



PALO DURO COWBOY CHURCH

PDCC OPEN WOMEN'S RANCH RODEO

WELCOME! WE ARE SO GLAD YOU ARE HERE!

WE WOULD LOVE FOR YOU TO JOIN US FOR COWBOY CHURCH SERVICE SUNDAY MORNINGS
AT 10:30 IN THE BARN.

GENERAL RULES

- Ride for Jesus! Have fun!
- A message will be delivered at each event.
- Western attire is required in the arena. Contestants entering the arena must be wearing long pants, a long-sleeved shirt, boots, and cowboy hat.
- 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!
- No alcoholic beverages. NO EXCEPTIONS!
- No loud, obnoxious profanity or unsportsmanlike conduct.
- The violation of any conduct rule could result in team or individual disqualification.
- Animals must be worked horseback.
- Judges' decisions will be FINAL.
- All arena announcements the day of the events supersede any written information.

EVENT RULES & ORDER

A. CALF BRANDING: A herd of calves are contained behind a chalk line in a pen within the arena. The crew consists of a roper, brander, and two flankers. The ground crew may be exchanged. The team will brand 2 separate calves with legal catches. If illegal catch is made, the ground crew can take off the rope and calf can be re-roped. Time will be called when the last calf has been branded and the iron is back in the bucket.

1. 3 minute time limit.
2. 2 calves are branded.
3. No loop limit.
4. Roper is allowed to carry only one rope.
5. Legal catches are: 1 heel or 2 heels, & pantyhose.
6. Heels will be roped from the bottom up.
7. During an illegal catch ground crew may take rope off.
8. During an illegal catch the roper must keep hold of the rope.
9. No loping in or out of the herd.
10. Ground crew can touch the rope once the rider is across the line.
11. Once calf breaks the plane of the line it can be touched, but must be fully across the line before branding.
12. Ground crew must have the calf flat on its side and rope off before iron can leave the bucket and the calf can be branded.
13. Judge will signal when brander can take iron from the bucket.
14. Calf must be branded on either hip.

15. Roper cannot re-rope the first calf branded until that calf is back into the herd. (3 or more calves is a herd)
16. Time stops after 2nd calf is branded and iron is returned to the bucket.
17. Roper must remain on horse during event, even if there are only 3 members present.
18. Roper must remain in contact with rope.
19. If rodeo committee cannot find appropriately sized calves, it is at judge's discretion to allow team's roper to hold heels while branding. If calf is drug in by one heel, ground crew must put rope around both heels before branding iron can leave the bucket.

B. TRAILER LOADING: A herd of cattle will be held at the opposite end of the arena behind a sort line. Time will start when the first team member crosses the sort line. The trailer will be located along the side of the arena with a wing fence. Sort the called numbered cow out of the herd. Load cow in the front of the trailer and one horse in the back. Trailer will be road ready. Time will be called when all team members are in the designated area.

1. 2 minute time limit.
2. All members can cross the line and anyone can sort.
3. A herd consists of 3 or more head.
4. No loping in or scattering of the herd.
5. It is the judge's discretion to give a no time for loping in or scattering the herd.
6. Only one rider can be in the herd at a time. There may be turn back helpers.
7. Team will sort their numbered animal.
8. You may have one wrong numbered animal across the line at a time.
9. No wrong numbered animal may be loaded. This results in a no time.
10. If the animal that is to be loaded gets back across the line is a no time.
11. Load animal in front of the trailer.
12. Shut the middle gate.
13. Load one horse in the back of the trailer.
14. No riding horse in the trailer.
15. Shut the end trailer gate and latch it. Trailer must be "Road Ready". (Judge's discretion as to what they call "Road Ready" and it will be announced before rodeo starts.)
16. Time stops when all members are in the designated area.
17. If wing fence is knocked down, there will be no rerun.

C. DOCTORING: A steer will be let into the arena. The team will start behind a line. The judge will drop the flag to start time. The steer will be headed and heeled, then doctored with a chalk stick on the face. Time will be called when the team member is clear.

1. 2 minute time limit.
2. No loop limit.
3. Steer must be roped (rope on steer) with a legal head catch in the first minute.
 - a. Legal catches (around the horns, half-head, around the neck, one heel or two).
4. A team can have no more than 4 ropes in the arena at any time.
5. Ropes may NOT be passed from one team member to another.
6. Ropes must be thrown not laid upon steer.
7. A dead rope is defined as any rope that is dropped because of loss of control. If the rider dismounts and pitches their rope, it can be picked up again.
8. Teams cannot tie their ropes on. They must dally.
9. The steer must be on his feet when roped.
10. Once steer has been caught, rope cannot be handed off to another member horseback.

11. Roper cannot dally to slow down or control steer for another team member to throw a head loop. (Roper can dally to pop a rope off one horn.)
12. If control of steer is lost after the 1st minute it is a No Time (Loss of Dally or Rope).
13. The one minute time limit will be announced in all runs.
14. Team must head and heel steer.
15. Once steer is roped - ropes must be tight and a visible mark will be placed on the steer's face.
16. One chalk stick per team.
17. Time stops when steer has been marked and team member signals for time.
18. All ropes must be cleared from dismounted horses.

D. SORTING: A herd of cattle will be held at the opposite end of the arena behind a sort line. Time will start when the first team member crosses the sort line. Three consecutive or same numbered cattle will be sorted. Time will be called when all correct numbered cattle and members are across the line.

1. 3 minute time limit.
2. Sort 3 head.
3. All members may cross the line and anyone can sort.
4. A herd consists of 3 or more head.
5. No loping in or scattering of the herd.
6. It is the judge's discretion to give a no time for loping in or scattering the herd.
7. Only one rider can be in the herd at a time. There may be turn back helpers.
8. Cattle numbers will be announced when first team member crosses the line.
9. Cattle will be sorted in numerical order OR sort 3 head of the same number. (at rodeo producers discretion and will be announced before rodeo starts)
10. The cattle must be day-lighted when coming across the chalk line.
11. If any sorted cattle come back across the line, it is a no time.
12. No wrong numbered cattle may cross the line, or it's a no time.
13. Time stops when all cattle are out in the correct order and all riders are across the line.

E. TIE DOWN/MUGGING: A steer will be let into the arena. The team will start behind a line. The judge will drop the flag to start time. The steer must be roped with a legal head catch and tied down. Time will be called when team and ropes are clear of the steer.

1. 3 minute time limit.
2. No loop limit.
3. Steer must be roped (rope on steer) with a legal head catch in the first minute.
 - a. Legal catches (around the horns, half-head, around the neck, one heel or two – if you choose to heel it).
4. A team can have no more than 4 ropes in the arena at any time.
5. Ropes may NOT be passed from one team member to another.
6. Ropes must be thrown not laid upon steer.
7. A dead rope is defined as any rope that is dropped because of loss of control. If the rider dismounts and pitches their rope, it can be picked up again.
8. Teams cannot tie their ropes on. They must dally.
9. The steer must be on his feet when roped.
10. Once steer has been caught, rope cannot be handed off to another member horseback.
11. Roper cannot dally on an illegal head catch to slow down or control steer for another team member to throw a head loop. (Roper can dally to pop a rope off one horn.)
12. Steer doesn't have to be heeled; this is the team's discretion.

13. If control of steer is lost after the 1st minute it is a No Time (Loss of Dally or Rope).
14. After steer is roped and mugged down, he must be tied by 3 legs. * Legs must be crossed
15. Steer does not have to be day-lighted.
16. Steer must not be intentionally jerked and/or choked down.
17. All ropes and team members must be off steer before calling for time.
18. Time stops when one team member raises hands after steer is tied down.
19. Steer must stay tied for 6 seconds.
20. The one minute time limit will be announced in all runs.
21. All ropes must be cleared from dismounted horses.

SCORING

1. Twenty points will be given to the first-place team in each event. (i.e. 1st – 20, 2nd – 19, 3rd – 18, 4th – 17 and so on.)
2. A team receiving a 'No Time' in an event will receive zero points.
3. Ten bonus points will go to teams with a time in each event.
4. Event totals and bonus points are added together to determine the placing in the average.
5. In case of a tie in an event at the rodeo, points will be added and divided by the number of teams tied and awarded to each team equally. (i.e. 20 pts; tie between 1st/2nd =39 pts (20pts for 1st + 19pts for 2nd) both teams will receive 19 ½ pts.)
6. Before the rodeo, the committee will have selected a sealed envelope containing the tie-breaking event.
7. The tie-breaking event will not be announced during the rodeo and will only be used in the occurrence of a tie in the average.

Enjoy the rodeo and have FUN!