HENDRY COUNTY CATTLEMEN’S ASSOCIATION
YOUTH RANCH RODEO

February 26, 2012
LaBelle Rodeo Grounds

Rodeo Rules

General Rules

1. Teams will consist of 5 members.
2. All team members must attend a meeting at 1:00pm prior to rodeo.
3. Arena dress code will be enforced. All contestants must wear cowboy hats, boots, jeans and long sleeve shirts.
4. Participants must be between the ages of 8 and 17 years old.
5. Western tack must be used.
6. Any intentional tripping of the cattle or undue roughness will result in disqualification of the team.
7. Working positions and stock numbers for all events shall be the result of a draw.
8. 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.
9. 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.

Awards

1st Place Team: Trophy Buckles.

Rules

Steer Decorating

- Bring your own lariat rope
- Five (5) members.
- Multiple teams in the arena at once.
- Time starts when the horn sounds.
- All four (4) feet of the steer must clear the ten (10) foot start line before the ribbon can be tied on the tail.
- Rope must be removed from the steer.
- Time ends when all team members return to their designated chute and timer.
- If team loses their steer, they may recapture their own steer.
- Two (2) minute time limit.
Calf Branding

- Five (5) members
- Numbered calves behind a line on one end of the arena.
- Calf number will be called when 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 brander will be allowed to leave the judges circle.
- Anyone can rope; no dragging or tripping.
- Catch-as-catch-can.
- Four (4) minute time limit, unlimited loops.
- Branders must run, touch the brand to the calf and return to the judge’s circle for time.

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.

Trailer Loading

- Trailer will be provided.
- Five (5) team members will participate in this event.
- Numbered cattle will be behind a line on one end of the arena.
- No running in herd.
- Number will be called when the 1st team member crosses the line at the other end of the arena.
- Ride your steer out of the bunch and across the line.
- Load steer in trailer and close trailer doors.
- All team members must tie their horse to the designated area and run (on foot) across the start line.
- Time ends when the last team member crosses the line.
- Three (3) minute time limit.