory.
- Emphasis on the cow work scoring portion shall be based on the horse's ability to maintain control of the cow at all times, exhibit superior cow sense, and display natural cow-working traits without excessive reining or spurring.
- At the start of the cow-work portion, each contestant, upon receiving a cow in the arena, shall hold the cow on the prescribed end of the arena for a sufficient time. This demonstrates the ability of the horse to contain the cow on that end. After a reasonable amount of time, the contestant shall take the cow down the fence, making at least one turn each way on the fence. Then the contestant shall take the animal to an open part of the arena and take the animal in a circle at least once in each direction. This is an ideal fence work; however, the judge should take into consideration the size of the arena, the condition of the ground, and the disposition of the cattle.
- If time and number of cattle permit, the judge, at his or her discretion, may award new cattle because:
  - The cow will not or cannot run
  - The cow will not leave the end of the arena
  - The cow is blind or will not yield to the horse
  - The cow leaves the arena
- The following are considered faults:
  - Exaggerated opening of the mouth
  - Hard, heavy, or bloody mouth
  - Nervous throwing of the head
  - Out of control horse
  - Lugging on the bridle
  - Baulking, halting or hesitation while being shown, particularly when being run out, indicating anticipation of being set up, which is the characteristic of an over-trained horse.
  - Losing a cow or being unable to finish a pattern because of a bad cow; the contestant will be penalized at the judge's discretion.
  - Touching the horse or saddle with the free hand, except during the cow-work portion of the class when the rider may hold onto the horn.
  - Turning tail to the cow

- Any horse that runs over the cow, thus causing the fall of the horse and/or rider shall terminate the work at the time.
- The judge may blow the whistle at any time to terminate the work.
- The contestant should keep working until the judge blows the whistle. If the contestant quits working before the whistle or if the work is not yet complete at the whistle, the contestant will receive a 0 for the working cow portion.
- For reining portion, see “Reining” section for details on what is considered a superior reining performance.

## **9.9 Cutting**

- A horse will be given credit for the ability to quietly enter a herd of cattle, make a deep cut, separate a cow from the herd and set the cow up in the center of the arena.
- Credit is given to a horse that works on a loose rein without being reined while working the cow. The degree of difficulty involved while working, and eye appeal, are factors considered for credit.
- Penalties are assessed when a horse loses his working advantage and when horse is reined or reddening with a tight rein.
- Penalties include horse quitting a cow, changing cattle after a commitment, turning tail to the cow being worked, and/or falling.
- Ranch cutting will follow AQHA cutting rules, with the exception that the member may direct the horse with either one or two hand on the reins.
- Open Cutting will follow AQHA rules.

## **9.10 Ranch Horse Trail**

- Ranch Horse will not involve cattle, but may involve the following:
  - a) Open and close a swinging gate
  - b) Flying lead changes (Sr. Horses) or Simple lead changes (Jr. Horses)
  - c) Dragging an object
  - d) Walk over, jog over or lope over
  - e) Balanced stop
  - f) Roll back
  - g) Back up
  - h) Dismounted dummy roping, or mounted dummy roping
  - i) Slicker
  - j) Ground tying or hobbling
  - k) Trailer loading
  - l) Any other maneuver at the discretion of the judge or committee
- Riders must ride with one hand (unless switching hands for gates or roping) when riding a senior horse. Riders may ride with two hands on Junior Horses when using a bosal or snaffle bit.