



**Third Annual Junior Ranch Rodeo
Seminole County Centennial Celebration
Saturday March 29, 2014**

General Rules:

1. Teams will consist of 5 members; teams must consist of at least one female.
2. Team members must be 13-18 years old as of March 29, 2014.
3. All contestants must use the same horse for all events.
4. Arena Dress Code will be enforced! All contestants must wear cowboy hat, boots, jeans, and long sleeved shirts while in the arena. We suggest team members wear uniformed shirts.
5. Western Tack must be used.
6. Any intentional tripping of the cattle or animals or undue roughness with the stock will result in disqualification of the team.
7. Working positions and stock numbers for all events shall be the result of a draw.
8. NO WHIPS, NO DOGS, NO ALCHOAL ON PREMISIS NO EXCEPTIONS!
9. Each team must have an adult (at least 21 years of age) team coach who is responsible for the team.
10. Entry fee - \$175 per team. This includes 5 dinner tickets for the SCCA Spring Meeting.

Rules of Conduct:

1. Abuse of either personal animals or event animals (kicking, whipping, tripping, gouging of the eyes, or any actions which is totally unnecessary) is strictly prohibited. NO EXCEPTIONS!
2. No alcoholic beverages permitted on the premises. NO EXCEPTIONS!
3. No loud, obnoxious profanity or unsportsmanlike conduct.
4. The violation of any conduct rule could result in team disqualification.

Scoring:

1. Final placing shall be the result of the total accumulation of points earned in all events.
2. The WRCA format for judging will be used.
3. A no show in any event will result in double the last place points.
4. The decision of the judge is final, no protests will be entertained.
5. In case of a tie in the overall team standings the resolution of the tie will be as follows:
(1st) the team receiving points in the most events is the winner.
(2nd) most points in branding
(3rd) most points in steer decorating
(4th) most points in sorting
(5th) most point in steer riding

Awards:

First Place Overall Team
Second Place Overall Team
Third Place Overall Team
Event Winners

Seminole County Cattlemen Association Junior Ranch Rodeo Events

Team Sorting:

1. All five (5) team members must participate in this event.
2. Numbered calves will be used in this event.
3. In all line events, when the announcer gives the number, contestants have 20 seconds to cross the working line before time begins. It is the contestant's responsibility to check arena before crossing the start line.
4. Contestants must be behind the working line before the flag can be given for the time to start.
5. Time will start when the first nose of horse crosses the working line. If calf crosses the working line and rider has not, the calf must be brought back and cattle resettled.
6. Numbers will be given to the team by the announcer when the line judge raises the flag.
7. Team must ride out three (3) calves with the same number. (Example: if the number 5 is called, all three calves with the number 5 will be sorted from the herd.)
8. Cattle must cross the working line. Calves that cross back across the line time stops.
- 9. A ten (10) second penalty will be assessed for each wrong calf that crosses the line.**
- 10. Line disappears after your calf if ridden out.**
11. No ropes or aids may be carried or used in sorting.
12. Time stops after three head.
13. Three (3) minute time limit.
14. Best time wins.

Steer Penning:

1. All five (5) team members must participate in this event.
2. Numbered steers will be behind a line on one end of the arena.
3. Number will be given to team by the announcer when line judge raised the flag.
4. Team will sort out the designated steer.
5. Any other steer that is penned other than the drawn steer, will disqualify the team.
6. Steer will be driven into a pen and the gate must be closed and latched.
- 7. Riders must dismount and tie their horses to the fence, at least two wrap tie. If horse is not tied, team will receive a no time.**
8. All five (5) team members will run to the finish line.
9. No whips or ropes permitted!
10. Three (3) minute time limit.

Steer Riding:

1. Four (4) team members will participate in this event.
2. Four (4) teams at once, chutes will be drawn.
3. Time starts and a team member can let their steer out of the chute when the horn goes off.
4. Steers must be lead from the chute and across the ten (10) foot start line before they can be saddled.
5. Team cannot mug the steer until it is completely across the ten (10) foot start line.
- 6. All attempts must be made to stop steer at the ten (10) foot start line for saddling, judge's discretion to DQ if steer is taken to finish line for saddling.**
7. Steers can cross back over the start line once the saddling has started.
8. Team mates must release the steer once rider has mounted.
9. Steer must be ridden across the finish line.
10. A mouthpiece, protective headgear and vest are highly suggested.
11. Team mates may help direct the steer to the finish line, provided they do not touch the animal.
12. Any saddle, no pads. Use whatever saddle you have.
13. Stock will be drawn.
14. Three (3) minute time limit.

Relay Race

1. All five (5) team members will participate in this event.
2. Two teams per heat.
3. Team must remain behind the line until the slicker is passed.
4. **Slicker must remain tied.**
5. Time starts when horn blows.
6. Contestants must take slicker to the end of the arena, around the barrel, and back to the original starting line.
7. **Contestants may only pass the slicker after crossing the original starting line.**
8. **If the slicker is dropped whoever passing the slicker to the next contestant must pick up the slicker, remount the horse before handing slicker off.**
9. **If the barrel gets knocked over, a ten (10) second penalty will be assessed.**
10. Time ends when the final contestant passes by the original starting line.
11. Best time wins!
12. Must bring own slicker.

Calf Branding:

1. All five (5) members must participate in this event.
2. The herd is held behind a line by the herd holder, who cannot cross the line.
3. The roper will start the time when they cross the start line, without loping, at anytime. The roper will have a three (3) minute time limit to rope two (2) calves, allowing all the loops they need. Only one rope can be used in the branding.
4. The roper may not rope outside the line. Roping outside the line will result in a 30 second penalty.
5. If a calf is roped by one or both front legs it CANNOT be drug across the start line. To do so will result in disqualification. If needed, flankers shall remove the rope from the calf. If a calf is roped by one or both hind legs the calf may be dragged on its side to the start line. If a calf is roped by the neck, the calf may NOT be drug on its side. The calf should be allowed to regain its footing before it is brought to the start line. Failure to allow this will result in a 30 second penalty.
6. The flankers may NOT touch the calf until the whole calf has been drug across the start line. To do so will result in a 30 second penalty. After the calf is flat on its side and the rope removed, the branding iron is removed from the bucket, the calf may be branded on either side, and the iron returned to the bucket after branding each calf.
7. The winner is the fastest time. A 30 second penalty will be assessed for the horse moving out (loping-either in herd or dragging calves.)
8. There is a three (3) minute time limit.

Steer Decorating:

1. Three (3) team members must participate in this event.
2. Four (4) teams in the arena at once.
3. Time starts and the team members can let their steer out of the chute when the horn goes off.
4. Steers must be lead from the chute, and across the start line before tier can tie the ribbon on the tail.
5. All four (4) feet of the steer must clear the ten (10) foot line before the ribbon can be tied and the rope is removed.
6. Chute gate will remain open until completion of each event.
7. **Time ends with the tier runs back to their designated chute and timer.**
8. If team loses their steer, they may recapture their own steer.
9. **Two (2) minute time limit.**