

Information Sheet

- All teams will compete in the order they are drawn.
- 8 minutes will be allowed for the Calf branding.
- 4 minutes for the Three Man Doctoring.
- 5 minutes for the Cut and Rope.

*** At least one member from each team must compete in the Ranch Horse Reining. This must be done on the same horse you will be using for all events. Judges may approve a horse change for injury or lameness.

*** No rubber or manmade material is allowed for a horn wrap.

*** All Judges decisions are final.

**** **At least one member from each team must be at the Pre Roping meeting that will be scheduled on Sept 8th. Roping will start promptly at announced time on the 8th.**

General Roping Rules

1. Time stops when both ropes are tight and ground man is off the cow/calf.
2. Rim fire: A rim fire is defined as the rope touching the horse that is blocking the cow/calf, the rope touching the horse that is between the header and the cow/calf, or the rope wrapping around the headers horse. 5 point penalty.
3. No loping to catch a cow/calf, but once the cow is caught you can lope if you are going to lose your rope. 5 point penalty if you lope to catch a head or heels.
4. Roughing the cattle: 5 point penalty at the judge's discretion. You get up to two warnings and after that the team will be disqualified.
5. Lost rope: 3 point penalty.
6. Rope on horn: Any time a roper dismounts in the arena for any reason they must throw their rope on the ground. If they don't, it is a 5 point penalty.
7. A loop must leave the roper's hand before it reaches the animal in order to count for points.
8. Only one rope per roper may be carried into the arena. If a rope is broke you may trade it out.
9. You must be on or have your horse with you at all times, any loose horse results in a 5 point penalty.
10. No rubber or manmade material horn wraps.
11. If a roper touches a rope that has already hit the cow to make it a legal catch then the throw only counts for 6 points. This is the same for head or heels/hip.
12. Any cow backed into a shot will be worth 6 points.
13. A rider may substitute a ground person if needed and is pre-arranged.

Cut and Rope

The objective is for a three man team to cut one cow from the herd. They are to drive it across the scratch line. The scratch line will be a defined mark in the arena by the judging area. Once the cow has crossed this line you are to head it and then heel it. If the header necked it, the third man will be required to front foot the animal. In the event that the header has headed the animal with a front foot or a figure eight on the leg then simply lay the cow down. A step over in which the cow is able to be laid down without choking or coming off the front foot will be considered legal. The cow is to be laid down with ropes only. This means no tailing down the cow. Once the animal is laid down one man

will set the ropes. Setting the ropes requires the ground man to pull the head shot and set both the fronts and the hinds. Once the ground man is off the cow time will stop.

1. The header cannot throw until there is only one cow cut from the herd and across the scratch line. A cow caught with another cow across the scratch line will be considered an illegal catch.
2. The cow must be roped and laid down across the scratch line for a qualifying score.

Heading

1. Stop and face: after the cow is headed with four feet on the ground facing the header the team can call stop and face and the team will get 3 points for proper cattle handling.
2. Cattle roped deep: If a cow is roped deep there is no penalty except for the time it takes to remove the rope(plus the missed throw deduction). You must remove it before you can continue.
3. If wrong cow is roped you have to remove the rope and then you can continue. You are penalized only by the missed throw and the time it takes to remove the rope.
4. If two ropers head the cow at the same time only one rope can count and the other rope has to be pulled clear once the cow is on the ground. No matter what shot the head is caught with if two people catch it will be scored as 6 points.

Heeling

1. If a roper dallies on a high hock it is considered roughing the cattle with a 1 to 5 point deduction with the judge's discretion.

Front Footing

1. If a single front foot is caught it must be pulled straight out in front of the cow or it is a 5 point penalty for roughing the cattle. If both front feet are roped the time is over when the head loop is off the cows head and both hind legs are in the heelers loop and the ground man is off the cow.

Three Man Doctoring

The object is for a three man team to ride into the herd and head a specific cow and then to heel it. The third man(ground man) then tails the cow down and sets the ropes on both front and both hind feet. The time will stop when the ground man is off the cow. You have up to 2 minutes to head and 4 minutes to complete the run.

Calf Branding

The object is for a three man team to rope 3 calves from the herd in less than 8 minutes. Calves from the herd will be tagged/marked or branded. You must rope your marked calves to obtain a score. Each calf must be headed and drove across the scratch line to the branding area. At which time they may be heeled. You will be allowed to mug/wrestle the calf down but you will not receive heel shot points. Once the calf has been laid down and the ropes are set the third man is to brand the calf. The brand is to be placed on the On Side Rib. Your run will be considered over once all 3 calves have been branded and turned loose or when time expires.

Ranch Reining

At least one member from each team must complete a reining pattern that will be chosen. This pattern may consist of circles, stops, lead changes, roll backs, spins, etc. Your horse will be judged not on speed, but on properness of the maneuvers. Upon completion of the pattern your score will be awarded and your team can decide if they will attempt to better the score in the second round.

This will have to be done with a different team member. A team member may decide to compete in the third round as well.

1. Only one team member is required to ride in the reining.
2. Each team member may only ride one pattern for a score.
3. If a maneuver is not attempted that maneuver will receive a score of 0.
4. The score will be an accumulation of all maneuvers. 5 points max for each maneuver.

Cut and Rope

First Round

Head Shots

- ___ Del viento 16
- ___ Turnover 15
- ___ Scoop Loop 10
- ___ Houlihan/back hand 8
- ___ Over hand 6

Heel Shots

- ___ Contra-del viento
- ___ Delviento 16
- ___ Turnover 16
- ___ Scoop loop hip 15
- ___ Offside over the hip 14
- ___ Onside over the hip 14
- ___ Karate Chop 13
- ___ Straight behind hip 12
- ___ Standard hip 10
- ___ Backhand trap 8
- ___ Regular Trap

Deleted Points

- ___ Missed Shot -1
- ___ One heel -2
- ___ Lost rope -3
- ___ Rim Fire -5
- ___ Loose Horse -5
- ___ Animal abuse(judge's discretion)-5
- ___ Cattle breaking scratch line -1 per cow. 5 point max

Extra Points

- ___ Run done in under 1 minute +5
- ___ Run done in under 2 minutes +4
- ___ Run done in under 3 minutes +2
- ___ Stop and Face +3
- ___ 1 coil in roping hand +2
- ___ 2 coil in roping hand +4
- ___ Both front feet +5

First Score _____

Second Round

Head Shots

- ___ Del viento 16
- ___ Turnover 15
- ___ Scoop Loop 10
- ___ Houlihan/back hand 8
- ___ Over hand 6

Heel Shots

- ___ Contra-del viento 18
- ___ Delviento 16
- ___ Turnover 16
- ___ Scoop loop hip 15
- ___ Offside over the hip 14
- ___ Onside over the hip 14
- ___ Karate Chop 13
- ___ Straight behind hip 12
- ___ Standard hip 10
- ___ Backhand trap 8

Deleted Points

- ___ Missed Shot -1
- ___ One heel -2
- ___ Lost rope -3
- ___ Rim Fire -5
- ___ Loose Horse -5
- ___ Animal abuse(judges discretion) -5
- ___ Cattle breaking scratch line -1 per cow. 5 point max

Extra Points

- ___ Run done in under 1 minute +5
- ___ Run done in under 2 minutes +4
- ___ Run done in under 3 minutes +2
- ___ Stop and Face +3
- ___ 1 coil in roping hand +2
- ___ 2 coils in roping hand +4
- ___ Both front feet

Second Score _____

____ Regular Trap

Total Score _____

Calf Branding

Head Shots

| <i>First</i> | <i>Second</i> | <i>Third</i> |
|--------------|---------------|---------------------------|
| _____ | _____ | _____ Del viento 16 |
| _____ | _____ | _____ Turnover 15 |
| _____ | _____ | _____ Scoop Loop 10 |
| _____ | _____ | _____ Houlihan/Backhand 8 |
| _____ | _____ | _____ Over hand 6 |

Heel Shots

| <i>First</i> | <i>Second</i> | <i>Third</i> |
|--------------|---------------|------------------------------|
| _____ | _____ | _____ Contra-del viento 18 |
| _____ | _____ | _____ Del viento 16 |
| _____ | _____ | _____ Turnover 16 |
| _____ | _____ | _____ Scoop Loop hip 15 |
| _____ | _____ | _____ Offside over hip 14 |
| _____ | _____ | _____ Onside over hip 14 |
| _____ | _____ | _____ Karate Chop 13 |
| _____ | _____ | _____ Straight behind hip 12 |
| _____ | _____ | _____ Standard hip 10 |
| _____ | _____ | _____ Backhand trap 8 |
| _____ | _____ | _____ Regular trap 6 |

Deleted Points

| <i>First</i> | <i>Second</i> | <i>Third</i> |
|--------------|---------------|---|
| _____ | _____ | _____ Missed shots -1 |
| _____ | _____ | _____ One heel -2 |
| _____ | _____ | _____ Lost rope -3 |
| _____ | _____ | _____ Rim Fire -5 |
| _____ | _____ | _____ Loose Horse -5 |
| _____ | _____ | _____ Animal Abuse (Judge's discretion; up to -5 pts) |
| _____ | _____ | _____ Cattle Breaking the Scratch Line (-1 per cow; up to 5pts) |

Total: **First Calf--** _____
 Second Calf-- _____
 Third Calf-- _____

Total combined Calves-- _____

Three Man Doctoring

First Round

Head Shots

- ___ Del viento 16
- ___ Turnover 15
- ___ Scoop Loop 10
- ___ Houlihan/back hand 8
- ___ Over hand 6

Heel Shots

- ___ Contra-del viento
- ___ Delviento 16
- ___ Turnover 16
- ___ Scoop loop hip 15
- ___ Offside over the hip 14
- ___ Onside over the hip 14
- ___ Karate Chop 13
- ___ Straight behind hip 12
- ___ Standard hip 10
- ___ Backhand trap 8
- ___ Regular Trap

Deleted Points

- ___ Missed Shot -1
- ___ One heel -2
- ___ Lost rope -3
- ___ Rim Fire -5
- ___ Loose Horse -5
- ___ Animal abuse(judges discretion) -5
- ___ Cattle breaking scratch line -1
per cow. 5 point max

Extra Points

- ___ Run done in under 1 minute +5
- ___ Run done in under 2 minutes +4
- ___ Run done in under 3 minutes +2
- ___ Stop and Face +3
- ___ 1 coil in roping hand +2
- ___ 2 coil in roping hand +4
- ___ Both front feet +5

First Score- _____

Second Round

Head Shots

- ___ Del viento 16
- ___ Turnover 15
- ___ Scoop Loop 10
- ___ Houlihan/back hand 8
- ___ Over hand 6

Heel Shots

- ___ Contra-del viento 18
- ___ Delviento 16
- ___ Turnover 16
- ___ Scoop loop hip 15
- ___ Offside over the hip 14
- ___ Onside over the hip 14
- ___ Karate Chop 13
- ___ Straight behind hip 12
- ___ Standard hip 10
- ___ Backhand trap 8
- ___ Regular Trap

Deleted Points

- ___ Missed Shot -1
- ___ One heel -2
- ___ Lost rope -3
- ___ Rim Fire -5
- ___ Loose Horse -5
- ___ Animal abuse(judge's discretion) -5
- ___ Cattle breaking scratch line -1
per cow. 5 point max

Extra Points

- ___ Run done in under 1 minute +5
- ___ Run done in under 2 minutes +4
- ___ Run done in under 3 minutes +2
- ___ Stop and Face +3
- ___ 1 coil in roping hand +2
- ___ 2 coils in roping hand +4
- ___ Both front feet

Second Score _____

Total Score _____