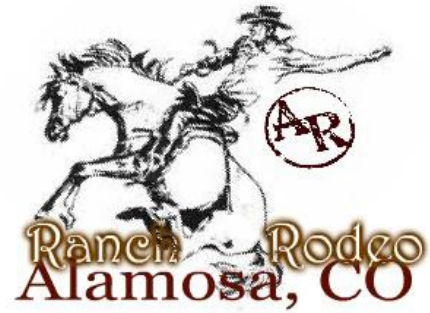




Ranch Rodeo Rules



Wild Cow Milking: (1st = 10pts) (2nd =5pts)

1. Wild Cow milking will be run, all teams at one time.
2. Ropers must wait until the horn blows before crossing the line to rope a cow.
3. Roper must rope the cow around the neck or the neck and one leg, no leg only catches
4. The Milker and Mugger (s) must use a bottle from the official and Must milk and finish with original bottle.
5. Cannot drag cow.
6. Rope must be clear of horse, saddle, arena panels and any other obstacles.
7. Cow must be standing on all 4 feet when milked.
8. Milker must milk cow and cross finish line.
9. Milker must hand bottle to Judge, Judge must be able to shake at least 1 drop of milk out of the bottle for the run to be official.
10. All ties will be settled with a coin toss and decision will be final.
11. All disputes will be settled by Officials, and the Alamosa Round-UP Committee, decisions are final.

Ranch Horse River Relay: (1st = 10pts) (2nd =5pts)

1. For this event there will be two rescue riders and two stranded cowboys. A river (tarp will lie between them).
2. Time starts when the first rider crosses the line. (The judge will drop his flag) He must ride across the river, pick-up one of the stranded cowboys ride back across the river and return to the line.
3. Once the first rescue rider and cowboy cross the line the second rescue rider can leave.
4. The second rescue rider must cross the river and pick-up the remaining cowboy, cross back over the river and cross the finish line.
5. Time stops when the final rescue rider and Cowboy cross the line. (Judge will drop his flag)

Team Roping and Branding: (1st = 10pts) (2nd =5pts)

1. Header and Heeler will leave the box as in a normal Team roping, Header must allow the steer to break the barrier string, if not, a 10 sec penalty will be added.
2. Time will start when the barrier flag drops.
3. Header and Heeler will rope the steer, (One or two feet) Brander will leave the “fire” (Bucket) with the branding iron after head and healer catch.
4. The Steer must be on his right side before being branded. The 4th man on the team can hold down the steer, or turn the steer over on to its right side.
5. The Brander must brand the steer on the left hip (powder must show on the steer)
6. Time will stop when the iron is returned to the “fire” (Judge will drop his flag)

Load'em and Go Relay: (1st = 10pts) (2nd =5pts)

1. This event features all 4 team members:
2. Two trailers will be parked opposite each other in the arena. There will be a chalk Line box behind the start trailer.
3. Each team will have 4 horses saddled inside the trailer. The four team members will be inside the pickup.
 4. A horn will sound to start time. Each team must unload horses and one at a time make 1 lap around the outside of the two trailers counterclockwise.
 5. When the first rider completes a lap, he will hand off a baton inside the chalk box behind the trailer. If baton is handed off outside of the box it will be a disqualification. He will then go and load his horse in the other trailer.
6. This continues until each team member has completed a lap.
7. The horses are to be loaded and the 4 team members must load up into the pickup.
8. The last person making the lap must be in the driver's seat, and when all the horses are loaded and the 4 riders are inside the front of the pick up with the doors shut, the driver will turn on his headlights. (Time will end when the headlights come on)

Ranch Horse Bronc Riding: (Bonus Event) (5pts each attempted ride) (1st = 10pts)

"Ride as ride can" for 6 seconds. A standard working saddle must be used.

No PRCA riggings allowed. No hobbling of one or both stirrups. Horse has to be saddled, as he would be for everyday use. A regular bucking horse halter with one rein must be used and shall be provided by the ranch team. Points will be awarded for the difficulty of the horse and also for the degree of aggressiveness, control, and exposure demonstrated by the rider.

A re-ride may be awarded at judge's discretion.

1. One rider per team may attempt to ride for 5pts.
2. Winner with the highest marked qualified ride gets an additional 10 pts.