



## 2014 - 2015 Extreme Rodeo

**Events: ALL EVENTS OF EXRR ARE NON-ALCOHOL EVENTS. IN THE EVENT THAT ANY PARTICIPANT IS CAUGHT DRINKING ALCOHOL DURING AN EVENT OR ON THE PROPERTY OF WHERE AN EVENT IS HELD YOUR TEAM WILL BE DQ'D AND ASKED TO LEAVE THE PROPERTY. NO EXCEPTIONS**

**May 3<sup>rd</sup>, 2014 – EXRR @ Colonial Stables – 9 am (youth & women) 11 am (adult teams)**

**May 17<sup>th</sup>, 2014 – Chris Shivers & EXRR Benefit @ C Bar Arena, Jonesville, LA – 10am (adult slack) 6pm (Performance adult teams)**

**July 5<sup>th</sup>, 2014 – EXRR @ Colonial Stables – 9am (youth & women) 11am (adult teams)**

**September 6<sup>th</sup>, 2014 - EXRR @ Colonial Stables- 9am (youth & women) 11am (adult teams)**

**November 15<sup>th</sup>, 2014 – EXRR @ Colonial Stables – 9am (youth & women) 11am (adult teams)**

**February 27<sup>th</sup> & 28<sup>th</sup>, 2015 – EXRR FINALS @ Lamar Dixon Expo Center, Gonzales TBD**

### **Event Pre-Registration:**

*Limit of 15 youth teams, 15 women teams and 30 adult teams per rodeo.*

For all teams, registration opens an hour and a half before event and closes 30 minutes before event begins. *Note: For example, this means for our first event at Colonial, Youth & Women teams need to be checked in and paid up by 8:30am and Adult teams by 10:30am.*

*To secure your team's spot, calling in beforehand is recommended. Its on a "first come, first serve" basis. However, if a team calls in, they must be fully signed in and paid up one hour before event begins; or that spot will go to the first come, first serve walk-up teams.*

*If a team is not completely paid up by 30 minutes before the event, then that team will not be able to ride in that event.*

*If a team member is paid for but does not arrive by the time he has to ride, then a NT will be given for that event if the rider does not enter the arena before time is up.*

To pre-register, call or email Sarah Brock at (225-341-9389) ([sarah@thechurch.fm](mailto:sarah@thechurch.fm)).

### **Event Questions:**

Call Scott Hymel (225-715-0108) or email ([scotth@thechurch.fm](mailto:scotth@thechurch.fm))

*Note: Riders Captain has the option of allowing more than the allotted teams to ride in the regular rodeo series.*

### **Events limited to:**

30 Adult teams (4-man team, \$50 per person)

15 Youth teams (4-person team, \$25 per person)



15 Women teams (4-person team, \$25 per person)

### **An example of the way our shows will run:**

For our May at Colonial show:

Women and youth will ride at 9am.

Adult teams will ride at approx 11am.

For our May 17 Rodeo (Chris Shivers Benefit) show:

***This event is not an EXRR series event for EXRR's Finals. This is an open event. All proceeds go to Praying for Peyton & Prayers for Kyle Watson (cancer patients)***

Due to cattle and time, 10 teams will compete in the night show.

The rest of the adult teams (up to 30 adult teams total)

All 10 teams for the performance have to be paid in full two weeks before the show.

## **Team Requirements:**

### **4-Person Adult Ranch Teams:**

Team Name.

For the team's points to accumulate for the year-end finals awards, at least 2 of the original team members must compete at each event. A new team can be started at any of the events, except at the finals. In the event that more than two team members are not present at a Ranch Rodeo, the points will not accumulate for that team's year end points total.

A rider can only be on two teams.

On the second team, the rider must have two different riders from their first team.

If a substitute is used on a team, that substitute can't be on more than one other team nor break the above rulings either.

### **4-Person Youth Ranch Teams:**

Team Name.

Three members of the team must be age 16 or younger on January 1<sup>st</sup> of the year the series starts. **(each team is allowed 1 adult)**

For the team's points to accumulate for the year-end finals awards, at least 2 of the original team members must compete at each event. A new team can be started at any of the events, except at the finals. In the event that more



than two team members are not present at a Ranch Rodeo, the points will not accumulate for that team's year end points total.

A rider can only be on two teams.

On the second team, the rider must have two different riders from their first team.

If a substitute is used on a team, that substitute can't be on more than one other team nor break the above ruling either.

*Note: Youth riders can also ride on two adult teams in addition to two youth teams.*

#### **4-Person Women Ranch Teams:**

Team Name.

Every member of the team must be female.

For the team's points to accumulate for the year-end finals awards, at least 2 of the original team members must compete at each event. A new team can be started at any of the events, except at the finals. In the event that more than two team members are not present at a Ranch Rodeo, the points will not accumulate for that team's year end points total.

A rider can only be on two teams.

On the second team, the rider must have two different riders from their first team.

If a substitute is used on a team, that substitute can't be on more than one other team nor break the above ruling either.

*Note: Women riders can also ride on two adult teams in addition to two women's teams.*

**Note: Each team must provide the recorder/registration with a rider's captain that will also be the spokesman/spokeswoman and point of communication for that team.**

#### **Open Ranch Bronc Riding:**

15 bronc rider limit

Ages 15-17 with parental consent and release. 18+ with release.

Spots will be filled for each rodeo on a first-come-first-serve basis. The spot is only secured AFTER entry fee is paid.

We plan on having Open Bronc Riding at the Finals at Lamar.

\$50 entry fee, 100% payback.

1-5 riders pays back 1<sup>st</sup> & 2<sup>nd</sup>

6-15 riders pays 1<sup>st</sup>, 2<sup>nd</sup> & 3<sup>rd</sup> place.

For the finals, \$1,000 will be added and a custom prize.

For pre-registration, call Scott Hymel at 225-715-0108 or email [scotth@thechurch.fm](mailto:scotth@thechurch.fm).

## **Scoring:**



### **Each Rodeo:**

Most events completed with the least amount of time wins rodeo.

Example:

- 1st - 4 events completed, 4:35 total time
- 2<sup>nd</sup> - 4 events completed, 6:20 total time
- 3<sup>rd</sup> - 3 events completed, 3:20 total time
- 4<sup>th</sup> - 3 events completed, 6:00 total time

### **Overall year-end points:**

The amount of teams doubled, by dropping in one-point increments.

Example (30 teams):

- 1<sup>st</sup> - 60 points
- 2<sup>nd</sup> - 59 points
- 3<sup>rd</sup> - 58 points

The last place team would get 31 points if there were 30 teams.

In the event of a tie on time, the points for those places will be split equally.

The points from each rodeo will accumulate to determine the overall team winners after the finals.

***All scores will be posted online at: [www.extremerodeo.org](http://www.extremerodeo.org)***

### **Event Rules:**

- **A legal catch for all Extreme Ranch Rodeo events are: full head, figure eight, one horn, one horn and head, horns only. (No front leg can be in loop)**
- ***If a rider dismounts his/her horse during any event, his/her rope MUST be discarded from the saddle.***
  - ***As long as the rider has control and contact with the horse discard rule does not apply. (IE: Get Down Rope , reins, etc. )***
  - ***If the rider loses contact or control 15-second penalty will be added.***
  - ***Discard rule does not apply in the Stray gathering***
- **In any event where the steer must be headed and heeled, the head rope must be thrown first. Then the steer can be heeled, but it must be heeled from the rear of the steer. The ropes must be pulled tight and horses facing the steer.**

- You cannot dally, hold or restrain a steer with an illegal catch (i.e. body loop, front leg or back leg) during the event or a no time will be given.
- A steer cannot be roped unless standing on all four feet.
- All roping must be done from horseback and thrown, not placed on the cow.
- Cattle are not to be abused by excess choking down and dragging (this will be determined by the judges). If the judge feels abuse is excessive, then a "DQ" will be given for that event.
- No outside assistance. If the equipment isn't brought into the arena with you once the event starts, you may not retrieve it or be handed it from the outside.
- Cattle can be roped anywhere in the arena, after they have crossed the foul line.
- If a team has a question in regard to a ruling, score or time, the team leader of the team can appeal to the Riders Captain; who will then relate the appeal to the booth judge.
- Ropes can be transferred to another rider from horseback or from foot, as long as the steer was roped from horseback at the start.
- All scores and times during the rodeo are unofficial and subject to change, due to mistakes found by judges and Riders Captain.
- Re-rides are only given if judges deem it to be necessary. Any penalties enacted in the fouled ride will be transferred to the re-ride.
- Each team must ride with four members on the team. A team that does not have their four riders when it is their time to ride, they will get a "NT" (no time) if rider and horse does not enter by the time event is completed. If riders or rider enters after event has started, then a 15 second penalty will be added to time.
- The next team up has a limited amount of time to enter the arena. After 1 minute, the arena judge can start the time if the team isn't in the arena (unless held up by the gate man for a safety issue or judges meeting).
- In the event that a rider is injured or called out on an emergency during the rodeo, then that team must replace that rider with another member of a team or someone on standby. If by replacing that team member it puts only one original member left on the team, then that team could win day money, but would not be allowed to add to the team's overall points for that rodeo. *The emergency must be okayed by the judges and rider's captain. Also. The replacement cannot break any of the team rider's rules.*
- *If a trash cow has a rope on it (because of being wrongly roped or accidentally picks one up) it does not have to be removed for time to stop.*
- ***Trash cow 15 second penalty is given when 4 or more trash cows are across the foul line at the same time.***



- In the event we are releasing the cattle from the chute the team will be standing in a designated starting box. Time will start when judge drops the flag.
- Youth teams may have one adult member (rider 17 years of age or older on January 1<sup>st</sup> of the year the series starts). The adult must allow for three loops to be thrown by the youth before he can attempt to catch the steer.
- 2 min will be given to complete roping events
- 3 min will be given to complete the stray gathering with two events being completed at the same time
- 4 min will be given to complete the stray gathering with three events being completed at the same time

#### **Trailer Loading:**

The time starts and the steer number is given when the judge drops the flag. Teams will start from designated starting box identified in the area.

Cut the # steer out of herd and after steer crosses the line, head the steer.

If 4 or more trash steers are across the foul line at the same time +15 seconds will be added to your time.

Time stops after steer is loaded, rope is removed, trailer is closed and all trash cattle are across the foul line. No riders can be in the trailer for time to stop.

2 minutes are given to complete this event.

*Note: If steer loads into trailer without being headed, it's a re-ride.*

#### **Cattle Doctoring:**

Time starts and steer number is called out after rider crosses the white line. Cut # steer out of herd.

After steer crosses line, head the steer.

Steer must be brought to circle in the center of the arena and thrown. *Note: Steer must be standing in circle, then thrown with all four feet facing in one direction.*

The steer must be thrown before head is marked.

The steer's head must be marked, rope removed and all trash cattle must be across the line for time to stop.

If 4 or more trash steers are across the foul at the same time +15 seconds will be added to your time.

2 minutes are given to complete this event.

#### **Rawhide Race:**

Two men on horses and two men on foot.

Time starts when first man on rawhide crosses the line.

First man must be pulled around the barrel, cross the line, and then give rope and rawhide to the other two teammates.

Second half of team does the same. When the last man on the rawhide crosses the line coming back, time stops.



If the barrel is knocked over, +15 seconds.

The man must be on the rawhide or holding on the entire ride, being drug.

1 minute is given to complete this race.

*Note: He cannot run with the rawhide. He has to be drug by the horse. If he falls off, he has to stay where he fell off and the horse and rider have to come pick him up with the rawhide from that spot to finish.*

### **Cattle Branding:**

Time starts and steer number is called out after rider crosses the white line.

Cut # steer out of herd. After the steer crosses the line, head, heel, stretch and brand steer (steer cannot be branded until head and heels are caught).

**If 4 or more trash steers are across the fowl at the same time +15 seconds will be added to your time.**

Ropes must be removed, brand returned to the bucket and all trash cattle must be back across the white line for time to stop.

2 minutes are given to complete this event.

*Note: Head rope and heel rope must remain on the cow until branded. If your rope comes off or is taken off before the steer is branded, then the steer must be re-caught (Remember, headed then heeled.).*

### **Cattle Mugging:**

Time starts and steer number is called when rider crosses the white line.

After steer crosses line, head him. **In the event we are releasing the cattle from the chute/gate the team will be standing in a designated starting box. Time will start when judge drops the flag.**

Steer must be standing then thrown down, then tie one front leg to the two hind legs.

**If 4 or more trash steers are across the fowl at the same time +15 seconds will be added to your time.**

For time to stop, steer must be tied, rope must be removed from head and all trash cattle must be back across the white line. Then for time to hold, the steer must stay tied for 6 seconds.

**2 minutes are given to complete this event.**

*Note: (No rider can be touching steer—meaning, no laying under it. If the steer is touched after time is called, no time will be given).*

### **Wild Cow Milking:**

Team is in designated starting box.

Wild cow is let into arena and time starts when the judge drops the flag directing the team to leave the designated starting box.

After cow crosses line, head the cow.

The cow must be standing on all four feet, one drop of milk is to be harvested and brought to the judge inside the marked box, and rope must be removed from cow for time to stop.



2 minutes are given to complete this event. However the cow must be roped, dallied and held within the first minute or it is a NT (no time).

**Note:** If a dally is lost within the first minute the team can use the full 2 minutes to try to finish

*Note: When cup is brought into box (a person must be in the box w/cup) and the rope is removed from cow, the time will stop. If the person with cup leaves box to assist team, he must return to box with cup for time to stop. But then the person with the cup must allow one drop to hit his hand where the judge can see it for time to stand. If no milk is seen, then it's a NT (no time).*

### **Steer Milking:**

Time starts and steer number is called out after rider crosses the white line. Cut # steer out of herd and after steer crosses the line, and head the steer. In the event we are releasing the cattle from the chute the team will be standing in a designated starting box. Time will start when judge drops the flag. Steer must be standing on all four feet and he cannot be leaning against the fence.

If 4 or more trash steers are across the foul at the same time +15 seconds will be added to your time.

Pull a piece of the tag off from under the steer, bring it to the judge inside the box, remove rope and get all trash cattle across the line and time will stop.

2 minutes are given to complete this event.

### **Open Chute Dogging:**

- Two-man teams.

Time starts when the steer's head crosses the gate opening.

The steer's nose must cross the line before turning.

Steer must be lying on its side with all four feet laid out to the right for time to stop.

1 minute is given to complete this event.

### **Pasture Roping:**

Time starts and steer number is called when rider crosses the foul line. In the event we are releasing the cattle from the chute the team will be standing in a designated starting box. Time will start when judge drops the flag.

Cut # Steer and the next consecutive number

IE: if 3 is called out riders will cut out 3 & 4. If 9 is called out riders will cut out 9 & 0.

- Once the right # steer crosses the line it can be roped. Both steers must be headed, heeled and stretched with horses facing the steer, ropes removed for time to stop. No penalty for trash cows, the trash cows do not have to be back across the line for time to stop.

2 minutes are given to complete this event.

*Note: all riders can help each other*



### **Team Penning:**

Time starts and steer numbers are called out after rider crosses the white line.

Cut the # steers out of herd and pen them in the pen.

Time stops when the 3 correct steers are in the pen, gate is closed and all trash steers are back across line.

**f 4 or more trash steers are across the fowl at the same time +15 seconds will be added to your time.**

2 minutes are given to complete this event.

### **Buddy Pick-Up:**

Time starts when judge drops flag.

Two team members on horseback and the two other team members on barrels. The riders must pick up members on barrels on the other end of arena and bring to center line (rider and buddy must be on the horse at all times, after pick-up. If one falls off, they must remount barrel and try again).

Time will stop when both riders cross the line with their buddies.

1 minute is given to complete this event.

### **Pony Express:**

Time starts when judge drops the flag.

All four riders must make a full round around the arena while carrying a mailbag in their hand.

Before a rider can pass the start line, the mailbag must be in their possession only (if rider does not have sole possession when crossing, they must turn around and cross the line again or +15 seconds will be added for each time this happens).

The bag can only be passed off after crossing the finish line (if horse goes inside barrels or knocks a barrels down, +15 seconds will be added per barrel crossed or knocked over).

2 minutes are given to complete this event.

### **Double Mugging:**

Time starts and two steer numbers will be called out when rider crosses the white line. **In the event we are releasing the cattle from the chute the team will be standing in a designated starting box. Time will start when judge drops the flag.**

Both steers must cross the line then be headed.

Steers must be standing then be thrown, then tie one front leg to the two hind legs.

**f 4 or more trash steers are across the fowl at the same time +15 seconds will be added to your time.**



For time to stop, steers must be tied, ropes must be removed from head and all trash cattle must be back across the white line. For the time to hold, both steers must stay tied for 6 seconds.

**2 minutes are given to complete this event.**

*Note: No rider can be touching steer. Meaning: no laying under it. If the steer is touched after the time is called, a NT (no time) will be given.*

*Note 2: **Note: The two teams CAN help each other.***

*Note 3: We will supply you with two pigging strings, but you are allowed to have a total of four in the arena.*

### **Steer Stopping:**

Time starts and steer number is called out after rider crosses the white line. Cut # steer out of herd. After the steer crosses the line, head the steer and stop the steer making it face up to the horse.

When rope is removed and all trash cattle are back across white line time will stop.

**f 4 or more trash steers are across the fowl at the same time +15 seconds will be added to your time.**

2 minutes are given to complete this event.

### **Rope 'em & Ride 'em:**

- One cow will be released from the chute, the judge will drop the flag and the time will start. The team will have their horses within the big circle.
- After the flag has dropped, the team may leave the circle. The cow must be driven across the fowl line and then you can head the cow. (If a team member leaves circle before flag goes down 15-second penalty)
- The cow must then be taken to the smaller circle and a team member must mount the cow and ride it out of the circle and across the second circle line. (The rope maybe held by the rider and any other member of the team not on horseback. However, once the steer crosses the first line with its head then no other team member can be touching the steer or the rider, nor can they pull the steer across. If the rider falls off before crossing the outer circle line the cow must be brought back to the center circle and attempt to ride the cow out again.)
- The time stops when entire steer crosses the outer circle and the rider is still on the steer with one leg over his back.
- 2 minutes are given to complete this event.

### **Ranch Sorting:**

- There will be a herd of cattle numbered 0-9.
- Time will start and steer number is called out when rider crosses the foul line.



- The team will then need to sort that number called and the next three consecutive numbers.
  - Ex. If 6 is called the team will sort 6,7,8, and 9 in that order
  - Ex. If 9 is called the team will sort 9,0,1, and 2 in that order
- Steers must be sorted in order. If one crosses the line out of order it will be a no time. If a trash steer crosses the line it will also result in a no time.
- Once the correct cows are sorted across the line in order they cannot come back across the line or it will result in a no time.
- Once the fourth steer crosses the line in the proper order, time will stop. If time runs out and all four steers have not been sorted, then +15 seconds will be added for each cow not sorted.

*Note: At least one steer has to be sorted out or a no time will be given*

- 1 minute is given to complete this event.

### **Steer Yoking:**

Time starts and steer number is called when rider crosses the white line. After steer crosses line, head him.

- +15 seconds added if 5 or more steers cross the line (this includes your steer).

Steer must be brought to yoke in the arena

Steer must be tied to yoke around the horns with rope provided.

For time to stop, steer must be tied, all ropes must be removed from head and all trash cattle must be back across the white line. Then for time to hold, the steer must stay tied for 6 seconds.

**2 minutes are given to complete this event.**

*Note: Rope used to rope steer must be removed from steer, yoke rope and yoke before 6 seconds will be counted off. Also the steer must be standing and remain standing before 6 seconds will be counted off.*

*Note: (No rider can be touching steer—meaning, no laying under it. If the steer is touched after time is called, no time will be given).*

### **2 Event Stray Gathering:**

- Time starts and steer number is called out after a rider crosses the white line.
- Cut # steer and the next consecutive number out.



- IE: If 3 is called out riders will cut out 3 & 4. If 9 is called out then riders will out 9 & 0
- Once the right # steer crosses the line white line it can be roped.
- Both events will then have to be completed per the rules of each single event. However there is no rope rule in play nor any penalty for trash cows. The trash cows do not have to be back across the line for time to stop.
- Time will stop when both events have been completed and riders are on their horses in the designated box.

*Note: If mugging is one of the events then the steer must stay mugged until time is stopped.*

*If trailer loading is one of the events the steer must remain in the trailer until time stops.*

- 3 minutes are given to complete this event.

## **PAYOUT:**

*60% of entry fees will be paid out*

### **Adult Ranch Teams:**

3-5 teams

1<sup>st</sup> place pay out 100%

6-10 teams

1<sup>st</sup> place pay out 60%

2<sup>nd</sup> place pay out 40%

11-20 teams

1<sup>st</sup> place pay out 50%

2<sup>nd</sup> place pay out 30%

3<sup>rd</sup> place pay out 20%

21-30 teams

1<sup>st</sup> place pay out 40%

2<sup>nd</sup> place pay out 30%

3<sup>rd</sup> place pay out 20%

4<sup>th</sup> place pay out 10%

### **Youth & Women Ranch Teams:**

2-4 teams

1<sup>st</sup> place – 60% pay out

5 teams

1<sup>st</sup> place – Buckles

6-10 teams:



1<sup>st</sup> place – Buckles

2<sup>nd</sup> place – \$30 check per person

11-15 teams:

1<sup>st</sup> place – Buckles

2<sup>nd</sup> place – \$50 check per person

3<sup>rd</sup> place - \$30 check per person