

**KLAMATH BULL SALE
WOMEN'S RANCH RODEO
RULES 2023**

1. All contestants must check-in at rodeo office and sign the Klamath Bull Sale Release & waiver of liability, assumption of risk and indemnity agreement.
2. All information will be discussed at the ground rules meeting before the event begins.
3. In order to enter multiple times in the same ranch event, a team must have at least two different partners from the prior team entry. Second Teams will only be taken if Space is available.
4. Contestants must name all team members at time of entry & team name.
5. KBS has sanctioned with WSRRA. You do not have to become a member of WSRRA to enter any of the Klamath Bull Sale ranch events. In order to earn points for WSRRA all members of a team must either be a current member or become a member prior to competing at the rodeo and show their membership at check-in. Teams must enter all 4 events in order to qualify to earn points for WSRRA. Please check <https://www.wsrra.org> for their membership rules and requirements. Membership forms will also be available at the entry office.
6. Arena Director has the right to limit entries and may limit the number of entries by a contestant due to lack of facilities. Any entries returned under this rule will be done generally and without discrimination.
7. No refunds will be given prior to 48 hrs. of the rodeo. If a contestant draws out, they will be required to provide a medical or vet certificate in order to be refunded.
8. All winners will be paid by check as soon as possible and if they need to be mailed, they will be sent by U.S. mail. Make sure Entry Office has your contact information.
9. Any contestant failing to show up for his/her scheduled event while it's underway will be turned out.
10. Western attire including western hat and long sleeve collared shirt is required.
11. Only the team captain will represent the team for disputes. (please designate and advise of your team captain when you enter/check in) If there is a formal protest, it will only be heard by the Judge, Flagger or Arena Director ONLY and must be presented by the team captain before the team exits the arena in that event. No exceptions.
12. No cursing, swearing, inappropriate language, or unprofessional conduct will be allowed at any time
13. The same four horses must be used for all events. Contestant must use the same horse the entire event, no switching between team members.
14. A 10 point system will be used, 10 pts for first, 9 pts for second, etc. through 10th place.
15. 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.
16. Any unnecessary roughness, or abuse of any animal in any event will result in elimination of the team in that event.
17. The Rules as herein prescribed cannot be waived, amended, nor interpreted contrary to intent by the management, judge, or any other person or group. Klamath Bull Sale reserves the right to apply rules according to circumstances.

WOMENS RANCH RODEO EVENTS

TEAM BRANDING

1. 4 man team
2. Each team will be required to paint brand 4 calves.
3. Time starts when team is ready.
4. There will be a 5 minute time limit progressive to 4th place.
5. Two team members will head and heel the animal; the other two members will work the ground to set ropes on both front & hind feet before paint branding. Iron cannot leave the bucket until calf is stretched by all four feet.
6. Each roper must head and heel a calf.
7. After the first two calves are branded the team members will change places.
8. The calf must be headed before the heeler can make his catch.
9. Legal head catch - horns, half head or the neck. (NO FRONT LEG)
10. The ground crew may assist in removing illegal catches or dropped ropes. Calf cannot be roped until removed.
11. As soon as calf is headed and heeled, the ground crew may leave designated area, throw calf & set ropes.
12. The ground crew must be back in the designated area after each calf is branded.
13. Time stops when the last calf is branded and the brand is in the bucket.
14. Each team will use the cattle in their designated pen. NO SUBSTITUTES.
15. Latigo Leather or Mule Hide Only - No Rubber or Cotton Rope
16. Team will be disqualified if brand is on the wrong side upside down, or in the wrong place.
17. Arena director and judges have final say on any disputes.

Trailer Loading/Doctoring

1. 4 man team
2. Time will start when first man crosses time line.
3. Two team members will head and heel the animal; tie three legs, mark and clear ropes (must stay tied for 6 seconds) Other animal must be headed and loaded into trailer - all team members must be touching back of trailer to stop time. Legal Head Catches - Horns, Half Head & Neck (NO FRONT LEG)

Reverse Team Roping

1. Team must split into designated partners.
2. Two steers will be released at end of arena
3. Header and heeler will start at the opposite end of arena.
4. Time starts when judge drops flag.
5. Rope anywhere in arena.
6. Latigo Leather or Mule Hide Only - No Rubber or Cotton Rope
7. Legal Catches - Horns, Half Head & Neck. (NO FRONT LEG)
8. Three loop limit per team.
9. Team roping rules apply. 4-man team, must catch both steers.

Ranch Horse

1. No pattern. Box cow, make two good turns on fence, build loop, head cow, stop & face. 2 loops may be used.
2. Latigo Leather or Mule Hide Only - No Rubber or Cotton Rope
3. Legal catches are Head, Half Head & Neck. (No Front Leg)
4. 3 minute time limit.
5. Horses may be ridden in age appropriate equipment, smooth mouth snaffle, hackamore, two rein, or bridle. Rommel reins and solid mouth bits on bridle horses. Tie downs or training devices will be DISQUALIFIED.