

2019 Zoetis Indian Relays and Ranch Rodeo

June 28th & 29th

Over \$8,000 In Prizes and \$2000 Added Money

Including 5 custom engraved bits and 12 buckles

And a TOP HAND saddle

Ranch Rodeo, 4-Man Team, \$180/contestant. Payout in each event – no overall team payout. Trophy bits to the winners.

- Events: Team branding, Team Roping (all 4 rope), Team mugging, Trailer loading,

Trailer loading, Team mugging, Bedroll race and Team roping will take place during Friday or Saturday night performances or Saturday afternoon slack. Team Branding for ranch rodeo will be part of the open branding on Saturday morning. Teams can sign-up to compete in either the Friday night or Saturday night performance or the slack on Saturday afternoon – can enter more than once in a night performance as long as teams aren't so interrelated that we can run some events in two heats. 2 entry limit, change out 1 team member. **Top hand saddle** goes to the all around high point earner in all the events of the rodeo, horse show and bronc riding (see rules for details). **Entries open June 10th and close June 21th**. \$100 team deposit required by June 26th. Limited to 8 teams in each evening performance and 12 teams in the Saturday slack.

Open events that **don't require a team entry**:

- **Horsemanship Clinic**, - Terry Wegener clinic Friday morning 9:00 a.m. limited to 10 horseback entries \$60, audit \$9 – includes admission to Friday night performance.
- **Working Cow Horse and Ranch Trail** – Friday at 12:00 p.m. \$50/cowhorse, \$40/trail entry- Enter just one or both, Limited to 25 entries. Junior division in the ranch trail, under 14, \$20 entry fee, limited to 10 entries.
- **Top Horse award** (Trophy silver bit, custom headstall, and romal reins) will be presented to high point earning horse in ranch trail, cowhorse and must receive a time in open branding (must enter all three to win). Hackamore setup for reserve. See rules for details.
- **Ranch Bronc Riding** \$100 entry fee. Limited to 16 entries, 8 head in each performance, will accept second entries after June 21st. Buckle and \$700 for 1st, \$525 for 2nd, and \$350 for 3rd. Entry fee due by June 21st.
- **Bedroll Race** - \$20 per team, limited to 6 teams each night. Friday night will be for contestants under 17 or women and open on Saturday.
- **Wild Cow Race** – Youth will dress up and ride a saddled steer in a race across the arena for a buckle. \$20
- **Open Team Branding** - Sign up and **free pancake breakfast** at 8:00 a.m. Rope at 9:00 Enter 3 times in the open (including ranch rodeo entries) and 2 in the mixed. **Open and Mixed Branding will be a State Fair Qualifier!** Open: \$40/Man. Mixed: \$25/Man. (two ropers must be under 17 or women)

For Entries and Questions call Chase Carter (208) 351-6684

Ranch Rodeo Schedule

Friday

12:30 pm Ranch Trail/Working Cow Horse

6:00 pm Performance

Grand Entry

Warriors Race

Trailer Loading

Bedroll Race

Ranch Bronc Riding

Team Roping

Wild Cow Race

Watermelon Race

Team Mugging

Indian Relay

Family Country Dance Immediately after Rodeo Until 11:00 p.m. Live Music provided by "Rough Stock"

Saturday

8:00 a.m. FREE Pancake Breakfast and sign-ups for team branding rope at 9:00 a.m.

Open Branding

Mixed Branding

1:00 pm Slack for ranch rodeo teams (trailer loading, mugging, team roping)

6:00 pm Performance

Grand Entry

Indian Relay

Trailer Loading

Bedroll Race

Ranch Bronc Riding

Team Roping

Wild Cow Race

Watermelon Race

Team Mugging

Top Horse Award Presentation

Top Hand Presentation

Championship Relay Race

Fireworks at Dark from near-by Jensen Grove. Bring a blanket and watch from Rodeo Grounds!

2019 Zoetis Ranch Rodeo and Horse Show Rules

Team mugging

Consists of a 4-man team. There may be several heats of up to 4 teams. One person will rope the cow horseback (Catch as catch can; loop must pass over head) and the other three members on foot will mug the cow, and tie any three legs. Once muggers touch the cow, horseman must stay faced (1 min penalty). Time stops when cow is tied, cleared and the rope is slackened. Cow must remain tied for six seconds after time stops. Two loop limit.

No time situations

- Loss of a rope

Bedroll race - (not a ranch rodeo event)

Consists of a 2-man team. Roper begins lying on a rain coat (bring your own), at the signal he must put on boots and hat, saddle his horse, tie slicker on back with saddle strings, remove halter and replace it with headgear (bridle, hackamore etc.) and then rope a calf. Saddle must have rear cinch. No quick chinch on front cinch. Other team member can assist saddling the horse, once the calf is roped the assistant pulls the rope off and then runs back to designated line, time stops when assistant touches designated construction marker. Timer then inspects horse to see if rain coat is still tied on. No catch restrictions.

No time situations

- Loss of a rope

Sage Brush Team Roping

All 4 team members rope simultaneously in pairs. Two poles will be situated near the chute in a way that the cow will naturally pass through the poles. Ropers must start behind pole barrier and both steers will be turned loose when called for. Time starts when first steer leaves the chute, can't rope steer until beyond poles. 3 loops per pair, head catch must be clean (no legs in head loop). Times stop when both steers have been roped, no time on 1 head, do not need to hold first steer roped until second is stretched, 5 second penalty per pair for one leg.

No Time Situations

- Loss of a rope
- Dally on illegal head catch

Trailer loading

Four-man team. There will be several trailers in the arena and may run several heats. 1 contestant must start in the cab the others may start from bed of truck. Contestants will start in or on the Pick-up with 2 horses loaded. When time starts, they will mount, rope the cow and load it in the same trailer they started from. Time ends when cow completely passes the plane of the end of the trailer, so you don't have to slam my trailer gate, but close it so you can remove the rope from the cow. Please remove your rope from the cow before releasing from trailer. 30 second penalty for roughing the cow if it gets slammed into the side of the trailer.

2 ½ minute time limit

Team Branding

Consists of a 4 man team. Trot until necked legally (3 strides of loping will result in penalty no matter what). Horns, half head, neck, and neck and a leg are all legal head catches. Each team must switch ends. Muggers must remain in circle until cow is stretched, unless assisting with an illegal catch or down rope, and return before roping continues. Time stops when muggers return to circle, brand in the bucket and all cows are stripped of ropes. 15 second penalty for cow crashing a fence head on, loping prior to head catch, iron in the dirt and brand misplacement. Last cow must be necked by 6 minutes or no time. If a header figure 8's the front feet the ground crew can assist and make it a legal catch but must be back in the circle before roping continues.

No Time Situations

- Intentionally dragging a cow backward by a single leg by turning away from the cow

Top Horse Award

Must enter both horse classes and open team branding for eligibility. Ranch trail and cowhorse event winners will each receive 10 points, second 9 and so on. Team branding run will not merit any points but team must complete a run within the time limit in order to be eligible to win Top Horse. Tie breaker will be determined by cowhorse score, and then ranch trail. Prizes will be awarded at the end of the Saturday night performance before final relay race.

Bridle set to winner, and hackamore to reserve.

Top Hand Award

Saddle made by Chase Carter will be awarded to the contestant who accumulates the most points across all events, including the horse show and bronc riding. Winner need not enter all events. Only highest score in each event will count towards total. Saddle will be awarded at the end of Saturday night performance before final relay race.

Ranch Rodeo Scoring

Each event winner will receive 10 points, second 9 and so on. Team branding times will be ranked among other ranch rodeo team entries only. Tie breaker will be time in team branding.

Ranch Horse Classes

The Ranch horse classes will consist of Dry work and Cow work. They are designed to give cowboys the chance to show off the talents of a good all-around horse. The dry work will consist of a combination of ranch horse reining and Ranch trail. Credit will be given to horses who travel out well, while remaining quiet and obedient. Cow work will consist of boxing the cow turning it on the fence both ways and circling it. Pattern descriptions are below. See accompanying score sheets for list of penalties and explanation of scoring.

Dry work - Maneuvers will be judged according to AQHA/Stock horse of Texas rules. Rules and educational videos can be found at www.stockhorsetexas.org under the Education tab. The judge will establish a time limit after having walked the course

Obstacles

1. Rider will approach the gate pass through the gate closing it behind them to enter the arena.
2. Rider will pick up the slicker shift it from the left side of the horse to the right and back again. Replace the slicker, walk to the center of the arena.
3. At the center of the arena, the rider will do 2 turns to the left followed by 2 turns to the right.
4. Starting in the center of the area (facing the grand stands) from a walk the rider will gallop a circle to the left in the left lead. At the completion of the circle the rider will do a simple lead change to the right (break down to a trot; flying lead change will be considered a break of gait at trot).
5. The rider will then gallop a circle to the right in the right lead. At the completion of the circle the rider will do a simple lead change to the left and continue around the circle to the left.
6. At the top to the circle the rider will turn down the arena toward the left, run down the arena past the center marker, stop and back up. (credit will be given to a soft solid stop on the hind quarters, but no slide is expected).
7. The rider will then gallop toward the rail and jump their horse over the rail.
8. They will then transition down to a trot, trotting over four logs.
9. Transition to a walk as you near the bridge. Walk over the bridge toward the rope drag.
10. Pick up the rope, dallying around the horn drag the log in a figure 8 around the barrels and replace the rope on the barrel to complete the run (credit will be given for dragging the log on short rope, but it should not be so short it interferes with the horses feet).

Working Cow Horse

Working cow horse will be judged according to AQHA/Stock horse of Texas rules with the exception that the rider must circle the cow. The rider will box the cow at the end of the arena, demonstrating control and the ability to move the cow across the end of the arena. The rider will then take the cow down the fence past the half way mark making a turn on the fence. The rider will then make a second turn on the fence going the other direction. At the conclusion of the second turn on the fence, the rider will circle the cow both directions. Judge will blow whistle to signal end of run or to award a new cow. Credit will be given for control and position, eye appeal and cow sense, degree of difficulty and amount of work done.



