HENDRY COUNTY CATTLEMEN’S ASSOCIATION
TEAM RANCH RODEO

March 20, 2010
LaBelle Rodeo Grounds

Rodeo Rules

General Rules

1. Team sponsor must be a member of one of the following county Cattlemen’s Associations: Hendry, Glades, Collier, Lee, Charlotte, Desoto or Highlands.
2. Teams will consist of 5 members, 4 males and 1 female.
3. All team members must attend a meeting Saturday, March 20, 2010 at 4:30pm.
4. Arena dress code will be enforced. All contestants must wear cowboy hats, boots, jeans and long sleeve shirts.
5. All participants must be 18 years old.
6. Western tack must be used.
7. Any intentional tripping of the cattle or undue roughness with stock will result in disqualification of the team.
8. Working positions and stock numbers for all events shall be the result of a draw.
9. If a tie occurs the team with the highest points in the first event will break the tie. If tied in that event proceed to next event so on and so forth.
10. No Whips, No Dogs, No Exceptions!

Rules of Conduct

1. Abuse of either personal animals or event animals (kicking, whipping, tripping, gouging of the eyes, or any actions which is unnecessary) is strictly prohibited. No Exceptions!
2. No alcoholic beverages permitted in the arena. No Exceptions!
3. No loud, obnoxious profanity or unsportsmanlike conduct.
4. The violation of any conduct rule could result in team disqualification.
HENDRY COUNTY CATTLEMEN’S ASSOCIATION
TEAM RANCH RODEO

Order of Events and Rules

Calf Branding

- Five (5) members
- Numbered calves behind a line on one end of the arena.
- Your calf number will be called when your 1st team member crosses the line at the other end of the arena.
- No running in herd.
- Ride your calf out of the bunch across that line and then rope.
- Remaining cattle cannot cross the line until calf is roped. Until the calf is roped the five (5) second penalty per calf still applies. If your calf crosses back over the line the team will receive a no time.
- Three (3) team members dismount, mug and throw the calf, rope must be removed from the calf before your female team mate will be allowed to leave the judges circle.
- Anyone can rope no dragging or tripping.
- Catch-as-catch-can.
- Two (2) minute time limit, unlimited loops.
- Female team mate must run, touch the brand to the calf and return to the judge’s circle for time.

Double Mugging

- Five (5) members, anyone can rope.
- Numbered steers behind the line on one end of the arena.
- Your steer number will called when 1st team member crosses the line.
- No running in herd.
- Ride your steer from the bunch across the line then rope.
- If steer crosses back over the line the team will receive a no time.
- Catch-as-catch-can.
- Remaining cattle cannot cross the line until steer is roped. Until the steer is roped the five (5) second penalty per steer still applies. If your steer crosses back over the line the team will receive a no time.
- Other team members must dismount, mug, and throw the steer tying three legs.
- Catch rope must be removed for time to stop.
- No dragging or tripping the steers.
- All three legs must stay tied for 6 seconds.
- No plastic zip-ties, ropes only.
- Roper cannot dismount; rope must be off the saddle horn for time to stop.
- Two (2) minute time limit, unlimited loops.
Stampede Race

- Two (2) team members, one must be female.
- Unsaddled horse at one end of arena.
- Female, saddle, pads, bridle, hats and boots off; covered with your slicker at the other end of the arena.
- Six (6) teams at once in the arena.
- When stampede is called; put boots and hats on and run to your horse, saddle, bridle, tie on your slicker and race back to the finish line.
- The same horse and tack must be used in other rodeo events.
- No short cuts with the tack or slickers, you will receive a no time.
- Male team member can only bridle the horse.

Team Doctoring

- Five (5) members, all must be mounted on their horses, anyone can rope.
- Numbered steers behind a line on one end of the arena.
- Your steer number will be called when your 1st team member crosses the line at the other end of the arena.
- No running in herd.
- Ride your steer out of the bunch across that line and then rope.
- Anyone can rope no dragging or tripping.
- One team member must catch head; legal head catches only, one team member must heel the steer; one hind foot will result in a 5 second penalty.
- Remaining cattle cannot cross the line until steer is roped. If your steer crosses back over the line the team will receive a no time.
- Other team members dismount and throw the steer, the steer must be flat to be marked; your female team mate must mark the steer’s head.
- Paint stick will be provided.
- Two (2) minute time limit, three (3) loops.

Team Sorting

- Five (5) members.
- Numbered calves behind a line on one end of the arena.
- Number will be called, ride that calf out of the bunch first; then ride the rest of the calves out in numerical sequence.
- No running in herd.
- Team must ride out three (3) calves in sequence in order to receive a time.
- Team will receive a no time if calves cross the line out of sequence.
- Calves that cross back across the line, time stops.
- Time stops after three (3) head.
- Three (3) minute time limit.
- Best time wins.
Ranch Bronc Riding

- Standard 8 second ride. Judges will award points based on difficulty of the horse and for the rider’s aggressiveness, control and exposure.
- Horse must be saddled as for everyday use with a standard working saddle and regular, one-rein bucking horse halter. The halter must be provided by the team. No hobbling of either or both stirrups. No PRCA rigging. No mark out.
- Rider may fan horse with hat only. Re-rides may be awarded only by unanimous decision of the judges.