



## **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.**

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

### **Team Roping:**

#### **6 Loops / 90 seconds**

ALL STANDARD TEAM ROPING RULES WILL APPLY

1. All Team Members must participate.
2. 2 head, roped at the same time
3. Arm bands in one color will be passed out to the team.
4. Contestants will pick their partner prior to starting the event and wear matching arm bands.
5. 3 loops max per designated team
6. 90 seconds time limit
7. No switching partners during the roping.
8. Both steers must be roped and stretched before the time stops.
9. Team time will be TOTAL ON TWO HEAD
10. 5 sec. penalty for single leg catches
11. Head catches only: neck, half head, or around horns. Front leg allowed with 5 second penalty
12. Roper may finish run if illegal head catch or belly catch comes clean

### **Sort & Rope Doctoring:**

#### **8 Loops / 6 minutes**

1. Team will sort out two horned steers from the herd.
  - Maximum 3 team members in the herd.
  - Cattle will be sorted through gate.
2. No cattle can be roped until both head are sorted through gate.
3. Two 2 man teams will each rope one cow. Teams will be designated by arm bands.
  - No switching partners.
4. Teams will head and heel cattle.
5. Legal head catches only, neck, half head or around horns. A front leg in loop is allowed
6. Any illegal catch can be dallied and rope must be removed before cow can be re-roped. The cow must have rope removed on ground by team, or it can be headed or heeled to remove rope. No tripping of cow will be allowed.
7. All loops will count in total loop count.
8. Any cow that has been roped to remove an illegal head catch must be standing and moving with all ropes removed before cow can be re-roped. Heel loop must be below tailhead when steer is stretched.
9. Header, heeler or both from each team will dally and dismount to doctor the cow.
10. Cow must be laid down. A single heel catch must be switched.
11. Time stops when both cows are doctored.
12. Time will be a combined team total.
13. Limits of 8 loops (4 per two man team) and 6 minutes.
14. Penalties:
  - Every dirty cow through the gate 30 seconds
  - Any cow roped before both cows are sorted through gate 30 seconds
15. Penalties will be added to the total time for the team.
16. After designated cattle are through the gate, WSRRA arena crew will close the gate so cattle cannot get back to the herd.

## Team Branding:

### 4 Head / 8 Minutes

1. Each team will be required to brand 4 calves.
2. Announcer will start the time.
3. Horses must be walked to the flag line. No trotting or loping until horses cross the flag line in the pen.
4. Two members will work the ground. After the first two calves are branded, the team members will change places.
5. 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.**
6. Calf must be headed before it is heeled.
7. The head catch must be around the neck or around the neck and one front leg. Front leg in loop is legal. Belly catches are illegal.
8. The ground crew may assist in removing illegal catches or dropped ropes but must return to the designated area before another loop is thrown.
9. The heeler may catch one or both hind feet.
10. 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**
11. 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.
12. Ground crew must return to designated area after each calf is branded.
13. Time stops when the last calf is branded, ground crew has returned to the designated area.
14. If a roper falls from his horse, ground crew can only grab rope to avoid an accident. Rope may be handed back to roper.
15. 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 pen. Holders must be in western attire and only one person allowed in the V.
16. Arena director and judges will have the final say on any ruling disputes.
17. Brand location will be announced during team captain meeting, each morning prior to the performance. Brand location will be marked on a diagram to show brand location and the "Low Brand" line
18. Penalties are as follows:

• Botched, bad or misplaced brand (includes low brands) 30 seconds	• Leaving designated area early 30 seconds
• Branded on wrong side DQ	• Not walking horses to herd 60 seconds
• Unnecessarily rough on cattle DQ	• Iron touches ground 30 seconds

## Load & Tie:

### No loop limit / 6 Minutes

1. Team will enter arena from east end. All Team Members Participate
  2. Two steers will be released into arena at east end.
  3. Time will start with the flagger.
  4. One steer will be loaded into the trailer and the other one tied down.
    - a. Order of events will be at the team's discretion.
- TIE DOWN STEER ROPING:
5. Team must head and heel the steer with a legal head catch around horns, half head or neck. A 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 throw down steer, pull heel rope, and tie any three legs. A front leg catch must be removed. After the steer is laid down, the head catch must be undallied and the steer must be on a loose rope before being tied.
  7. Steer will remain tied for six (6) seconds on loose head rope (undallied). 30 second penalty for dallied head catch.
  8. When time is up team will remove leg tie and take steer out of the west end of the arena.
  9. Pigging strings or short lines can be used to tie steer. No tying with lariat rope is allowed.
  10. Steer will be tied with wraps and half hitch only. No knots will be allowed.
- TRAILER LOADING:
11. Head catches only: around horns, half head, or neck. Front leg allowed.
  12. No horses will be allowed inside trailer.
  13. Time stops when one steer is loaded and gate is closed and latched or held shut and the other steer is tied.