



# Women's and Junior/Senior Ranch Team Rules

**WSRRA Code of Conduct Will Be Strictly Enforced In All Events**

**Any changes to the rules will be posted at the event and presented during the captain's meeting.**

## **Trailer Loading**

**6 Loops / 5 Minutes**

**All team members will participate**

1. One cow will be turned out in the arena and loaded into the trailer. Flagger will start team.
2. All team members must stay mounted until cow is roped.
3. Legal head catches only: around horns, half head or neck, front leg in loop is allowed.
4. All loops will be counted in total loop count.
5. No horses will be allowed inside trailer.
6. Time stops when flagger drops flag, after steer is loaded and gate is closed/held shut.

## **Sort & Rope Doctoring:**

**6 Loops / 8 Minutes**

1. Team will sort out one (1) horned steer from the herd. Maximum 3 team members in the herd. Cow will be sorted through gate.
2. No cow can be roped until it has been sorted through gate.
3. Any two team members will rope cow.
4. Team will head and heel cattle.
5. Legal head catches only (neck, half head, or horns). Front leg is allowed.
6. Two Team members that aren't dallied will work the cow on ground
7. Cow must be laid down. A single heel catch must be switched. Time stops when cow is doctored.
8. Cow will be marked in designated location by team member
9. Penalties:
  - Every dirty cow ( wrong number ) through the gate 30 seconds
  - Any cow roped before being sorted through gate 30 seconds
  - 30 second penalty if Cow is marked early before Header or Heeler is re - mounted and dallied.
  - Penalties will be added to the total time for the team.
10. After designated cow is sorted through gate, WSRRA arena crew will close the gate so cattle cannot get back to the herd.

## **Team Roping:**

**4 Loops per two-man team/ 2 Minutes**

ALL STANDARD TEAM ROPING RULES WILL APPLY

1. 2 head, roped at the same time
2. All team members participate.
3. Arm bands in one color will be passed out to one team.
4. Contestants will pick their partner prior to starting the event and wear matching arm bands.
5. No switching partners during the roping.
6. Both steers must be roped and stretched before the time stops.
7. Team time will be the TOTAL ON TWO HEAD
8. 5 second penalty for single leg catches (Max 10 SEC. total per team)
9. Legal head catches only: neck, half head, or horns, belly catch must be removed. Front leg in loop is allowed with a 5 sec. penalty. 10 seconds max.

## **Team Branding:**

**2 Head/ 8 Minutes**

1. Each team will be required to brand 2 calves.
2. Announcer will start the time.
3. Horses must be walked to flag line. No trotting or loping until horses cross the flag line in the pen.
4. Two members will work the ground.
5. After the first calf is branded, the team members will change places.
6. Ground crew must be in designated area before any loop is thrown and must stay in designated area until calf is headed and heeled. **Ground crew leaves when heeler has dallied.**
7. Calf must be headed before heeler can make his catch.
8. The head catch must be around the neck or around the neck and one front leg. Belly catches and horn catches are illegal. Front leg allowed in loop.
9. The ground crew may assist in removing illegal catches or dropped ropes but must return to the designated area before another rope is thrown.
10. The heeler may catch one or both hind feet.
11. As soon as calf is headed and heeled, ground crew may leave designated area, throw calf, and switch ropes. **If the calf gets up while switching ropes, the ground crew can continue working on the animal as long as the animal has a rope on one end but the calf must be stretched by all four feet before the brand may leave the circle.**
12. You may not take the iron with you to work the ground and the brand must stay in the circle until ropes are switched and calf is ready to brand.
13. Ground crew must return to designated area after each calf is branded.
14. Time stops when the last calf is branded, ground crew has returned to the designated area.
15. If a roper falls from his horse, ground crew can only grab rope to avoid an accident. Rope may be handed back to roper.

16. No one except team members, judges, and/or WSRRA officials will be allowed in the arena. Each team will be allowed one holder for horses in the branding pens. Holders must be in western attire and only one person allowed in the V.
17. Arena director and judges will have the final say on any disputes.
18. Brand location will be announced during team captain meetings each morning prior to the performance. Brand location will be marked on a diagram to show brand location and the " Low Brand " line
19. Penalties are as follows:
  - Botched, bad or misplaced brand (includes low brands) 30 seconds
  - Branded on wrong side DQ
  - Unnecessarily rough on cattle DQ
  - Leaving designated area early 30 seconds
  - Not walking horses to herd 60 seconds
  - Iron touches ground 30 second

### **Tie Down Steer Roping:**

#### **6 Loops / 8 Minutes**

1. All team members participate.
2. Team will enter arena from east end. Flagger will start team.
3. One (1) steer will be released into arena at east end.
4. Time will start by the flagger at the line.
5. Team must head and heel the steer with a legal head catch: horns, half head, or neck.
  - Front leg will be allowed in loop.
  - Belly catches are illegal.
  - Rope must be removed or roper may pitch rope before cow is re-roped.
6. Team members will lay down steer, if needed all four members will be allowed to work on the ground.
7. Team will pull heel rope and tie any three legs.
8. A front leg catch must be removed before tying down steer.
9. After the steer is laid down, the head catch must be undallied and the steer must be on a loose rope before being tied.
10. Steer will remain tied for six (6) seconds on loose head rope (undallied). 30-second penalty for dallied head catch.
11. When time is up team will remove leg tie and take steer out of the west end of the arena.
12. Pigging strings or short lines can be used to tie steer. No tying with lariat rope is allowed.
13. Steer will be tied with wraps and half hitch only. No knots will be allowed.

***\*Rules are subject to change at team meeting***