

## *Women's Ranch Rodeo Event Rules*

**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.

**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 Flagman.

**The winning team will be decided by total points for the seven 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 first place team 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:

1<sup>st</sup> = 4 pts.    2<sup>nd</sup> = 3 pts.    3<sup>rd</sup> = 2 pts.    4<sup>th</sup> = 1 pt.

For the 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 judge will determine how the races are to be run. During the race, 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 10 second penalty will be assessed for crossing the start line before the flag is dropped

**Decisions made by the Flagman are final.**

## EVENTS

### 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.

### 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.

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.

Hide rope must be dallied above upper mark on rope.

Rider must grab rope below lower mark on rope

First rider must ride the hide across starting line 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 hide, she may not run or advance to the hide, it must be returned to her.

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

### Stampede Race

Race does not start until four riders have unsaddled their horses and have their saddle blankets on ground and they are to be sleeping on the saddle blanket. Their horses need to be next to them, or tied to the fence at the end of the arena. They must have their hat, chaps and boots off and they must have rain coats. 4-5 steers will be released at the other end of the arena. When the flag drops, the riders “wake

up”, saddle their horses, put on their hats, boots, chaps, and rain coats, mount their horses and herd the steers into the gate at the end of the arena where the steers were released. All riders and all their apparel must go through the gate into which steers have been herded. I.E., if a hat comes off, it needs to be picked up by a rider and taken out of the arena for the time to stop. Time will stop when steers and all riders have gone through gate. (Rules regarding securing of chaps and rain coats are lenient. I.E. chaps can be secured at waist only and one arm in the rain coat is sufficient.)

### Cowgirls Steer Roping (“Muggin”)

Cowgirls will start race inside marked area. They may exit marked area when flag drops. Catch steer, 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. Tie any three (3) legs together. All other ropes must be removed from the steer. Time will end when steer is tied on ground and ropes are removed. Steer must stay tied for 6 seconds

### Wild Cow Milking

Cowgirls will start race inside marked area. They may exit marked area when flag drops. Rope a cow. Secure the cow to the point that a team member is able to remove sticker on bottom of stomach of cow and carry it to marked bucket on fence of arena. Time will stop when sticker is stuck inside bucket.

### Cowgirls Steer(Calf) Branding

Cowgirls will start race inside marked area. They may exit marked area when flag drops. Catch 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. Mark the steer with paint brand by taking branding iron, dipping it into paint, and “branding” the calf with the paint. You must return the branding iron to the bucket and remove all of the ropes for time to stop.

### Lingerie Race

Each team will need to designate a man to participate in this.

Two men ride from the Roping Chute end of the arena to chairs at the other end of the arena. (time starts when the man crosses the marked line) They need to maintain control of their horses, dismount and sit in the chair. Once

he is seated, a woman rides from the chute end to the man on the chair, and gives him a bra or spandex "girdle" (his choice) If the man can control his horse, his horse needs to stay next to him, and the woman leaves the arena. If the man cannot control his horse, this woman can take the man's horse to the side of the arena. The man puts on the bra or spandex (over his clothes) and sits down.

Once the man puts on the bra or spandex and sits down, another woman rides from the chute end with either a bra or a girdle (whatever the man did not choose before) and hands it to the man and rides out of the arena. The man puts on the item of clothing over his clothes. If he maintained control of his horse without the aid of the first woman, he can mount and ride to the chute end of the arena. If the first woman has his horse, he needs to sit down and the woman holding his horse rides over and gives him the horse, he mounts and rides to chute end of the arena. Time ends when he crosses the line.