

AMERICAN ROYAL RANCH RODEO

JUNE 29, 2024

GENERAL RULES

1. All contestants must wear cowboy hats, boots and long sleeve shirts while in the arena.
2. Chaps are preferred but not mandatory.
3. All ranch teams will consist of four cowboys.
4. Any intentional tripping or undue roughness with stock or equipment may **result in disqualification at any time in any event.**
5. Ranch teams should leave the arena as soon as the event is complete.
6. If, at the completion of a run, there is a rope on the animal, it will be retrieved in the catch pen.
7. The next team must be ready to enter the arena following completion of the previous run.
8. Each team is responsible for its team members and their actions.
9. Any mistakes not the teams fault will be rerun.
10. Any changes will be announced prior to the rodeo.
11. No alcoholic beverages allowed in the team holding areas.
12. All teams must agree to cheerfully follow the policies and rules of the event.
13. No tying on in an event.
14. Cowboy must take rope with him when dismounting in any event where roping is involved. No loop limit.

SCORING

All final team placings and event placings are based on total point accumulation. The point system will be based on the number of teams in competition. For example, if there are 12 teams in competition, the first place teams will receive 12 points, the second place team will receive 11 points, etc. A no time will receive zero (0) points. In the event there is a tie for total points, the winner will be based on the team with the most completed events. If a tie still occurs, the winner will be based on the total cumulative time.

STRAY GATHERING

Official Rules:

1. Four man team all on horseback.
2. Two steers will be turned out and roped within 45 seconds.
3. Heeler must stay facing steer.
4. After a steer is roped, cowboys dismount and tie three legs together and remove head loop. Animals must stay tied 6 seconds.
5. Two minute time limit.

TEAM PENNING

Official Rules:

1. Team pens 3 designated cattle. Two minute time limit.
2. Time will start when a team member crosses the cowline. At that time, the team will be given a number designating their cattle. Any or all members may cross the cowline.
3. A team will receive a no time if an undesignated cow crosses the cowline.
4. A team will receive a no time if any designated cattle re-cross or come back across the cowline.
5. Time will be called when the last cow is in the pen. No time will be given for less than 3 cattle.

TRAILER LOADING

Official Rules:

1. Time starts with flag; two minute time limit. Time stops with flag.
2. Trailer will remain stationary at all times in this event.
3. Trailer gate must be shut when time starts.
4. Critter must be caught within 30 seconds.
5. Rope must be removed from the critter and clear of the trailer. Door on trailer must be shut, latched, and all team members must be out of the trailer and in the circle before time is called.
6. Trailer must be road ready.

WILD COW MILKING

Official Rules:

1. Four man team, Cow will be at end of arena; cowboys will be at opposite end.
2. When flag drops, cowboys may start.
3. Anyone may rope; roper that catches the Cow must milk the Cow.
4. Cow must be caught within 30 seconds. Rope must pass over Cow's head.
5. Muggers dismount and mug the cow; rope must be on the ground before the milker milks the cow, and the Cow must be on all four feet while milking.
6. After milking, anyone may run on foot with the bottle to the circle to stop the time and must hand the bottle to the judge and the judge will pour the milk out.
7. Rope must be removed before time stops.
8. Milk must pour or if contestant pours the team will receive a no time.
9. One and one-half (1-1/2) minute time limit.