

**KLAMATH BULL & HORSE SALE RANCH RODEO**  
**TEAM ENTRY FORM**  
**EVENT CENTER, KLAMATH FALLS, OREGON**  
**SATURDAY & SUNDAY, FEBRUARY 4 & 5TH, 2023**

ENTRIES into the office by January 15th will be \$900 per team.

Entry fees received after January 15th will be \$1000 and are  
not guaranteed entry if 26 teams are filled.

No phone entries. No refunds. Entry fee must be received in full with entry  
form to be considered entered- entries with no fee included will not be  
considered. Entries accepted first come, first serve until 26 teams  
entered.

Sanctioned by Western States Ranch Rodeo Association. Memberships  
available on site. Membership is not required to enter Ranch Rodeo.

Mail Entries to: Leah Campbell- 1691 Cross Road, Klamath Falls OR- 541-891-0374

Make Check Payable to: Klamath Cattlemen's Association

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

Each team shall consist of three members. Entry fee shall be \$300 per team member. Total entry fee \$900 each team when received by January 15th, 2023. Stalls are available for \$20 per night per horse. After Ranch Rodeo has started there will be no substitutions of team members allowed. Ranch Rodeo shall be limited to 26 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 man to participate in the remaining team events.

Name: Event:

	Ranch Horse
	Calf Roping
Entire Team	Trailer Loading
Entire Team	Team Tying
Entire Team	Ranch Doctoring
Entire Team	Branding

Team Entry Fee Included- \$900 or Late Fee \$1000

# of stalls needed @ \$20 a night Check in Date Check out Date

Shavings available onsite thru Richland Feed

Total Included with Entry - \_\_\_\_\_

- Please note there will be no Bronc Riding as part of the ranch rodeo events- however there will be an Open Bronc riding which will be open to 20 entries. View Klamath Bull Sale website to find the open bronc riding entry form.

Attached Liability Waiver must be signed by team members entered!

All contestants must sign this liability waiver, and if under 18, (age is considered as of January 1, 2020), 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.

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Contestant / Parent or Guardian

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Contestant / Parent or Guardian

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Contestant / Parent or Guardian

## RULES

The same three horses must be used for all events. Contestant 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, 10 pts for first, 9 pts for second, etc. through 10<sup>th</sup> 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 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. 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 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. 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 time starts when the first rider passes the designated starting line. 3 loop limit, one loop per rider. The vet will raise both hands 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 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. Legal head catches only (neck, horns, half head). Illegal head catch may not be dallied. After each calf is 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 head, catch as catch can) dally and throw calf, tie the calf down with three legs, mark head with chalk and declare time with arms raised. 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

Two 3-man teams will enter arena at a time. Two yearlings will be at the far end of the arena. Time will start when the judge drops the flag. The 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. 3 loop limit, one loop per rider. Time will stop when hands are thrown in the air. They have to stay tied for 6 seconds.

### Trailer Loading

There will be two, 3 man teams in arena. All members horseback. Time will start for both teams when the flag is dropped. Two animals will be at the far end of the arena. One team member from each team will head the animal, remaining team members will assist in loading the animal into the trailer. There will be two trailers parked in arena. Each team must load their animal into separate trailers. Time will be recorded individually 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 FRONT LEG). Three loops allowed per team. One per member. 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.

Judges decision is final, any changes or updates to rules will be announced and gone over prior to events starting.