

28th Annual
Jim Owens Memorial Ranch Rodeo Official Rules
January 19th & 20th, 2024 Red Bluff, CA.

The same three horses must be used for all events. A person may only enter one time. Each team member must participate in a single man event. Only substitutions for team members & horses after rodeo starts, have to be committee approved and a family/personal injury or emergency. A 10-point system will be used, 10 points for first, 9 points for second, etc. through 10th place. Fifteen bonus points (15) will be awarded to a team that has a qualified score in all seven events in the long go. There will be no Tiedowns, Mechanical Hackamore Bits or Roping Reins allowed in the arena. If there is a Tiedown, Mechanical Hackamore Bit or Roping Reins used by a team member, the entire team will be disqualified. Solid Jawed Bit, Snaffle Bit, Loose Jawed Snaffle, Bosal Hackamore or Correction Bit can only be used (*Check Rules for Ranch Horse Class). The first bridal and reins used in first event shall be the same that is used throughout the whole Ranch Rodeo, if changed team will be disqualified. No Training on horses while in the arena. All Saddle horns must be slick (Latigo leather or mule hide only) for all events. No rubber or rope. Any unnecessary roughness or abuse of any animal in any event will result in elimination of the team in that event. The JPRR officials and/or judge's decision is final. **No Exceptions.**

Herd Counting

A three-man team will enter arena and face away from a group of cattle being let into the arena at the opposite end. The team shall go to the group of cattle, count them through two barrels in the arena and time will stop when count is given to judge and all cattle are thru the barrels. Any wrong number results in a no time. Fastest time wins; correct number will be announced after each run.

Calf Branding

Each team will be required to brand 3 calves. Time starts when team is ready; there will be a 5-minute time limit. One team member will work on the ground to set ropes on both front and hind feet before branding. The other two members will head and heel the animal. Each roper will head and heel a calf and work the ground. Head catches must be head or head with one front leg. After each calf is branded, the team members will change places. Calf must be headed before heeler can make his catch. The heeler may catch one or both hind feet. The ground man may assist in removing illegal catches or dropped ropes but must return to the designated area before another loop is thrown. As soon as calf is headed and heeled and both ropers are dallied, ground man may leave designated area, throw calf, place head rope on both front feet and, if necessary, place heel rope on both hind feet. While working on calf, iron must be in the bucket. When calf is stretched by all four feet, branding iron may leave designated area. All four feet must remain in the stretched ropes while brand is placed on calf. Ground man must return to the designated area after each calf is "branded" and put branding iron back in the bucket. Location of brand must be on the left rib, properly placed. On the last calf, after the brand is placed, the ground man returns to the designated area and puts the Iron in the bucket for time. If any roper falls from his horse, ground man can only grab rope to avoid accident. Calf then has to be released, and if roper is able to remount with no equipment failures then he can re-rope his designated end and team run can be completed. No one except team members, judges and/or JPRR officials will

be allowed in arena. Arena director and judges have the final say on any disputes. A 30 second penalty will be assessed for each infraction of the above rules.

Ranch Horse Class

One cow will be turned into the arena when rider calls for cow. New cow will be given only on judge's discretion. Reining cow horse rules will apply; Solid Jawed Bit with romal reins only, no Hackamore, no Snaffle or Correction Bits. One hand only on reins and no fingers allowed between the reins. Bridal check after run. Horse and rider must box the cow at the same end of arena to show horse's cow sense. Contestant will then allow cow to run at least 2/3 length of arena, either side of arena is OK. Make one good turn each way on the fence. Rider will drive animal to put in the pen. Rope can be taken down and loop built any time after second turn on the fence and rider has declared himself to be pushing the cow towards the pen. After releasing cow from the pen, rider will rope animal around the neck or neck with one front foot, dally and stop cow and have cow face up, only two loops can be thrown. If the first loop is missed, there will be a 3-point deduction by each judge; if the second loop is missed, the rider will receive a score of 60 (i.e. No Score). The rider, with rope still on, returns the animal to the catch pen. There will be a 2 ½ minute time limit. The time will stop when the cow is roped and faced up. Judges will score between 60-80 points. If the rider touches the ground it is a no time. No outside help is allowed. The rider must use the same rope he starts with. A 120 score will have no bonus points for the team.

Ranch Sorting

A three-man team will sort cattle out of a designated group of cattle. There will be 7 different color groups of 7 head each. Only one rider is allowed in the herd at a time. The team must take their color of cattle out of the herd between two barrels. Any cattle not herded between the barrels stops your time. Any wrong colored cattle that cross the line of two barrels will stop the team's time. The most cattle out in the fastest time win. There will be a 3-minute time limit.

Ranch Doctoring

Ranch doctoring is a three-man event. The arena will have two barrels at about 1/3 of the arena. Riders will cut ONE of the designated numbered cattle out of the herd. The designated cow may only be cut from the herd and removed between the two barrels. Only one person can be in the herd at a time. Header cannot throw loop until the cow has passed through the barrels. Designated cow may not return to the herd once brought through the barrels; if the cow returns past the barrels you get a no time. All 3 contestants must be beyond the barrels with designated cow before any dirty cattle come across the line. Legal head catches will be neck or neck and one front foot, figure eight is OK on one, not two front feet. Illegal head catch may not be dallied. The designated cow can be heeled in far 2/3 of the arena. The vet leaves his horse after header and heeler face and sets the ropes, (both front and hind feet), and places a mark on the cow between its eyes. The cow must be standing when heeler throws their loop. The time starts when the first rider passes the designated starting line. No more than 3 loops can be used, one loop per rider, a dropped rope is a used loop and only one person on the ground at any time. The vet will raise both hands to signal end of time. You can and will be flagged out for any unnecessary roughness. There is a 2 ½ minute time limit.

Dally Calf Roping

2 calves will be released in the arena for 2 ropers at the opposite end of the arena. (Depending on number of entries one round may have 3 calves and 3 ropers) Rider's must catch one calf (catch as catch can with the loop having to go over the nose of the calf first) dally with no half hitches on the horn and throw calf, tie the calf down with three legs, mark head with chalk and declare time with arms raised. Calves will be held in the bottom 1/3 of the arena, time starts when judge drops the flag. Calf must be day lighted before being tied. Calf must stay tied six seconds after rope is loose. No tripping or choking calf down. If the horse drags a calf and causes unnecessary roughness to the livestock, you will be flagged out and receive a no score at the judge's discretion. If the horse leaves the cowboy stranded during the run, a No Time will be received at judge's discretion. If horse is fouled by other ropers horse, a time will be awarded if horse leaves cowboy stranded. Only two loops can be thrown. There will be a 1 ½ minute time limit.

Ranch Hand Bronc Riding

"Ride any way you can, wildest ride wins." A standard working saddle must be used; NO PRCA rigging is allowed. A regular bucking horse leather halter must be used; no Hackamore and no saddle strings held on to. A rope can be tied to the saddle in any spot or the rider can use a night latch. Rider must start with free hand in the air when he calls for the horse. The rider's free hand must be in the air until the horse's head breaks the plane of the chute. If rider goes to rope or night latch with free hand before the horse's head breaks the plane of the chute, a 5-point penalty from each judge will be deducted instead of a no score. Horses will be flanked. Horses will come out of a bucking chute and will be a judged event on an eight second ride. Only one bronc rein may be used and held on to with one hand. Re-rides will be at the Judge's discretion. No one except judges, stock contractor personnel and/or JPRR officials will be allowed in arena.

Finals

The top six teams will return to the finals with a clean score. In the event of a tie, a max of 7 teams will go the finals. Tie breakers will be determined by branding score and then by the doctoring score if needed from preliminary round.

The points for the finals will be as follows: first - ten points, second - eight points, third - six points, fourth - four points, fifth - two points, sixth - one point, and a zero for a no score. There will be no bonus points in the finals.

Any ties in the finals will be broken by the highest preliminary score in the long go.

If one team has to forfeit for injury or otherwise, no other team will be added to the finals. No substitutions are allowed after one event has occurred.