

Ranch Rodeo Preliminary Rules

- The Preliminary Round will consist of all 4 team members
- Each team will have 3 head of livestock turned out in the arena
- Each team MUST complete all 3 tasks within a 5-minute time limit, if any one task is not completed the team will receive a NO-TIME
- The 3 tasks will consist of
 - Steer Loadin'
 - Range Doctorin'
 - Stray Gatherin'
- Possible loop limits may be enforced, and will be determined and discussed at the Contestants Meeting
- Flagger will start time once any member has crossed the start line, and will stop once Flagger indicated all 3 events are complete
- The Top Eleven teams with the fastest accumulated time in the 3 events will advance to the finals
- In case of a tie, there will be an event that will be determined by the tied teams to compete for the finals position
- Preliminary round payouts will be based on the number of teams entered

Preliminary Events:

1. **Steer Loadin'** – The trailer will be parked at the opposite end. Team must sort and load steer into the trailer, no horses allowed inside the trailer. The gate to the trailer must be shut and latched for a qualified time. If it is not latched, a no time will be given. Cattle can be roped or pushed into the trailer.
EXCESSIVE ABUSE TO CATTLE WILL RESULT IN A DISQUALIFICATION OF THE TEAM
2. **Range Doctorin'** – Team must head & heel cow, then lay it on either rib cage, doctor cow with a paint stick, and release roped. Ropes must be removed for a qualified time. Medicine will be given with a paint stick and must be painted onto the neck of the animal. Failure to complete any of these tasks results in a no time.
3. **Stray Gatherin'** – Team MUST head & heel a steer. Once steer is headed and heeled, tie the steer with any 3 legs. After time has been called the steer has to stay tied for 6 seconds. If the steer becomes untied in the 6 seconds the team will be given a no time.