



CHISHOLM TRAIL RANCH RODEO RULES

Team Captains are to meet in the arena approximately one-hour prior to the event for the required orientation meeting with the judges. The following rules are based on WRCA Guidelines.

Points:

- All participating ranches must enter all compulsory events in order to be eligible for the awards.
- A total of 55 points shall be awarded in each event. These points shall be given to the top ten places as follows:
 - 1st/10 points
 - 2nd/9 points
 - 3rd/8 points
 - 4th/7 points
 - 5th/6 points
 - 6th/5 points
 - 7th/4 points
 - 8th/3 points
 - 9th/2 points
 - 10th/1 point
- If a team does not finish within the time limit, is disqualified for the event, or get a “no-time” they receive 0 points.
- The team with the most points is the winner.
- In case of a tie in the overall team standings, the resolution of the tie will be as follows:
 - 1st – the team receiving points in the most events is the winner
 - 2nd – Most points in Team Branding
 - 3rd – Most points in Stray Gathering
 - 4th – Most points in Wild Cow Milking
 - 5th – Most points in Ranch Bronc Riding

Team Branding:

- A four-person team, including a roper, two flankers, a brander and two herd holders.
- A herd of cows and calves are held behind a line 60 feet from the end of the arena by the herd holders, who cannot cross the line. Two teams will run at one time.
- The ropers will start together. Time begins when they cross the line. Without loping, at anytime they will have a two (2) minute limit to drag two (2) calves each, allowing all the loops they need. Ropers should respect and not interfere with other contestants. Intentional interference will result in disqualification. Only 1 rope can be used in the branding. A 30-second penalty will be assessed for the horse loping.
- The ropers may not rope outside the line. Roping outside the line will result in a 30-second penalty. If a calf is roped by one or both front legs, it cannot be drug to the fire. To do so will result in disqualification. If needed, flankers shall remove the rope from the calf. If a calf is roped by the neck, the calf may not be dragged on it's side. The calf should be allowed to regain its footing before it is brought to the fire. Failure to allow this results in a 30 sec penalty.
- The flankers may not touch the calf until the whole calf has been dragged across the line. To do so will result in a 30-second penalty. After the calf is flat on it's side and the rope removed, the branding iron is removed from the bucket, the calf branded on it's ribs on either side, and the iron returned to the bucket after branding each calf. The brander may help flankers remove the rope, however, the iron must stay in the bucket until rope is removed. Time stops when the branding iron is in the bucket after the second calf.
- After a calf has been branded, he must return to the herd before he can be roped again. If 2 calves are roped and dragged to the fire, one of them must be released and allowed to return to the herd.
- There is a 2-minute time limit on this event. The winner is the fastest time on two calves.

Wild Stray Gathering:

- A four-person team; all four can rope.
- Two head of cattle will be turned out on the opposite end of the arena. Both cattle must be headed (legal head catches are horns, half-head or neck, and may be with one foot; no “figure-eights or half-hitches” and heeled (one or two feet).
- The cattle must be tied down by two legs (one front leg and the back from the opposite side).
- Both animals must stay tied 6 seconds after time is called for on the last steer tied. 3 loop limit per animal.
- Choking cattle down will result in a no time. Must tie both cattle down for a qualified time.
- Time will start when first horse crosses the line and will stop when time is called for after second steer is tied. – DALLY ONLY, NO TYING ON.
- If you use your 3 loop limit and there is still time left, you may “dog” the steers from horseback only, NOT from the ground.
- There is a 2-minute time limit on this event. The team with the fastest time wins.

Contestant Code of Conduct:

- Any Contestant entering the arena shall be wearing long pants, a long-sleeved shirt, boots, and a cowboy hat. Chaps and spurs should be worn in all events except Wild Cow Milking.
- Abuse of either personal animals or event animals (kicking, whipping, tripping, gouging of eyes, or any action which is totally unnecessary) is a disqualification in that event. A second offense is a disqualification in the rodeo.
- No alcoholic beverages permitted in the arena or at the Fairgrounds. No loud, obnoxious profanity or unsportsmanlike conduct.
- The violation of any conduct rule could result in Team disqualification.
- At the judges’ discretion, the violation of any conduct rule could result in an immediate Team Disqualification. To be considered legitimate, complaints must be taken first and foremost to the Arena Director. Judges have final say in any dispute.
- Animals for all events will be inspected before the draw, and no sore, lame, sick or injured animal or animal with defective eyesight shall be permitted in the draw at anytime. Should an animal become sick or incapacitated between the time it is drawn and the time it is scheduled to be used in the competition that animal shall not be used in competition and another animal shall be drawn for the contestant.

Ranch Bronc Riding:

- “Ride as ride can” for 8 seconds. A standard working saddle must be used. No PRCA rigging allowed.
- No hobbling of one or both stirrups. No use of night latch.
- Horse has to be saddled, as he would be for everyday use.
- Catch ropes on saddles will NOT be allowed.
- A regular bucking horse halter with one rein must be used and shall be provided by the ranch team.
- Points will be awarded for the difficulty of the horse and also for the degree of aggressiveness, control, and exposure demonstrated by the rider.
- If rider believes that he has been fouled, he must yell “foul” in the first 3 seconds of the ride and then continue to make best ride possible with remaining time. A re-ride may be awarded at judge’s discretion.

Wild Cow Milking:

- A four-person team including a roper, milker and two (2) muggers. Only roper will be on horseback.
- Roper will be let in arena, but must stay behind start line, failure to do this will result in a 30 second penalty. Cow will be released from opposite corner of arena. When cow clears gate, leaving alley, flagman will drop his flag, starting the roper and the time.
- Two minute time limit. Two loop limit.
- Catch as catch can, but cow’s head must pass through the loop.
- Rope must be off the saddle horn before the milking commences, failure to do so will result in a no time, and off the cow before time is flagged.
- The muggers hold the cow with help from the roper, while the milker milks her into a standard 12 oz. Longneck bottle. Any one of the contestants may milk the cow, BUT the milking MUST be initiated by the roper. The milker may pass the bottle along with the rope to another person to run to the judge.
- The runner must hand the bottle to the judge AND have the rope in hand. If the milk will not leave the bottle, or if contestant turns the bottle upside down, the team will receive a “No-time”.
- The judge will turn the bottle upside down and allow 10 seconds for milk to leave the bottle.
- The team with the fastest time wins.