

2019

Trinity Valley Exposition Ranch Rodeo Rules

GENERAL RULES

1. Conduct of good sportsmanship by judges, workers and competitors.
2. All competitors are required to wear cowboy boots, button down collared shirts (short or long sleeve), jeans, and a cowboy hat.
3. All horses on the grounds must have a **Current Negative Coggins**.
4. All contestants must treat cattle, personal animals or event animals as if they were working on a ranch for another individual. No roughing, choking down, tripping, kicking, whipping, gouging of eyes, unnecessary action or any other action that would cause harm to the animal results in a NO TIME for that event and or disqualification. Contestants harming stock due to roughness, negligence, or abuse will be held responsible for damages by the stock contractors.
5. All teams must consist of 4 contestants who have signed waivers and received a copy of the rules. Each team shall also have a designated captain.
6. Individuals **will be** allowed to enter on more than **one** team, but the same team **will not** be able to enter twice. Teams must change **at least one** team member in order to make an additional team.
7. Must be at least 18 years of age by the day of the event (October 13th, 2019); proof will be required.
8. All team members must sign a Release of Liability Form the day of the event.
9. The judge will have the final say in all rulings made.
10. A NO TIME in an event will result in the maximum time given for that event.
11. Contestants may tie-off in all roping events, but any abuse to the cattle (judge's discretion) will result in a NO TIME if the contestant is unable to release an illegal catch.
12. Only properly stowed ropes are to be left on the saddle; not over the saddle horn.
13. Trinity Valley Exposition is a family atmosphere for contestants and the public. Please conduct yourself accordingly. No foul language, un-sportsman like conduct, attitude or action altering substances. No use of illegal substances. No Exceptions! The violation of any conduct rule will result in disqualification of the entire team.
14. All events involving roping: All spent ropes must be thrown clear of horse and saddle before dismounting. Failure to do so will result in a NO TIME for the team in that event.
15. In all instances the decision of the Judge(s) will be final. Anyone wishing to contest a call must do so immediately and before leaving the arena. In the event a contestant or team has an issue with the results of a time or a decision, the protest must be made at the time of the event. Once the team leaves the arena, field judge's call and final time will remain as stands.
16. During the competition, ONLY contestants, judges, and rodeo personnel are allowed in the arena.
17. Stock numbers for events are drawn at random.
18. All events have a time limit.
19. The Ranch Rodeo Contest will consist of 20 – 4 man teams.
20. The Rodeo will consist of 4 events: Ranch Sorting, Doctoring, Trailer Loading and Double Mugging. All 20 teams will compete in all 4 events.
21. Order of Events:
 - Ranch Sorting, Doctoring, Trailer Loading and Double Mugging
22. Team Order:
 - Team Captains will draw for order of competition
 - Teams will keep this order throughout the night
 - The first team to work per event will be staggered
 - Team #1 will be first to work in Event #1
 - Team #6 will be first to work in Event #2

- Team #11 will be first to work in Event #3
- Team #16 will be first to work in Event #4

23. Each event is based off of time. The fastest time each event will determine the winner of that event. In case of a tie in the overall team standings, the resolution of the tie will be as followed:

- 1st Tiebreaker: fastest time in Ranch Sorting.
- 2nd Tiebreaker: fastest time in Doctoring.
- 3rd Tiebreaker: fastest time in Trailer Loading.
- 4th Tiebreaker: fastest time in Double Mugging.

24. All Events: Time starts when contestant crosses the chalk line or either signaled to start the clock by the judge (dropping of the flag).

25. All Events: Time stops when the field judge drops the flag.

26. Legal head catches are as defined: (a) Mulley cattle must look through the loop; shoulders forward is a legal head catch. Behind one or both shoulders is an illegal catch. (b) Horned cattle can either be roped around the horns, neck or half-head. Behind one or both shoulders, half hitch, figure 8 is an illegal catch.

27. If cattle are caught with an illegal loop then the rope must be cleared from the horse before the next loop is thrown, this will be a spent loop.

28. Cattle must be roped standing on all four legs and may not be intentionally jerked down or tripped. This ruling will be at the judge's discretion.

EVENT RULES

RANCH SORTING

1. 120 second time limit (2 minutes)

2. Event requires cowboys to remove 3 cattle in specific numerical order.

3. Time begins when cutter moves across the chalk line, at which time a number is called.

4. NO TIME will be given for loping into the herd.

5. Three head of cattle must be cut from the herd in numerical order. Example if the number "6" is called – cutter will cut out starting with 6, 7, and then 8.

6. Time stops when all three cattle have been removed from the herd in numerical order and all horses are back across the chalk line.

7. (a) If at any time an undesignated animal crosses the chalk line it will result in a NO TIME (NO TRASH CATTLE).

(b) Undesignated animal defined as any animal that is not in specific numerical order.

8. Herd holders can cross the line to assist the cutter but they cannot enter the herd and make a cut. Only one cutter allowed in the herd at a time (team must designate one cutter to make all cuts). When a herd holder makes a cut, the team will be disqualified.

9. All cattle being sorted must be day lighted when crossing the line (true sort). Failure to do so will result in a NO TIME.

10. All four (4) contestants MUST be mounted.

DOCTORING

1. All four (4) contestants MUST be mounted.

2. 120 second time limit (2 minutes)

3. Time begins when cutter moves across the time line, at which time a cattle number is called.

4. Herd holders can cross the line to assist the cutter but they cannot enter the herd and make a cut. Only one cutter allowed in the herd at a time. When a herd holder makes a cut, the team will be disqualified.

5. Cattle must be across the line before they can be roped. Team is not responsible for the herd after the designated animal has been cleared for competition.

6. If at any time an undesignated animal crosses the chalk line BEFORE the designated cow has crossed it will result in a NO TIME (NO TRASH CATTLE).
7. Once the designated animal has crossed the line and cleared for competition the animal may not re-cross the line. If the designated animal re-crosses the chalk line it will result in a NO TIME.
8. Four (4) Loop Limit.
9. Cattle must be headed first and then heeled. Cattle must also be roped by either 1 or 2 hind legs.
10. Must have a legal head catch (slick horns, half head, or a clean around the neck bell collared catch)
11. All spent or loose ropes must be cleared from saddles before dismounting. Failure to clear a rope from either horse or saddle before dismounting will result in a NO TIME.
12. Cattle must be stretched tight before being doctored. Failure to do so will result in a NO TIME.
13. Cattle must be marked by a paint stick on the head before being released. If a team fails to mark the cattle with the paint stick on the head the team will result in having a NO TIME.
14. The judge will drop the flag to stop the time once the steer has been marked and all of the ropes have been removed.
15. The team with the fastest time wins.

TRAILER LOADING

1. All four (4) contestants MUST be mounted.
2. **120 second time limit (2 minutes)**
3. Time begins when cutter moves across the time line, at which time **2** cattle numbers will be called.
4. NO TIME will be given for loping into the herd.
5. If at any time an undesignated animal crosses the chalk line BEFORE the designated cow has crossed, it will result in a NO TIME (NO TRASH CATTLE).
6. Once the designated animal has crossed the line and cleared for competition the animal may not re-cross the line. If the designated animal re-crosses the chalk line it will result in a NO TIME.
7. Team is not responsible for the herd after the designated animal has been cleared for competition.
8. Herd holders can cross the line to assist the cutter but they cannot enter the herd and make a cut. Only one cutter allowed in the herd at a time (team must designate one cutter to make all cuts). When a herd holder makes a cut, the team will be disqualified.
9. NO ROPING ALLOWED!
10. Designated cattle must be loaded into the trailer that is in the arena. Once loaded, both cows must be pushed to the front compartment and the divider (gate) must be shut behind them. One horse must be loaded in the rear compartment and the rear gates must be shut and latched.
11. Riders cannot ride horses into the trailer; this will result in a NO TIME. The rider must have both feet on the ground before loading the horse.
12. Time will be stopped once both horse and cattle are loaded, back gates are shut and latched, and all contestants have touched the barrel in the arena.
13. The team with the fastest time wins.

DOUBLE MUGGING

1. All four (4) contestants MUST be mounted.
2. Two steers will be turned out. Time starts once both steers are in the arena & the flagman (Judge) will drop his flag starting time. Contestants must stay behind the designated chalk area until the Judge has signaled for the time to start. Leaving before the judge has signaled for the time to start will result in a NO TIME.
3. Both steers must be caught with legal head catches.
4. Four (4) Loop Limit
5. All spent or loose ropes must be cleared from saddles before dismounting. Failure to clear a rope from either horse or saddle before dismounting will result in a NO TIME.
6. Time is called once both steers are tied and all ropes have been removed. Both steers must stay tied down. The first steer tied down must stay tied for the entire time. The "6" second runoff by the judge will not start until the last steer has been tied down. Failure for either one or both steers to stay tied will result in a NO TIME.
7. **180 second time limit (3 minutes)**
8. The team with the fastest time wins.