

WOMEN'S 2022 LABOR DAY RANCH RODEO RULES

The goal of Bandera ProRodeo is to encourage participation of women in ranch rodeos and to present a women's ranch rodeo where every participant enjoys the rodeo. Please join us as we continue in this effort.

A team consists of a maximum of five contestants. A four person team can compete in all the events. A person may be on more than one team, subject to an agreement that the order in which teams compete may have to be other than by draw. A team may have 5 members, but the only events that would involve a 5 member team are the roping events and trailer loading. If a team has only 4 members, that team will be allowed to ask a member of another team to compete with the 4 member team in roping events.

Dress Code All Contestants **must** wear western attire, including hat, long sleeve shirt, jeans, boots and chaps.

Any unnecessary abuse of livestock will result in a TEAM disqualification, at the discretion of the Judge. What consists of unnecessary abuse is in the sole discretion of the Judge; however, dragging a roped steer or tripping a steer will not be allowed and will result in a sanction which may include disqualification.

The winning team will be decided by total points for all of the Ranch Rodeo events. In the event of a tie, the team with the lowest overall time will be the winner. In any given event, the teams will earn points equal to the total number of teams entered. For example, if 4 teams are entered, points per event will be awarded as follows: 1st = 4 pts. 2nd = 3 pts. 3rd = 2 pts. 4th = 1 pt.

For the Rescue, Pony Express and Cowhide Races, teams will be run two at a time for each event, unless there are three teams, in which event the teams will be run one at a time. If there are more than four teams, and an odd number of entries, the judges will determine how the races are to be run. During these races, teams must remain on their side of the arena so as not to create unsafe interference with the other team. **If teams fail to remain on their side or are unsafe, they may be disqualified from the event at the Flagman's discretion.**

Crossing Start Line- a 7 second penalty will be assessed for crossing the start line before the flag is dropped.

All roping events and trailer loading have a **3 minute** limit.

Legal head catch A legal head catch is any one of the following: 1) around both horns; 2) whole head, i.e. around the neck, and 3) around one horn and partial head, i.e. loop goes around one horn and the nose of the steer or cow.

Decisions made by the Flagman or Judges are final.

EVENTS (not necessarily in order they will be run)

Rescue Race

Two teams will compete head to head (or see the above)

Race involves 4 members– with extra person/ member who can hold horses while rider switches horses

Race and time will start when the flag is dropped.

Rider must face end of arena opposite from the stranded rider at beginning of race. (Roll back or turn around after flag is dropped to start race.)

Rider must rescue three stranded cowgirls at opposite end of arena from top of barrel, one at a time, and return them to the starting line.

Rider must change horses at least once.

Rider must cross the “river” (tarp) every time rider goes to and returns from rescuing stranded cowgirl from top of barrel.

If one or both of any rescued cowgirl’s feet hit the ground at any time during the run she must return to the top of the barrel to be rescued again.

Time will stop when the last stranded cowgirl for a team is brought across the finish line.

MUTTON BUSTIN

Cowgirls Steer Roping (“Muggin”)

Cowgirls will start race inside marked area. A steer will be released through the roping chute. NO ONE can move outside the marked area until the steer crosses a clearly marked line. Flag will drop and time will start when the steer crosses the line. Steer is to be roped, do not “Trip” or abuse. Must have legal head catch. If you want to heel the steer, you must have a legal head catch first. Members of the team will need to control steer and any three (3) legs need to be tied together. All other ropes must be removed from the steer. Time will end when steer is tied on ground and ropes other than pigging string on three legs are removed. Steer must stay tied for 6 seconds. Three minutes will be allowed for each team.

Pony Express Race

Race and time will start when flag is dropped.

First rider must face end of arena opposite from the barrel (Roll back or turn around after flag is dropped to start race.)

The Pony Express bag must travel from the start line down the arena, around the barrel and back to the finish line 4 times.

The bag must be transferred to the next rider behind the line each time.

Time will stop when the fourth rider circles the barrel and bag, horse & rider cross the finish line.

A 5 second penalty will be assessed each time the barrel is knocked down.

Cowgirls Steer Branding

Cowgirls will start race inside marked area. Steer will be released from roping chute. Flag will drop and time starts when steer crosses line. No one is to exit marked area until steer crosses clearly marked line. Rope steer, do not "Trip" or abuse. At least one legal head catch is necessary. If you want to heel the steer, you must have a legal head catch first. Steer must be on the ground and restrained by at least one member. A team member can ride to the branding pit to obtain the branding iron, but such team member must dismount to make certain the iron is dipped into the chalk in the pit and to remove the branding iron from the pit. The chalked branding iron must be carried on the ground to the restrained steer and a team member on the ground must mark the steer with the branding iron. The branding iron must be returned to the pit and all ropes must be removed from the steer for time to stop.

Hide Race

Three man event, with two teams competing head to head (or see the above). At the beginning of the race, a team member must be lying on a cowhide with a rope running between hide and dallied on horse with rider. Hide rope must be dallied above upper mark on rope.

Horse and rider must face hide on which the team member is lying and horse and hide must be behind starting line until the flag drops. (Roll back or turn around after flag drops.)

Time will start when the flag is dropped.

Riders that are picked up may slide hand on rope until on hide, as soon as rider is on hide, rider must grab rope below lower mark on rope

First rider must ride the hide across starting line and across the line at the opposite end of the arena where another team member is waiting, who will switch with rider on hide.

Second rider must ride from behind line at opposite end to across the finish line. If a rider falls off horse, she may not run or advance to the horse, it must be returned to her.

Time will stop when the second horse rider crosses finish line.

MUTTON BUSTIN'

Trailer Loading

- 1.) 3 minute time limit
- 2.) Cattle will be located at the end of the arena, behind a chalk line.
- 3.) Time will start when the first team member crosses this line.
- 4.) All members may cross the line and anyone can sort but only one rider can be in the herd at a time. The other members may be turn back helpers.
- 5.) The number of the steer to be sorted will be given when the first team member crosses the line.
- 6.) Team will sort their numbered steer and push it to the trailer.
- 7.) While sorting, you may have one wrong numbered steer cross the line at a time. One wrong numbered steer can cross the line at the same time as the numbered steer. If more than one wrong numbered steer crosses the line at a time while sorting, it will be a no time. (Once steer is sorted and team is loading the sorted steer, there is no rule regarding wrong numbered steer(s) crossing line.)
- 8.) If the steer that is to be loaded, crosses back over the line, the team can re-sort that steer but all of the above rules continue to apply.
- 9.) No member can ride their horse into the trailer at any time.
- 10.) Load your numbered steer in the front of the trailer. While loading steer, team does not have to keep other steers behind the line, but no wrong numbered steer is allowed to get into the trailer. This will be a no time.
- 11.) Shut middle gate of trailer behind the steer.

12.) Load one horse in the back of the trailer. Remember, no riding horse into the trailer.

13.) Shut the trailer gate behind horse and latch it. Trailer must be “road ready”.

14.) To stop time, all team members must run on foot to the truck hooked to the trailer and all members must be in the cab of the truck with doors closed. Once doors are closed, member in driver’s seat must honk the horn and time will stop.

16.) The truck and trailer will be located along the side of the arena with a wing fence.

17.) If the wing fence is knocked down, the team members may leave it down or set it up. If wing fence is knocked down, there will be no rerun but no penalty.

“Road Ready” means the steer is loaded and middle gate is shut and latched and the horse is loaded and the back gate is shut and latched.