

**NDEA Cowboy Fall Festival Adult Ranch Rodeo**  
**Rules and Information**  
**Captains Meeting: 2:30 pm**

**GENERAL RULES**

1. All contestants must wear Cowboy Hats, Long sleeve shirts, jeans, and cowboy boots.
2. Two members will start all roping events at a designated start area about the middle of arena and two members will start event at a designated area at far end of the arena. Cattle can be roped any place in the arena by any team member once whistle is blown (there will be no line to chase cattle across before roping) cattle will be turned out in one end but not held prior to start of the event).
3. Swearing or abusive language will not be tolerated during the rodeo. Any swearing or abusive language that a judge can hear will be a 30 second penalty assessed to the team swearing, per offense.
4. Teams must be ready to enter the arena when called to do so by the announcer, for arena manager.
5. Teams shall have a maximum of three minutes to complete Range Branding, Sled Race, Wild Cow Milking, and Sorting/Penning.
6. Contestants must use the same mount for the entire ranch rodeo. In the event of an injury to a mount a substitute mount may be used at the discretion of the judges.
7. Teams shall consist of four members. In the event that a contestant is not able to continue a substitute may be used at the discretion of the judges.
8. In any event during the ranch rodeo if the wrong steer is roped the team will receive an immediate no time for that event.
9. Order of events: Sorting/ Penning, Range Branding, Wild Cow Milking, Sled Race.
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11. This is a total time Ranch Rodeo with the lowest time that completes the most events being the 1st place team. If a team does not complete an event they will be given double the maximum time allotted for that event. The last event will be conducted in order of standings, working up to the top two teams.
12. The teams will meet at 2:30PM to discuss the rules.
13. There will be 2 or 4 animals turned out for each event, and they will not be numbered but will be assigned by announcer by visual description.
14. No alcohol is allowed in the arena.
15. Interfering with the other teams to help you win will not

be tolerated and will result in a no time.

### **Sorting/Penning**

1. All members will put horses in designated pen in arena.
2. All members will start bootless in sleeping bags.
3. When whistle blows, team members will get out of sleeping bags, put boots on, and retrieve horses.
4. Once mounted they will sort predetermined steers from end of arena that are being held by 2 volunteers from other teams. Each team is required to have 1 volunteer help hold steers at the end of the arena for the other teams.
5. Team must sort and pen the 2 designated steers in their original horse pen.
6. Time stops when the gate is closed at the judge's discretion.
7. If only 1 steer or 1 extra non-designated steer penned is an added 30 second penalty. If more than 4 steers are penned this results in a no time. Teams with the correct 2 head sorted and penned place higher than teams without the correct 2 head.
8. 3.5 minute (3 minutes and 30 seconds) time limit. 2 teams going at the same time.

### **RANGE BRANDING**

1. All team members must be mounted. All cattle will be assigned by the judges and held behind the line.
2. Two members will be at line in mid part of arena and two at the far end prior to whistle blown for start.
3. The steer will then be headed first (with a legal head catch), heeled and laid on its side.
4. Once the steer is caught on both ends and laid on either side the head rope must be taken off the head and placed on the front two legs and both back legs must be in the heel rope, at this point the steer may be branded on the upside rib.
5. The branding iron may not leave the pot until all four legs of the steer are in the ropes, the iron may not be carried at any time by a rider it must be carried on foot the whole time.
6. Time will stop when the branding iron is returned to the pot 2 minute time limit period two teams going at the same time.
7. Three minute time limit. Two teams going at the same time.

### **WILD COW MILKING**

1. All members will be mounted for the event. Cows will be assigned by the judges prior to start of event. All cows will be held at one end of the arena.
2. Two members will be at line in mid part of the arena and two at far end prior to the whistle blown for start.
3. Catch as catch can.
4. Once caught any number of team members may dismount to milk or hold the cow.
5. Time will stop when the provided container is taken to the

- judge with enough milk to be poured out.
6. Milk must be carried to judge on foot from where the cow was milked.
  7. Three-minute time limit. Two teams going at the same time.

### **SLED RACE**

1. Event will run in order from lowest placing team to first place team.
2. Race will involve 4 team members, two mounted, two sled riders.
3. One unmounted member will start in the sled.
4. Race will begin when flag is dropped and 1 mounted team member pulls 1 unmounted team member in sled weaving 3 poles to opposite end of the arena and coming straight back to timeline/start line. Mounted rider will pass rope of sled to other mounted team member and the unmounted team members in the sled switch. 2<sup>nd</sup> mounted team member and 2 unmounted team member in sled will repeat the pattern.
5. If team member falls out of sled or off horse, dumped member must wait to be picked up.
6. A knocked over pole is a 10 second added penalty. Broken pattern will result in a no time. The whole horse and sled must follow pattern.
7. Time stops when the 2<sup>nd</sup> mounted rider and 2<sup>nd</sup> unmounted sled member/entire sled crosses the time line.
8. Time limit 3 minutes.

The purpose is to have fun! If you feel you need to comment please fill out a comment slip and you will be added to the planning committee next year! 😊