

2008 PERMIAN BASIN FAIR
RANCH RODEO

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GENERAL RULES

There will be a maximum of five members on each team. Team members must be employed by ranch, neighbor with ranch or have day worked for that ranch. Each team will appoint a Captain to be spokesman for the team. All contestants will wear hats (no caps) and long sleeve shirts while in the arena. Any questions for the judge are to be asked in the arena by the Captain.

The final placings for the rodeo will be decided by the total accumulation of points. The point system is based on the number of teams in competition. With 8 teams, the first place team in any event will be awarded 10 points, the second place team will be awarded 9 points and so on to 3 points for the 8th place team. Any tie will result in the points being split. For example, if there is a tie for second, then second and third place points will be split, with each team receiving 8.5 points ($9 + 8 = 17 \div 2 = 8.5$). Any tie in overall points will result in a work off at the end of the rodeo. The tie breaker event will be steer doctoring, using the rules of that event. There will be no points awarded for a no time in any event. Bronc riding will be an optional event. If a team places in the Bronc riding this score may be used to replace their lowest score in any other event. Team Captains will indicate whether his team will participate in the Bronc Riding Event at the team captains meeting.

There will be no intentional tripping of cattle in any roping event. Undue roughness to cattle will be penalized, at the judge's discretion, with a no time. All disputes will be settled by the judge.

Team members can carry only one rope.

Teams will park west of the coliseum grounds on coliseum road and enter Gate 2. Each team member will be given two passes to the fair.

Teams should bring own branding iron, bronc(saddle, flank, halter) and a typed copy of description of ranch. Each team should nominate one horse to be judged for the Top Ranch Horse Award.

Ranch rodeo starts at 1:00 pm, Saturday, September 13, 2008, at the outside covered arena on the Ector County Coliseum Grounds, Odessa, TX. There will be a team captains meeting at 12:00 noon to go over the rules.

ALL HORSES MUST HAVE CURRENT COGGINS TEST (ORIGINAL COPY)

EVENTS

TEAM ROPING

Twenty steers will be placed at the end of the arena behind south chalk line. Time will start and the announcer will call the number of steer to be roped when a team member crosses north chalk line. Steer will be cut out by one team member, driven across the line, and headed and healed. Once the steer crosses the line anyone can rope. Three loop limit, two minute time limit. Three legal head catches - horns, half head and neck. One heel caught adds five seconds to time. If any other cattle cross the line, coming out in the arena, there will be a five second penalty, per head added to the final time (applies to first cut). Time will stop when horses face. If a front leg is roped it may be fished out, but turning off with a front leg in the loop will constitute a no time.

STEER DOCTORING

Twenty steers will be placed at end of arena behind south chalk line. Time will start and number will be called by announcer when a team member crosses north chalk line. Cutter will cut out numbered steer leaving remaining steers behind line. When the steer crosses the chalk line any team member may rope the steer. There will be a three loop limit with three legal head catches (horns, half head, neck). After the steer is roped, muggers must throw the steer, tie three legs and call for time. Steer must stay tied for five seconds after team calls for time. Three minute time limit. If steer is roped before crossing the line or steer kicking loose before five second time limit the team will be given a no time.

WILD COW MILKING

The cow will be released and the time will start when a team member crosses the north chalk line. There is a three loop limit and three legal head catches. Cow must be up when milked. Down is a cow with its belly or side on the ground. Time stops when milker enters the circle or when milker raises hand if the cow was milked in the circle. The judge will pour milk to verify time. No milk, no time.

RANCH CUTTING

Each horse is required to enter the herd sufficiently deep enough to show his ability to make a cut. One such deep cut will satisfy this rule. A horse will be rewarded credit for his ability to enter the herd quietly with very little disturbance to the herd or to the one brought out. When an animal is cut from the herd, it is more desirable that it be taken toward the center of the arena and credit will be rewarded for same. Additional credit will be rewarded to the horse which drives its stock sufficient distance from the herd to assure that the herd will not be disturbed by his work; thereby showing his ability to drive a cow. Credit will be recognized for riding with a loose rein throughout a performance, however, reining the horse will not incur a penalty. Credit will be recognized for setting up a cow and holding it in a working position as near the center of the arena as possible. Unnecessary roughness, such as a horse actually pawing, biting or kicking cattle, will be penalized. A contestant may quit an animal when it is obviously stopped, obviously turned away or is obviously behind the turn back horses. Each cutter will have 2 ½ minutes to show his horse with the help of two team members as herd holders and two team members as turn back riders.

GOAT ROPING

Trailer will be parked in center of arena. Four goats will be turned out before team enters arena. Time will start when a team member crosses the north chalk line. Each roper must rope one goat and carry that goat to the team member in the trailer. Team members cannot pass off goat to another team member. Time will stop when all four goats are roped and placed in trailer. Team members may only rope one goat each. Goats must not be drug. Three minute penalty will be added to each roper that drags a goat. Judge will decide if goat is drug intentionally or accidentally. Three minute time limit. If all four goats are not loaded within time limit team will receive a no time.

TRAILER LOADING

Ten head steers placed at one end of arena behind chalk line. Time will start and number will be called when a team member crosses the north chalk line. This event has a three minute time limit. A team unable to load correct numbered steer within time limit will receive a no time. Animal must be cut from herd and driven away from herd across line. Animal roped before crossing the line will constitute a no time. At this point, animal can be roped and drug into trailer which will be parked in the center of arena. Rope must be off the animal and the trailer gate closed before judge will flag to stop time. Unnecessary roughness which is determined by the judge will result in a no time. Decisions made by the judge are final. Three loop limit and three legal head catches.

CALF BRANDING

Cows and calves will be placed at one end of the arena. When a designated roper crosses chalk line time will start. One roper must heel two calves and drag across line. Each calf must be flanked and rope removed before branded. Iron may not leave fire (bucket) until rope is removed from calf. Judge will signal when iron may leave bucket to brand the calf. Two minute time limit and twenty second penalty for each calf not caught before time limit. Time will stop when brander returns the iron to the bucket. No loop limit.

RESCUE RACE

One team member will be on horse bareback and one team member will be standing on a barrel at the opposite end of the arena. The horseback team member must ride down the arena and the other team member must mount the horse from the barrel and both team members must be mounted when they cross the finish line. If team member falls off horse they must return to the barrel and remount horse from the barrel. All teams will line up at the starting line and will run the race at the same time.

TEAM SORTING

Thirty (30) head steers, three (3) sets numbered 0-9 will be at one end of the arena behind the chalk line. Announcer will draw number, indicating which steer to start with. The number will be called out and the time will start when a member of the team crosses the north chalk line. Teams can have only one team member across the south chalk line (herd side) at a time. Cutter will begin sorting with number called and continue sorting following numbers until ten (10) head are sorted. Example: 6-7-8-9-0-1-2-3-4-5. Cattle cut out of herd must be held at opposite end of arena. Cattle going back to herd before all ten head are sorted must be cut out in order before sorting can continue. Cattle can only be sorted out of the herd one at a time. Two minute time limit, ten (10) second penalty assessed for each head not sorted from the herd after time limit expires.

BRONC RIDING

Bronc riding will be an optional event. The team score in bronc riding will be used to replace the team's lowest score in any other event. A team that doesn't enter the Bronc riding event will use their scores from all other events. To enter the Bronc riding event each team must bring their own bucking horse and furnish their own saddle. All saddles are legal and halters with one or two leads may be used and any method of holding on to saddle will be allowed during ride. Team members will be responsible for saddling and flanking their bronc. Bronc ride will be scored based on spurring and control of rider and the bronc will be scored on bucking ability. To receive a score rider must ride for eight seconds. Team members will act as pickup men after the eight second ride but will not be included in the score.

SECURITY WILL BE ON HAND TO ENSURE THE RANCH RODEO MAINTAINS A FAMILY ATMOSPHERE.

THE JUDGE MAY PENALIZE A TEAM FOR UNSPORTSMAN LIKE CONDUCT, OR DISQUALIFY.