

## American Fellowship of Cowboy Churches

### 2019 Ranch Rodeo Rules

#### General Rules

1. Contestants entering the arena shall be wearing long pants, a long-sleeved shirt, boots and a cowboy hat. We encourage leggings and spurs to be worn.
2. Abuse of either personal animals or event animals (kicking, whipping, tripping, gouging of eyes, or any action which is totally unnecessary) is strictly prohibited. No Exceptions!
3. No alcoholic beverages permitted. No Exceptions!
4. No loud, obnoxious profanity or un-sportsman like conduct.
5. The violation of any conduct rule could result in Team disqualification.
6. Animals must be sorted on horseback.
7. All 4 team members must be horseback.
8. Ride for Jesus.
9. The Team Doctoring, Mugging, and Wild Cow Milking events will have a 4 loop limit and the legal head catches are: (Around the horns, half head, around the neck, or neck and one front leg)
10. Ropers may dally or tie hard-n-fast.
11. Two (2) minute time limit in all events.
12. Ropes must be completely thrown from horse before dismounting.
13. Ropes are dead once there thrown on the ground.
14. Loping toward/or in the herd will result in a NO TIME.
15. Judges decision will be final

## SORTING

- \*Ten (10) numbered cattle will be used in this event. Numbers must be consecutive.
- \*Number will be given to team by announcer when rider crosses the line and line judge drops his flag.
- \*Cattle will be sorted in sequence. EX.: If number 3 is called, the cattle will be sorted 3-4-5
- \*Cattle must cross working line. Time stops when cattle are sorted out of sequence or all **3 head** of cattle have been sorted. If a sorted cow crosses back over the line, time will stop and the team will receive a no time. **Teams must sort 3 head to receive a time.**
- \*Teams will receive placing's by sorting the 3 head of cattle in the shortest time.
- \* Herd holders may cross the line after time start's, however there must only be one designated sorter.
- \* Cattle must have daylight between them when crossing the working line.

## MUGGING

- \*A herd of yearlings will be held behind a line approximately 60 feet from the end of the arena. As rider crosses the line, the announcer will call a number, which has been drawn for them. Time begins when the first rider crosses the line. Numbered yearling must be cut out from the herd and driven across the start line, before it can be roped.
- \* 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. **Only the numbered yearling given to team may cross the line as the roper cuts his yearling out, once the correct yearling has crossed the line the line becomes dead, if the wrong numbered yearling crosses the line first the team will receive a no time.**
- \* Herd holders may cross the line after time starts, however only one man allowed to sort per cut.
- \* In the event of a re-cross all cattle must be pushed back across working line & resorted. At this time a different sorter may enter the herd if the team desires.
- \*Yearling must stay tied six seconds.
- \*Must cross and tie 3 legs.
- \* Rope must be cleared from yearling's neck before time is stopped.

## **TEAM DOCTORING**

\*A herd of yearlings will be held behind a line approximately 60 feet from the end of the arena. As rider crosses the line, the announcer will call a number, which has been drawn for them. Time begins when the first rider crosses the line. Numbered yearling must be cut out from the herd and driven across the start line, before it can be roped.

\* 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. **Only the numbered yearling given to team may cross the line as the roper cuts his yearling out, once the correct yearling has crossed the line the line becomes dead, if the wrong numbered yearling crosses the line first the team will receive a no time.**

\* In the event of a re-cross all cattle must be pushed back across working line & resorted. At this time a different sorter may enter the herd if the team desires.

\* Herd holders may cross the line after time starts, however only one man allowed to sort per cut.

\*After cattle are both headed and heeled and horses are facing, a team members must remove all ropes from yearling.

\*Time stops when all ropes have been removed from yearling.

## **WILD COW MILKING**

\* Ropers must stay behind start line until cow is turned out. Cow will be released and as she clears the gate, flagman will drop his flag, starting the roper and the time.

\* Rope must be off the cow before time stops.

\* The muggers hold the cow with help from the roper, while the milker milks her into a standard 12 oz. longneck bottle. Anyone of the contestants 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 CHECK THE BOTTLE FOR MILK. If the milk does not drip out before a period of 5 seconds, or if contestant attempts to turn bottle upside down to check for milk, the team will receive a No-Time." The team with the fastest time wins.

## **STRAY GATHERING**

\*4 Person Team – All Mounted

\* 2 Animals will be turned out

\* Team members will stay behind the designated line until Flag is dropped (To Start Time)

**\* Each Team Member must head or heel**

(Animals must be standing to be heeled)

\*3 legal head catches – Slick Horn, Half Head, Neck, or Neck and on Front leg

\* 2 or 3 legs must be tied (1 front and 1 back) or a combination of any three

\*Time will stop when both animals are tied and all ropes are removed (Ropes must be clear from the horses as well as cattle)

**\*Both head must remain tied after flag drops for 6 seconds or it will result in a not time**

\* There will be a 2 minute time limit with **unlimited loops**.

## **BRANDING**

\*Four man team, one roper, two flankers, one brander.

A herd of cows and calves will be held behind the chalk line. The roper must walk or trot, no loping allowed. The roper must **heel** a calf and drag it across the line. The flankers cannot touch the calf until the horse and calf is across the line. Once they are across the line you must flank the calf and remove the rope. Once the rope is clear of the calf, brander then removes the iron from the bucket and brands the calf. Calf must be lying on side to be branded. Brander then returns the iron to the bucket. After rope is removed from the first calf, roper can return to the herd and rope his second calf. Time will stop after the second calf is branded and iron is put back in the bucket. Two minute time limit. Unlimited amount of loops.

## POINT SYSTEM

Points will be awarded in each event based on the number of teams entered in the event: (Example 12 teams)

1 <sup>st</sup> - 12 points	6 <sup>th</sup> - 7 points	11 <sup>th</sup> - 2 points
2 <sup>nd</sup> - 11 points	7 <sup>th</sup> - 6 points	12 <sup>th</sup> - 1 point
3 <sup>rd</sup> - 10 points	8 <sup>th</sup> - 5 points	
4 <sup>th</sup> - 9 points	9 <sup>th</sup> - 4 points	
5 <sup>th</sup> - 8 points	10 <sup>th</sup> - 3 points	

\* A No Time will result in no points being awarded

### **\*Bonus Points\***

There will be bonus points awarded to the teams that receive a qualified time in all 4 events. The # of bonus points will be based on the # of entered teams. (12 teams entered = 12 bonus points)

The team with the most points will win the rodeo. If there is a tie the winner will be chosen by the following:

- 1st:** The team receiving points in the most events
- 2nd:** Fastest time in the Wild Cow Milking
- 3rd:** Fastest time in Stray Gathering
- 4th:** Fastest time in the Mugging
- 5th:** Fastest time in the Team Doctoring
- 6th:** Fastest time in the Sorting
- 7th:** Fastest time in Branding