

KLAMATH

— BULL SALE —

OPEN RANCH RODEO TEAM ENTRY
EVENT CENTER, KLAMATH FALLS, OREGON
FEBRUARY 8TH-9TH, 2026

ALL TEAMS ARE FOUR CONTESTANTS . ENTRIES DUE into the office by
January 24th will be \$1200 per team.

Entry fees received after January 24th will be \$1300 and are not guaranteed
entry if 20 teams are filled.

No phone entries. No refunds. Entry fee must be received in full with completed
entry form to be considered entered- entries with no fee included will not be
considered. Checks will be cleared no later than February 3rd. Entries accepted
first come, first serve until 20 teams entered.

RANCH NAME:
TEAM CAPTAIN:
ADDRESS:
CITY: STATE: ZIP:
PHONE AND EMAIL:
DATE OF BIRTH (IF UNDER 18):
CONTESTANT: CITY: STATE:
CONTESTANT: CITY: STATE:
CONTESTANT: CITY: STATE:
CONTESTANT: CITY: STATE:

Each team shall consist of FOUR members. Entry fee shall be \$300 per team member. Total entry fee \$1200 each team when received by January 24th, 2026. After Ranch Rodeo has started there will be no substitutions of team members allowed. Ranch Rodeo shall be limited to 20 teams. Please note the change in events from past years.

Separate team members must participate in one of the following single events:

Ranch Horse and Calf Roping, remaining two men to participate in the reverse team roping.

Name: Event:

	Ranch Horse
	Calf Roping
Two Team Members (not in single events)	Reverse Team Roping
Entire Team	Team Tying/ Trailer Loading
Entire Team	Ranch Doctoring
Entire Team	Branding

Team Entry Fee Included- \$1200 or Late Fee \$1300

Total Included with Entry - _____

Make Check Payable to: KLAMATH CATTLEMEN'S ASSOCIATION

Mail OPEN Entries to: Amy Carey PO Box 54, Fort Bidwell, CA 96112

Stalls and Shavings available onsite upon arrival at Event Center Office

OPEN Ranch Rodeo will be sanctioned with WSRRA

Membership forms will be available at Entry Office or online @ www.wsrra.org

Attached Liability Waiver must be signed by all team members entered!

Please note there will be no Bronc Riding as part of the ranch rodeo events- however there will be an Amateur Saddle Bronc Event. View Klamath Bull Sale website to find the Saddle Bronc entry form.

All contestants must sign this liability waiver, and if under 18, (age is considered as of January 1, 2026), a parent or guardian must also sign. Any form not properly signed will be rejected. Any team event will be considered as one contestant but, EACH member must sign the waiver & if applicable, signed by a parent or guardian.

Liability Waiver:

I agree to abide by all rules and regulations. I hereby release Klamath Bull & Horse Sale, any committee member or persons associated with the Klamath Cattlemen's Ranch Rodeo and Klamath Cattlemen's Association from all liability of every kind and character arising out of loss, damage or injury to property or person which I may have in the events. Underage alcohol consumption WILL NOT be tolerated at the Klamath Bull & Horse Sale. Any contestant(s) or consignor(s) that is under the age of 21, or contestant(s) that is caught contributing to a minor drinking alcohol, will forfeit any rights to competition or sale of their animal. In the case of a team event, that team will forfeit and be withdrawn from competition.

Contestant / Parent or Guardian

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RULES

The same Four horses must be used for all events. Contestants must use the same horse the entire event, no switching between team members. A person may only enter one time. A separate member must compete in the ranch horse and calf roping. A 10 point system will be used, 20 pts for first, 19 pts for second, etc. through 20th place. There will be no Tie-downs or Mechanical Hackamore Bits allowed in the arena. If there is a Hackamore Bit or Tie down being used, The Team which that person belongs to will be disqualified. Solid Jawed Bit, Snaffle Bit, Loose Jawed Snaffle, or Hackamore can only be used. 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 judge's decision is final. **No Exceptions.**

Ranch Doctoring

Ranch doctoring is a four-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. Only your designated cow may be cut from the herd and removed between two barrels. Only one person in the herd at a time. Header cannot throw a 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 your team will receive a no time. Legal head catches only (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. places a mark on the cow between its eyes. The time starts when the first rider passes the designated starting line. 4 loop limit, one loop per rider. The vet **must slap cows neck** to signal end of time. You can and will be flagged out for any unnecessary roughness.

Calf Branding

Each team will be required to brand 4 calves. Time starts when team is ready, there will be a 5 minute time limit. Two team members 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. Legal head catches only (neck, horns, half head). **ONE front leg legal- not two.** After two calves are branded, the team members will change places. Ropers may not break from a trot until calf is headed. 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, 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". 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 KBHSRR 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 animal will be turned into the arena. Horse and rider must box the cow at the same end of arena to show horse's cow sense and control. 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. Rope can be taken down and loop built anytime after second turn on the fence. The 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. 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. Hackamore or ring snaffles can use two hands; all others must use one hand on the reins. If both loops are missed, there will be a 5 point penalty from the score. Horses that are shown in the snaffle or hackamore have to be five or under. And they have to be ridden in the same bit for all other events. NRCHA age appropriate bits

Dally Calf Roping

Two teams run at a time. Two calves will be let out at the opposite end of the arena. Calves will be held in the bottom 1/3 off the arena, time starts after rider passes designated line. Riders must catch calf (rope must go over the **nose**, catch as catch can) dally and throw calf, tie the calf down with three legs, **declare time with arms thrown in air**. No tripping or choking calf down. Calf must be day lighted before being tied. Calf must stay tied six seconds after rope is loose. The horse must stay within the ropes length or will be disqualified. There will be no dragging the calf or unnecessary roughness. Only Two loops can be thrown. There will be a 1 1/2 minute time limit.

Team Tying and Trailer Loading

One 4-man team will enter arena at a time. All members horseback. Two yearlings will be at the far end of the arena. Time will start when the judge drops the flag. One yearling will be headed and heeled and then tie three legs together. Legal head catches only (neck or neck and one front foot, figure eight is OK on one, not two front feet). Illegal head catch may not be dallied. They have to stay tied for 6 seconds. One team member will head the animal, remaining team members will assist in loading the animal into the trailer. There will be one pickup and trailer parked in arena. Time will be recorded when trailer door is closed and members are all loaded in the pickup, time will stop when **doors of truck are closed**. Legal Head Catches – Horns, Half Head & Neck. **NO Loop Limit**. If an illegal loop is thrown and caught, rope must be dropped and another member with a loop remaining may head animal. 2 ½ minute time limit.

Reverse Team Roping

Reverse Team Roping (Two Teams run simultaneously)

Reverse Team Roping will consist of a 2 man Team. **(The two team members that are not designated in Ranch Horse or Calf Roping as designated above)**. Two steers will be released at end of arena- header and heeler will start at the opposite end of arena. Time starts for each team when judge drops flag. Rope anywhere in arena. Latigo Leather or Mule Hide Only – No Rubber or Cotton Rope Legal Catches – Horns, Half Head & Neck. (ONE FRONT LEG OK). Three loop limit per team. Team roping rules apply- Head, Heel, both ropers must stay tight and dallied until flag is dropped for team's time.

Judges/ Arena Director decision is **final**, any dispute must be made **before** team exits the arena for that event. **Any changes or updates to rules will be announced and gone over prior to each individual event starting.**