

**Duncan Ranch Rodeo**  
Working Ranch Cowboys Association  
Stephens County Fairgrounds  
May 5, 2022 at 5:00 P.M.  
**Captain's meeting at 4:00 P.M. in front of bucking chutes**  
McCoy Rodeo  
Phone (580) 399-9082

## **Duncan Ranch Rodeo Rules**

**ALL TIMED EVENTS ARE A 5 MEMBER TEAM**

### **RANCH BRONC RIDING:**

1. "Ride as ride can" for 8 seconds. A standard working saddle must be used. No PRCA rigging allowed. No hobbling of one or both stirrups. Horse has to be saddled, as he would be for everyday use on the ranch. Saddled for everyday use means-stirrups have no binding in order to hold stirrups forward, nor can they be hobbled under the horse's girth. Latigos may not be run through the stirrup leathers when saddling in order to hold the stirrups forward. Stirrup leathers must be standard leathers, no nylon. Flank cinch DOES NOT NEED to be hobbled to front cinch.
2. No night latch or ropes can be carried on the saddle. You can use the horn or freehand.
3. If a bronc rider has a questionable saddle, they should present the saddle to the judges for approval prior to the event. Saddles will be inspected before unsaddling in the stripping chute. Violations will result in immediate disqualification in the ranch bronc riding for that round.

4. A regular bucking horse halter with one rein must be used and shall be provided by the ranch team. The stock contractor decides where to place Bronc rein.

5. A re-ride may be awarded at judge's discretion. If a re-ride is given it must be taken by the rider that was offered the re-ride. If injury prevents the rider from taking the re-ride another qualified team member may be substituted.

### **WILD COW MILKING:**

1. A five (5)-man team including a roper, milker and three (3) muggers. Only roper will be horseback.

2. Roper will be let in arena and must stay behind start line, failure to do this will result in a 30 second penalty. Cow will be released into the arena. When cow clears gate, flagman will drop his flag, starting the roper and the time.

3. Two-minute time limit. Two loop limit.

4. Bell collar catch only unless the cow has horns. Then around the horns or half head will be allowed.

5. Where you rope the cow in the arena is where she will be milked. No tracking the cow to the circle/judge.

6. Rope must be off the saddle horn before the milking commences, failure to do so will result in a no time, and off the cow before time is flagged.

7. The muggers hold the cow while the milker milks her into a standard 12 oz. longneck bottle. The cow must be standing on all four feet to be milked. Anyone of the contestants may milk the cow. The milker may pass the bottle and rope to another man to

run to the judge. Bottle and rope must be run on foot, no horses will be used. Time will stop when the Runner arrives to the circle/ judge. Runner must hand the bottle and rope to the judge. If the milk will not leave the bottle, of contestant turns the bottle upside down, the team will receive a No-Time. The judge will turn the bottle upside down and allow 10 seconds for milk to leave the bottle. The team with the fastest time wins.

### **MAVERICK BRANDING:**

1. Five (5)-man team. All contestants may rope, however the rope must be off the saddle horn and clear of the horse before anyone dismounts. Failure to do so will result in disqualification.

2. A herd of yearlings will be held behind a line, when the sorter crosses the line the announcer will call a number that has been drawn for them. Time begins when the sorter crosses the line. Without loping into the herd, numbered yearling must be cut out from the herd and driven across the start line, before it can be roped. No Loping in herd. If the yearling gets back across the line, before it is roped, sorter may not chase it through the herd, but must slow down and cut it out again. Ropers may rope either head or heels. The sorter must throw the first loop. Failure to do so will result in disqualification. Herd holders may cross the line after time starts.

3. Ropers must dally. There is a 3-loop limit.

4. Steer must be standing when it is headed and/or heeled. Steer must be headed first. Steer must be headed and heeled, no mugging allowed.

5. Steer must be lying on its LEFT side prior to branding. All four feet must be visible. The head rope will be moved to the front feet and both back feet must be in the rope and laid flat on its side before branded.

6. When steer is on its side and both ropes on front and back feet, brander can leave bucket and will brand steer on LEFT side. Brander will run iron back to bucket and all ropes will be removed before brand is placed back in bucket. Time will stop when brand is back in bucket.

7. Two (2) minute time limit.

### **STRAY GATHERING:**

1. Five (5) man team, all must be horseback.

2. Two (2) steers will be turned out. Time starts when last steer clears the gate leaving the alley, flagman will drop his flag starting time. All team members must stay behind the start line until flag is dropped, failure to do so will result in a 30 second penalty.

3. Each contestant may only carry one rope. 3 loop limit per steer.

4. Four (4) legal head loops: around the horns, half head, around the neck or neck and one front leg.

5. Both steers must be headed and heeled, three (3) legs must be crossed and tied.

6. Time is called when both steers are tied and all ropes removed. Contestant must call for time. Both steers must stay tied for six (6) seconds after time is called. Failure for both steers to stay tied will result in a NO TIME.

7. Fastest time wins with a two (2) minute time limit.

### **SORTING**

1. Five (5) man team, all team members must be horseback. All riders may cross the starting line at any time, but only one rider may sort at a time.
2. A group of cattle will be held behind the starting line. Cattle will be numbered and must be sorted in numerical order with daylight between each animal. The announcer will call the starting number as the team approaches the starting line. Time begins when the first rider crosses the start line. Example: If 4 is called, cattle to be sorted will be 4,5,6,7,8.
3. Without loping in the herd, the team will have two (2) minutes to sort their assigned five (5) out of the herd and cross the line. Sorted cattle must be held across the line. Any wrong numbered cattle across the line will result in a NO TIME.
4. Time is called when all five (5) head have crossed the line in numeric order. Fastest time on five (5) head or if time expires, the team with the most cattle across the line in numerical order wins.
5. In the event of a tie [i.e. three (3) teams with five (5) head in two (2) minutes] the points will be divided equally.

**ALL JUDGES DECISIONS ARE FINAL!**

## POINTS

1. All participating ranches must enter all compulsory events in order to be eligible for the team championship.
2. Points for each go round will be awarded based on the number of ranches competing, with first place in the go round receiving the same number of points as the total number of

competing ranches. Only ranches with qualified times/scores in a go round will receive points in that go round. For example, using 12 competing ranches: Ten ranches had a qualified time in the stray gathering. First place would receive 12 points, second would receive 11 points down to tenth place receiving 3 points. The remaining two ranches without a qualified time in the stray gathering would receive zero points for that event in that go round.

3. In case of a tie, the resolution of the tie will be as follows: (1<sup>st</sup>) the team receiving a qualified time in all 5 events; (2<sup>nd</sup>) the team with the fastest time in the Stray Gathering.

4. The team with the most points is the winner.

## CONTESTANT RULES OF CONDUCT

1. Anyone (contestant or otherwise) entering the arena shall be wearing long pants, a long-sleeved shirt, boots and a cowboy hat. Chaps should be worn in all events except Wild Cow Milking.

2. Abuse of either personal animals or event animals (kicking, whipping, tripping, gouging of eyes, or any action which is totally unnecessary) is strictly prohibited. No Exceptions!

3. Interference with another team's competition in an event will result in the disqualification of the interfering team and possible expulsion from WRCA in accordance with the WRCA suspension policy.

4. No alcoholic beverages permitted in arena. No Exceptions!

5. No loud, obnoxious profanity or unsportsmanlike conduct.

6. The violation of any conduct rule could result in Team disqualification.

7. Roper's must Dally only. In all events when dismounting your horse you must clear your rope from the saddle/horse.

## **HUMANE TREATMENT OF LIVESTOCK**

### **GENERAL:**

These rules are intended to ensure the humane treatment of all livestock and shall be in effect for WRCA World Championship Ranch Rodeo. No animal shall be treated inhumanely by any member. No Exceptions.

### **SORE, LAME, SICK OR INJURED ANIMALS**

Animals for all events will be inspected before the draw, and no sore, lame, sick or injured animal or animal with defective eyesight, shall be permitted in the draw at anytime. Should an animal become sick or incapacitated between the time it is drawn and the time it is scheduled to be used in competition that animal shall not be used in competition and another animal shall be drawn for the contestant.

### **REMOVAL OF INJURED ANIMAL**

A conveyance must be available (tractor & sled) and shall be used, where practical, to remove any injured animal from the arena. Conveyance must be large enough to remove a horse or cow. Any injured livestock must be humanely removed from the arena before continuing the performance.