

MODOC DISTRICT FAIR

RANCHERS DAY

2017 Official Rules

You may enter a single teamed event. You may enter a 4 man team in all 5 WSRRA events. The winning team will be qualified for the WSRRA Finals. You may also enter a 4 man team in all 5 events as a non-WSRRA team. Jackets will be awarded to the winning 4 man team WSRRA or non-WSRRA. Prize money and awards will be given in each event. Payout will be 50/50. Number of payouts in each event depends on entries. No Training on horses while in the arena. All saddle horns must be slick (Latigo leather, mule or elk hide only) for all events. No rubber or rope and no wet wraps. **Any unnecessary roughness or abuse of any animal in any event will result in elimination of the team in that event. Pull up rule applies.** The judge's and/or Arena Director's decision is final. **No Exceptions.** Jr. are youth 15 years old & under as of Jan 1st, 2017. No refunds after your entries have been accepted. Entries due August 11, 2017. No late entries will be accepted. If any cattle leave the arena, the clocks will stop and the contestant/team will continue their run as a lap-n-tap **unless** it is declared unnecessary roughness and the contestant/team is disqualified.

Jr. Penning

A three youth (15 & under as of Jan 1, 2017) team will pen 3 head of cattle out of a designated group of cattle. There will be three groups of numbered cattle 0-9, for a total of thirty head. The arena will be in 1/3 areas. One rider in the herd at a time. The rider must sort the designated number called by the announcer and bring cattle out of herd between two barrels. No more than 4 head of cattle can be past the barrel line at one time. Any undesignated cattle must be returned to the herd 1/3 of the arena before the contestants time is stopped.

There will be a 3 minute time limit. The Announcer will give a 30 second warning before your time is up. After the warning, contestants may choose to pen less head. Extra cattle have to be returned to the herd before the team can receive a time.

Jr. Sorting

A three youth (15 & under as of Jan 1, 2017) team will sort cattle out of a designated group of cattle. There will be three groups of numbered cattle 0-9, for a total of thirty head. One rider in the herd at a time. The rider must sort the designated number called by the announcer and bring cattle out of herd between two barrels then continue to sort the next consecutive number. Any cattle not going between the barrels stops your time. Any wrong numbered cattle crossing the line of two barrels stops the teams' time. The most cattle out in the fastest time win. There will be a 3 minute time limit.

Team Sorting (WSRRA)

A 4 man team will sort cattle out of a designated group of cattle. There will be three groups of numbered cattle 0-9, for a total of thirty head. One rider in the herd at a time. The rider must sort the designated number called by the announcer and bring cattle out of herd between two barrels then continue to sort the next consecutive number. Any cattle not going between the barrels stops your time. Any wrong numbered cattle crossing the line of two barrels stops the teams' time. The most cattle out in the fastest time wins. There will be a 3 minute time limit

Team Doctoring (WSRRA)

Ranch doctoring is a 4 man event with a 2 minute time limit. The arena will have two barrels at about 1/3 of the arena. Riders will cut ONE of the designated numbered cattle out of the herd. Designated cow may only be cut from the herd and removed between two barrels. Only one person in the herd at a time. Header cannot throw loop until cow has passed through the barrels. Designated cow may not return to the herd once brought through the barrels, if the cow returns past the barrels you get no time. Legal head catches only; neck or neck and one front foot. Figure eight is OK on one front leg but not two. Illegal head catch may not be dallied. The designated cow can be heeled in far 2/3 of the arena. The vets may leave their horses after header and heeler face. The vets then set the ropes (both front and hind feet) and places a mark on the cow between its eyes. The time starts when the drawn number is given and the flag is dropped. No more than 4 loops can be used, one loop per rider. The vet will raise both hands to signal end of time. You can and will be flagged out for any unnecessary roughness. Arena Directors decision is final.

Ranch Team Roping (WSRRA)

A 4 man team will have 2 roping teams that will each receive a time. Both times will be added together for your team time. Barrels will be placed 20 feet in front of chute. Your time starts when the chute opens. Once the animal is let out you may rope it at any time. The header and steer must pass through the barrels before they turn left. Can not heel the steer until you have passed through the barrels. Saddle horns must be slick, no rubber or rope. Cow can be roped clean around the horns or 1/2 head (Corriente), neck or neck and one front foot. A figure eight on head and one front foot is ok, but a figure eight on two front feet is a disqualification. Time stops when team is dallied and horses are faced with ropes tight. There will be a 5 second penalty added to time if only one hind leg is caught. There is a three loop limit per team.

Port O Potty Team Race \$500+ added

If your team has entered all 4 events you will be automatically entered. You will need two members to enter. One to ride in the clean potty and one to rope and drag the potty. Potty must stay standing. Fastest time wins cash. Points awarded towards team points.

Team Branding (WSRRA)

Each team will be required to brand 4 calves. Time starts when team is ready, there will be a 6 minute time limit. Each roper will head and heel a calf and work the ground. Head catches must be head, head with one front leg, figure eight is OK on one but not two front feet. After 2 head are branded, the team members will change places. Calf must be headed before heeler can make his catch. The heeler may catch one or both hind feet. The ground crew may assist in removing illegal catches or dropped ropes but must return to the designated area before another loop is thrown. As soon as calf is headed and heeled, ground crew may leave designated area, throw calf, place head rope on both front feet and, if necessary, place heel rope on both hind feet. You may carry the iron with you. The iron can not touch the ground and the calf can't be branded until all 4 four feet are stretched. All four feet must remain in the stretched ropes while brand is placed on calf. Ground crew must return to the designated area after each calf is "branded". Brand must be properly placed. A misplaced, upside down, or backwards brand will be a disqualification. On the last calf, after the brand is placed, the ground man returns to the designated area and puts the iron in the bucket for time. If any roper falls from his horse, ground crew can only grab rope to avoid accident. Calf then has to be released, and if roper is able to remount with no equipment failures then he can re-rope his designated end and team run can be completed. Arena director and timers have the final say on any disputes. A 30 second penalty will be assessed for each infraction of the above rules

Mixed Branding

Each team will consist of 2 men and 2 woman which will be required to brand 2 calves. Time starts when team is ready, there will be a 4 minute time limit. 1 man and 1 woman must rope. Each roper will head and heel a calf . Head catches must be head, head with one front leg, figure eight is OK on one but not two front feet. Calf must be headed before heeler can make his catch. The heeler may catch one or both hind feet. The ground crew may assist in removing illegal catches or dropped ropes but must return to the designated area before another loop is thrown. As soon as calf is headed and heeled, ground crew may leave designated area, throw calf, place head rope on both front feet and , if necessary, place heel rope on both hind feet. You may carry the iron with you. The iron can not touch the ground and the calf can't be branded until all 4 four feet are stretched. All four feet must remain in the stretched ropes while brand is placed on calf. Ground crew must return to the designated area after each calf is "branded". Brand must be properly placed. A misplaced, upside down, or backwards brand will be a disqualification. On the last calf, after the brand is placed, the ground crew returns to the designated area and puts the iron in the bucket for time. If any roper falls from his horse, ground crew can only grab rope to avoid accident. Calf then has to be released, and if roper is able to remount with no equipment failures, then he can re-rope his designated end and team run can be completed. Arena director and timers have the final say on any disputes. A 30 second penalty will be assessed for each infraction of the above rules

Ranch Cutting

This class is judged on the ability of the horse to work a cow by separating it from the herd, driving it to the middle of the arena and holding it to demonstrate the horse's ability to work the cow. A single numbered cow is cut from the herd and the horse must demonstrate its ability to work that cow.

- 1) The number of numbered cattle and non-numbered cattle will be equal.
- 2) The objective will be to cut one designated cow from the herd and work the cow with the assistance of two turn back riders and two herd holders.
- 3) Cattle to be located at one end of the arena. Designated cattle will be clearly marked with numbers. Cattle numbers will be drawn after class is closed and prior to class starting.
- 4) There will be a two minute limit. There will be a one minute time notification and a buzzer for completion notification.
- 5) Each exhibitor must work two head. The rider must work the designated cow first and then any non numbered cow within the two minute time limit.
- 6) Time will start when the rider crosses a time line just prior to entering the herd.
- 7) The rider will then quietly separate his/her numbered cow from the herd.
- 8) Credit will be given to those horses who demonstrate excellence in the herd work, driving and setting up the cow to cut, working in the center of the arena and degree of difficulty of the cow drawn, within the 2-1/2 minute limit.

1 POINT PENALTY

- losing working advantage
- toe, foot or stirrup on the shoulder
- working out of position

3 POINT PENALTY

- cattle picked up or scattered
- spurring on the shoulder
- pawing or biting cattle
- working on back fence

5 POINT PENALTY

- quitting cow
- losing cow

O SCORE

- illegal equipment
- excessive disturbance of the herd to the point that the exhibitor is asked to leave the arena
- two hands on the reins except when exhibiting a junior horse in either a snaffle or a hackamore

SCORING: 100 percent will be judged on the horse's performance and natural ability.

- * The horse will not be penalized for being reined during the cutting portion but should display natural ability.
- * Unnecessary roughness or disturbing the herd excessively could result in a disqualification.
- * Contestants will be the two herd holders and two turn back riders.
- * If the number of cattle permit, the judge may, at his discretion, award new cattle to enable for a contestant to show his horse's ability.

Bridles and Bits: Any bit is legal provided nothing extends below the bars of the bit. A bridle is defined as a curbed, shanked bit. Chain bits are legal provided there is no gag or slide. Must use a leather curb strap.

Contestants will not be allowed to use any device that gives him/her undue control over the horse such as:

- Tie Downs
- Mechanical Hackamores, Quick Stops, etc.
- Martingales
- Nothing may be around the horse's nose
- Gag Bits
- Wire on the Curb Device or any part of the Bit or Headstall.
- Bits must be free of mechanical device
- Nothing extending below the bars of the bits

- * The judge may ask any contestant to drop a bridle after a run is completed.

Working Cow Horse

No Dry work. 2 minute time limit. At the start of the work each contestant, upon receiving a cow in the arena, shall hold that cow on the prescribed end of the arena for a sufficient time to demonstrate the ability of the horse to contain the cow at that end. After a reasonable amount of time, the contestant shall take the cow down the fence (announcer stand side), making at least one turn each way on the fence. Then the contestant shall take the cow to an open part of the arena and circle the animal at least once in each direction. The required pattern for the cow work is: boxing, fence turns, and circles, in that order. If the cow drawn is unreasonably difficult or unworkable, only the judge may award a new cow. Once a rider has committed to circling a cow, if the cow falls down no new cow will be awarded. The rider should complete the run by riding around the fallen cow to fulfill circling requirements. NRCHA rules apply. No fingers between your reins. No slipping of your reins. 60-80 points. **Pull up rule applies.**

Ranch Horse

One animal will be turned into the arena, you must work cow unless judge calls for a new cow. A new cow will only be given at judge's discretion. Reining cow horse rules will apply, there will be no fingers allowed between the reins. Horse and rider must box the cow at the same end of arena to show horse's cow sense. Contestant will then allow cow to run at least 2/3 length of arena (announcer stand side), and make one good turn each way on the fence. Rider will drive animal to put in the pen. Rope can be taken down and loop built anytime after second turn on the fence and rider has declared himself to be pushing the cow towards the pen. After releasing cow from the pen rider will rope animal around the neck or neck with one front foot, dally and stop cow and have cow face up, only two loops can be thrown. The rider with rope still on, returns the animal to the catch pen. There will be a 2 1/2 minute time limit. The time will stop when the cow is roped and faced up. Judges will score between 60-80 points. Hackamore or ring snaffles can use two hands; all others must use one hand on the reins. If the first loop is missed, there will be a 5 point deduction, if the second loop is missed you are disqualified. If the rider touches the ground or the rider loses his/her rope, it is a no time. The rider must use the same rope he starts with. Fence work 60-80 points. Roping score 60-80 points. Points will be combined for a final score. **Pull up rule applies. A leather curb strap is required for the ranch horse class.**

Jr. Ranch Horse

One animal will be turned into the arena, you must work cow unless judge calls for a new cow. A new cow will only be given at judge's discretion. Horse and rider must box the cow at the same end of arena to show horse's cow sense. **No fence work is required.** Rider will drive animal to put in the pen. Rope can be taken down and loop built once the rider has declared himself to be pushing the cow towards the pen. After releasing cow from the pen, rider will rope animal around the neck or neck with one front foot, dally and stop cow and have cow face up, only two loops can be thrown. **There is no penalty if you don't rope the cow.** There will be 5 points added if you do rope the cow. The rider with rope still on, returns the animal to the catch pen. There will be a 2 1/2 minute time limit. The time will stop when the cow is roped and faced up or penned and the rider declares that he/she is not roping the animal. Judges will score between 60-80 points. Hackamore or ring snaffles can use two hands; all others must use one hand on the reins. If the rider touches the ground, it is a no time. The rider must use the same rope he starts with. **A leather curb strap is required for the ranch horse class.**