



RANCH RODEO RULES

2024

General Rules:

- 1. Any mishandling of horses or cattle will result in a NO TIME.**
2. Good animal husbandry practices will be expected and emphasized at all times.
3. Rodeo will consist of four events, Ranch Rodeo teams will compete in four events: Ranch Bronc (UPRA), Sort and Trailer Loading, Stray Gathering, and Wild Cow Milking.
4. No individual may compete on more than one team. Teams will be made up of five members.
5. All participating teams must have cowboys from working ranches.
6. Each team member will wear a back number visible to the judges.
7. All contestants are required to ride in the grand entry and introductions to start the rodeo as well as for the awards presentation following the rodeo.
8. Each team captain is required to meet with the arena judges and production team at 4pm prior to the performance at a designated location.
9. The captain will be the only team member allowed to address the arena judges at any time.
10. If the captain 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/contestant leaves the arena, the arena judges' decision and final time or score will be final.
11. Arena judges will have the final decision on any discrepancy.
12. Anything stated by the announcer to the spectators will not influence the final decision of the arena judges and therefore the arena judge's decisions will be final and take precedence over any announcements.
13. All discrepancies, accidents or mechanical malfunctions that occur while competing will be handled at the discretion of the arena judges.
14. 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.
15. Scoring will be on a point system with the winning team in each event earning points. No times will not earn any points for that event.
16. By entering, all teams commit to and understand the level of competition and entertainment this event brings to the State Fair of Texas Ranch Rodeo and will respect and adhere to the professional standards and values of the State Fair of Texas.

Ranch Bronc:

1. UPRA Rules will be used

Sort and Trailer Loading:

1. All five (5) contestants must be mounted.
2. A 2-minute time limit will be given.
3. Times begins when rider moves across the timeline, at which time cattle number will be called.
4. NO loping in the herd.
5. If at any time an undesigned animal crosses the chalk line BEFORE the designated cow has crossed, it will result in a NO TIME (NO TRASH CATTLE).
6. Two head will be sorted and loaded.
7. Once the designated animal has crossed the line and cleared for competition the animal may not recross the line. If the designated animal re-crosses the chalk line it will result in a NO TIME.
8. Team is not responsible for the herd after the designated animal has cleared for competition.
9. 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.
10. Designated cattle must be loaded into the trailer that is in the arena. Time will be stopped once cattle are loaded, back gates are shut and latched.
11. The team with the fastest time wins.

Stray Gathering:

1. The event will have a two-minute time limit.
2. Two animals will be released from the chute. Time will begin when animal breaks the plane of the chute.
3. Only one rope on calf. Five loop limit one per roper. NO Rebuilds.
4. Once the calf is roped, it must be mugged and tied down.
5. Time will stop when tie is complete and person completing the tie signals he has finished and no member of the team is touching the animal
6. If an animal is jerked over backwards hitting on its back or head a NO-Time will be given.
7. The team with the fastest time wins.

Wild Cow Milking:

1. Five-man team
2. The event will have a two-minute time limit. Five Loop Limit one per roper, no rebuilds.
3. Cattle will be chute run. Time starts when the animal clears the gate. The flagman/ judge will drop his flag to start the time.
4. Team members will be at the opposite end of the arena from animal and must stay behind the line until time is started; failure to do so will result in a 30 second penalty.
5. There is a five-loop limit, and the roper must rope the animal from the shoulders forward with a legal head catch.
6. The team will be disqualified, at the judges' discretion, if the cow is jerked down or tripped.

7. Animal must be standing on all four legs when milked.
8. If the roper steps off his horse to help hold the cow or milk, then his/her rope **MUST** be cleared from the saddle and horse. They may not dismount until a team member has made contact with the cow.
9. The rope must be off the cow and brought with the bottle of milk to the judge.
10. For a legal run, milk must come out of the bottle within five seconds of bottle being held upside down.
11. Time will stop when the flagman/ judge drops the flag. The team with the fastest time wins.

CONTESTANT RULES OF CONDUCT

1. Abuse of either personal animals or event animals (kicking, whipping, tripping, gouging of eyes, or any action which is unnecessary) is strictly prohibited. No Exceptions.
2. No alcoholic beverages permitted in arena. No Exceptions.
3. No loud, obnoxious profanity or unsportsmanlike conduct.
4. The violation of any conduct rule could result in team disqualification.