



2018 Ransom County Fair

RANCH RODEO

Provided by Rafter HM Sporting Cattle

General Rules:

- Anyone (contestant or otherwise) entering the arena shall be wearing long pants, a long-sleeved shirt, boots and a cowboy hat.
- Abuse of either personal animals or event animals (kicking, whipping, tripping, gouging of eyes, or any action which is totally unnecessary) is strictly prohibited and will result in a no-time for that event. **No Exceptions!**
- No loud or obnoxious language or profanity or un-sportsman like conduct.
- The violation of any conduct rule will result in disqualification of the entire team.
- In all events involving roping the ropes must be thrown clear of horse and saddle before dismounting. Failure to do so will result in a no-time for the team in that event.
- In all instances the decision of the judges will be final! Anyone wishing to contest a call must do so immediately and before leaving the arena.
- There is a 3 minute time limit on each event.
- Points are given as placed in each event. For example: 1st 10 pts.; 2nd 9 pts.; 3rd 8 pts.; 4th 7 pts.; 5th 6 pts; 6th 5 pts; 7th 4 pts; 8th 3 pts; 9th 2pts; 10th 1pt. Any team that has a no-time event will receive no points for that event. The team with the most points is the winner.

Stray Mugging

1. Any number of members may be mounted for the event. Cattle are held behind a chalk line. All stock in the arena will be numbered and a drawn stock number will be announced. The time will start when the whistle is blown.
2. At the whistle the team will chase the steer across the chalk line before it may be roped. Once the steer has crossed the line it may be roped or bulldogged anyplace in the arena including if it returns to the starting area. A roped steer must have a legal head catch (whole head, two horns, half head) illegal catches must be thrown away.
3. Any member dismounting his horse must throw entire rope (loop, coils, and tail) on the ground before dismounting or team will be disqualified.
4. Any team member can rope the designated steer but only 1 rope may be dalled on the steer at a time. The other team members will wrestle and tie 3 legs of the steer (must be 3 legs no more no less).
5. Time will stop when the head rope has been removed and the time is completed. The steer must remain tied for 6 seconds or the team will be disqualified.

Wild Cow Milking

1. The event will be run in five heats of two teams.
2. There will be numbered cows in the arena behind a chalk line.

3. When the team's cattle number is announced and the whistle is blown the team will chase your cow across the chalk line before it may be roped. Once across the line it may be roped anywhere in the arena even if it returns to the starting area.
4. Catch as catch can. Three team members will be horseback one team member will be on foot with the milking bottle.
5. Any member dismounting their horse must throw their entire rope on the ground before dismounting or the team will be disqualified.
6. The other team members will stop the cow and milk it into their bottle. A team member will then RUN the bottle to the judge. The time will stop when the milk is poured out of the bottle in front of the judge.
There must be enough milk to pour out, one drop is not enough.

Trailer Relay Race

1. Two trailers, each with 4 saddled and bridled horses loaded in the trailer, with the tail gates latched are in the arena. All team members must be standing in front of the truck with both their hands on the hood.
2. The time will start at the sound of the whistle. All contestants race to unload their horses from the trailer.
3. The first rider makes a lap around the arena with the baton. The rider must ride outside of the barrels on the opposite end of the arena. At no point may any team member or horse cross outside the barrels behind their trailer. This is to avoid interference with the other team; crossing outside the barrels will result in a disqualification. When the rider reaches the designated area behind the trailer, he or she hands the baton to the next rider, and so on... If the baton is dropped inside the exchange area any team member may hand the baton to the next current rider must retrieve the baton him/her self. The baton can ONLY be passed in the exchange area.
4. When beginning your lap, the riders must start at the barrel closest to the back of the trailer on the driver's side. Upon finishing, the rider must pass between the 1st and 2nd barrel at the backside of your trailer before handing off the baton to the next rider.
5. Contestants can load their horses as they finish their laps. Time will stop when all contestants have completed a lap, loaded their horses, and returned to the truck. All contestants must have both hands on the hood of the truck for the time to stop.

Range Branding

1. Any three team members need to be mounted on their horse, with the fourth member designated as the brander. All cattle will be numbered and held behind chalk line.
2. A drawn stock number will be announced and time starts when the whistle is blown. At the whistle the team will chase the steer across the chalk line before it may be roped. Once the steer has crossed the line it may be roped anyplace in the arena including if it returns to the starting area.
3. The calf will then be headed, heeled and laid on its side. The contestant with the branding iron must stay in the designated area until the cattle have been headed and heeled, but may leave before the calf is tipped on its side. Brand must be placed on right rib (right rib from behind the calf). Time stops when all ropes are

off the cow and brander returns to the designated area. Three attempts of a successful heel catch must be made prior to laying the calf down.

4. The calf does not have to be lying on its side to take ropes off but must be clear of ropes before the flag drops. It is the brander's responsibility to make sure the ropes are clear before crossing the line and dropping the branding iron.

-TIE BREAKER EVENT -

Calf Sled Race Rules

1. One mounted rider one calf handler on the ground, Sled must be behind the line at start, the person on the horse may be anywhere they wish as long as the sled is behind the line.
2. The "Calf handler" (the person on the ground) must have one hand on the fence behind the starting line. At the whistle they will run to the sled, load 2 sand bags (AKA the calf) into the sled and then get in the sled and be pulled to the opposite end of the arena.
3. At the other end they will unload the calf, and then reload the calf at that end, get back in the sled and come back to the start line.
4. Once across the start line, they will unload the calf then run and tag the next calf handler. The second calf handler and mounted rider will then repeat the process, of loading the sled with the calf and calf handler, ride to the opposite end of the arena, unload the calf in the sled, reload the calf at the opposite end and race back to the line.
5. When the SLED (with calf and calf handler inside the sled) crosses the line the time will stop.

If the sled flips or the calf handler or calf fall out of the sled at any time, the mounted rider must bring the sled back to the calf/calf handler. The calf handler may NOT pick up the calf and run up to the sled.

10 teams maximum